



## 2021 FALL SEASON –COACH PITCH DIVISION Local Rules

<b>Time Limit:</b>	<b>Weekends:</b> No new inning can start after 1 hour and 40 minutes. <b>EXCEPTION:</b> The last scheduled game of the day on a field is subject only to the sunset time as posted on the Sunrise game schedule. <b>Weekdays:</b> Games will be played without a time limit, <b>but</b> Sunset time as listed on the Sunrise game schedule is drop dead.
<b>Pitching:</b>	No players are allowed to pitch.
<b>Batting:</b>	Continuous batting order (every player bats).
<b>Substitution:</b>	10 defensive players. No player may sit a second defensive inning until every player has sat a minimum of one defensive inning.
<b>Minimum players:</b>	Games are allowed to begin with a minimum of eight (8) players. Players may be borrowed from an opposing team to meet the minimum.
<b>Scoring:</b>	Final score is not recorded. The use of a scorekeeper is optional.
<b>Run Rule:</b>	<b>None.</b> No score is kept in this division.

### **Special Tee Consideration for the first 6 games:**

- Walks are not allowed.
- Each player receives a maximum of five (5) pitches.
- If the ball is not put into play after the fifth (5<sup>th</sup>) pitch, the batter will use a tee with a **maximum** of two (2) swings.
- During the use of the tee, the umpire will call “ball on tee” prior to each swing.
- Contact with only the tee is a dead ball strike/attempt
- A ball hit off the tee must reach the infield grass in the field of play to be considered a fair ball.
- If the batter does not hit a fair ball after two (2) swings from the tee, an out is recorded.

### **Rules for the remaining games:**

- The tee will not be used.  
The batter will receive a maximum of five (5) pitches to hit a fair ball. **EXCEPTION:** There is no limit to the amount of foul balls hit off of a pitched ball. A hit by pitch results in “no pitch.”
- The 3rd strike from attempts to swing will result in a strike-out.
- A strike-three foul tip caught by the catcher is recorded as an out.

### **Offense:**

- There is a 4-run limit per half inning or when all players have batted once in the half-inning.
- The 4-run limit is off in the 6<sup>th</sup> inning though each player may only bat once in the half inning.
- All base runners are allowed to advance a maximum of one (1) base on an overthrow to a base or home plate only, **regardless of any subsequent overthrow.** Example: A runner on first when a single is hit can attempt to take third base on an overthrow to first base or second base, but not score. A runner on first when a double is hit may attempt to score on an overthrow. Base runners may not advance on an overthrow from the catcher to the pitcher.
- When the pitcher is in possession of the ball with at least one (1) foot on the dirt of the pitcher’s mound, the play is considered dead and any runner not more than half way to the next base shall return to the previous base.
- Bunting and stealing are not allowed.
- Base runners are not allowed to advance as a result of a wild pitch, passed ball or any catcher’s throw.
- Infield Fly Rule is not in effect.
- A runner may tag up on a fly ball.

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- A team must pinch run for its next defensive catcher who is on base with either two (2) outs or three (3) runs scored, by using the player who made the last out in the inning.
- Players arriving after the start of a game must be inserted at the bottom of the batting order.

### **Defense:**

- All players must play one (1) infield position by the 3<sup>rd</sup> inning and a minimum of two (2) innings in the infield by the completion of the 5<sup>th</sup> inning. If a manager is not able to satisfy this defensive rule, then the Manager must notify the Player Agent via email and those players who were unable to play twice in the infield must play two (2) innings in the infield by the fourth inning in the next game.
- Players at the pitcher position must start with one foot on the pitching mound even with the pitching rubber.
- Managers must place 4 players in the outfield when 10 defensive players are used.
- **After fielding a batted ball, an outfielder must throw the ball to an infielder to record an out.**
- Outfielders must start each play with their feet no less than twenty (20) feet behind the outfield arc until the ball has been hit.
- Managers must rotate all of their players throughout all defensive positions on an equal and fair basis.
- All players must play a minimum of 2 innings in the infield and 2 innings in the outfield during a 6 inning game.
- Any player who was not a defensive starter in the previous game must start defensively in the next regularly scheduled game.
- Managers are not required to start a player not present 15 minutes prior to a game's scheduled start time.

### **Coaches:**

- No more than 4 Board of Directors approved adult manager/coaches are allowed on the field and in the dugout at any time.
- Players may not coach the bases.

### **Pitching:**

- Any board approved adult coach may deliver pitches to a batter.
- The method of pitching (coach or machine) used to start an at bat must complete the at bat.
- The pitching machine shall be placed directly in front of the mound in line with the home plate.
- If Managers choose to use the pitching machine they shall only use tension settings as approved by the division coordinator.
- The adult pitcher must stand approximately 3 to 4 feet in front of the pitching rubber at the base of the mound.
- Adult pitchers must pitch the ball with adequate velocity as to reach the catcher with minimal arc.
- After the ball is hit, adult pitchers must make every effort to avoid interfering with the ball/play.
- Any batted ball contacting an adult pitcher or the pitching machine will be considered a "dead ball" the batter shall be awarded a single and each runner shall advance 1 base.
- If a batter is hit by a pitched ball, the ball is considered "dead" and no pitch is recorded.

### **Umpiring:**

- Coach Pitch games will be umpired by volunteer parents of the teams playing.
- The home team must provide a plate umpire and the visiting team must provide a base umpire.
- **Exception:** The umpire-in-chief of the league holds the right to specify a particular umpire to work a specific game and also to disqualify any umpire from working a particular game or games.
- Plate umpires must wear a face mask and closed-toed shoes. A protective cup, shin guards, and a chest protector are highly encouraged.

Unless specified in these local Rules, all rules found in the 2021 Little League Rulebook apply.