

South Carolina Little League District and State Coaches Pitch Tournament Rules and Guidelines

These rules were approved for play by the District Administrators of South Carolina. These supplemental rules are to be used in conjunction with the Official Little League Rulebook. The following options, rules and clarifications shall be used throughout the tournament.

Objectives of the Coaches Pitch Division

The objective of the Coaches Pitch Tournament is to provide six, seven and eight year olds the opportunity to participate in a baseball or softball tournament at the District and State level.

Responsibility and Chain of Command

It should be clearly understood by League Presidents, managers, coaches, and parents that operation of the Coaches Pitch Tournament comes solely under the authority of the South Carolina Little League District Administrators and their appointed Tournament Directors. There will be no waivers or resorting to local rules or other variations unless approved the South Carolina Little League District Administrators.

Player Eligibility

Any player league age 6, 7, or 8 who has participated as an eligible player in 60 percent of the regular season games by the start of Tournament Play in their respective District, on a Coach Pitch, Machine Pitch, or Minor League kid pitch team.

Protests / Forfeits

All protests and appeals must be made before the next pitch is made.

Protests may only be made by the team Manager and should only be made when the Manager believes a rule has been misinterpreted or overlooked by the umpire.

Appeals will only be made when a Manager believes a runner has missed a base or a team has batted out of order. The ball does not have to be "live" to make an appeal. As soon as the play is over and the umpire has called "time" the Manager may approach the umpire and make his/her appeal.

The District Administrator, Tournament Director or his/her designated representative will make a decision to resolve the protest before play resumes.

No game may be forfeited or a team disqualified without the authorization of the host District Administrator.

All decisions made by tournament officials are final.

Tournament Playing Rules

1. The Playing Field. The batter's box, foul lines, and coaches boxes will be marked as outlined in the Little League rule book with the following added:
 - a. A chalk hash mark 1/2 way between (30ft.) 1st and 2nd bases, 1/2 way between (30ft.) 2nd and 3rd bases, and 1/2 way between (30ft.) 3rd and home plate will be marked for all games.
 - b. A circle of 10 feet in diameter (5' Radius) will be marked off around the pitcher's mound with the center of the pitcher's plate to be used as the center of the circle.
 - c. The sole purpose of these lines are to help the umpires determine if a runner has completely crossed the halfway point between two bases at the time a dead ball is called.
 - d. BASEBALL – The pitching distance will be 46 feet
 - e. SOFTBALL – The pitching distance will be 40 feet f. The catcher may wear a catcher's mitt or regular baseball glove

2. Pitching

a. The Player Pitcher

- 1 One of the 6 infielders must play the position of Player pitcher.
- 2 The player pitcher must stand with at least one foot inside the pitcher's circle before the pitch is made. He/she is free to move once the ball is pitched.

b. The Coach Pitcher

1. The coach pitcher may speak to the batter until the ball is put in play or the batter is retired. The coach can only speak to a batter during a dead ball.
2. Once the ball is put in play the coach pitcher shall make every effort to move quickly move out of the playing area and not return until the umpire has called time.
Penalty – 1st time will be a warning. Second and subsequent infractions the batter will be called out for coach pitcher interference.
3. The coach pitcher must pitch over handed to each player and may pitch from any location within the pitching circle. (* Within is defined as any part of the foot touching the line)
4. (SOFTBALL) The coach pitcher must pitch under-handed to each player and may pitch from any location within the pitching circle. (* Within is defined as any part of the foot touching the line)
5. Both of the coach pitcher's feet must be completely within the pitching circle at the beginning and the end of each pitch. (* Within is defined as any part of the foot touching the line)
6. The coach pitcher will apply the courtesy of making sure that the defensive team is in position before making a pitch. If the umpire determines that the coach pitcher fails to do so, the batting team will receive no benefit from the pitch and the umpire will call a strike on the batter. Any hit or base runner advances will be nullified.

3. Batting

- a An at-bat will consist of 6 pitches or 3 swinging strikes. If the 6th pitch is a foul ball the at-bat will continue.
- b Bunting is NOT allowed. Any bunt attempt will be counted as one of the 6 pitches.
- c There will be no walks.
- d Batters must keep one foot in the batter's box during their at-bat
- e When the 10th consecutive batter of the inning comes to the plate, the offensive team will automatically be recorded as having two (2) outs. Play will continue until the 3rd out is recorded or the 10th batter has scored. This rule will not apply in the 6th and any further innings of play.

4. Base Runners

- a. Special Pinch Runner: Twice a game but not more than one time per inning a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player. A player may only be removed for a special pinch runner one time during the game.
- b. Stealing is not allowed. When the adult pitcher has the ball and is ready to pitch all runners shall be in contact with their bases and shall not leave their bases until the ball crosses the plate.
Penalty- IMMEDIATE DEAD BALL. If a runner leaves the base before the ball crosses the plate, the umpire shall signal to indicate the violation at the time it occurs. The runner is **out and removed** from the base upon leaving the base early.
- c. The runners shall not stand off the base and "joke" back and forth in an attempt to draw a throw

5. Substitutions/Re-Entry:

- a. Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order.
 - b. A substitute entering the game for the first time may not be removed prior to completion of her/his mandatory play requirements.
 - c. Defensive substitutions must be made will the team is on defense. Offensive substitutions must be made at the time the offensive player has his/her turn at bat or is on base.
 - d. A starter and his/her substitute may not be in the lineup at the same time.
 - e. Improper substitution is the basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.
6. **Ten-Run Rule:** If at the end of a regulation game (4 innings. 3 1/2 innings if home team is ahead) one team has a lead of ten or more runs the manager of the team with the least runs shall concede.
7. **Each team must have 10 players** to start and finish the game. The defensive team shall place 10 players on defense. 6 infielders and 4 outfielders. Outfielders must be positioned on the outfield grass
8. The infield fly rule is not in effect.
9. **The ball becomes dead** and the umpire will call time when-
- a. A batted ball comes in contact with pitcher coach. The batter shall be awarded first base and runner(s) may only advance if forced.
 - b. A thrown ball comes in contact with the pitcher coach, the ball is dead. Any runner(s) who have crossed the hash marks shall be awarded the base they were going. If the runner(s) have not crossed the hash marks they will return to the last base occupied.
 - c. A player injured. Any runner(s) who have crossed the hash marks shall be awarded the base they were going. If the runner(s) have not crossed the hash marks they will return to the last base occupied. (NOTE: If a base runner is injured, the last retired batter will replace the runner.
 - d. When the advancement of the lead runner has been stopped **OR** when, in the judgement of the umpire, all play has stopped.