



BENNETT'S CREEK LITTLE LEAGUE
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Coach Pitch Local Rules – Updated March 2016

NO LOCAL RULES established by Bennett's Creek Little League are to supersede Little League International, Inc. rules.

1. Coach Pitch is an instructional/preparatory division of the Little League Minor Division for players who are league age 6 to 9.
2. A post season tournament may be held upon mutual agreement between the division Managers and the commissioner and approval of the Board. The decision to hold a tournament shall be made prior to the first game of the regular season. The tournament format shall be single elimination with team seeding based on regular season win/loss records.
3. For Coach Pitch Baseball games, there shall be a time limit of 1 hour and 40 minute, with no new inning starting after the 1 hour and 30 minute time. Home team has the official score book and will register the official start time.
4. A half-inning is completed when the defense makes three outs or the offense scores three runs. However, a final inning of play that includes unlimited runs is allowed provided it begins prior to 1 hour and 30 minutes of elapsed time from the official starting time of the game. This "unlimited" inning will be completed only when the defense(s) makes three outs or either team obtains a lead of 10 runs or more. Managers should collaborate to ensure that the "unlimited" inning is started prior to 1 hour and 30 minutes of elapsed time from the official starting time.
5. Tied Games: If a game is still tied when the time limit has expired, the winner will be determined by reverting back to the previous completed inning. If the previous inning results in a tie, you will keep reverting back to previous completed innings until a clear winner has been determined. The winner will be the team that is determined to be leading after the completion of an inning prior to the final tied inning. No extra innings shall be played.
6. Managers will keep a score book for each game, with the home team keeping the Official Score Book. The focus of this is to help train managers to move up in levels of managing. Keeping the score book is an important part of managing a team.

7. All games will be played regardless of the number of players on each team. If one team has less than 9 players, they may ask to 'borrow' from the opposing team or a current coach pitch level player that is at the field and suited out to play. There are no forfeits.
8. The Coach Pitch Division will use a pitching machine. The pitching machine shall be set up with the head of the machine over top of the pitching rubber or 46' feet. If the machine is being set up on the softball field, the machine shall be set up at 46' feet from the back tip of home plate. The batter shall receive no more than **seven** pitches unless the batter has two strikes and hits the seventh pitch foul. In only this case, the batter may bat until he hits a fair ball, or has three strikes. If the batter has three strikes prior to the seventh pitch, he shall be called out.
9. Each team shall be allowed a maximum of three (3) bunts per game. Any bunt attempt with 2 strikes that does not result in a ball being hit into fair territory shall be a strikeout, this includes foul balls.
10. There are no walks in Coach Pitch.
11. Players shall be warned for throwing a bat. On the third such warning, the player shall be called out.
12. Players shall be warned for Sliding into first base. On the third such warning, the player shall be called out.
13. There is no leading off or stealing in Coach Pitch. A runner may not advance to the next base until the ball is hit into fair territory.
14. The infield fly rule is not in effect for coach pitch level.
15. Play is dead and runners must halt when the one or all of the following conditions have been met:
 - a. When any fielder records an appropriate out(s)
 - b. Any ball that is hit safely into the outfield, retrieved, and either the outfielder steps onto the infield or throws the ball to the infield and the ball is brought under control by any infielder.
 - c. Any ball that is hit safely into the infield, fielded by an infielder and either that infielder makes a recorded out(s) or when the first error/overthrow occurs at any base.

16. Coaches may only assist (touch) an offensive player when the ball or play is dead. If a coach assists (touches) a player while the ball or play is live, that player will be ruled out and must return to the bench.
17. Coach Pitch games will include up to 10 defensive players in the field at a time. Managers can substitute as they feel necessary to allow all children equal playing time. The basic concept of defensive positions will be followed, i.e., bases and field positions will be occupied and children will not be deployed in a semi circle around the batter.
 - a. All Coach Pitch games shall be played by Liberal Substitution Rules. All players on the roster will be in the batting order and can be substituted at will in the field. All mandatory play rules still apply to defensive outs and one at-bat.
 - b. Each Coach Pitch player shall play at least two innings on defense in every game.
18. No more than three coaches will be permitted on the field during defense, to direct and instruct players. One coach shall be behind home plate, and two shall be in the outfield.
19. No more than three coaches will be permitted on the field during offense, to direct and instruct players. One coach shall operate the pitching machine, one shall coach base runners at first base, and one shall coach base runners at third base.
20. Courtesy Runners: After having reached base safely, a courtesy runner may be substituted for the catcher of the upcoming inning regardless of the number of outs. However, the substitute runner must be the last player to have been put out. This rule is intended to speed up games and also allow the catcher ample time to prepare for the upcoming inning.
21. All male/female players are encouraged to wear appropriate required protective athletic gear regardless of what position they play.
22. The Manager of the home team is responsible for having the field ready for play no less than 30 minutes prior to game time. If the field is not ready, the home team will lose the opportunity for infield practice.
23. The Manager of the home team shall bring at least two new balls to be used as game balls.
24. Both Managers are responsible for the policing of their teams' dugouts, stands, and adjacent areas immediately following each game.
25. After the completion of every game, the Managers of the visiting team shall ensure that the field is thoroughly raked.

26. The Manager of the home team shall ensure that the trash receptacles are emptied on both sides of the field.
27. Both Managers will ensure their dugouts are clean prior to leaving the field area.