



District 33 Minors (Coach/Machine Pitch Only) Division Inter-League Playing Rules - FINAL

Spring 2021

Regular season play will be used for instructional and developmental purposes.

THERE IS NO SCORE KEPT IN COACH/MACHINE PITCH DIVISION GAMES.

1. Win-loss records or official standings will not be kept nor published.
2. The home team will decide whether to use coach or machine pitch
(**Note:** both may be used in the same game).
3. Only reduced-injury factor level five balls (e.g., Riddell BB-FL5) may be used. Both teams must provide at least two new balls for each game.
4. Home team shall use the 1st base dugout and visiting team the 3rd base dugout.
5. Teams will use continuous batting order. Latecomers must be added at the bottom of the order. Players unable to continue, while on a base will be replaced by the last out recorded; while at bat next batter in line-up will assume count.
6. Free substitutions will be allowed but each player must play 6 defensive outs.
7. A player may not sit for two consecutive innings on the bench, nor sit for three innings on the bench until all players have sat one inning.
8. No player may play the same defensive position for more than 2 consecutive innings.
9. A fourth outfielder may be used.
10. Borrowed Players— A team may borrow one or more players in order to field nine defensive players. The borrowed player must be from the same division and must play in the outfield. If the borrowed player comes from the opposing team, the borrowed player will sit in their own dugout when not on the field and will bat for their own team. The opposing manager may substitute the player borrowed player as long as the Minimum Play (Rule 6) is met.
11. The Coach-Pitcher may use a glove. Pitching position is to either to stand in front of the mound or sit behind a screen. The Coach-Pitcher should not attempt to field balls during play.
12. The Player in the Pitcher position may play on either side of the Coach pitching the ball, between the mound area and corner base. After the ball is hit the Pitcher can move anywhere in the field of play.
13. The pitching machine will be operated by the respective team managers or a designee of the manager. In the absence of an umpire, the operator of the pitching machine will serve as the umpire. The speed of the pitching machine must be set at or below 40 mph.
14. Coaches Pitch- All batters will receive a total of 6 pitches unless 3 pitches are swung at and recorded as strikes. If by the 6th pitch the batter fails to put the ball in play the batter will be out.
15. In the event a batted ball hits the adult pitcher or screen, it is declared a dead ball. The batter is awarded 1st base and all players on base are awarded one base.
16. Each half inning will end once 5 runs have scored or 3 outs have been recorded, or the lineup bats once through the order whichever occurs first.
17. No stealing bases allowed; no advancement except by the ball being put into play.
18. No more than 2 bases shall be awarded on any ball put into play, unless the ball goes over the fence for a home run.
19. Play will stop when the ball is returned to infield grass, as declared by the umpire, whether the pitcher has control of the ball or not. If a runner is less than halfway to the next base when the ball reaches this point, he or she returns to the previous base.
20. There are no protests.
21. Managers and coaches are allowed on the field in this division. Managers will only be allowed on the field if they are pitching/running the pitching machine. One offensive coach to either pitch or feed the pitching machine. One defensive coach will be allowed in the outfield.
22. There must be at least one approved manager or coach in the dugout at all times.

23. Each player must wear a helmet when up to bat. Whenever the player is outside of the dugout, a helmet must be worn.
24. All male players must wear a protective cup while catching.
25. No jewelry shall be worn with the exception of medical bracelets or necklaces and those must be taped to the body.
26. No food or gum is allowed in the dugouts.
27. Game shall not last longer than 1 Hour and 45 minutes. If the game is tied, it ends in a tie. If the game is tied, it ends in a tie. If the time limit is reached during an at-bat, the batter shall finish their at-bat
28. Managers are responsible for maintaining written proof of adherence to mandatory play rules and are required to submit proof if requested by the league player agent or president.
29. All managers must have in their possession an original, signed medical release for each player on the team roster. Umpires will be checking for medical releases.
30. A parent code of conduct must be signed by each parent and carried with the player's medical release. The conduct of the team and the parents must be above reproach. Failure of a player, parent, or team to act according to the parent code of conduct or its intent will be cause for removal of the player, parent, coach or team from the remainder of the season.
31. Field prep and cleanup— *Both* teams are responsible for grooming and preparing the field for play, as well as grooming and cleanup after the game. Home team to lead in pre-game preparation and visitors to lead in post-game cleanup duties.
32. Forfeits and Cancellations:
 - (a) If a team is unable to play a scheduled game, the manager shall notify the opposing manager—or the league player representative if the manager can't be reached no later than 24 hours prior to game time.
 - (b) If a game is canceled due to weather or after proper notification, the game may be rescheduled. When both teams agree on a date, the leagues' player reps must confirm field and umpire availability.
 - (c) Forfeited games will not be rescheduled.

Concussion Protocol

1. (a) California law requires that all coaches and administrators must complete an online concussion training *at least once* before supervising youth athletes; a certificate from a prior season is valid for this season. It takes only about 30 minutes to complete the training. Please save and carry the certificates for all your coaches in your binder.

The online Concussion Protocol Training is at: <https://www.cdc.gov/headsup/youthsports/training/>

2. (b) A concussion and head injury information sheet must be signed by both the athlete and a parent/guardian before the athlete initiates practice or competition. An existing form from this spring may be used if it's available. The signed sheet must be carried with the player's medical release and code of conduct form.

Abuse Awareness Protocol: (Required Once)

1. (a) All managers and coaches must complete the Abuse Awareness training provided by USA Baseball and SafeSport. The managers and coaches must carry documentation that the course has been completed. Here is the link to the course: [Abuse Awareness for Adults \(usabdevelops.com\)](https://usabdevelops.com)

Sudden Cardiac Arrest Prevention Protocol: (Required Once)

AB379 now requires the same protocols used for concussions in youth and high school sports to be used to help protect young athletes participating in school and community youth sports organizations from sudden cardiac arrest—the #1 killer of young athletes. Community youth sports organizations include an organization, business, nonprofit entity, or a local governmental agency that sponsors or conducts amateur sports competitions, training, camps, or clubs in which persons 17 years of age or younger participate. The online Sudden Cardiac Arrest Prevention Training is at: <https://epsavealife.org/sca-prevention-training/>

Please save and carry each of the certification certificates for all your managers/coaches in your team binder. Administrators and umpires should carry a hardcopy or an electronic copy with them to all game sites.