

ATWATER LITTLE LEAGUE
GROUND RULES SPECIFIC FOR
SBAAA Kid Pitch/Coach Pitch 2020

1. 1. There will be nine (9) defensive players. Teams must start with eight (8) players and field nine (9) by the second inning. The team not fielding nine (9) players will forfeit and receive zero points towards their playoff standings.
2. Every player on the team roster will participate in each game for a minimum of six (6) consecutive outs.
3. The “All Bat Rule” is in effect. The team will bat a continuous batting order that will include all players on the team roster present for the game. A player may be entered and/or reentered defensively in the game anytime, provided they meet the requirement of mandatory play. (Rule 4.04).
4. No stealing allowed. No advancing of runners on a passed ball or dropped ball by catcher. Runners only advance on batted ball.
5. Bunting and Slapping are allowed.
6. Sliding is allowed at any base except at first base. If a player slides into first base, she will be called out. There is no headfirst sliding/diving into any base. However, diving back into any base is allowed., including first base.
7. A relief pitcher will be allowed a warmup. It will be on the outside of the fence, in a safe area for the pitcher, catcher and any bystanders. It is mandatory for the following: a coach or volunteer (that has a validated volunteer application) to supervise the warmup and for the catcher warming up the pitcher to wear either a catcher’s mask or helmet with a face mask on it.
8. There will be a one (1) hour and forty (40) minute time limit on all games. A minimum of three and one-half (3.5) innings must be played. Regular schedule games may end in a tie. There will be a drop-dead time limit of two (2) hours. There is also a “Drop Dead Time” for ALL evening games. If at the end of two (2) hours from scheduled game time, not actual game start time, the game is not completed, or the time reaches 10:00 PM, the umpire will immediately suspend play of the game. The game will be rescheduled by the Player Agent or President to be completed only if the outcome of the game has any impact on any team’s playoff status or seeding. The suspended game will resume from the exact point that the game was suspended. The suspended game will only be replayed using eligible players from the original game date. The rescheduled game will follow all Little League pitching rules and days of rest rules; therefore, the pitcher of record may not be eligible to pitch during the rescheduled game if her innings pitched prohibit her from pitching. The two (2) hour time limit rule does not apply to any playoff or championship games. The 10:00 PM “Drop Dead Time” applies for all games.
9. Teams can score no more than five (5) runs each inning, (not including the open innings). The sixth (6th) and subsequent innings of all games will be Open Innings. An open inning is defined as an inning that has no run limit.

10. There will be a Ten (10) Run Rule in place. If after three and a half (3.5) innings the home team is ahead by more than ten (10) runs the home team wins. If the visiting team is leading by ten (10) runs or more the home team must bat in its half of the inning. (See Rule 4.10 for further explanation)
11. Face Masks must be worn by all pitchers, first basemen and third basemen at all games and practices.
12. There is no dropped third strike in effect. A dropped third strike will count as an out toward the batter. If there are runners on base at the time of the dropped third strike, the play is live, and the runner can choose to advance at their own risk.
13. All players must wear the appropriate league given uniform with no embellishments or added items to the uniform, visors and helmets.
14. A runner will be called out if at any time she is hit or touches a batted ball.
15. The "Pitcher" cannot walk the "Hitter." Once the "Pitcher" throws 3 balls to the "Hitter," the 4th pitch will be thrown to the "Hitter" by a coach, designated by the team on offense. The "Pitcher" will remain in her position (See Rule 17) to act as a defensive pitcher. The "hitter" will be awarded up to three (3) pitches from the coach but the number of pitches thrown by the coach to the "hitter" will be determined by the number of strikes remaining in the hitters count from the "Pitcher." For example:
 - "Pitcher" first pitch to "Hitter" Called Strike; count is 0 -1
 - "Pitcher" second pitch to "Hitter" Called Ball; count is 1 -1
 - "Pitcher" third pitch to "Hitter" Called Ball; count is 2 -1
 - "Pitcher" fourth pitch to "Hitter" Called Ball; count is 3 -1
 - 3 BALL COUNT: coach will now pitch to "Hitter;" the "hitter" is entitled two (2) pitches as there was one (1) strike thrown to him by the "pitcher"
 - Coach throws first pitch to "hitter" who fouls off throw; count is 3-2
 - Coach throws second pitch to "hitter" who swings and misses to record a strikeout
16. The "Coach Pitcher" will start a pitch from inside the circle with at least one foot inside the chalk line of the pitcher's circle. Coaches may not walk a "hitter." A Board Member can help any team, except for the position of the "Player Agent." The defensive pitcher must begin with one foot in the circle.
17. There will be a chalked circle on the field to guide where the defensive pitcher and "Coach Pitcher" will begin. The SBAA rules will not be in effect as far as the circle; meaning the play will not automatically stop once the defensive pitcher has control of the ball in the circle. All runners must advance at their own risk.
18. There are no walks in this league, by the "Pitcher" or the "Coach Pitcher" If a "Hitter" is hit by the pitch from the "Pitcher" she will be rewarded first base. If the "Hitter" is hit by pitch from the "Coach Pitcher" she will NOT be rewarded first base and the pitch is counted against her.
19. The "Coach Pitcher" must pitch the ball under handed.
20. Each batter will be allowed up to three (3) pitches from the "Coach Pitcher" (It depends on when the "Coach Pitcher" comes in) If the 3rd pitch is hit foul, it will be considered the same as strike two (2) and batting will continue. Three (3) swings and misses from

the “Coach Pitcher” is considered a strikeout. If the “Hitter” decides not to swing at her last pitch from the “Coach Pitcher” it is considered a strikeout.

21. The “Pitcher” may strike out the hitter. Three (3) swing and misses at pitches (and foul balls) will be considered the same as three (3) strikes.
22. Coach pitchers may ONLY warm up between innings not between batters; coaches have 15 seconds once receiving the ball to throw to the “hitter.” An umpire may charge a strike to the “hitter” if coaches delay throwing.