

# Tennessee Little League Baseball District and State Coach Pitch Tournament Rules and Guidelines

These rules were approved for Baseball play by the District Administrators of Tennessee. 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.

## 1. Objective

- 1.1 The objective of the Coach Pitch Tournament is to provide seven and eight year olds the opportunity to participate in a baseball tournament at the District and State level. All players and coaches selected for a tournament team must come from a regular season Little League roster and must have met the minimum participation requirements outlined in Little League rules.
- 1.2 Each team will consist of a minimum of 12 players and no more than 14 players on a roster, a manager, 2 coaches and one pitcher coach.

## 2. Definition of Terms

- 2.1 See Little League Official Rule Book.
  - 2.1.1. There will be a straight line extended **four (4')** feet on both sides of the 40 ft. pitcher plate.
  - 2.2.1. Once the adult pitcher has control of the ball the defensive coach may ask for time out to make an appeal on the previous play.

## 3. Game Preliminaries

- 3.1 Both managers will meet with a tournament official to conduct the following:
  - 3.1.1 Coin toss to determine the home team or dugout. The winner of the toss has the choice.
  - 3.1.2 Exchange lineups and provide a copy for the official scorekeeper.
- 3.2 The batters box, foul lines and coaches box will be marked as outlined in the Little League rule book.
- 3.3 A straight line extended **four (4')** feet both sides of the 40 ft. pitcher plate.

## 4. Starting and Ending a Game

- 4.1 All teams must be ready to start on time. The home team will take their defensive positions and the first batter on the visiting team will take his/her place in the batters box.
- 4.2 The defensive team will place 10 players on defense, 6 infielders and 4 outfielders. Outfielders must be positioned on the outfield grass.
- 4.3 The offense will station 2 adult base coaches or 1 adult and 1 player.
- 4.4 10 run rule is in effect. If the home team is ahead by 10 runs or more after 3 ½ innings or the visiting team is ahead by 10 runs or more after 4 complete innings the team ahead is declared the winner.
- 4.5 Teams will play each game with a continuous batting order. The batting order shall be established prior to the start of the game. Any player arriving late shall be added to the bottom of the batting order.
- 4.6 A maximum of 5 run or 3 outs per inning.
- 4.7 Players may be entered and/or reentered into the game provided he/she meets the requirements of mandatory play, 3 defensive outs.
- 4.8 Infield fly rule is NOT in effect.
- 4.9 Each game will be played until 6 innings or it becomes official game.

## 5. Putting the Ball in Play

- 5.1 When the umpire calls "Play" the Coach Pitcher shall pitch the ball to the batter.
- 5.2 The ball becomes dead and the umpire will call time when:
  - 5.2.1 A batted ball comes in contact with the pitcher coach. No pitch is counted and all base runners must return to base previously occupied.
  - 5.2.2 A player is injured. Any runner(s) who have crossed the half way/hash marks shall be awarded the next base. (If a base runner is injured the last retired batter will replace the runner.)
  - 5.2.3 Any player who has control of the ball and forces the lead runner to stop or retreat back toward the last touched base.
- 5.3 Defensive time outs will be limited to 2 per game. Offensive time outs limited to 1 per inning. Time outs due to injury do not count. However, coaching during an injury timeout is not allowed.

## 6. The Batter

- 6.1 Each batter will receive 5 pitches or 3 swinging strikes. If the last pitch is fouled, batter will receive additional pitches until they strike out or hit the ball.
- 6.2 If the 5<sup>th</sup> pitch is missed or not swung at, the batter is out.
- 6.3 Bunting is allowed.
- 6.3.1 **Batter is out if they bunt the ball foul on third strike or fifth pitch.**
- 6.4 If a batter squares to bunt, they cannot pull their bat back and take a full swing
- 6.5 Penalty is dead ball and the batter is out.

## 7. The Runner

- 7.1 Runners shall not lead off or steal bases.
- 7.2 Runners must have one foot in contact with the base until the ball reaches the batter.

## 8. The Pitcher

- 8.1 The Player Pitcher.
  - 8.1.1 One of the 6 infielders must play the position of Player pitcher.
  - 8.1.2 The player pitcher must stand with both feet on the **four (4')** ft. extension of the 40 ft pitching plate. He/she is free to move once the ball is batted. **The player pitcher may move before the ball is batted if the batter squares to bunt.**
  - 8.1.3 The player pitcher must wear a helmet with NASCOE approved face mask.
- 8.2 The Coach Pitcher:
  - 8.2.1 The coach/pitcher may speak to the batter until the pitch is thrown. Once the ball is put in play the coach/pitcher shall leave the playing field in a direction that will not interfere with the play/ball and not return until the umpire has called time. If the coach/pitcher fails to leave or in the judgement interferes in any way, the batter is out.
  - 8.2.2 The coach/pitcher must pitch over handed to each player and must be in contact with the 40 ft pitching plate.
  - 8.2.3 The coach/pitcher will apply the courtesy of making sure that the defensive team is in position before making a pitch. The batter will not receive any benefit by the coach/pitcher doing this. The umpire, in his judgment, shall nullify any hit, returns any runners that advance, and call a strike on the batter.

## 9 Coaching Rules

- 9.1 All coaches and managers are responsible for the actions of their parents.
- 9.2 There will be a coach in the dugout at all times.
- 9.3 When the ball is hit, coach must exit the field in the opposite direction the ball is hit, or the batter will be called out.

## **10. Protests**

- 10.1.1** Protest may only be made by the manger and should only be made with the manager believes a rule has been misinterpreted or overlooked by the umpire.
- 10.1.2** All protests must be made before the next pitch is made.
- 10.1.3** The District Administrator, tournament director or his/her designed representative will make a decision to resolve the protest before play resumes. (DO NOT CALL SOUTHERN REGION)
- 10.1.4** All decisions made by the tournament officials are final.

## **11. Conduct of Teams**

- 11.1** Tournament Directors will ensure that:
  - 11.1.1** Managers are responsible for the conduct of their teams upon arriving at the tournament site and until such time as they have left the tournament site.
  - 11.1.2** ANY MANAGER, COACH, PLAYER or SPECTATOR EJECTED FROM A GAME WILL NOT PARTICIPATE IN THE NEXT GAME. That person ejected must leave the game and tournament site within 2 minutes or their team will forfeit the game. ANY MANAGER, COACH, PLAYER, OR SPECTATOR ejected will not participate in the next game in which their team is involved.
  - 11.1.3** NO COOLERS will be allowed at the tournament site except for one cooler in the dugout of the players.

## **12. Documentation**

- 12.1** Documentation will consist of birth certificate, medical release, map and proof of residence as outlined in the international tournament play.