



## **Coach Pitch Division Local Rules**

Woodland Hills Sunrise Little League is bound by the Little League Baseball Rulebook (the “Rulebook”). Please read and be familiar with the current edition (2021) of the Rulebook, **which can be downloaded and accessed on any smart device**. Local rules exist only to clarify issues pertaining to our league; questions and requests for interpretation of the rules should be forwarded to the league president for discussion with the Board of Directors, as appropriate.

### **Section 1. General Game Rules**

- Time Limit:**           **Weekends:** No new inning can start after 1 hour and 40 minutes. **EXCEPTION:** The last scheduled game of the day is subject only to the sunset time as listed on the game schedule.
- Weekdays:** Games will be played without a fixed time limit, **but** must end by sunset time as listed on the game schedule.
- Pitching:**               No players are allowed to pitch.
- Batting:**               Continuous batting order (every player bats).
- Substitution:**       10 defensive players. No player may sit a second defensive inning until every player has sat a minimum of one defensive inning.
- Minimum players:**   Games must begin with a minimum of eight (8) players.
- Scoring:**              Final score is not recorded. The use of a scorekeeper is optional.
- Run Rule:**             **None.** No score is kept in this division.

### **Section 2. Special tee consideration for the first seven (7) 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 pitch to a batter, the batter must then use a tee and is entitled to a **maximum** of two additional swings.
- While the tee is in use, the umpire will call “ball on tee” prior to each swing.
- If the batter contacts only the tee with the bat, the swing shall be considered a dead ball strike/attempt.
- If the batter does not hit a fair ball after two swings using the tee, the batter is out.
- A ball hit from the tee must reach the infield grass to be considered a fair ball.

### **Section 3. 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 number of foul balls a batter may hit. A pitch that hits a batter is considered a “no pitch.”



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- The third strike from an attempt to swing will result in a strike-out.
- The batter is out if a strike-three foul tip is caught by the catcher.

### Section 4. Offense

- A half inning is complete when **three outs are recorded, four (4)** runs have been scored or all players have batted once in the half-inning.
- There is no limit to the number of runs that may be scored by a team in the sixth inning, although each player may only bat once in the inning.
- All base runners are allowed to advance only one base on an overthrow to a base or home plate, **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 the runner may 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 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.
- Neither bunting nor stealing is allowed.
- Base runners are not allowed to advance as a result of a wild pitch, passed ball or any catcher's throw.
- The Infield Fly rule is not in effect.
- A runner may tag up on a caught fly ball.
- With either three runs scored in a half-inning prior to the sixth inning or two outs, a team must pinch run for its next defensive catcher by using the player who made the last out.
- Players arriving after the start of a game must be inserted at the bottom of the batting order.

### Section 5. Defense

- All players must play one infield position by the third inning and a minimum of two innings in the infield by the completion of the fifth 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 innings in the infield by the fourth inning of 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 four players in the outfield when 10 defensive players are used.
- **After an outfielder fields batted ball, a runner may not be put out unless the outfielder throws the ball to an infielder.**
- Outfielders must start each play with their feet no less than 20 feet from the infield dirt until the ball has been hit.
- Managers must rotate all of their players through all defensive positions on an equal and fair basis.



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- All players must play a minimum of two innings in the infield and two innings in the outfield during a six-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.

### Section 6. Coaches:

- **One Manager and three (3) adult coaches approved by the Board of Directors are allowed on the field or in the dugout.**
- Only adult coaches may coach the bases.

### Section 7. Pitching:

- The same method of pitching (coach or machine) shall be used throughout an at bat.
- Pitches must be delivered, whether by coach or machine, with sufficient velocity so that the ball reaches the catcher with minimal arc.
- If used, the pitching machine shall:
  - be placed directly in front of the mound in line with home plate, and
  - use tension settings designated by the division coordinator.
- Any board approved adult coach may deliver pitches to a batter.
- The adult pitcher must stand approximately three to four feet in front of the pitching rubber at the base of the mound.
- 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" and each runner shall advance one base.
- If a batter is hit by a pitched ball, the ball is considered "dead" and no pitch is recorded.

### Section 8. Umpiring:

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



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### Section 9. Covid-19 Protocols

- All Covid-19 Protocols as set forth on the Sunrise website must be followed, including mask wearing and social distancing in all areas, including the dugout.
- Handshakes at the end of the game are not permitted.

Unless otherwise specified in these local Rules, all rules found in the Rulebook apply.