

2012 Coach Pitch Rules

1. **BASE COACHES** – Only adult coaches (18 years or older) will be allowed in the base coaches' box. If a coach touches a player-runner to aid in his advancement to or from the base, the runner will be called out. Note: Runner is not out if the coach congratulates the player.
2. **FORFEITED GAME** - If a team has less than 9 players to start the game after a 10 minute grace period, they lose by forfeiture.
3. **PROTEST** - All protests must be made before the next pitch in order to be considered. **If the plate umpire deems it necessary, a board member may be called to clarify a call or rule. All decisions made by that board member, will be the final decision.**
4. **RAINOUT** - The game will be made up on the first available day. Failure to appear for the makeup game will result in a forfeit with coaches being forced to sit out the next game. No team will be required to play more than three games in one week.
5. **TEAM STAFF** - 1 manager, 2 coaches and 1 team parent are allowed in the dugout (no batboys or batgirls).
6. **CONDUCT** - If manager, coaches or children are thrown out of a game the following penalties will be levied: 1st time sit out next game, 2nd time sit out the next 2 games and the 3rd time out for the season. "Sitting out a game" means the individual cannot be at the ballpark for the following game(s). Additional penalties may be levied by the Board of Directors.
7. **TIME LIMIT** - A game will consist of 6 innings. No inning shall start 1 hour and 50 minutes from the start time. If time permits, tie games will be broken. Four innings (three and one half if home team is ahead) constitute a complete game in case of bad weather or time limit. If after five innings (four and one half if home team is ahead) one team is ahead by ten or more runs, the manager of the team with the least runs shall concede victory to the opponent.
8. **DEFENSIVE POSITION CHANGES** - Defensive switches may occur only once per defensive inning with no switchbacks until the following inning. Positional changes that occur for reasons other than strategy (such as injury, equipment failure, etc.) do not count as a switch.
9. **RUN DOWNS** - No run downs will be permitted when a runner is advancing to the next base unless the tag is in the immediate area of a base. Otherwise, the ball must be thrown. Run-back tags will be allowed anywhere in the base path upon retreat to a previous base.
10. **UMPIRE CAN CALL TIME-OUT:**
 - A. When requested by a coach or player.
 - B. When the defensive team has the lead runner under control (stopped or returning to previous base). All trailing runners will be awarded the base they were closest to when time was called (in judgment of the umpire).
 - C. Until the defensive team is ready. Then in the interest of safety, the umpire will give the ball to the pitching coach to put in play.
11. **OVERTHROWS** - Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases. Runners may advance one base on balls going over or under the fence.
12. **FENCE RULE** - Whenever a batted ball rolls under the fence in fair territory, all runners may advance 2 bases.
13. **SUBSTITUTES** - All players must enter the game by the top of the 4th inning and play 6 consecutive defense outs. Failure to do so will result in the player being forced to play the entire next game. Refer to Regulation IV (i) for manger penalties.

14. OFFENSIVE TEAM:

Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order although they may not be in the game defensively. The coaches will turn in their lineups to the scorekeeper at least 10 minutes before game time. When 3 outs are made or 10 batters have batted, an inning is over. **When the 10th batter of an inning is about to hit, it will become the offensive team manager's responsibility (or his representative) to declare "last batter" to the umpires prior to the ball being batted fairly.** Failure to do so will negate any runs which cross the plate after the ball is under control by any defensive player in the infield area. The number of runs which are negated will be determined by the best judgment of the home plate umpire. It may benefit the defensive coach to keep up with the other team's batting order. The batting order will pick up where it left off from the previous inning. If a player shows up late, he or she automatically goes to the bottom of the lineup. Each team hits with a continuance batting order.

15. DEFENSIVE TEAM:

Each team will Position 1 Pitcher, 1 catcher, 4 traditional infielder positions and 4 traditional outfielder positions.

A. **PITCHER** - Must be an adult coach, he must pitch overhand and within the circle around the rubber. The player-pitcher must remain within the circle, standing on either side of the coach-pitcher even with or behind the rubber.

Before the ball is pitched, the pitcher-coach may instruct his batter in the batter's box (up, back, left or right). He cannot instruct the batter after he hits the ball and becomes a runner. However, the pitcher-coach may instruct runners going to 2nd or home to slide. The coach will be warned once for improper coaching. For a 2nd offense, he must sit out the next inning.

The coach should **clear the field** after he pitches the ball. If the ball hits the coach-pitcher while leaving the field, the ball is alive and players must make a play. If the umpire rules intentional obstruction by the coach pitcher during a play, all base runners will be called out and the coach will be removed from the game.

B. **CATCHER** - Is positioned behind home plate attired with full equipment including a "cup" for proper protection. **FIRST ATTEMPT RULE:** The catcher must make the first effort to catch a thrown ball to home plate. Runner will be called safe if catcher does not make first attempt.

16. **SLIDING** – A runner who slides headfirst going into a base will be called out. A runner who does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag will be called out.

17. **SLUNG BAT** - For the 1st offense, batter and coach will be warned (umpire will have it noted in the Score book). On the 2nd violation and any subsequent violation the batter will be called out.

18. **STRIKEOUT** - Is constituted by three missed swings or 6 pitches being thrown without the batter hitting the ball. Each batter will get a maximum of 6 pitches to either hit the ball or strike out. If the batter fouls the sixth pitch or subsequent pitches, the batter remains at bat.

19. **BUNTING** - Is illegal. If in the judgment of the umpire, the batter is intentionally bunting the ball, the manager and player will be warned and a strike will be called. If the same batter attempts another bunt later in the game, the batter will be called out.

20. **LAST BATTER** - 2 out baseball rules apply. A fielder can also throw or run the ball home and tag home plate. Then the inning ends, and all trailing runners do not score.

21, **NO BASE STEALING ALLOWED** - No runner can advance on a passed ball. No bases on balls. No infield fly rule. No base awarded if hit by pitch.

22. **UMPIRING DUTIES:** Each manager and a coach from that team will umpire "C" or" T" League games! If a manager and/or coach must be absent, it is their responsibility to find a qualified replacement. In order to be considered qualified; the replacement must be reported to and approved by the Umpire-in-chief (Joey Stella) at least 24 hours prior to the game. It will not be acceptable to pick a parent out of the stands when showing up alone. This puts the parents, coaches, players, and Board in difficult situations that could have been avoided with proper planning. These cases will be reported to the B Ball Player Agent to determine proper action. Fines for not showing up for an umpiring duty:

1st offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next game

2nd offense: \$50 fine paid to league treasurer prior to your next game as well as sit out your next 3 games

3rd offense: Removal of managerial duties from League

This rule or violation of will be taken into consideration when appointing All-Star managers and coaches.

23. OPTIONS - Each team has one manager and one coach option. The options will be weighted based on age as follows: two 8 yr olds will be taken in rounds 3 & 4; a 7 yr. old & an 8 yr. old in rounds 4 & 5; and two 7 yr olds in rounds 5 & 6. Any brother/sister options will go in next available round.

8 yr old – 5th round

8 yr old – 4th

7 yr old – 5th

7 yr old – 4th round

8 yr old – 3rd

7 yr old – 6th

In the case of brother options, the older child must be used as the option and the brother is taken in the following round.

24. DRAFT - Teams will draw numbers for drafting positions. The draft will wrap, meaning the team picking 1st in the first rounds will pick last in the 2nd round.

25. Field/Equipment Maintenance – Home team is required to uncover/rake prep field prior to game, Visitor is required to rake/cover after games. Each team is required to clean dugouts to include emptying trash from inside the dugout. Each team is also responsible for ensuring the bleachers are clean and the trash can by their bleachers is emptied. The Board encourages coaches to get parents to volunteer for this although the coach ultimately is responsible. Any holes or other noted field maintenance should be reported to Board official on duty and Safety Officer. In order to be a world class facility, we all, parents included, must take responsibility for keeping park clean and field safe.

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26. Home Plate is Fair territory!!!!!!