

**2015 East Daviess County Little League  
Coach Pitch/ Tee Ball Playing Rules  
(The highlighted areas are new for the 2015 season)**

All Little League rules shall be applicable to the coach pitch / tee ball division. All Local League rules shall be applicable to the coach pitch / tee ball division except those in conflict to the following specified rules.

**Pitcher/Coach**

- 1.) Each team, while batting, shall have a pitcher/coach that pitches to their players.
- 2.) Pitcher/coach may stand anywhere between the pitching rubber & the batter.
- 3.) Pitcher/coach may not encourage batter or any runner after ball is put into play.
- 4.) Pitcher/coach must make efforts to avoid being hit by a hit ball, or any ball in play, & avoid interfering.
- 5.) If Pitcher/Coach is hit, ball is dead, and pitch is repeated.
- 6.) Umpire has discretion to call hitter out if pitcher/coach fails to make efforts to avoid being hit.
- 7.) Pitcher/coach may instruct the batter before the ball is put into play.

**Pitcher/Player**

- 1.) Pitcher/player must stand on either side or behind the pitcher/coach & within five (5) Feet of the pitching rubber and inside the pitching circle.
- 2.) Pitcher/player must have one (1) foot in the pitcher's circle until the ball is hit.
- 3.) **Pitcher/player cannot make an un-assisted out. (Only exceptions are a play at Home Plate or a caught line drive/fly ball.) The purpose is to teach the players to throw to the correct base.**

**Batter**

- 1.) **The first three swings MUST be taken at pitches from the coach. Only after those three swings, may the ball be placed on the tee. If a coach chooses to pitch more than 3 pitches to a player, the player may not use a tee and may strike out. After the three pitches and the player is hitting off the tee, they will continue their at bat until the player puts the ball in play. A player that is hitting off a tee may not strike out by missing the ball.**
- 2.) **A player may take up to six swings at pitched balls. The batter is out if after six (6) swings the ball from is not put into play.**
- 3.) **If the sixth swing at a pitched ball results in a foul ball, the batter continues until the ball is put in play, or the batter swings and misses.**
- 4.) **If hit ball does not reach grass infield, or pass the 10' arc line, it is a foul ball.**

**Base Running**

- 1.) Runners shall not steal bases.
- 2.) Base runners may continue to advance on bases while the ball is in play, until the umpire calls a time-out. A base runner that is halfway when time is called continues on to the next base.
- 3.) When base runners have stopped advancing (i.e. standing stationary on a base, or are returning to a base), and an infielder is in possession of the ball, that infielder may call for a time-out, and the umpire shall then announce it.
- 4.) Infielders only can call time-outs. They must have the ball in the infield, fair or foul territory.
- 5.) When an infielder is granted time, the defense gives up all rights to make a play.

**General Rules of Play**

- 1.) A team bats until it either makes three (3) outs or scores five (5) runs.
- 2.) You must bat your entire roster. Players arriving late will be added to the bottom of the batting order. A player arriving late cannot be inserted into the lineup until the start the next inning.
- 3.) If a player leaves, the batter is scratched from the line up and game continues with no penalty to either team.

- 4.) Coaches will position (6) infield players (catcher, pitcher, 1st, 2nd, 3rd, & Short Stop). All remaining players present shall be placed in the outfield (behind the baselines in fair territory). **All infielders (except the catcher) may NOT be positioned any closer than an arc from the 41' marks on the 1<sup>st</sup> and 3rd base lines. (This is a mandatory safety issue)**
- 5.) Free substitutions at any position. **No switching of positions during an inning, unless an injury occurs.**
- 6.) **All games shall consist of five (5) innings or 1 hour and 15 minutes.**
- 7.) The infield fly rule is not in effect.
- 8.) Parents/volunteers will umpire game (Home plate and the bases). Each team will provide
- 9.) Games can end in ties.
- 10.) This is regular season and tournament. A team may start a game with less than 9 players. For every player less than 9, the team missing players will have to take an out when batting for the missing players. If during the game a player is unable to play (due to injury, sick or just doesn't want to play), the team he/she are on will not be penalized with an out in their batting position.**

### **Coaches Positions**

- 1.) Defensive Team is allowed two coaches in the Field.
  - First Base position
  - Third Base position
- 2.) Offensive Team can only have three coaches in the Field.
  - First Base position
  - Third Base position
  - Pitcher

### **Field Layout**

- Mound area - circle outlined with a 5' radius.
- Home plate area – From the back of the plate there will be an arc marked at 10' from foul line to foul line.
- Marks halfway between 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>.
- **A 41' hash mark from the back tip of home plate towards first and third bases will be marked.**

**Remember — the intent for this level is development. But, fun is the priority!**