



# CoulOak Baseball Spring 2016

## Modified Machine Pitch (5-6 yr olds)

**NOTE: No 4 year old can play in this division without board approval.**

**The Little League rule book is to govern play with the exception of the following:**

### **Game Rules:**

1. If a team has only eight (8) players, or less, to start a game, a team *may* borrow defensive players from the opposing team to field enough players. All players will play defense every inning, with a normal infield set and the remaining players in the outfield.
2. Each player must play all of the defensive innings during the game.
3. No player is to play the same defensive position more than two innings per game.
4. No outfielder may be positioned inside the outfield grass line prior to the start of the play.
5. Outfielders may not make a play on the infield. If this does occur, runners will advance until the outfielder throws or hands the ball to an infielder, who must advance the ball in front of the lead runner, ask for and be granted time by the Umpire. Coaches should take time at this point to explain this rule to the players.
6. No defensive player will be allowed to chase after a runner in order to record an out. Defensive players will be expected to throw the ball in this instance to make a play on the runner. Exception: A play is being made on a runner in a normal rundown.
7. Play is stopped when the pitcher, having control of the ball, with both feet inside the circle, raises the ball in his or her throwing hand and calls time. Play is not stopped when the pitcher runs through or fields the ball within the circle to make a defensive play.
8. There are to be "halfway lines" between every base except home plate and first base. If the runner is on or past a halfway mark before time is called, the runner is awarded the next base. If the runner is not past the halfway mark he or she must return to the previous base.

9. There is a consecutive batting order, with all players on the team batting. If a player arrives late, he or she will be placed last in the batting order. If a player must leave or is injured, before the completion of the game, his or her place in the batting order will be skipped and no out will be recorded. If the player is able to return to the game he/she must be placed in the original spot in the batting order, established at the beginning of the game, and to notify the other team.
10. All players bat every inning. Each time three outs are made by the defense, the bases will be cleared and the offensive team will continue batting until all players have batted in their half of the inning. The inning will be completed when a player (preferably the catcher), in possession of the ball, steps on home plate. Coaches should change player in last batter position each game to teach proper base running.
11. No inning shall start later than one (1) hour and twenty (20) minutes after the start of the game. Any inning started within the one (1) hour and twenty (20) minutes shall be completed.
12. No score will be kept.
13. A radius of six (6) feet from the back point of home plate is considered foul territory. If the batted ball does not pass this radius it is considered a foul ball.
14. **Coaches will pitch a maximum of three (3) pitches to each batter (NO MORE than 3 pitches).** If the last pitch is fouled, an additional pitch can be thrown. **After 3 pitches, the ball shall be placed on the tee.**
15. No infielder may start the play any closer than ten (10) feet in front of first and third base. The player positioned at pitcher, must start from behind the rubber. The pitcher cannot leave the circle before the ball is hit.
16. Coaches may not touch a player at any time when the ball is in play. Each team will receive one warning. After said warnings, the touched runner will be declared out.
17. If a thrown ball goes out of the field of play the base runner will be awarded the base he or she is going to plus one base. An overthrow to 1<sup>st</sup> base that does not leave the field of play is a dead ball and runners shall continue to the next base only.
18. The reason for the dead ball on an overthrow at 1<sup>st</sup> base is to encourage the coaches to teach the players to make throws to 1<sup>st</sup> base and not just field the ball and ask for time.

19. When a team is on defense, one coach is allowed in the infield and he or she shall remain directly in front of the dugout. Another coach will be allowed in the outfield if desired.
20. Base coaches shall remain in the coaching boxes.
21. There is no on-deck circle; therefore, the next batter must remain in the dugout until the at-bat is completed.
22. All equipment not in use shall be removed from the field of play.
23. Base runners cannot leave their base until the ball is hit and runners cannot steal bases.
24. Interference with a ball in play, by anyone not playing, results in a dead ball with no runners advancing and no one is out. The exception is when there is incidental interference. This is when the ball hits a player and/or coach when he or she is making an effort to get out of the way of the ball. The ball is still in play. Base coaches are expected to leave the coaches box to avoid interfering with the ball in play.
25. **An umpire, provided by the home team, should be used to maintain control of the game.**
26. Upon acquiring 3 outs by the defensive team, the bases will be cleared and the inning will continue per Rule 10.
27. The machine pitch settings will be set at 6-3-4 and not to be adjusted.

### **Team Responsibilities:**

1. **The Home team shall: (a) chalk foul lines and prepare the field for play; (b) rake the field after the game; (c) pickup trash in and around their dugout, and (d) provide the game ball.**
2. The Visiting team shall: (a) pickup trash in and around their dugout.

### **Safety and Adult Rules:**

1. Players who sling the bat will be given a warning the first time. Any additional times slinging the bat, by the same player, will result in that batter returning to the bench, proceed to the next batter and an out shall be recorded.
2. No unsportsmanlike behavior will be tolerated. A player or coach throwing any equipment in anger, striking another coach or player, or displaying any other type of unsportsmanlike conduct, will be warned or ejected by the umpire.

Anyone ejected from a game must immediately leave the property. Any player ejected from a game will be suspended from the team's next game. Any coach ejected from a game must have approval from the Couloak Board of Directors and/or Baseball Commission prior to resuming coaching duties. Any ejections shall be brought to the Baseball Commission and the Player Agent immediately.

3. If a question of the rules arises during the game, all attempts shall be made to answer the question before play resumes. No protests are allowed in T-Ball.
4. Lightning Rule –The fields are to be cleared of all players if lightning is observed OR if thunder is heard. At this time, players and families shall return to their cars until all is clear. Players cannot remain on the field or in the dugouts. You must wait 30 minutes after the last visible lightning before resuming play. (NO EXCEPTIONS).
  - a. No game may be delayed more than 1 hour due to lightning during weeknight games (Monday-Thursday)
  - b. No game may be delayed more than 1 ½ hours due to lightning during weekend games (Friday & Saturday)
5. The umpires have all authority once the game is started. All decisions made by the umpire are final.
6. **Coaches should be working toward preparing their players for the next level of play. Teach players to make plays at first, the catcher position, and throwing the ball, rather than rolling it or running with it to make a play.**
7. Players, for safety reasons, should slide on a close play at any base. Coaches should teach and encourage players to slide. Headfirst slides are NOT allowed and will result in an out.
8. The use of alcohol and tobacco is prohibited on Couloak property by all players, coaches, parents and umpires.
9. Keep in mind MCP/MTB is an instructional sport. Winning is not the most important thing, players should be allowed the same opportunities to have fun, learn, play and build self-confidence.