**Coach Pitch Baseball Local Rules – 2024**

1. INNING – The 1st, 2nd, and 3rd innings will consist of three (3) outs or five (5) runs. The 4th, 5th and 6th innings will consist of three (3) outs or ten (10) batters.

2. RUN RULE - The game ends if one team has a lead of fifteen (15) or more runs after 3 innings, ten (10) or more after 4 innings, or eight (8) or more after 5 innings.

3. DRAFT - The draft will be common pool and wrap (meaning the team picking 1st in the first round will pick last in the 2nd round). Trades must be approved by a majority vote done by the managers of the division.

4. SUBSTITUTES - All players must enter the game defensively by the top of the fourth (4th) inning. Top of the fourth (4th) inning shall be defined as “Prior to the first pitch being thrown to the first batter of the fourth (4th) inning.” Refer to 2024 LL Rule Book for all other playing requirements and penalties.

5. FORFEITED GAME - If a team has less than eight (8) players to start the game after a ten (10) minute grace period, they lose by forfeiture. A game may not be continued if a team drops below eight (8) players during the game for any reason. Play the game or remainder of the game as a scrimmage.

6. RAINOUT – Makeup games will be rescheduled by the BOD. Failure to appear for the makeup game will result in a forfeit.

7. PROTEST - All protest must be made before the next pitch to be considered. Place protest in official scorebook and send email within twenty-four (24) hours after protest explaining what happen to Player Agent. Protest Committee will determine the outcome and answer is final.

8. CONDUCT - If the manager, coach, player, or fan are ejected for any reason during the game the following penalties will be levied: First (1st) time you will sit out a minimum of one (1) game, Second (2nd) time you will be removed for the remainder of the season. “Sitting out a game “means the individual cannot be at the ballpark for the following game to include pre-game and post-game activities. Additional penalties may be levied by the BOD.

**9. MANAGERS ARE REQUIRED TO - Umpire lower league games. Must have two (2) approved volunteers present for umpiring duties. If a manager or coach must be absent it is their responsibility to find a qualified replacement. The replacement must be reported to and approved by the PLAYER AGENT at least twenty-four (24) hours prior to the game. Not showing up or not having someone cover your game will result in a one (1) game suspension. The second offense will result in not being considered for All-Star selection and a two (2) game suspension; Third (3rd) offense will result in manager being removed from league remainder of the season. Additional penalties for subsequent violation may be levied by the BOD.**

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

11. SLIDING - A runner who slides headfirst going into a base will becalled out. A runner who does not slide, give up, or attempt to get around a fielder who has the ball and is waiting to make the tag will becalled out.

12. PITCHER - Must be an approved adult (18 or older); must pitch overhand, STANDING, and have at least one (1) foot BEHIND THE 39FOOT LINE FROM HOME PLATE (7 FEET FROM PITCHING RUBBER) before pitch is thrown. The player-pitcher must keep at least one (1) foot in the PITCHING MOUND DIRT, standing on either side of the adult-pitcher even with or behind the rubber. Before the pitch is thrown the adult-pitcher may instruct the batter in the batter’s box (up, back, left, or right). He cannot instruct the batter after the ball is pitched. However, the adult pitcher may instruct the runners going to second (2nd) or home to slide. The adult-pitcher will be warned once for improper coaching. Second (2nd) offense adult-pitcher will sit out next inning. Third (3rd) offense he will be removed from the game. The adult-pitcher should clear the field TO INCLUDE REMOVING THE BAT FROM THE BATTING AREA after the ball is put into play. FAILURE TO REMOVE BAT WILL RESULT IN THE BATTER BEING CALLED OUT (1 WARNING). If the ball hits the adult-pitcher while leaving the field, the ball is dead and is a replay. The previous pitch will not count. If the umpire rules intentional obstruction by the adult-pitcher during a play, all base runners and batter will be called out and the adult- pitcher will be removed from the game. All player-pitchers must wear a mask!

13. TIME LIMIT - A game will consist of six (6) innings. No new inning shall start one (1) hour and forty (40) minutes from the start time. No new inning will start after ten (10) P.M. If time permits, tie games will be broken. Four (4) innings (three (3) and one half (1/2) if home team is ahead) constitutes a complete game in the case of bad weather, time limit or darkness. For scoring purposes, a shortened game for any of these reasons will revert back to the last completed inning barring it met complete game requirements. If complete game requirements have not been met the game will be resumed at a later date determined by the BOD.

14. TAGS BY PITCHER - The pitcher will be allowed to make a tag on any base runner in the following conditions

• Fielded batted ball on baseline and tagged runner going by

• Fielded an overthrow and tagged runner in general area of overthrow

• Pitcher can back up catcher and tag runner at home as long as the catcher made the first attempt to catch the ball (In the judgment of the umpire)

15. OFFENSIVE TEAM - Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order (continuous batting order). The batting order will pick up where it left off from the previous inning after three (3) outs are made or five (5) runs score. If a player shows up late, he/she automatically goes to the bottom of the line-up.

16. BASE RUNNERS - No runner can advance on a passed ball. No base on balls. No infield fly rule. No base awarded if hit by pitch. If a runner is caught leaving the base before the pitch is hit; the first (1st) time will be a team warning. Any subsequent violation the runner will be called out.

17. DEFENSIVE TEAM - Each team will position one (1) player- pitcher, one (1) catcher (behind home plate in full catcher’s equipment and squatted), four (4) infielders (first, second, third and short stop) and four (4) outfields. Outfielders must be positioned in the outfield grass behind the line before the ball is pitched. Outfielders must play traditional positioning and no rover will be allowed.

18. DEFENSIVE POSITION CHANGES - Defensive switches may only occur one (1) time 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. NO DEFENSIVES COACHES ALLOWED ON THE PLAYING FIELD.

19. STANDINGS – TBD

• Head-To-Head

• Runs allowed

• Runs scored

• Coin flip

20. COURTESY RUNNER - If a player who has either been awarded a base or is already a runner is injured, the offensive team will be allowed to use a courtesy runner for the injured player until the player either scores, gets out, or the inning ends. This courtesy runner will be the last out made or in the case of an out has not been made in the game; the last batter in the lineup will be used. If the player comes to bat later in the game then the player will be expected to run for themselves. No running for the catcher at any time.

21. 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. Pickles are the exception to the run-down rule if a player-runner gets involved in a pickle between bases the fielder can run down the player-runner back or towards a base.

**NOTE: pickles are considered at least two (2) throws between the bases the player-runner is running toward.**

22. UMPIRE CAN CALL TIME-OUT (calling time-out)

• When requested by a coach or player.

• 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 (Umpire’s Judgement).

• 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.

23. STRIKEOUT - Is constituted by three (3) missed swings or six (6) pitches being thrown without the batter hitting the ball. Each batter will get a maximum of six (6) pitches to either hit the ball or strike out. If the batter fouls the sixth (6th) pitch or subsequent pitches, the batter remains at bat.

24. BUNTING – NO BUNTING ALLOWED

25. LAST BATTER – Two (2) out baseball rules apply. Any fielder can also throw the ball home and the catcher can tag home plate. NO RUNNINGTHE BALL HOME. Then the inning ends, and all trailing runners do not score. **FIRST ATTEMPT RULE: The first attempt at an out at home plate shall be made by the catcher on a thrown ball or the runner shall be ruled safe.**

26. OVERTHROWS - Whenever a ball is overthrown and stays inside the fence all runners may advance any or all the bases at their own risk.

27. FENCE RULE - Whenever a batted ball rolls under the fence in fair territory or bounces over the fence in fair territory; all runners may advance two (2) bases from where they were before the ball was put into play. Runners may advance one (1) base on balls thrown over or under the fence.

28. BATS - USA Certified bats. Refer to the 2024 Little League Rule book or LittleLeague.org for new and updated bat rules

29. RESPONSIBILITIES - Both managers will be responsible for field prep before and after scheduled game to included dragging, raking, mound and box repair, and painting of the fields. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field. If dugout trash is over half full pull the bag and leave by the dugout.

• The visiting team will be responsible for operating the scoreboard

• The home team will be responsible for keeping the official scorebook. The home team will also enter ALL scores online immediately after the game before leaving the park.

• Both managers must sign the official scorebook. Penalties for not doing this will be levied by the BOD.

**Home Plate is Fair territory!!!!!!**