

## **2024 Coach Pitch Division Rules**

Revised: March 12, 2023



1. A pitcher, once replaced by another player on the mound, may not re-enter the game as a pitcher. The pitcher may still remain in the game at a different position.
  - a. A pitcher replaced during a ½ inning by a pitching coach to complete the ½ inning may return to pitch in the next player pitch inning provided the player is under the pitch count limit.
2. Players shall pitch alternating innings from the coaches (innings 2, 4, 6)\*
3. Coaches shall pitch alternating innings from the player pitcher (innings 1, 3, 5)\*
4. **During player pitch, shall there be 4 walks, 4 batters hit-by-pitch, or any combination thereof of 4 batters reaching base via walk or hit-by-pitch (base on balls) in a ½ inning, the designated pitching coach for the offensive team shall enter the game and complete the ½ inning.**
5. The coach shall remove a pitcher when the pitcher reaches the pitch limits noted below. The pitcher may remain in the game at a different position:
  - a. Ages 7-8: 50 pitches maximum per day
    - i. Exception: If the pitcher reaches the designated pitch limit while facing a batter, the pitcher may complete that at bat until the batter is put out, reaches base, or the half inning ends.
    - ii. The official scorer shall record the number of pitches for the pitcher as 50.
6. Coaches must adhere to the following rest requirements for pitchers (a calendar day begins on the next day after the game is complete):
  - a. 36-50 pitches thrown in a day, two (2) calendar days of rest must be observed.
  - b. 21-35 pitches thrown in a day, one (1) calendar day of rest must be observed.
  - c. 1-20 pitches thrown in a day, zero (0) calendar days of rest are required.
7. Time Limit
  - a. No new inning shall start after 1:30 (1 hour, 30 minutes) of game time.
  - b. Confirm the official start time with the umpire and/or coaches to avoid conflicts later.
  - c. Once a new inning begins, the full inning (top half and bottom half) must be completed (unless the home team is in the lead at the completion of the top half of the final inning).
  - d. A new inning is considered to have started upon the third out being recorded in the bottom of an inning.
  - e. The game shall end after 6 innings or the time limit has been reached, whichever comes first.
8. Tie Games and Extra Innings\*
  - a. If a game is tied after 6 innings OR the time limit (1:30), extra innings or time may be played under the following conditions:
    - i. Both team's coaches and umpire agree to continue.
    - ii. The **umpire or coaches** determine that there is sufficient daylight to complete one (1) full inning safely for both teams.

- iii. The **umpire or coaches** must determine whether there is safe and sufficient daylight to continue each additional inning thereafter.
  - iv. If after a new inning begins and daylight becomes insufficient and unsafe prior to completing a complete inning, the final score will revert to the recorded score from the last completed full inning.
  - v. In accordance to new Little League rules beginning with the 2019 season, each offensive team shall begin each extra inning with a runner on second base. The baserunner stationed at second base shall be the last batter to record an out in the previous half inning for the offensive team.
  - vi. Games may end in a tie. If a game ends in a tie, the tie score will be officially recorded as such.
  - vii. Games ending in ties shall not be resumed from that point at a later date.
9. There shall be no infield fly rule in effect.
10. Coaches may be in both the third and first base coaching boxes.
- a. Base coaches shall not make contact with an advancing baserunner. Shall a coach make contact with an advancing baserunner, the ball shall be ruled dead and the baserunner(s) shall be returned to their previously occupied base.
11. The base distance for Junior Minors is 60 feet (same as Minors and Majors)
12. The pitching distance shall be 36 feet.
- a. The designated strike zone for the pee-wee/coach pitch division shall be from the batter's chest down to the batter's mid-shin and from the inside chalk line of each batter's box.
13. During player pitch regular batting and pitching rules apply. A batter may walk, be awarded first base on a hit by pitch, or put the ball in play.
14. A designated pitching coach shall pitch every other inning or until the time limit is reached.
- a. **The pitching coach shall pitch from the designated distance of 36 feet.**
  - b. All pitches MUST be thrown overhand.
  - c. The batter shall receive four (4) pitches regardless of number of swings.
  - d. The batter shall continue to hit if they foul off the final pitch until the batter either strikes out or puts the ball in play.
  - e. Coach may pitch from a standing or kneeling position.
  - f. There are no walks or bases awarded for hit by pitch during coach pitch.
  - g. During coach pitch, if the fourth pitch, or any consecutive pitch thereafter, be deemed "unhittable" out of the designated strike zone, the batter shall be awarded one additional pitch consecutively until a pitch is hittable in the designated strike zone.
15. A volunteer umpire OR a coach from the defensive team shall call balls and strikes during player pitch.
- a. If coaches are calling balls and strikes, the "umpire" shall switch between the defensive team each ½ inning.
16. There are no on deck batters permitted in little league.
17. There is no head first sliding permitted when advancing to any base in little league. Head first slides are only permitted when returning to a base.
- a. Offending players shall receive one (1) warning. A second offense will result in the player being called out regardless of the outcome of the play.

18. There shall be no base stealing or advancing of bases on wild pitches or passed balls.
  - a. A baserunner is permitted to leave the base once the pitch has passed home plate.
  - b. Unless the ball is put into play, the baserunner must return to his base.
  - c. Baserunners may NOT advance on defensive overthrows.
19. Baserunning while the ball is in play.
  - a. Baserunners may advance multiple bases on a batted ball.
  - b. At any time that a ball batted into play is inside the baselines, the baserunner(s) shall stop at the next base they encounter while advancing.
  - c. There is no "half way rule". A baserunner is not required to return to the previous base occupied upon the ball crossing the baseline if the baserunner was already attempting to advance to the next base prior to the ball crossing the baseline.
  - d. If baserunners are still advancing upon the ball crossing the baseline, it is not a dead ball. The defensive team may play the ball and attempt to record an out.
  - e. If the play being made is not a force out, tagging the runner with the ball is required to record the out.
20. All players on the roster shall bat consecutively in the lineup.
  - a. Each offensive  $\frac{1}{2}$  inning shall have a five (5) run limit.
  - b. Any  $\frac{1}{2}$  inning will end when the third out is recorded or the fifth run is scored.
  - c. All innings shall have a 5 run limit
  - d. Each offensive inning shall begin with the batter due up next in the batter order. The batting order does not reset to the top of the order each inning.
21. The defense shall consist of 9 players in the field.
22. Coaches may warm up pitchers.
23. Teams are required to have a minimum of 7 players to begin a game.
  - a. **When playing with 7 or 8 players, A TEAM SHALL NOT BE FORCED TO TAKE AN AUTOMATIC OUT FOR THE 8<sup>th</sup> or 9<sup>th</sup> PLACE IN THE BATTING ORDER.** A team may not play an official game with 6 or less players. These games shall be recorded as a forfeit against the team with 6 or less players with a final score of 6 – 0. The teams may elect to play an unofficial scrimmage game. Pitches in an unofficial game shall not be counted against the pitcher.
  - b. Teams shall not use players from other teams in the same aged division OR a higher division to fill roster spots when a team does not have enough rostered players to field 8 or more players.
  - c. Teams shall can up players to fill absent roster positions for an official game from the division aged below them. (Tee-ball)
  - d. Fill in players may **NOT** be pulled from any other Junior Minor team
24. Both the home and visiting teams shall provide one (1) game ball each game.
25. Rescheduling of weather related game cancelations shall be coordinated between the coaches of each affected team.
  - a. Shall a game not be able to be rescheduled after good faith attempts by both teams to do so, the game shall not be recorded and the team records will reflect one (1) less game played on each team's record.
  - b. Shall one of the teams fail to make good faith attempts to reschedule a canceled game (i.e., failure to respond to inquiries or attempts to reschedule either by the other coach

or involved league(s) board members) the game shall be recorded as a forfeit in favor of the team attempting to reschedule the canceled game. The final recorded score shall be 6 – 0.

- 26.** The defensive team may have up to two (2) coaches positioned in the field of play to assist with defensive positioning and pitching. The positioning of defensive coaches shall consist of one (1) behind home plate and one (1) in the outfield grass.
  - a.** Coaches in the field may not make contact with a ball or a player while the ball is live and in play.
  - b.** Shall a coach make contact with a batted ball the ball shall be ruled dead, the baserunner(s), including the batter, shall be awarded the base they are advancing to plus one (1) base.
  - c.** Shall a coach in the field make contact with a defensive player OR an offensive team's baserunner(s), each baserunner, including the batter, shall be awarded the base they are advancing to plus one (1) base and the ball shall be ruled dead upon player contact.
- 27.** The offensive team may have up to two coaches on the field during player pitch (first and third base coaches) and three (3) coaches on the field during coach pitch (first and third base coaches and the designated coach pitcher).
- 28.** Coaches in the field should be in the field to coach. Anyone in the field of play shall not use cameras, cell phones, or recording devices. This is a safety concern.
- 29.** There shall be a 15 run mercy rule after 3 complete innings of play, a 10 run mercy rule after 4 complete innings of play and an 8 run mercy rule after 5 complete innings of play.
- 30.** Winning team is responsible for reporting the final score after each game to [sepllscores@gmail.com](mailto:sepllscores@gmail.com) or [hbyers0502@gmail.com](mailto:hbyers0502@gmail.com) or entering it into Sports Connect
- 31.** Each league's governing board may use discretion to allow a player of league age 9 to play down in the Junior Minor division based on the player's assessed ability from a prior coach, the board, or a requesting parent. Players permitted to play down at this age may not pitch at any time.
- 32.** Weather delays: the goal during inclement weather is that there will be a board member on duty to assess the threat and advise teams of what shall happen.
  - a.** In the event of a visible lightning strike, gameplay must be suspended, players removed from the field and dugout, and moved to safe cover. A minimum of 30 minutes between lightning strikes must be observed prior to resuming play.
  - b.** Suspending a game due to rain will be the discretion of a board member on duty, the umpire, or the coaches of the teams playing.
  - c.** Any game that has begun and is suspended due to inclement weather and unable to resume shall be considered a completed game if three (3) or more innings have been completed. After three (3) innings have been completed, any game suspended and unable to resume due to inclement weather, shall have the game score recorded from the last completed inning.
  - d.** Any game suspended and unable to resume due to inclement weather with less than three (3) completed innings shall be rescheduled for a later date and be started over from the beginning of the game. No stats from the suspended game shall be recorded.