

2020 Texas District 2 Little League Baseball Coach Pitch Rules

The Official 2020 Little League Rule Book shall govern play except as modified below.

REMEMBER: These are 7-8-year-olds and the game is being played for their benefit. Good sportsmanship is expected always.

COACHES: Each team will have 1 manager, 2 official coaches and 1 pitching coach for a total of 4 coaches. Any adult that comes in contact with the players must have passed a background check. All coaches must be listed on the team roster. Teams must have 8 players present within 15 minutes after start of game. **THIS IS NOT AN AUTOMATIC FORFEIT**, but up to the local league to replay the game later. Local league may decide to play with only 7.

TIME LIMIT: 1 hour 15 minutes (75 minutes) or 6 innings, whichever comes first. An inning consists of 3 outs on defense and 3 outs on offense for a total of 6 outs. The inning being played must be completed when time is called, but no new inning will start after game time has been called unless there is a tie. See below for ties.

TIE GAMES: In case of a tie, another inning may be played if there is at least 30 minutes until the next regularly scheduled game or it is not past the 10 pm curfew. If game is still tied after one extra inning, the local league will determine how to handle it. **Tournament: The tie will be played off.**

SCORING: Each team will be allowed 7 cumulative runs per inning or 3 outs, whichever comes first. For example, if the visiting team scores 5 runs in the first inning, they can score up to 14 runs in the second inning before the inning is over.

WEATHER: If a game is called due to weather, it will not count as an official game for coach pitch unless 4 innings have been completed or 3 ½ if the home team is ahead. The game will be rescheduled if not complete and will be continued at the point it was stopped. Batting order will remain the same, but if a player is missing from the original roster, an out is not recorded. The batter is simply skipped in the order.

BATTING ORDER: The batting order shall be the entire roster of players and ALL PLAYERS will play in the field. The batting order will exactly follow the roster presented at the beginning of the game for the entire game. The batting order will only change if a player is not able to take his turn (i.e. due to injury, illness or bathroom break). An out WILL NOT be recorded for this. If a player arrives after the rosters are exchanged by the coaches, then the name is added to the bottom of the roster/batting order.

INFIELDERS: The pitcher must begin play with 1 foot inside the pitcher's circle (10-foot circle) on the dirt. All infielders must be on the infield dirt in their regular positions and outfielders must be on the outfield grass when the batter is in the box and the ball is put into play. ALL teams can have no more than 50% of outfielders positioned in shallow outfield. All outfielders may be positioned deep in the outfield, though. **PENALTY:** If the pitcher is not in the correct position & the batter hits the ball and advances along with any base-runner safely, play stands. If not, ball is dead and runners and batter advance one base. **Tournament: No team may have more than 12 players on the field at one time. Additional players must take turns playing in the field.**

BATTED BALL: If a batted ball hits the pitching coach, it is a dead ball. **If a thrown ball hits the pitching coach, the ball is DEAD and the batter is out. NO RUNNERS ADVANCE.**

PITCHING COACH: All pitching will be done by the pitching coach and the ball will be delivered from the 40' marked line to the batter with one foot remaining behind the line while delivering the ball. If there is no apparent line, the pitching coach must keep one foot on the mound dirt while delivering the pitch. The pitching coach may elect to be further back than 40', but no closer. Pitching coaches may be changed, but only at the beginning of an inning. **EXCEPTION:** If the pitching coach is injured, he/she may be replaced at any time. However, he/she may not reenter the game after that point. Pitching coaches can coach from the mound, but once the ball is hit, the coach must no longer coach the runners or fielders and must remove himself as quickly as possible from the line of play to avoid interference. The pitch must be thrown over-hand and can be delivered kneeling or standing.

BATTER: Each batter will be allowed a maximum of 5 pitches or 3 swinging strikes, whichever comes first. **If the batter fouls the 5th pitch, he may continue to foul additional pitches until the ball is hit or the batter strikes out. No bunting is allowed.**

HIT BY PITCH: A batter hit by a pitched ball WILL NOT be awarded first base. The pitch will count toward the player's maximum number of pitches.

BASE RUNNERS: There will be no base stealing. Runners can advance at their own risk if an error is made when the ball is thrown back to the pitcher or from any other defensive players or if the pitcher or catcher step over the chalked line (or outside of the circle or home plate if no line is drawn) with both feet. If one foot remains behind the line or circle, the runner cannot advance. The LEAD base runner will determine when the play is stopped. If the lead base runner is stopped by an defensive player, the runner will not initiate advancement toward the next base. The umpire will call TIME when forward advancement is stopped, and the runner will return to the previous base. The rule is not intended to eliminate aggressive base running, but to discourage base runners from taunting fielders into throwing the ball by shifting back and forth. However, once the runner has stopped advancement and returned to base, if the fielder makes an error on the throw, the runner may advance at his own risk.

COACH PITCH: A forced play at home or any defensive player touching home plate does not stop play. The ball must be returned to the pitcher's circle or any advance abandoned by the base runners for the play to be stopped (as described above).

PINCH/COURTESY RUNNER: There is NO SPECIAL PINCH OR COURTESY RUNNER in coach pitch since all players bat and play in the field.

BASE RUNNING: As mentioned earlier, when a pitched ball is being returned to the pitcher by the catcher, the catcher and pitcher may come out to the chalked line to return and catch the ball. If the pitcher misses the ball or either steps completely over the line with both feet, the ball is live and runners can advance at their own risk until TIME is called by the umpire. If there is no line drawn, pitchers and catchers must keep at least one foot in the dirt of home plate and the mound or runners can advance at their own risk.

CATCHER'S: ALL CATCHERS MUST WEAR COMPLETE CATCHER'S GEAR (males must wear a protective cup). Catcher's masks MUST HAVE A DANGLING THROAT GUARD on all masks including the hockey style mask. Catcher's must have a catcher's mitt. (rule 1.12).

HELMETS: Pitchers must wear a batting helmet and face shield is optional. All batters must wear a batting helmet, but the face shield is optional. Any spray-painted helmet will not be allowed.

BATS: All bats must have the new USA baseball stamp to be eligible for use.

COACHING OUTSIDE THE FIELD OF PLAY: No team shall station a coach, player or parent on the opposite baseline off the field to instruct, coach or communicate in any manner with their own players.

DISCIPLINE: All coaches must have the umpire's PERMISSION by calling TIME to be on the field at any time during play. Failure to do so will result in DISCIPLINARY ACTION, except in the case of injury to a player. No coach will charge out of the dugout when questioning an umpire's decision. An act of this manner will result in IMMEDIATE DISMISSAL from the game and the ball park. If ejected from a game, the ejected coach will serve a one-game suspension for the following game. This means the coach cannot be on the park premises unless special permission is granted by the head umpire. Harassing of umpires, opposing players, or opposing coaches WILL NOT be permitted for any reason. The manager will be responsible for the acts of their players and parents. This also includes the harassment of their own sons/daughters and teammates. DISMISSAL from the game and ball park can be the penalty for violations of this rule.

UNIFORM: All players must be in full uniform with a jersey with a number on the back and a cap.

PLEASE MAKE A POINT TO READ YOUR LITTLE LEAGUE RULE BOOK FOR MORE INFORMATION!

Rules subject to change for tournament play. Updated on 2/10/2020