

## **Rules for AA Coach Pitch Baseball – HPL 2006**

1. The Coach Pitch league (AA division) exists for the PLAYERS to learn baseball and to have FUN. While standings will be compiled and maintained in order to show success at learning & playing baseball, no league champion will be named nor will a AA-CP League Championship game will be played. The emphasis at this league division is player development, not a winning record. The AA division serves as a farm league for the AAA division.
2. Coaches are responsible for the conduct of the players, assistant coaches, and parents. Throwing of baseball equipment, negative comments, verbal abuse, harassment of players, umpires or coaches will not be tolerated, and can result in a warning for the first offense and ejection of a player, coach, or manager from the park for second or subsequent offenses. Those persons who are ejected are suspended from the next played game.

### **General Rules**

3. The “Combo-6” rule is used to determine when a side retires. The “Combo-6” rule says that a side is retired whenever 3 outs are achieved or when the number of runs and outs equals 6 (i.e. 3 outs or 2 outs/4 runs or 1 out/5 runs or 0 outs/6 runs).
4. A regulation game is 6 innings or 90 minutes, whichever comes first. Fifteen (15) minutes will be allowed for warm-ups between games. Umpires shall announce the game start time to the home team scorekeeper for recording. A game shortened by weather, four innings (three and one-half when the home team is leading) must be played for an official game. If a game ends in a tie and the time limit has expired, it will be scored as a tie and will not be rescheduled. Teams shall continue to play in order to break the tie until the time limit rule is invoked.
5. All players must play for a minimum of 3 innings during a 6 inning game or 2 innings for a 5 inning game provided the players arrive before the start of the game.
6. A team must have at least 8 players to avoid a forfeit. If a forfeit does occur, the game should still be played if possible by borrowing players from the other team. Players can be “called up” from T-Ball to avoid a forfeit to fill the eighth position, only. Only those players who have already played one year of T-Ball may be called up from the T-Ball (A) league. A particular T-Ball player can only be used once by a AA-CP team.
7. Every inning will be completed unless both coaches decide to end the game at the half-inning point. No inning will be started after 90 minutes on the game clock.
8. No protests. Our umpires are young boys. They do the best they can. They will make mistakes. If they misinterpret a rule, the head coaches will discuss it with them. If they miss a call, coaches WILL NOT discuss it with them. They have no bias, and will miss calls equally for both sides. No AA umpires have siblings or parents in the AA division.
9. FANS ARE NOT TO ADDRESS THE UMPIRES FOR ANY REASON! See Rule #2 above.
10. A Coach-Pitch (AA) player may be called-up by any AAA team to avoid a forfeit at that division, but a Coach Pitch player can only be used by a particular AAA team ONCE in the season and the Coach-Pitch player must honor his AA-CP team’s game schedule first. The AAA Player Agent will be notified when a AA-CP player is called up. The AAA Player agent will keep records of the AA-CP players used by AAA teams.

### Offensive Rules

11. The batting order shall consist of the entire roster of players, regardless of which players are in the defensive line-up. Each team will provide a copy of their batting order to the opposing team's scorekeeper prior to the start of the game. The batting order cannot be changed once the game begins, except due to injury or illness that causes the player to leave the game. If a batter is removed, the remainder of the batters move up one place in the batting order. A player may be returned to the batting order in his/her original position providing it is mutually acceptable to both managers. If a late-arriving player enters the game, before his/her first at bat they may stay in the original order. If his/her turn has passed, he/she will be inserted at the bottom of the order.
12. A batter shall be called out, on appeal, when failing to bat in his/her proper turn, and another batter completes a time at bat in place of the proper batter. The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat. When the improper batter becomes a runner or is put out, and before a pitch is made to the next batter, the proper batter is declared out and any advancements caused by the improper batter are nullified. When the improper batter becomes a runner or is put out, and a pitch is made to the next batter, the improper batter becomes the proper batter and results of that at bat become legal. The next batter shall be the batter whose name follows the legalized improper batter. See Little League Official Playing Rule 6.07 for more detail and examples.
13. A batter is out after three strikes. A batter is limited to a maximum of seven (7) pitches before he/she is declared out. The batter gets an extra pitch if he fouls the 7<sup>th</sup> pitch, or all subsequent pitches that are fouled.
14. No walks are permitted in the Coach Pitch (AA) division.
15. Intentional bunting is not permitted. An intentional bunt, an attempted intentional bunt, or an intentional half swing shall be counted as a strike, the ball is dead and no runners can advance.
16. No On-deck player. The next batter will remain in the dug-out during the preceding player's at-bat.
17. Throwing the bat more than 10 feet will result in an out, after 1 warning for the team.
18. Runners may advance 1 base on an overthrow. However, if an attempt is made to get the runner out at the next base and the throw results in another overthrow, the runner may advance again.
19. Play stops whenever the ball is controlled by the pitcher in the circle around the pitcher's mound. Runners that have advanced halfway to the next base may proceed to that base. Runners not half-way must return to the previous base. Umpires have final discretion, cut coaches will have to help as umpires will have a difficult time seeing the play and the runners. (Coaches should not "push" or run players around the bases just because a pitcher has not fielded a return throw cleanly. – See Rule #1)
20. The offensive team will provide a Coach-pitcher. The Coach-Pitcher shall throw (pitch) a ball overhand to the batter from a minimum distance of 40 feet to a maximum distance of 46 feet. If a batted ball hits the Coach-pitcher, the ball is declared "no pitch", the ball is dead, no runners may advance, and the pitch does not count against the batter's count. A thrown ball which hits the Coach-pitcher is considered live and the ball is in play.
21. Two (2) adult offensive coaches may be stationed (1 each) in 1<sup>st</sup> and 3<sup>rd</sup> bases coaches boxes. These offensive coaches may not touch either the ball or their players during the course of play in the field (i.e., when the ball is live)

### **Defensive Rules**

22. The In-field rule does NOT apply.
23. The defensive team will utilize 10 players. (One (1) extra outfielder)
24. Each player must play at least 1 inning in the infield, unless a parent requests that a child not play on the infield. While catcher is technically an infield position, coaches should strive to put players into a fielding position (1<sup>st</sup>, 2<sup>nd</sup>, SS, 3<sup>rd</sup>, or P) throughout the season.
25. No player may play the same infield position (1<sup>st</sup>, 2<sup>nd</sup>, SS, 3<sup>rd</sup>, P, or C) for more than two innings in one game.
26. No player shall sit the bench for two innings until all players have sat the bench for one inning.
27. The Outfielder players must have both feet completely in the outfield grass when the batter is batting.
28. Players may be freely substituted into defensive positions within an inning, as long as the minimum play time is achieved during the course of the game. Players that do not achieve the minimum play time must start the next game and play any previous requirement not completed and the requirement for this games before being removed.
29. Two (2) adult defensive coaches may be stationed in the outfield grass during their team's turn in the field to instruct and position players. These defensive coaches may not touch either the ball or their players during the course of play in the field (i.e., when the ball is live)
30. The defensive team will provide a coach to back-up the catcher.
31. The defensive (kid) pitcher must stay within six feet of the pitching rubber (at least one foot inside the pitcher's mound dirt circle) until the ball is hit. If the pitcher does not comply, and the batter is put out or any runner is put out, the ball will be declared dead and the batter will be awarded first base and all runners will advance one base from the base they occupied at the time the ball was hit. If the batter reaches first base safely and no runners are put out, the play will stand, the ball is live and no penalty will be imposed.