

COACH-PITCH (PITCHING MACHINE) RULES-GENERAL GAME REGULATIONS

The rules governing the Coach-Pitch (Pitching Machine) Division are the generally recognized rules of Little League Baseball as stated in the current "Official Regulations and Playing Rules" with the following exceptions:

1. GAME LENGTH

A. Game is 6 innings with a ONE hour 30 minute time limit. If extra innings are necessary, they can only be played if the One hour 30 minute time limit has not been exceeded. An entire inning must be played in order for it to be official.

B. No new inning will be started after the 1 hour 30 minute time limit. If an inning has started prior to the 1 hour 30 minute time limit it may be completed but no other innings may be started.

C. All completed tie games are official. Each team will be awarded TWO (2) play-off points for a win and ONE (1) play-off point for a tie.

D. When rain forces a game to be terminated and THREE (3) innings have been completed, the results are official. If THREE (3) innings have not been completed the will be rescheduled and played from the beginning.

E. There will be a 15 minute grace period for umpires.

2. GAME DELAYS

A. If the umpire shows up within the grace period, the game will start as soon as possible, the actual game start time will be the point at which the 1 hour 30 minute time limit will be calculated. The official starting time will be annotated in the official (HOME) scorebook. If the umpire fails to show up, the game will be rescheduled.

B. There is a FIVE (5) minute grace period for any team not having at least 8 players. If any team cannot field the minimum of 8 players, the game will be forfeited.

3. NUMBER OF PLAYERS

A. Each team will play with TEN (10) players, utilizing 4 outfielders.

B. Any team can start with a minimum of EIGHT (8) players to avoid forfeiture

C. All players must be freely substituted during a game. Any player leaving the game may return to the game and play in any position designated by the coach.

4. SUBSTITUTIONS

- A. If a team is playing with the 8-player minimum and an additional player arrives, he/she will be added at the beginning of the next inning.
- B. Each player will play a minimum of two innings in the field and at least one turn at bat. Substitutions of this type can be made at the half inning interval. * (Exception: If a child has not attended practice or is disruptive, the coach may choose to NOT PLAY the child and should notify the umpire and the opposing team's coach.)*
- C. A team's batting order will consist of the entire team roster whether the player is in the field or not. In the event of an 8 or 9-player team, the NINTH & TENTH spot(s) will be an automatic out.

5. GAME PLAY

- A. Each half-inning will be deemed complete when one of the following events occurs:
 - 1. Three Outs
 - 2. 5 Runs
 - 3. 10 Batters
- B. No bunting is allowed.
- C. Batters throwing the bat will receive ONE (1) warning and be called out on any following infraction, unless the bat hits the catcher on the first infraction in which the batter will be automatically called out.
- D. Batting out of order constitutes an out. Any runs scored as a result of this batter do not count and all runners return to their bases.
- E. The home team will provide one new ball and a second ball in good condition for game play. *The balls shall be approved Little League hard (level 1) baseballs.*

6. PITCHING

- A. Prior to the start of the game, the umpire in agreement with the managers shall set the speed of the pitching machine, we will use a range between 32mph (36rpm) and 36 mph (44 rpm). The goal is to incrementally increase the speed as season progresses.
- B. Each player gets 7 pitches. The umpire will not call balls or strikes. If a player fouls off the 7th pitch then they get an 8th. They will keep getting another pitch up to 10 pitches if they keep fouling balls off.
- C. A coach or asst. coach of the team at bat will run the pitching machine for their team.
- D. The player fielding the pitching position shall take the position to the rear, and either to the left or right of the pitching machine.

E. If a batted ball hits the pitching machine or the coach running the machine it is immediately called a dead ball. The batter gets 1st base and every other runner advances one (1) base.

6. PITCHING (cont)

G. In the event of inclement weather or any mechanical malfunction of the pitching machine the game will start or continue with coaches pitching.

1. All pitches will be thrown overhand from a distance not to exceed 10 feet from the pitching rubber. The coach pitcher may kneel if he/she desires.

2. The coach and/or the assistant coach are the only eligible pitchers.

3. If a batted ball hits the coach pitching, the ball is dead, and the batter gets first base while all other runners advance one base.

7. BASE RUNNING

A. Base runners will not advance on passed balls.

B. Base runners must remain in contact with the base until the ball is hit. (NO LEADING OR STEALING). If the runner leaves the base early, the runner will be called out.

C. Overthrown balls to first or third that go "OUT OF PLAY" will advance the base runners one base plus the base they were attempting to take. Take umpire will call time when the ball passes the "OUT OF PLAY" boundary.

D. "OUT OF PLAY" is determined prior to the game by both coaches and the umpire. Usually the fence is the "OUT OF PLAY" boundary.

E. Overthrown balls that stay between fair territory and "OUT OF PLAY" zone are playable.

8. FIELDING

A. The batter is out if the ball is fouled over the catcher's head and the catcher makes the catch. B. Fielding with base runners on base: The umpire will determine when the ball has been thrown into *the pitcher* within the mound circle and the player has control of the ball by holding it up above his/her head. At that point the umpire will call time. If any base runners are 1/2 way to the next base they will be awarded that base, if they are not more than 1/2 way they will return to the previous base. *The determination of final base runner position is a judgment call and is not to be argued with the umpires.*

1. Working a single base runner back to the base does not prevent other base runners from advancing. If no plays are made on the runners and all runners cease to advance, the umpire will call time.

9. COACHES

A. Coaches are not allowed in the batting area during the game. Offensive coaches will remain at first base, third base and at the pitchers mound.

B. A defensive coach will be allowed to stand in the outfield only. The outfield is considered the grass. The coach may shift the defensive players from/to any position during the change in batters only.

C. Coaches are responsible for the sportsmanship and conduct of their PLAYERS, FANS AND PARENTS.

9. COACHES (cont)

D. Coaches for the home team providing there is no Field Manager, for the first game of the day are required to assemble enough parents one (1) hour early to prepare the fields. Preparation of the fields consist of:

1. Raking/Shoveling all areas to fill any large holes or ruts.
2. Lining off the base lines, batters boxes, Pitcher's circle and base coach boxes with lime.
3. Installation of base bags.

E. BOTH coaches for the last game of the day will ensure that their respective benches are free from trash. The Home Team coach of the last game will collect the bases and see to it they are made available to the Home Team coaches for the next week. THIS IS IMPERATIVE!

F. Coaches WILL NOT smoke on the field or bench.

G. Any coach ejected from the game for unsportsmanlike conduct will be automatically suspended from the next league game to be played by his/her team.

10. THE FIELD

A. The playing field shall consist of an infield using 60 foot base paths between consecutive bases. The base lines between home and first base and home and third base will be prepared with white marking lime and extended into the outfield.

B. A pitcher's mound consisting of a pitching rubber (35-40 feet from home plate) and an 8-foot radius circle to be prepared with white marking lime prior to each game. (See rule 8.C above for game play and the pitching circle.)

11. SCORE KEEPING

A. Each team will appoint an official scorekeeper to keep a record of runs and outs by both teams. The two scorekeepers between innings will verify the score. The

umpire prior to the commencement of the next inning will settle any discrepancy. The home team will provide the game's official scorekeeper.

B. The umpire's decision is final.

C. All disagreements will be settled on the field in a sportsmanlike manner. No games will be protested.

D. Players must remain on the bench when not playing in the field or in the on-deck circle. E. The batter, base runners, and on-deck batters are required to wear batting helmets.

F. Baseball shoes with metal cleats WILL NOT be allowed.

These rules are in addition to the GENERAL BYLAWS FOR ALL COMMUNITY SPORTS.

Revised and updated March 20, 2017