

## **2019 - NBLL Coach Pitch 7 Division Operational Bylaws**

**Little League Baseball Official Regulations and Playing Rules apply to all NBLL activities. In addition to the above, the Local NBLL Bylaws and Ground Rules detailed below pertain to the NBLL Coach Pitch division.**

### **Objective:**

The overriding objective in Coach Pitch is to have fun, learn sportsmanship, teamwork and to begin to develop good fundamental baseball skills.

Players will continue to play sports and obtain the positive attributes of playing in sports, only if they are having fun. Learning good sportsmanship and teamwork will help children become good citizens. Teaching fundamental baseball skills (e.g., throwing, running, hitting) will give children the basic skills necessary to enjoy the game.

There will be two divisions for Coach Pitch. First will be the six year old division or Standard CP, and second, the seven year old division, or the Advanced CP.

### **Manager and Parent Attitude:**

All parents, managers, coaches, and attending adults are responsible for maintaining a positive environment at practices and games. Verbal encouragement of the players is permitted, other verbal statements directed at players or coaches are not.

Coach Pitch is not the level at which one uses valuable practice time to stress "double-plays", "catching runners in the hot box" or in worrying about what position a player plays. This is the time to start teaching the fundamentals of baseball. Proper grip on the ball, how to receive a ground ball and how to properly catch and throw should all be stressed. The children should also be learning the mechanics of a good swing. This is the best time to break any bad habits that may start to show up in throwing and batting mechanics. By stressing good mechanics you not only are helping to create a solid baseball player but also helping to prevent injuries later on in their baseball playing life.

Even though it is necessary to channel players' energies to maintain a practice environment that allows all players to develop their skills, it is not the level where one assigns punishment for failing to perform or pay attention. It is strongly advised that practices are kept moving and exciting (i.e. don't have 11 kids standing around waiting for one baseball to be hit to them during batting practice).

### **Equipment**

Coach Pitch will use Safety Baseball level 5

## **Rules of Play**

The home team is the second team listed on the game schedule and will occupy the first base dugout. Scores will not be kept. There will be no league standings.

In the event of threatening lightning or inclement weather, the Officer on Duty will have the responsibility of calling the game. In the event that the Lightning Prediction System's warning horn blows, teams are to immediately clear the playing field and are not to resume play until after the all-clear sound has been given and the Officer on Duty has declared the field safe for play.

Games will begin promptly at the scheduled time and will last four complete innings or 55 minutes, whichever comes first. Games must end and players promptly exit the field at 55 minutes after the scheduled start time regardless of where the offensive team is in the order.

At the end of each game teams are required to clean up the dugouts they occupied, and the stands and surrounding areas of all trash. Please exit the dugout as soon as possible to allow the teams waiting to begin the next game their warm-up routines. The officer on duty may hold players sodas until the dugouts and surrounding areas are clean.

## **Defensive Play Coach Pitch (7 year old)**

Seven-year-old Coach Pitch should have the entire team on the field with 6 infielders and remaining players in outfield. Only the pitcher, shortstop, 1st, 2nd and 3rd baseman are permitted in the infield with the catcher standing by backstop. The position of catcher is optional.

The pitcher will position himself/herself to the Coach's right or left at an even depth with the pitcher's rubber with a least one foot within the pitcher's circle. He/she may not move until the ball is put into play. The coach responsible for pitching should be within the pitching mound and pitch overhand (standing or kneeling). Catcher may position himself at the backstop as opposed to under the batter. He/she will wear a catcher's mask with throat protector, chest protector and shin guards if placed **under the batter**, mask/throat protector required if **placed at backstop** in Coach Pitch 7.

Infielders can play no closer than the base paths and outfielders no closer than 15 feet behind those infielders.

Two coaches are allowed in the outfield for the purpose of defensive alignment. No interference of any kind is allowed.

All players must have more than one opportunity to play every position during the season. They also should be allowed to bat in all three areas of the batting order, beginning, middle and end.

After 3 outs, the defense and offense teams will switch places.

### **7 Year old Coach Pitch - Batting**

Each batter will be thrown 5 pitches. If, after 5 pitches, the batter does not put ball in play, the batter is out. Every attempt should be made to throw pitches from within the 10 foot pitchers circle.

Players will stay in the original batting order. The batting order is continual and no changes in sequence are permitted.

Coach's must not interfere with defensive play and must leave the play to the children once the ball is hit.

The batter and all base runners must wear helmets.

Managers should instruct their players about "slinging" or "throwing" the bat prior to EACH game. The Home Plate Umpire shall issue one warning to a batter about slinging/throwing the bat after the first offense. If the batter slings or throws the bat again, the batter will be automatically called out and the play will be nullified.

There will be a maximum of 5 runs scored in one offensive half inning. If 5 runs are scored, the inning will be over regardless of the number of outs. Otherwise, after 3 outs, the defense and offense teams will switch places.

### **Base Running**

Play stops and the umpire will call time when:

- (1.) The lead runner is stopped.
- (2.) The pitcher has possession of the ball in the pitcher's circle.
- (3.) The umpire decides the play is over.

Players may advance at their own peril, no more than one base, on any overthrown ball that is in play. Also, runners are awarded one base if the ball goes into a dead ball area.

A runner is out if he/she runs into a fielder holding or fielding the ball, regardless of whether the ball is dropped (i.e., the runner must avoid contact).

No infield fly rule. (A caught fly ball ends the play and all base runners return to their base.)

Halfway rule - If the runner is halfway or more to the next base when play is stopped, the runner is awarded the next base.

Note - Little League rules prohibit base coaches from touching base runners with the intent of impeding or furthering their progress.

When a runner is put out he/she will return to dugout.

**Umpires:**

The fielding team will supply the Umpires.

The umpire's decisions are final. There is no appeal.

**Note**

At the discretion of a quorum of the executive board, the by-laws can be changed at any point in time.