



## TCFM Little League Coach Pitch Rules

### Time Limits

- All games are 6 innings long but restricted to a **65** minute time limit (1 hour 5 minutes).
- ***No new inning may start after the 62 minute mark.*** (Games can end in a tie)
- If a game is shortened by weather or darkness, etc. it is a regulation game if 4 innings have been completed or if the home team is ahead after 3 ½ innings.
- If a game is called before it has become a regulation game and 1 or more innings have been played, it shall be resumed exactly where it left off.
- There will be a 10-run mercy rule after 5 innings (or 4 ½ innings if home team is ahead). Participation rules must still be adhered to (1 at-bat and 6 consecutive outs defensive outs).

### Role of the Coach (Game Set Up)

- Teams may use 2 adult base coaches as long as there is at least 1 adult (max of 4 adults in dugout at any time) in dugout.
- 2 coaches may be in the outfield when their team is on defense provided there is 1 adult in the dugout. The defensive coaches may not enter the infield. If a defensive coach enters the infield they will be charged with a defensive timeout 1 per inning. If the team does not have a defensive timeout all base runners will be permitted to advance 1 base.
- The coach pitcher must have both feet inside the pitching circle. A batted ball which hits the coach that is pitching is considered a dead ball/no pitch.
- Once the pitch is released the coach pitcher is not allowed to speak until the play is stopped and time is called. The same rule applies for the designated coach “catcher”. The first infraction results in a warning, all subsequent infractions result in the team being issued an out.
- There will be no On Deck Circle. Players may not take warm-up swings either inside or outside the dugout.
- Teams will use a continuous batting order (all players present for the game must be in the batting order regardless of whether they are in the defensive line up or not).
- Children are required to play at least (9) defensive outs per game.
- All coaches are encouraged to actively rotate children and give each child at least 1 inning in an infield position during the game.
- There will not be a catcher in this league. Each team will play with defensive line up of a pitcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, Short Stop, 3<sup>rd</sup> baseman and 6 outfielders.
- The home team will occupy the third base dugout and the Scorekeeper of the home team shall keep the Official Scorebook. The visiting team will keep the official pitch count.
- Coaches must remain in the dugout at all times and ask permission to leave the dugout to question any call or interpretation of the rules.
- Under no circumstances are coaches to argue balls/strikes, fair/foul or any call not open to rule clarification.

- The home team is required to provide (2) game balls to the umpire prior to the start of the game while the visiting team is required to provide (1) game ball.

### Rules of the Game

- Please refer to the 2016 Little League Rule Book for anything not covered.
- All players must wear a mouthpiece.
- Teams will use an “8 Batter Rule” (once the 8th batter of the half inning reaches his/her turn at bat there are automatically 2 outs. The inning will continue as normal until either the 8th batter scores or another out is made.
  - If a visiting team enters the last inning up more than 8 runs the home team still has the option to bat if there is time remaining.

### Defense

- No infield fly rule
- All defenders must be even with the bases before the ball is hit.
- The player fielding the pitching position must have at least one foot inside the circle.
- **The ball becomes dead** and the umpire will call time when the advancement of the lead runner has been stopped **OR** when, in the judgement of the umpire, all play has stopped.
- Any ball hit by a defensive coach or spectator will result in a dead ball and one extra base for all runners
- If the ball is intentionally stopped by a coach on the field they will receive a warning. The next offence will result in an ejection.
- If a thrown ball hits the fence or anything else out of play there will be a dead ball called by the umpire and all runners will advanced one base.

### Base Running/Base Runners

- Special pinch runners are not allowed.
- No Stealing.
- All players must slide or avoid contact on all close plays, especially at home plate and potential force-outs at 2<sup>nd</sup> and 3<sup>rd</sup> base. Catchers and fielders cannot block any base unless the act of fielding the throw brings them to block the base.
- Players cannot slide head 1<sup>st</sup> unless it is a base they have already legally gained possession of.

### Hitting

- Each batter may receive up to (6) pitches (on the sixth pitch the hitter must put the ball in play or they will be out).
- If a batter gets 3 strikes they are out.
- If a batter throws a bat, he/she will receive a warning on the 1<sup>st</sup> occasion. On the 2<sup>nd</sup> occasion it will be an immediate dead ball out and the manager will be notified that the player may not bat for the remainder of the game (player may still play the field).

### Role of the Umpire

- Umpires are required to have proper attire and gear: Gray Slacks, Navy Blue Little League Umpire Shirt with Red & White trim, Black Shoes, Dark Umpire Cap, Ball-Strike Clickers and Plate Brush.
- Umpires are to handle disagreements in a calm and professional manner. No personal attacks or use of profanity will be tolerated. Umpires are not to interact or argue with parents or spectators at any time.

- Umpires should go over all local rules for the playing field (holes in fence, areas where there is no fencing, areas of out of play, etc.) at the pre-game meeting. Umpires should also establish the start time of the game, emphasize hustling between innings and announce the remaining time at the start of a new inning.
- If inclement weather enters area during the game it will be the umpires' responsibility whether the game will be continued, delayed until the game can be safely completed or postponed if the game cannot be safely completed.