

20 LONG LAKE COACH PITCH RULES 19

ELIGIBILITY:

All boys or girls ages 7-8 as of May 1st of the current year, with ability, can play coach pitch.

A player may not play in (2) different divisions:

T-Ball 5-6 year olds (co-ed)

Coach Pitch 7-10 year olds (co-ed)

Minors 10-12 year olds (co-ed)

UNIFORMS:

All jerseys are required to have identification numbers on them.

All players should wear long pants, to avoid scrapes from sliding/falls on the infield.

No metal spikes.

The batter, on deck batter, all base runners, and the catcher must wear protective helmets.

HOME TEAM RESPONSIBILITIES:

Set up field before the game.

Drag the field after the game.

Supply the home plate umpire.

VISITING TEAM RESPONSIBILITY:

Setup Pitching Machine

Supply game balls (at least two balls)

Supply base umpire

Break down and return Pitching Machine to the field bin.

UMPIRES:

Home plate umpire (by Home Team) will keep track of the # of pitches thrown, and make any calls at 3rd base and home plate.

Base umpire (by Visiting Team) makes any calls at 1st and 2nd base.

BATS:

All bats must be stamped with the Official Little League stamp.

Bats with major dents or severely worn grips cannot be used.

Both team coaches must agree that a questionable bat is acceptable, or it cannot be used.

FIELD:

1st and 3rd base will be 60 ft. from the rear of home plate.

2nd base will be 60ft from 1st and 3rd bases.

The pitchers' mound rubber will be 46ft from the rear of home plate and centered between 1st and 3rd base.

Coaches must pitch (using the machine) from the pitching rubber. The pitching coach needs to remain standing and should not be any closer than 40 ft to home plate.

TEAMS AND PLAYERS:

The league will do its best to ensure that teams consist of a minimum of (10) ten players, and a maximum of (13) thirteen players.

A team must field a minimum of (8) eight players, or they shall forfeit the game*. The defensive team may have a maximum of (10) ten players in the field at any given time.

*If a team does not have enough players to field a team, the game is considered a forfeit. In the spirit of baseball and letting the children play the opposing team may share players and the game should proceed.

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INFIELD POSITIONS (6):

pitcher, catcher, 1st baseman, 2nd baseman, 3rd baseman, shortstop.

OUTFIELD POSITIONS (4):

left fielder, left-center fielder, right-center fielder, right fielder

Each player is to play no less than (1) full inning in the field each game, unless for injury, or disciplinary reasons set forth by the coach.

Free substitutions may be made any time during the game, after the umpires have called "time."

All players are to remain inside the dugout unless they are on defense, batting, on deck, or running the bases.

COACHES:

Coaches will meet with the umpires prior to, and after the game, for a mandatory handshake.

Base coaches are required for 1st and 3rd base.

All coaches should remain in the coaching boxes (except for injuries) while their team is batting.

The adult pitcher may only coach the batter, not the base runners, and should avoid touching a batted ball (unless it is to protect themselves).

FANS:

It is every fan's right to cheer and support any player and/or team, keeping in mind the philosophy that our program is for the children, and their ability to enjoy this experience.

If anyone's conduct should, in any way, dictate the outcome of a play or a game, by intimidating a player, team, coach or umpire, then it is in the children's best interest that the game not continue.

GENERAL GAME RULES:

Games will be (5) five innings or (75) minutes long, whichever occurs first. The (75) minute time limit begins on the first pitch.

If after (5) innings the score is tied and the time is 7:30PM or later, the game ends in a tie.

In the event of inclement weather, or time constraints under which a game might be called early, the game will be considered complete after (3) three innings, or (2-1/2) two and one-half innings, if the home team is ahead. If the score is tied after 3 innings, then the game ends in a tie.

All players are to remain inside the dugout unless they are on defense, batting, on deck, or running the bases.

A player may only play the same position for two consecutive innings and then must be rotated to a new position.

A player may only sit out of play for one inning and then must be rotated back onto the field.

No negative chatter from either team.

A batting order must be established before the game, and followed throughout the game.

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No bunting is allowed. The batter must take a full swing.

GENERAL GAME RULES (cont):

No infield fly rule.

No stealing or leading off. The base runner must wait until the ball is batted before running.

Play will stop when a defensive player has control of the ball within the infield, and any umpire has called "time." Base runners less than half way to the next base will return to the previous base. Umpires will have the final say on this.

The team pitcher is responsible for fielding the ball and not the parent pitcher.

If a defensive player should try to make a play on any base runner that is returning to a base, the base runner may then attempt to advance to the next base or bases.

If the ball is overthrown and leaves the field of play, each base runner is awarded (1) one additional base.

If the ball is overthrown and remains in the field of play, the runners may advance additional bases, until the ball is under control by any of the infielders.

Throwing the bat, whether it is accidental or otherwise, will not be tolerated. The batter will get only (1) one warning per game. If the bat is thrown a second time during that game, the batter will be automatically called out, and asked to return to the dugout. The batted ball will be declared a dead ball, and all base runners must return to the bases they were on before the ball was batted.

No balls or strikes will be called.

Each batter will receive up to (6) six pitches to put the ball in play.

Any foul tip that is above the batter's head and caught by the catcher will be considered an out. If the batter has not hit the ball into the field of play after (6) six pitches, they will be considered out, and asked to return to the dug out.

If the sixth pitch of an at bat (and any other after that) is fouled away, then another pitch will be allowed.

Any team's half of an inning will be considered over when (3) three outs have been made, or a total of (7) seven runs have been scored, with the exception of the last inning, where the number of runs allowed to score is unlimited.

