

Streetsboro Junior Baseball and Softball

Coaches Pitch League Playing Rules

Revised for 2010 season

The purpose of this division is to teach Little League baseball skills and sportsmanship. The Little League rules as adopted for Little League are official rules of baseball and shall be adhered to except where amended by these rules.

1. Game time is 6:15 p.m. for weekday games and 11:00 a.m. or 2:00 p.m. for weekend games. A team must have at least eight (8) players to start the game. A 15-minute grace period will be given before a team must forfeit for lack of players. No new inning will be started after 8:30 p.m. for weekday games or 1:15 p.m. or 4:15 p.m. for weekend games. Games have a 2 hour and 15 minute time limit with each team having had equal at bats.
2. On a school night, practices will not exceed 8 p.m. The combination of games and practices will **NOT** exceed 3 per week.
3. Complete uniforms must be worn for a player to be permitted to play. Steel cleats are not permitted.
4. A NOCSAE compliant facemask on the batting helmet is **MANDATORY**.
5. For insurance purposes and the safety of all players, all male players shall wear a cup. Catchers must wear protective cups.
6. No jewelry or accessories shall be worn by any player. Managers must check the players prior to the start of the game.
7. All players present are to play. Six players may play in the infield. All other players are to be in the outfield and must stand at least 15 feet behind the base lines.
8. Each player must play every position throughout the year with the exception of pitcher. Managers are to record all positions in their scorebooks at each game. The completed scorebook must be available upon request of the commissioner. 1st base and catcher positions-with parent approval for child safety.
9. Two coaches are permitted in the outfield for defensive support.
10. No one may touch or physically assist a player to run or to be stopped from running. If a runner is assisted, the runner is out.
11. If the field is not lined, the home team is responsible for this. A 10-foot arc must be lined in front of home plate. Any batted ball staying in the arc is considered a foul ball. The pitching mound is 38 feet from home plate. The baseline distance is 55 feet. The distance from home plate to second base is 78 feet. Halfway points will be used.
12. Each batter is allowed a maximum of seven pitches including foul balls. There are no walks. If a fair ball is not hit in 7 pitches, the batter is out. Three strikes and the batter is out.

13. Players will pitch during the first and second innings. Coaches pitch during innings 3 through 6. No player can pitch more than one inning per game. A player may pitch a maximum of 2 innings per week. During the first and second innings, a defensive coach will call balls and strikes from behind the pitcher. When a player pitches, 4 balls constitute a walk and 3 strikes make an out. One pitch to a batter counts as an inning.
14. If a pitcher hits two batters in the same inning, he must be removed from the pitching position and may not return to that position for the remainder of the game. The defensive coach has the right to determine if the batter did not make an attempt to avoid the errant pitch. If this is the decision, it will not count against the pitcher for the purpose of enforcing this rule. Regardless of the circumstances, the batter will be awarded a base as a result of being hit by the pitch. If a pitch that is in the strike zone hits a batter, it is a strike and a base will not be awarded.
15. The infield fly rule is not in effect.
16. A dropped third strike is a strike out. Batters may not advance.
17. The first half of the lineup will bat in the first inning. The second half of the lineup will bat during the second inning regardless of the number of outs or runs scored. Each team will bat an even number of players each time. After the first 2 innings are complete, a regular game of coaches pitch will be played for 4 more innings. The adult must pitch overhand and must pitch from the pitching rubber.
18. No stealing or lead-offs are permitted.
19. Modified 8 run rule is in effect. If there is a 10 run lead by a team after four full innings of play, the losing coach may decide whether to continue play or end the game at that time.
20. After a fair ball is hit the defensive team must get the ball to the infield, and an infielder must have control of ball for the play to stop. The infield is the area beginning at home plate and extending to an arc 15 feet from the baselines. Base runners must be at least halfway to the next base to be entitled to that base before the play is dead.
21. Headfirst slides are not permitted and will result in the runner being called out. Sliding is encouraged, but not mandatory. If a player chooses not to slide and interferes with the fielder, he may be called out for interference. The defensive coach makes this call.
22. An injured player may return to the line-up in his original batting position only once. If a player leaves the game twice, they are out for the remainder of the game. In this case, the player is removed from the batting order and no penalty is assessed.
23. Unsportsmanlike conduct including throwing the bats or equipment and verbal abuse will not be allowed. Managers are to warn their teams prior to the start of the game. A second offense by any player will result in ejection from the game. This rule includes the conduct of managers, coaches and spectators.
24. No tobacco product of any kind is permitted within 20 feet of any playing area.
25. **Home team is responsible to return bases and pitching rubber and gets and keeps the game ball. Home team gets the first base side of the field.**
26. The catcher may not make any remarks to the batter. No player from an opposing team can make any remarks to a player in position by calling them by name, number, position, etc. Negative chatter is not allowed. This will draw a warning and subsequent offenses will result in ejection from the game.
27. No runner will advance on an overthrow at first base. A runner can advance on an overthrow at second or third base.

28. Players may not remove batting helmets until they are in the dugout area. A warning will be issued to each team before the start of the game. Subsequent offenses will result in the runner being called out. If the runner removes his helmet after crossing home plate, but before entering the dugout, the run will score and an out will be issued.
- 29. Each team is responsible for working at the concession stand one night in the season (three adults).**
- 30. All teams are responsible for the cleanup of the field area after each practice and game.**
31. Coaches must keep score. At the end of the game the opposing coach must sign the scorebook. The tournament seeds will be determined by the standings. If there is a tie, a coin flip will determine the higher seed.

Please remember that this division is about teaching the children the basics of baseball and true sportsmanship. Although winning and losing are a part of the game, emphasize the good things that your players and team do each night.