



LLL Coach Pitch Rules 2020 (7 & 8-year-old Boys Competitive Coach-Pitch)

The objective of this division is further teaching the fundamentals of the game by providing an organized 12-Week Coach-Pitch educational program and giving the players the opportunity to have fun and learn. The concept of winning and losing will be introduced in this division. This division will follow the rules pertaining to “Minor League Baseball” in the 2019 Little League Baseball Rulebook with the following additions.

Maximum of (3) three team events per week. I.E. (1) one practice (2) two games or (2) practices (1) one game. Practices are limited to **90 minutes** per session.

Game time shall be **6 innings or 90 minutes**. If time is reached in the middle of an inning, you shall complete that inning if daylight allows. Games will NOT stop in the middle of an inning unless daylight does not allow the inning to finish. In that case you will revert to the last completed inning to determine the winner. Ties will be permitted.

Teams will consist of 10-12 players. Teams will consist of primarily Boys. Note: Girls may elect to play in this division.

Official score will be kept. Coach Pitch is competitive and is designed to help further the players knowledge and fundamentals of the game in a fun atmosphere, winning is secondary.

Home Team – Is responsible for keeping the official scorebook and prepping and chalking the field before the game.

Visiting Team – Is responsible for picking up the game balls, raking the field after the game and taking out trash cans that are more than halfway full.

Note - Scorebooks and baseballs will be provided by the league. The official book and baseballs can be picked up and returned at the concession stand. Both teams are recommended to keep a scorebook to avoid any discrepancy after the game. Both teams are responsible for picking up trash after the game.

At the end of each game each manager will meet and sign the book verifying they agree on the score/outcome of the game. If there is a discrepancy regarding the game or score, do not leave the park without speaking to the Board Member on Duty. If you leave the park without speaking to someone on the Board of Directors, your complaint or protest is null and void. Also, Do Not leave the park without turning in the scorebook.

Coach Pitch will follow the Coach-Pitch 12-week educational program provided by Little League. Managers are not required to follow the program in its entirety although LLL highly recommends it. Managers can manage their team as they choose but the core lessons from the 12-week program must be met.

Field – Will be a regulation Little League field consisting of 60-foot bases and a 46-foot pitching mound. Pitching mounds will be flat with NO slope.

This Division will have **(1) One Volunteer Field Umpire** to officiate the game. The Umpires decisions will be respected, and Coaches must follow the appropriate procedure in the Little League Rulebook to appeal a play. Note: With only (1) one umpire it is difficult to make the correct call on every play.

It is the Managers responsibility to conduct themselves as an adult, support the “Volunteer Umpire” and maintain “crowd control”. There will be **Zero Tolerance** for inappropriate behavior from the Manager, Coaching Staff, Players, Umpires, and Spectators. Refer to the LLL By-laws on the Zero Tolerance policies.

Coach Pitch will use appropriate baseballs as recommended for this age division. All bats must meet the USA bat standard. NO other bats are allowed including USA bats designed only for T-Ball use.

Cancellations - In the event of bad weather in which a game is cancelled or rescheduled the LLL Board of Directors will make that decision. Managers **CAN NOT** cancel a game without Board approval. If a Manager cancels a game without Board approval it will result in a forfeit. Game cancellations or reschedules due to weather will be posted on the LLL website and sent to the Manager.

<http://www.lumbertonlittleleague.com>

Defense – Only one player per defensive position in the infield. Managers are not required to rotate players each inning defensively although it is recommended by LLL. However, Managers are required to rotate their players throughout the season so that each player has an opportunity to play each position if the player can safely do so.

Defense will field (10) ten players consisting of a Catcher, a Pitcher, (4) four infielders, and (4) four outfielders. The fourth outfield position or “Rover” is permitted. The Manager may place the “Rover” anywhere in the outfield. Outfield is defined as the grassy area past the infield dirt.

The Player Pitcher – Must have both feet inside the pitching circle even with or behind the pitching mound and must remain there until the ball is either put into play or the pitch has reached home plate.

NO “Outs” shall be recorded by running the ball to the base unless a legitimate baseball play is in effect. Players must throw the ball when required. The Volunteer Umpires judgment shall decide the fair play.

Substitutions – Rosters with more than (10) ten players will require defensive substitutions. All players must meet the Little League minimum playing time of (6) consecutive outs and (1) one at-bat. It is highly recommended by LLL that substitute players be rotated throughout the season.

Note: Refer to Regulation IV section “ i “ in the Little League Rulebook for exceptions and interpretation to the minimum play requirements.

Batting Format – Teams will roster bat All players. A (5) five run limit per inning will be in effect through all (6) innings. The half inning will be over once the defense has recorded (3) three “Outs” or the offense has scored (5) five runs. All games must be completed as normal if time allows or until mercy rules are met even if you are down more runs than you can come back from due to the run limit per inning. Managers are not required to shuffle the batting order each game, but LLL recommends that all players have an opportunity to bat at the top, middle, and bottom of the lineup.

Mercy Run Rules will be in effect of a 15-run lead at the end of the 3rd inning, 10-run lead at the end of the 4th inning.

Coach Pitcher - Managers will pitch to their team only and have authority to allow a member of their coaching staff to pitch in their stead. Managers can rotate pitchers if they choose. You must maintain both feet behind the 35-foot pitching line to throw a pitch. Body momentum may carry you over the line through the delivery. The Pitcher must throw an overhand pitch with little to no arc.

If a batted ball hits the pitching coach it is declared dead and considered a “no pitch”. The pitching coach should walk outside the baselines after a ball is put in play to avoid obstruction. If it is determined by the Volunteer Umpire that the pitching coach caused obstruction to the defensive team once the ball has been put into play, it will be ruled obstruction, the batter declared “Out” and all base runners must return to their occupied base prior to the obstructed play.

The Batter will be allowed up to (5) five pitches from the Manager/Coach. The batter will be considered “Out” after (3) three swinging strikes or they miss or fail to swing at the fifth pitch. Additional pitches will be permitted if the ball is fouled off on the fifth pitch. Note: If the Catcher catches a foul tipped ball on the third strike or fifth pitch the batter is “Out”.

NO infield fly rule in effect.

NO base on balls, intentional walks, or hit by pitch. Batters are encouraged to swing the bat.

Bunting is not allowed. The batter must take a full swing and follow through. No runners may advance. A half swing or bunt will be considered a “foul ball”.

NO base stealing. The base runner may not lead off or leave the base until the ball is put into play. If he/she does, the runner will be “Out”.

Catcher is a required position. The Catcher must wear appropriate catcher’s gear to play the position and is recommended to use a catcher’s mitt. The Catcher may be substituted for a special pinch runner with (2) two outs. The pinch runner must be the player with the last recorded ‘Out’ of the inning. **NO** other pinch runners are allowed unless due to a player injury.

The **Catcher** is required to wear a dangling throat guard on the catcher’s helmet no matter the design of the helmet and must wear a protective cup per Little League rule. A player will **NOT** be permitted to play catcher without the appropriate protective gear. Only the Catcher is required to wear a protective cup but LLL recommends that all players consider using a protective cup.

Base runners may advance multiple bases as in “real” baseball. Once a play has been declared “dead” the base runner may proceed to the next base if they have passed the half-way line. A runner must return to the last reached base if the play is deemed dead and they have not passed the half-way line.

Stopping a play – Play will be declared dead once the pitcher has possession of the baseball with both feet inside the pitching circle or a defender with possession of the ball has stopped offensive advancement of the play. Stopping offensive advancement or “Facing Off” is defined by the defender having possession of the ball and placing their self between the lead base runner and the next available base preventing the runner from advancing. The Volunteer Umpire will declare “Time” and the play will be declared dead at that point.

Overthrows - An overthrow to a base is a “live ball” and will remain live until the play has been stopped as defined for this division. Overthrows from the Catcher to the Pitcher between pitches is considered a dead ball and no runners may advance.

Play will continue if no attempt to stop the play has been made or the defense elects to make another play. A “reasonable” defensive play must always be attempted initially.

Teams should not “excessively run the bases” in order to “win the game”. Single-A is competitive but winning the game is not the main objective for this division.

Managers are encouraged to enlist other parents to help instruct play. Maximum of (3) three coaches per Team may be on the field. Offensive coaches may be on the field to help instruct play but are restricted to the foul territory areas around first and third base. (1) One defensive coach may be permitted behind home plate to assist with passed balls but may not provide field instruction and must encourage the catcher to retrieve passed balls. All other defensive coaches must remain within an arm's reach of their dugout fence. On offense a minimum of (1) one coach must be in the dugout.

For **Safety** reasons All players must wear appropriate baseball attire to play. **NO** shorts or opened toed shoes allowed. **NO** jewelry allowed including earrings. **NO** hard casts, braces, or uncovered wounds.

Reminder – Any adult aiding or interacting with players must have completed a Volunteer Form and submit to a background check. **NO Exceptions!!!**

The Manager is responsible for collecting volunteer forms from all volunteers and creating a list of coaches to be turned into the LLL Coaching Coordinator. Please designate (1) one person in charge if the manager is not reachable.

Contact Numbers:

League President – Jacob Williford – (409)-350-1303

Director of Baseball – Scott Leach – (409)-658-1754

Safety Officer – Cody Powell – (409)-790-2767

Coaching Coordinator – Drew Wallace – (832)-795-6980

Immediately report ALL incidents and injuries to the League President.