

Coach Pitch/ Tee Ball Playing Rules

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.

Pitching 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 must make efforts to avoid being hit by a hit ball, or any ball in play, & avoid interfering.
- 4.) If Pitcher/Coach is hit, ball is dead, and pitch is repeated.
- 5.) Umpire has discretion to call hitter out if pitcher/coach fails to make efforts to avoid being hit.

Pitcher/Player

- 1.) Pitcher/player must have one (1) foot in the pitcher's circle until the ball is hit.
- 2.) 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 the 15' arc line, it is a foul ball. **
- 5.) If a batter throws their bat, the batter will be warned by the umpire and their head coach not to throw their bat and if they do it their next at bat they will be called out. (This is a major safety concern.)

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.) Time will be called once the ball is thrown inside the 15' arc or the defense stops progress of lead runner.
- 4.) When an infielder is granted time, the defense gives up all rights to make a play. **
- 5.) Coaches are NOT allowed to physically assist (touch to stop or get the runner to advance) players while the ball is in play. If a coach touches a player during a live ball situation the runner is out. (Giving a player a hand slap "high five" is not touching) **

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.
- 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 1st and 3rd base lines. (This is a mandatory safety issue)
- 5.) Free substitutions at any position.
- 6.) All games shall consist of five (5) innings or no new inning after 1 hour and 15 minutes.
- 7.) The infield fly rule is not in effect.
- 8.) Games can end in ties.
- 9.) For regular season and tournament - A team may start a game with less than 9 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. **
- 10.) The batting tee must match the outline of the plate. There is no shifting of the tee.
- 11.) There are no on deck batters.
- 12.) No rolling the ball to the base. If so, the runner will be called safe.

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 15' from foul line to foul line.
- Marks halfway between 1st, 2nd and 3rd.
- 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!