

## Coach Pitch

### Playing Rules:

- The Official Little League rules are in effect for everything not addressed below:

### Game Times:

- No inning will start after 1 ½ hours of play
- Must have nine (9) players on each team for the game to start

### Scoring and Coaches:

- No team can score more than 5 runs per inning except in the 6<sup>th</sup> inning. If the game is tied after 6 innings, the 5 run limited is re-implemented until game time has been reached or a winner determined. This allows the game to be played as intended, competitively until the end.
- Mercy Rules are in effect (10 run rule after 4 innings) – If the mercy rule ends the game before 6 innings, the managers can decide to play the remaining innings for “fun” with no additional score kept.
- The home team will provide one (1) person to keep the official game book. The game book will be provided by the league prior to each game. In the event that an official game book is not present at the beginning of the game, the home team’s scorebook will be considered “official”
- The visitor team will provide one (1) person to work the scoreboard.
- The person working the scoreboard and the person keeping the official game book must sit at the designated scorer’s table and must be 18 years of age or older
- Each team will be allowed one (1) manager and three (3) coaches

### Umpires:

- Each game will have 1 volunteer umpire designated by VSWLL.

### Defense:

- At no time shall a player sit out 2 consecutive innings.
- The pitcher must have both feet on the white pitching rubber to stop play. Any runners halfway to the next base will continue to that base. Any runners less than halfway will be returned to the previous base
- Pitchers must have one foot within the pitcher’s mound boundary and even with or behind the pitcher’s rubber until the ball is put in play by the batter
- The defense will consist of 10 players – Four (4) in the outfield, one (1) at the pitchers plate, one (1) in the catcher’s box, four (4) in the traditional infield positions of shortstop, 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> bases.
- Infield and Outfield players must start in the traditional defensive locations. Infielders must not move in front of the imaginary base path lines until the ball is put in play by the batter.

- Under normal baseball circumstances, it is customary for any defensive player to be allowed to tag a runner out. IT IS YOUR JOB TO COACH PROPER BASE RUNNING TECHNIQUES AND TO BE AWARE OF THE LOCATION OF THE BALL VERSUS THE PLAY.
  - Not permissible: A ball hit straight to the pitcher's mound or toward 3rd. The pitcher picks up the ball and runs down the batter running to 1<sup>st</sup>.
  - Not permissible: A ball is hit to the outfield and gets passed all of the defensive players. The runner is on his way to an in-the-park homerun. The outfielder picks the ball up and runs all the way from the outfield and tags the runner out between third and home.
  - Permissible – any runner can be tagged out by a defensive player as long as the ball is controlled within the infield boundaries. For example, a runner can be tagged out running to home by the first baseman.
  - Permissible **(revised)**: A ball is hit to the outfielder. The outfielder is permitted to tag the runner advancing to the next base. **Allowed only – Left Center and Left Fielder tags runner advancing from second to third, Right Center and Right Fielder tags runner advancing from first to second.**
- There are no limits for base advancement on errant throws. Runners may advance base(s) on errant throws at their own peril.

## Offense:

- A continuous batting order will be used. In the event of an illness or injury, a batter may be skipped without penalty as long as he/she does not reenter the game.
- A half inning will consist of three (3) outs or five (5) runs
- Coach pitchers must start with both feet within the boundaries of the pitcher's mound
- Coach pitchers must make every attempt to get off of the playing field and not to interfere with the play. If the coach pitcher is hit by a live ball, the pitch and the result is null. If the coach pitcher touches a thrown ball before a play is dead, then the play is considered dead at that point and **the runners are awarded the next base.**
- There will be no called strikes
- There will be no walks
- There will be no stealing
- No bunts are allowed
- Each batter will have three (3) swinging strikes or five (5) pitches
- No foul will end an at bat unless it is caught by a defensive player
- If after five (5) pitches the batter does not put the ball in play the batter will be called out