**Waterford Little League**

**2015 Coach Pitch Rules**

**Revised February 2015**



1. **Governing Rules**
	1. The 2015 Official Little League Rules are the governing rules for the Waterford Little League within all divisions of play. This handout will serve as supplemental information.
2. **Roster/Lineup**
	1. All players present at game-time shall be in a batting order as established by each team’s manager. Late players shall be added to the end of the established order with no penalty.
	2. The defense will field ten players.
	3. There is no minimum number of players required to start the game. Games should be played if at all possible.
	4. A lineup card should be exchanged between managers prior to the game. A continuous batting order will be used. If a player is unable to bat, the reason should be brought to the attention of the umpire, as well as the opposing manager, and his or her spot will be skipped.
	5. All players MUST play for six defensive outs.
	6. There are no courtesy runners allowed.
3. **Equipment**
	1. Managers are responsible for ensuring compliance with all equipment rules.
	2. Bats
		1. Bats will be made available by the Waterford Little League
		2. If a player would like their own bat, it must meet Little League specifications. Bats may not be more than 33 inches in length nor 2 ¼ inches in diameter (no big barrel bats). Non-wood bats must have a BPF (bat performance factor) of 1.15 or less.
		3. Nearly all composite bats are illegal in Majors and below. There are a very small collection that meet Little League requirements. For the list, please visit Little League’s website. If planning to use a legalized composite bat, please bring the list with you to games.
	3. Gloves
		1. Players must provide their own glove.
		2. A catcher’s mitt will be made available for catchers.
	4. Catcher’s Equipment
		1. Catcher’s equipment will be made available for catchers. It is recommended all catchers use this equipment.
	5. Other equipment
		1. All players must wear a NOCSAE approved two-flap batting helmet ANYTIME they are outside of the dugout.
		2. All male players must wear a protective cup.
		3. All players must wear shoes. Tennis shoes are allowed, however soft cleats are preferred. Steel spikes are prohibited.
		4. All coaches must wear a coach’s helmet while coaching a base.
		5. Jewelry may not be worn by any player. Only a medical alert tag is allowed, which must be taped and may be visible.
4. **Field**
	1. Base paths will be 50-foot long.
	2. The pitcher’s rubber will be 40 feet from home plate.
		1. If both managers agree prior to the game, the distance may be reduced to 35 feet to assist the pitcher. If both managers do not agree, the distance shall be 40 feet for both teams.
	3. There are no on-deck circles.
5. **Pregame**
	1. The visiting team (as indicated by the schedule) will have the infield for practice 25 minutes prior to the game time for ten minutes.
	2. The home team will have the infield at 15 minutes prior to game time for ten minutes.
	3. All pregame practice not within the teams set infield time should be done well in the outfield on the side of the team’s dugout.
	4. All players should be off the field and in the dugout 5 minutes prior to game time for the umpire(s) to meet at home plate with the managers.
	5. The home team will take the field immediately following this meeting. This will be the official “game time”.
6. **General Playing Rules**
	1. A player-pitcher will have five pitches to either strike out the batter or have the batter put the ball in play.
	2. Following these five pitches, a coach-pitcher will throw three pitches.
	3. If the batter has not put the ball in play following these eight pitches, he/she returns to the dugout and is a recorded **OUT.**
	4. Should the ball, when hit, be unintentionally caught or touched by the coach-pitcher, the ball will be dead and it shall be considered a **No Pitch**.
	5. No walks are possible. No coach-pitcher strikeouts are possible.
	6. Players may not leave their base until the ball reaches the batter. For penalty and specifics, please see LL Rule 7.13. Leading off does NOT result in an out.
	7. Headfirst slides are not allowed and will result in an out.
	8. Bunting is not allowed and will always be considered a bunted foul ball.
	9. A batter hit by a player-pitch must take first base. A batter hit by a coach-pitch may not take first base.
	10. After three outs or five runs scored, the half inning is over and the teams will switch positions. There is no exception to the five run rule in the final inning.
7. **Length of Game**
	1. The game will last six innings or 90 minutes, whichever occurs first. Weather-shortened games will be considered complete after 4 innings (or 3 ½ with the home team ahead).
	2. If an inning begins prior to the 90-minute mark, it will be allowed to continue until the end of the inning.
	3. Ties will remain ties if the time limit has expired. If time remains, extra innings may be played.
	4. There is no “Mercy rule” within the Coach Pitch division. Games should be played to have fun.
8. **Coaches**
	1. Sportsmanship and instruction should be the priorities for all coaches.
	2. Only registered volunteers with the Waterford Little League may partake in any team activities, including practices, pregame activities, in-game activities, and post-game activities.
		1. Penalty: The unregistered parent or adult may be suspended from attending future practices and games.
	3. No protests are allowed in the Coach Pitch division. Problems that would have resulted in a protest should be brought to the attention of the Umpire in Chief and/or Baseball Director.
	4. One registered coach (or manager) must remain in the dugout at all times to supervise players. There are no exceptions.
	5. Coaches may warm pitchers up in the Coach Pitch division only. In Minors and above, coaches may not warm up pitchers.
9. **Umpires**
	1. At least one umpire will be assigned to all Coach Pitch games.
	2. The umpire(s) will have total jurisdiction over the playing field, conditions, time, and suspensions due to weather from the time he/she arrives at the game site until the game is completed.
	3. Should a dispute arise with an umpire, the manager should request time and speak with the umpire. The discussion must be sportsmanlike at all times.
	4. Problems with umpires should be brought to the attention of the Umpire in Chief following the game.
10. **Safety**
	1. Safety is a priority within Little League Baseball.
	2. No on-deck circle is allowed. Only the current batter may swing a bat.
	3. All players warming up a pitcher within a crouch must wear a catcher’s helmet. A batting helmet does not satisfy this rule.
	4. Thrown Bats
		1. The first thrown bat will result in a warning issued to the batter.
		2. Second and subsequent thrown bats will result in a safety ejection. The player must sit the remainder of the game. His position in the order is skipped without penalty.
	5. Safety ejections may occur for any violation of safety rules, including swinging within the dugout, a failure to wear a helmet, etc.
	6. Team warnings may be given in lieu of player warnings at the umpire’s discretion.
11. **Sportsmanship and Ejections**
	1. Managers, coaches, players, parents, fans, and spectators are all expected to hold themselves to the highest degree of sportsmanship.
	2. Unsporting actions including but not limited to swearing, fighting, arguing, and heckling may result in the participant’s ejection.
	3. Should a PLAYER be ejected, he/she must remain on the bench for the remainder of the game. Their position in the batting order is a recorded out.
	4. Should an ADULT be ejected, he/she must leave the premises before the game may resume. They may wait in the parking lot if they have a child to take home, but must be out of sight and sound… Failure of the adult to leave the premises may result in the suspension or forfeiture of the game.
	5. A postgame handshake/high-five line is required following every game. The umpire or on-site officials may terminate or alter this if they feel it may be detrimental to the league. Ejected players may participate in the postgame handshake at the umpire’s discretion. Ejected managers or coaches may not.
	6. Contact between players will be adjudged by the umpire pursuant to Little League Rule 7.08(a)(3). Unsportsmanlike contact may result in ejection.
12. **Score**
	1. Score will be kept within the Coach Pitch division
	2. Both managers must contact the league with the final score of the game within 24 hours of the games completion. Failure to do so may result in a forfeit.
13. **Severe Weather**
	1. Any sign of lightning will result in a mandatory 30-minutes delay. This time will not be included within the time limit.
	2. The umpire(s) may suspend a game for severe weather without lightning occurring, taking in all considerations.
		1. The length of a suspension without lightning is at the discretion of the umpire.
	3. Players should be moved to a safe, supervised area for the delay.
	4. A subsequent lightning strike will result in a restart of the 30 minutes. Any third lightning strike will suspend the game.
	5. Games not called off within an hour of game time will be either played or called off by the umpire at the field.

**Any questions regarding playing rules should be brought to Umpire in Chief Matthew Riley for interpretation at riley.matthew95@yahoo.com**