

2011 "A" Division (Coaches Pitch) Local League Rules

LITTLE LEAGUE RULE BOOK WILL APPLY WITH THE FOLLOWING ADDITIONAL ITEMS

Age: League age six, seven, and eight.

Dress: T-Shirt and hat are provided and are the required uniform for the entire season. Rubber cleats are required for safety purposes. Baseball or long pants are required for games to reduce injuries.

Assignment of Players: The Player Agent will assign the teams, placing approximately the same number of players by age, experience and ability on each team.

Continuous Batting Order: At the start of the game all players present are assigned a batting order position. This order is to be followed regardless of who is playing defensively.

Batters: Players shall wear protective helmets with facemasks issued by SCLL or helmets with safety masks, which are Little League approved.

Base Coaches: Base coaches can be the manager, coaches, adults or players from the offensive team. It is suggested that the coach have a player with him to help teach base coaching. All coaches are to remain in the coach's box and may not make contact with any runner to assist the runner. See rule 7.09 (i)

Defensive Players: Ten players are allowed on the field with four outfielders. Outfielders must be on the outfield grass when the ball reaches the plate. Infielders must be on the infield dirt when the ball reaches the plate. The defensive pitcher must stand with at least one foot on the mound and even with the pitcher's plate until the ball is hit.

Defensive Coaching: One defensive coach shall stand on the outfield grass to instruct players during their time on the field.

Umpiring: The defensive coach will act as the umpire for all calls involving 1st, 2nd, 3rd base and catches in the outfield. The offensive pitcher (coach) will call fair or foul and make calls at home plate.

Defensive Play: It is SCLL's intent and instruction to all coaches that each player play at least half the game on defense with equal opportunity given for infield and outfield play in each game. Each player should have the opportunity to play every position during the course of the season.

Pitching: The manager or designated coach will pitch overhand to his own players from a distance of between 36 and 46 feet. Pitcher may pitch from one knee and must make every effort to avoid contact with a batted ball. This coach will also make calls at home plate.

Number of Pitches: No walks will be allowed and there will be no striking out on pitched balls. No base will be awarded for being hit by a pitch. Each batter shall have **no more than five pitches**. If a fair ball has not been hit, the batter will use the Tee for one swing only. If the swing results in anything but a fair ball, the batter shall be out.

Side Retired: The offensive side is retired when three outs are made or five runs have scored in that inning, whichever occurs first.

Base Running: Reminder that there will be no leading off base. There will be no stealing of a base and no advancement on passed balls or wild pitches. **Overthrow:** On any attempted play at 1st or 2nd base, the runner or runners will be permitted to advance at their own risk but not more than one base. Award one base if the ball goes into a dead ball area.

Infield Fly Rule: Does not apply to Coaches Pitch.

Length of Game: Six innings or 1 hour and 30 minutes from scheduled start time whichever comes first. (This is to insure that the next game's players have a chance to warm up.) Coaches remember, no standings are being kept. This is not about winning or losing

Bat Throwing: Coaches need to make their players aware of the difference between **dropping** and **throwing** the bat after making contact with the baseball. The bat should never be thrown under any circumstances. On the **first** occurrence in a game, the player will receive a warning from the manager/coach. On the **second** occurrence, the player will receive a warning. On the **third** occurrence, the player will be asked to leave the game. (This rule is for safety purposes.)

Unsportsmanlike Conduct: A player who intentionally misuses or abuses any equipment or uses profanity will receive a warning from the umpire (example throwing bats, helmets, etc.). The second occurrence for either equipment misuse or profane language will result in the player being ejected from the game. Sabino Canyon Little League will not tolerate unsportsmanlike conduct.

No Forfeits: If a team is unable to field nine players during a game, they shall borrow player(s) from the opposing team.

Protests: There are no protests in Coaches Pitch

Disciplinary Action: Before any action by a coach resulting in a reduction of playing time for a player is instituted, the coach must notify the player, the player's parents (, the Player Agent, the official scorekeeper and the opposing coach of the disciplinary action he intends to take prior to the game.

Rule Reminders: Rule 1.08 - The on-deck position is not permitted. Rule 7.08 (a) (4) - The runner is out when sliding headfirst while moving forward. **NOTE:** Applies only when advancing to a base. Does not apply when returning to a base from a run or pick-off situation.

Game Preliminaries: Each team shall provide one new ball for each game. At the end of the game each team will receive a ball. Home and Visitor teams are responsible for field preparation BEFORE their game begins. Home team is assigned the third base dugout.

Equipment: Managers must sign for equipment. At the end of the season, the manager will be responsible for any missing equipment. Coaches are responsible for putting bases away and locking storage bins after each game. This is extremely important because bases are costly.

Tournament: There will be no tournament.

Participation Awards: All Players, the Manager, and Coaches will receive a participation award at the end of the season.