

TULSA LITTLE LEAGUE BASEBALL

2017 GAME DAY LEAGUE RULES

COACH PITCH

1. Players must wear unaltered league approved uniforms.
2. Catcher must obtain Little League approved equipment as defined in General Rule 7.
3. Players must obtain Little League approved bats as defined in General Rule 8.
4. A batting order including every player on the official team roster who is present will be made before the game and used throughout the game, unless illness or injury incapacitates a player. Players arriving after a game begins will be added at the end of the batting order.
5. Each team must have seven (7) players to begin a game. No penalty will be assessed a team playing with only seven (7) players.
6. Each player must play at least two (2) innings in the field. The Tulsa Little League Baseball penalty for violation of this rule is that the player in question must start and play nine (9) consecutive outs in the field in the next scheduled game, unless injury occurs to that player. It is recommended that all players play an equal number of innings except for disciplinary reasons or injury.
7. At least one adult is required in the dugout at all times.
8. The catcher must wear full protective gear and stand behind the batter. A catcher may wear his fielding glove.
9. The player pitcher must remain behind the pitching line until the batter swings at the ball.
10. Each team may have a maximum of one (1) head coach and three (3) assistant coaches. No other helpers will be allowed on the playing field during the game. The coaches must remain in the dugout except the two base coaches and the pitching coach of the offensive team. Base coaches must remain in the coaching boxes. Coaches of the defensive team may not leave the dugout area unless granted permission by the Umpire-In-Chief. (Exception: One defensive coach will stand behind the catcher to retrieve passed or foul balls to speed up the game but may not coach players on the field.)
11. A team may score a maximum of five (5) runs per inning. Runners must touch the bases they are forced to on any play when the fifth run scores. If the fifth run of an inning should score on a home run hit over the outfield fence, all runs scoring on the home run shall be counted.
12. All games shall be five (5) full innings, unless shortened by curfew or weather conditions.
13. Start time will be determined by the schedule for the field where the game is to be played. All games played will have a one hour and thirty minute time limit. The next inning begins when the home team has made its third out. **Innings begun must be completed unless it is impossible for one of the teams to win.** No mercy rule, games are played for 5 innings or until the time limit has expired.
14. When a member of the defensive team playing an infield position has control of the ball and, in the judgment of the umpire, there is a natural pause in play then the umpire shall call "TIME":
15. The runner must return to the last base he touched if he is before the halfway mark.
16. If this rule forces two runners to the same base, the lead runner has the right to the base. The following runner must return to the preceding base except if he is forced to the next base because of a batter becoming a runner. This is a judgment call by the Umpire-In-Chief and may not be contested.
17. The player-pitcher may wear a batting helmet for protection in the field.
18. The front of the pitching line will be 30 feet from the back of home plate.
19. Any batter, whom, in the umpire's judgment, intentionally bunts the ball, shall be called out. The ball is dead on such a play.
20. The infield fly rule is waived for Coach Pitch games.
21. A ten (10) foot arc will be placed around home plate in fair territory. The area inside the chalk line will be foul territory. The chalk line is fair territory. A ball must be on or beyond the line to be in fair territory.
22. Base runners may not leave their bases until the ball is hit. Base stealing is not allowed. The penalty for stealing is the runner shall be returned to the base of origin.
23. The Umpire-In-Chief shall call "TIME" when play stops.
24. The pitching coach must pitch with one foot in contact with the pitching line. He may throw underhand or overhand and in a standing or kneeling position.
25. **Each batter will be thrown a maximum of five (5) pitches.** Should the batter not hit any of the five (5) pitches into fair territory, he will be called out. The only exception to this is if the batter hits the ball foul on his last pitch. The batter will continue to bat until he hits the ball fair or does not hit the ball and shall be called out.
26. Should a batted ball strike the pitching coach, the ball is ruled dead and the pitch is replayed.
27. After a ball is hit into play, it is up to the pitching coach to stay out of the way until play ends. There is no penalty should a thrown ball accidentally hit him. If in the judgment of the umpire, the pitching coach intentionally interferes with the defense in any way, the batter/runner is out and all base runners return to their base of origin.
28. After a ball is hit into fair play, THE PITCHING COACH CANNOT YELL AT OR COACH RUNNERS. He is allowed to talk to and coach the batter at home plate before the ball is pitched. For violation of this rule, the coach will receive one warning. A second violation will result in removal from the game.
29. **All teams will have ten (10) defensive players in the field** which will consist of a catcher, pitcher and a standard four (4) player infield and an umbrella four (4) player outfield. A fifth infielder is not allowed.
30. No infielder can play in front of the baseline during any pitched ball at any time.