

Huntsville Eastern League

Coach Pitch Baseball - Local Rules

Article I. Ages

Primarily 7 & 8. Children who are league age 6 are eligible to try-out to play in the coach pitch division if they have complete one year of T-ball. Exceptions require approval of the Board of Directors.

Article II. Assignment of Players

Players will be assigned to teams by a defined selection process, with the goal of placing approximately the same number of players, by age, on each team. See *"Player Selection Process"* rules attached. Each manager will select one coach prior to the player selection process. Each coach must sign a commitment letter to coaching with that manager.

The managers and coaches will be recommended for selection by the Baseball President and must be approved by the Board of Directors. Additional coaches added after the player selection process must also be approved by the Board of Directors. The only adults allowed to assist with a team on the playing field during the game are managers and coaches who have been approved by the Board of Directors and are listed on the official Little League roster.

Trading of players will require approval by the Board of Directors with a recommendation from the Baseball President. All trades must be submitted within 3 days of the player selection process. Please see *"Player Trade Request"* form attached. At the end of the current season, all teams must be dissolved with all players being returned to a player pool (i.e. teams do not remain intact from year to year).

Article III. Number of Players

Defensive Team = Ten (10) players max. Four outfielders are used and must begin play on the outfield grass. A team can play with as few as eight (8) players if 10 players are not present. When playing with eight players -- the defensive team must field a pitcher and a catcher.

Offensive Team = All players present for game.

Article IV. Batting Order

Players shall bat in the order they are listed on the official game card. Game card must be turned in to the game umpire before the game begins. A sequential batting order will be used so that all players participate. Players arriving after the start of the game will be placed in the next open space on the game card and will bat in that position. The game umpire and opposing manager must be notified of the new arrival. Players that choose voluntary leave before the end of a game shall have their manager notify the game umpire and opposing manager of the exact time that the player must leave, before the game begins. The player's batting spot becomes blank, shall not be filled by a late arriving player, and shall be skipped over when batting turn comes. Players with emergency leave from game, shall immediately leave, their batting spot becomes blank and is skipped over when turn comes. Once a player leaves the game for any reason, other than injury, they may not return to game play. An exception to this rule is in the event that a player is slightly injured, leaves the game, but is later deemed fit to resume play.

COURTESY RUNNERS are allowed for reasons of injury - the last player that has been called out for the offensive team will be the courtesy runner, even if it occurred in the prior inning. If a courtesy runner is needed before an out has been registered in the game, the opposing manager will choose the courtesy runner.

Article V. Defensive Play

Each player present for the game not playing defensively in one inning must be substituted defensively in the next inning. There is free substitution of defensive players. The board of directors recommends that all players get an opportunity to play all positions within their capabilities.

The defensive player in the pitcher position must begin the "delivery of pitch" with at least one foot in the 10 foot circle of the pitcher's mound.

For the play to end with runners left on base, the ball must be returned to any player who has control of the ball and one foot within the 10 foot circle of the pitcher's mound.

The catcher must wear full gear; however, the glove may be his own and does not have to be a catcher's mitt.

Defensive player excessive encroachment is not permitted. Defensive base players should not encroach over six feet in front (toward home plate) of the base paths. Umpires will judge encroachment problems and instruct players when in violation. Coaches should teach players to play in their proper playing positions.

Article VI. Duration of Game

Six (6) innings, Game or time limit of one hour and thirty minutes. No new inning may begin after the time limit has elapsed. The next inning begins the moment the last out is recorded in the previous inning. The game start time is to be noted and agreed to by the game umpire and both managers. An official game clock will be kept by the game umpire. Actual start time, not scheduled game time determines the game start time. If entire time limit is not up, a new inning should be started if all 6 innings have not been played. Tie games should be played out until time limit expires.

Article VII. Pitching

A coach will pitch the ball to his team under the following rules

1. The coach pitcher must be within 11 feet of the pitching rubber. Coaches may pitch from the kneeling position.
2. No lob pitches will be allowed. A lob pitch will be called a dead ball by the umpire and be counted as a non strike pitch.
3. A batter will have seven pitches in which to put the ball in play. A batter is called out on three strikes. If, on the seventh pitch, the batter has not put the ball in play, he will be called out. A batter will be allowed to continue beyond the seventh pitch only if he bats the ball foul. Obviously a foul tip caught is an out.
4. A batted ball that strikes the coach pitcher will be considered "NO PITCH". All runners will return to the bases they occupied at the time of the pitch and the batter will return to hit as if no pitch occurred.

Article VIII. Forfeits

Each team should have at least ten (10) players present for normal play of game. If a team has only eight (8) players, game will be played without penalty. The game will be forfeited by a team having less than eight players able to take the field at any point of the game. When playing with eight players -- the defensive team must field a pitcher and a catcher.

Article IX. Base Running

If a runner leaves the base before the pitched ball reaches the batter, the pitch shall be declared "no pitch". The team will receive a warning from the head umpire. The ball will be declared dead on such a call and the pitch replayed.

Article X. Side Retired

Three outs or combination 6 run/out; whichever comes first.

Article XI. Equipment

Conventional baseball equipment except baseball shall be a RIF-10 baseball.

Article XII. Stealing

No stealing allowed.

Article XIII. Bunting

No intentional bunting allowed. A ball in fair play, regardless on distance hit, shall be considered fair if the batter has attempted a full swing.

Article XIV. Infield Fly Rule

There is no infield fly rule at this level.

Article XV. Walks

There are no walks.

Article XVI. Hit Batter

A batter hit by a pitch will not be awarded first base.

Article XVII. Coaches Positions

Two adult base coaches are allowed. Defensive players may be coached from one coach in the outfield.

Article XVIII. Throwing The Bat

If a player throws the bat, the umpire shall warn the player and manager after the play is completed. Once a player has been warned, that individual player shall be called out should their bat be thrown again. The out will be called after the play is completed. With less than two outs prior to the bat being thrown, runners who advanced during the play maintain possession of that base. If the batter makes the third out by throwing the bat, the side is retired and no runners may advance.

Article XIX. Run Rule

There is no run rule at this level. The game will end when 6 innings have been played or time has expired.

Article XX. Player Talk and Chatter

Talk and chatter will not be allowed by players on the bench or in the playing field. The catcher may not talk to the batter or yell, "swing batter" or make negative or derogatory remarks.

Article XXI. Scorebook

The home team will keep the official scorebook. The visiting team will be responsible for operating the scoreboard and cleaning/securing the press box after the game.

Article XXII. Coach Pitch All Stars – same as Minor League All-star rules

Coach Pitch Rules Interpretations:

1. Regarding a throw to first base: If the ball goes to the fence the ump will call dead ball. The runner will automatically advance to second base. All other runners will automatically advance to the next base. The umpire will determine if the other runners had already gained a base and whether or not they are to be awarded the next one. (Runner on 1st or 2nd and has gone to 2nd or 3rd - ump to determine if they get the next base also.) If the ball is overthrown and the umpire does not call a dead ball, then play is live and all runners advance at own risk.
2. Play stop - Dead Ball --- Play is stopped when a player (not only the pitcher) has control of the ball in the circle. The key is control! Also, the key is intent to stop play. The play will be called dead once those two things happen.
3. Game time limit is 1 hour 30 min. The next inning starts as soon as the 3rd out is made in the previous inning.
4. No courtesy runners. A runner may be substituted on if a player is injured. The injured player may return to the game, but must bat and run.
5. Sliding is allowed. No head first sliding except when going back to a base on a pop fly. Sliding into 1st is allowed, but should be discouraged.
6. A batter running to first may turn in or out once he passes the base and be called safe. If the runner turns to advance to second, he is eligible to be tagged out at that time.
7. Combination of 6-rule to retire side.
8. Defensive pitcher must start with one foot in any part of the circle.
9. Adult pitcher must have one foot in the circle and may kneel.
10. No lob pitching.
11. Fielder's may not interfere with runner in the base path unless making a play on the ball. Runner will be advanced to base if the umpire determines fielder's interference.
12. Coach (pitcher) must not decided for the batter if it's a ball or a strike by making sounds
13. Kids must stay in the dugout at all times unless they are in the playing field or up to bat
14. Coach (pitcher) can not do pepper with the batter at the plate or inside the playing field during a game.
15. The manager is the only person authorized to address the umpire, no exceptions.
- 16.. Managers are responsible to maintain control of their assistants and their fans on the opposite side of the fence.
17. Only persons approved by the board are allowed on the field