Little League
Official District
Texas East 14

Coach Pitch Rules for 7 & 8 year old Baseball

The playing rules set forth herein shall govern play for the 7-year-old and 8- year-old divisions of the Texas East Little League District 14 Coach Pitch Season and Tournament Play.

These rules are intended to govern the specifics of participation in the "Coach Pitch" division and are not intended to replace, amend, invalidate, or, in any way, alter the Official Rules and Regulations governing the operation of, or participation in any Little League Baseball or Softball program.

The Official Rules and Regulations governing Little League Baseball or Softball will govern play within any District 14 participating Little League program. The specific rules contained herein are intended to govern the "Coach Pitch" division only, and all other play shall be governed by the official rules unless otherwise noted.

All rules and regulations governing, player eligibility, residency, the league, league boundaries, teams, players, selection of players, all-star selection methods, schedules, volunteers, volunteer requirements, field decorum, coach decorum, and any other rules and regulations not specifically intended for the Coach Pitch division shall be strictly enforced according to the Official Regulations, Playing Rules, and Operating Policies located at https://www.littleleague.org/playing-rules/rules-regulations-policies/

Tournament Structure

1. **The District 14 Coach Pitch Tournament shall be conducted for all eligible participants league age 7 and league age 8. Participating leagues shall be allowed to enter a maximum of 2 teams per division into the District 14 Coach Pitch Tournament. Players selected to participate in the District 14 Coach Pitch Tournament shall be selected in accordance with the selection policy as determined by the respective league's Board of Directors.**

2. **The District 14 ("D14") Coach Pitch Tournament will be hosted by participating leagues within District 14 and administered by District Staff. Teams participating in the District 14 Coach Pitch Tournament will consist of players who have participated within their home league and must have participated in a minimum of 8 regular season games. Participating Leagues may request a waiver for any player not meeting this requirement from the District Staff for review. Waiver requests must be made in writing with enough detail to justify the waiver being considered. Waiver requests will only be considered under this provision for players who have not met this requirement**

as a result of injury, illness, family separation, or other extenuating circumstance. Waivers are not guaranteed and must be approved by a member of the District Staff in writing at least 14 days prior to the commencement of Tournament Play (games).

3. **Teams participating in the D14 Coach Pitch tournament must roster 12 players and maintain a roster of 12 players throughout the duration of their participation in the Tournament.**

4. **A team who fails to field 12 players for the start of any tournament game shall forfeit one coaching position until such a time as the 12-person roster requirement is fulfilled.**

   If a team fails to provide less than 11 players for any tournament game, then that team shall forfeit one coaching position and shall record an out for each rostered player missing at the end of the batting order each time that position(s) comes up to bat, until such a time as the roster requirement has been fulfilled. This rule shall not be enforced during a game as a result of a player's injury or illness. (Ex: If a team only rosters 10 players, they would record one out each time the 11th position comes up in the batting order. If a team only rosters 9 players, they would take 2 outs, one for the 11th position and one for the 10th position.)

5. **Teams shall have 1 Team Manager and 3 Coaches. Team Managers and Coaches shall have coached a team within their respective league's regular season in the Coach Pitch or Machine Pitch Division.**

6. **The Team Manager and Coaches shall be listed on the team's Tournament Affidavit and shall have met all volunteer requirements of Little League Baseball and their local league including, but not limited to, a background check provided by a Little League approved vendor and satisfactory completion of Abuse Awareness Training by Little League or a Little League approved vendor. Proof of volunteer status or certification shall be provided to any member of the District 14 Staff, the Tournament Director, or their designee(s) including members of the Board of Directors from a host league.**

7. **The bench and the dugout are reserved for, and restricted to players, managers, and coaches ONLY. This rule will be STRICTLY enforced.**

8. **All players must always wear Little League approved equipment including helmets or head protection. This includes warmups or practice sessions. Batters or batter runners must wear a helmet at all times. Batters or batter runners are not allowed to remove their helmet at any time while on the field of play. Batters or batter runners who remove their helmet while on the field of play will result in the following penalties: 1.) 1st occurrence: The offending batter or batter runner shall be given a warning by the umpire. 2.) 2nd occurrence: The offending batter or batter runner shall be called "out" by the umpire. Catchers are required to wear full protective gear, including but not limited to, chest protectors, shin guards, helmet and face mask ("hockey style"), and throat guards.**

9. **When at bat all players, managers, coaches and equipment must remain inside the dugout. There shall be no batter "on deck".** ***(Exception: Base Coaches and the Pitching Coach may be outside the dugout while their team is on offense, so long as they remain within their respective areas as designated in these rules or the official rules of Little League baseball)***

10. **Bats: District 14 will adhere to rules governing bats found in the Official Little League rule book and will be strictly enforced. All other rules governing Little League approved equipment can be found in the official rules and regulations of Little League baseball.**

11. **Managers and Coaches shall exhibit conduct that displays sportsmanship, integrity, and fairness. Managers and Coach's actions should be above reproach. Managers or Coaches who are "ejected" from any game as a result of their actions on the field during District 14 Tournament Play will be removed for the remainder of the tournament. Managers or coaches shall not be allowed to appeal their removal from the tournament as a result of an ejection. League Presidents or their designees can appeal tournament removal as a result of ejection to District Staff for reinstatement, however, no reinstatement shall be considered unless the respective League President or their designee can exhibit approval of their reinstatement request by a majority vote of their Board of Directors through meeting minutes recorded by that respective league's Board Secretary. If the District Staff elects to reinstate and manager or coach, at no time shall the result of an ejection be less than a one game suspension in accordance with the rules and regulations of Little League baseball and softball.**

Game Preliminaries

1. **Games consist of 6 innings and there will be no time limit.**
   (Regular Season Local League Option: Games consist of 6 innings or a maximum time limit of 1 hour and 30 minutes. Any inning which has been started prior to the time limit expiring will be completed. No new inning shall begin once the time limit has expired.)

2. **Games must have a winner declared and cannot be allowed to end in a tie. At the completion of 6 innings or the expiration of time, if the teams are tied, then beginning in the 7th inning, a runner will be placed on second base to begin that offensive inning. The runner being placed on second base shall be the player who occupies the position in the lineup furthest from the batter leading off the inning.**

3. **One coach will be designated as the "Pitcher" and that individual shall be reported to the Tournament Director or the Umpire in Charge prior to starting the game (plate meeting). Teams shall be allowed to substitute or replace the Coach "Pitcher" one (1) time during each game at any time during the game.**

4. **There will be a 5-run limit per inning. Note: Continuation scoring will not be allowed past the 5-run limit, after the 5th run has scored, the inning or half inning will be considered completed.**

5. **"Mercy" Rules will be in effect. If, after 4 innings (3 ½ innings if the home team is ahead), a team is ahead by 11 runs or more, then the opposing teams shall concede to the winning team and the game will be considered completed. If, after 3 innings (2 ½ innings if the home team is ahead), a team is ahead by 15 runs or more, then the opposing team shall concede to the winning team and the game will be considered completed.**

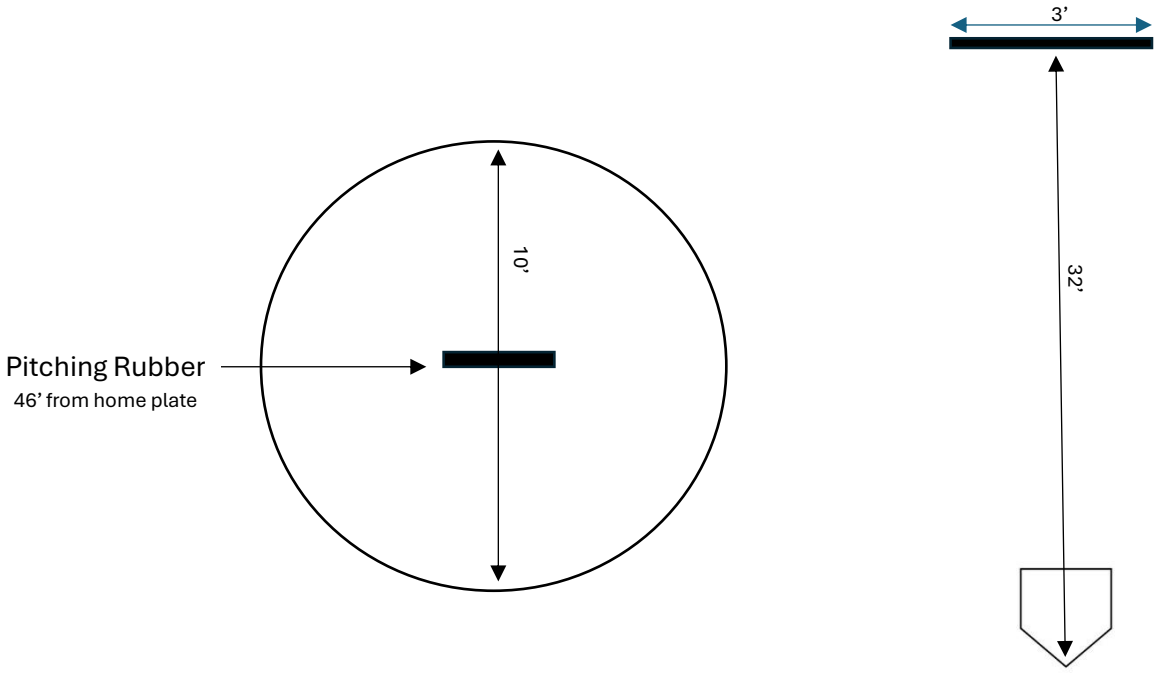
6. **Minimum Play: All eligible players on the team's roster shall receive a minimum of 1 at-bat and play 6 defensive outs during a regulation game. All defensive substitutions shall be announced to the Umpire in Charge and/or the Official Scorekeeper and should be made prior to the beginning of the 4th inning. At the beginning of the 4th inning, any player not having been previously inserted into the defensive line up shall be placed into a defensive position. Any Manager who fails to meet the minimum play requirement shall be removed for the remainder of the tournament and there shall be no appeal allowed.**

Playing Rules

Pitching

1. **Prior to the start of the game, one coach will be designated as the "Pitching Coach" and that Coach shall be reported to the Tournament Director or the Umpire in Charge at the game site prior to starting the game. Teams shall be allowed to substitute or replace the Pitching Coach one (1) time during each game. Teams electing to substitute or replace the Pitching Coach must do so between innings or half innings, unless the coach being substituted or replaced is being done so as the result of an injury, illness, ejection or emergency. If, due to illness, injury or emergency, a pitching coach is being replaced prior to the end of an inning or half inning, that replacement shall not occur unless the ball is dead, and "time" has been called and granted by an umpire. Upon substituting or replacing a pitching coach, that coach should be announced to the Tournament Director or the Umpire in Charge at the game site. Umpires should take care to notify manages that no other pitching coach substitutions or replacement shall be allowed for the remainder or that game, however, this is not required and does not affect the eligibility or lack thereof for any manager or coach.**

2. **The "Pitching Circle" shall be a circle that is 10 feet in diameter with the center of said circle being located 46 feet from home plate directly in front and in the center of the pitching rubber. The "Pitching Circle" must be clearly marked prior to the start of the game in white marking chalk or paint. The pitching circle shall be no greater than 51 feet from home plate and no less than 41 feet from home plate with the existing pitching rubber being in the center of said circle as indicated in the diagram below.**



3. **The “Pitching Coach” shall be positioned behind the 32’ line circle during his or her team’s time at bat. The Pitching Coach shall deliver an overhand pitch from a standing position at a distance no greater than 32 feet from home plate. The pitching coach can pitch from a distance greater than 32 feet, so long as, at no time does the coach’s feet or his/her pitching motion results in him being beyond the 32’ line. Should, in the judgement of the umpire, the pitching coach deliver a pitch, or his/her pitching motion carry him/her outside of the pitching circle, then the ball shall be called “dead”, the pitch will be considered a “no pitch”, and any resulting play shall be nullified.**

4. **The player playing the position of “pitcher” shall stand to the left or the right of the Pitching Coach and must remain fully inside the pitching circle during the delivery of the pitch until such as a time as the batter makes contact with a pitched ball, unless the batter is attempting to bunt a pitched ball. During the pitch and until the batter makes contact with a pitch delivered from the Pitching Coach, the pitcher must remain in a position even with or behind the pitching rubber, unless the batter is attempting to bunt a pitched ball.**

5. **If, in the judgement of the umpire, the Pitching Coach is struck by a pitched ball hit by the batter, then the ball shall be called "dead", the pitch will be considered a "no pitch", and any resulting play shall be nullified.**

6. **The Pitching Coach may wear a baseball glove, so long as the glove is not white, grey, or any other color that, in the opinion of the umpire, would reasonably interfere or distract the batter.**

7. **The Pitching Coach shall not "coach" or otherwise instruct players from his position inside the pitching circle or at any time during his team's at bat. Exception: If, in the opinion of the Pitching Coach, and with approval from the umpire, a coach determines that a batter is standing in a position where he or she may harm himself or herself or another person from within the batter's box, the Pitching Coach may request "time", and, if granted by the umpire, adjust that player's position within the batter's box.**

8. **After a ball has been batted and the ball is in play, the Pitching Coach must make every attempt to move him or herself out of the field of play and into foul territory. The Pitching Coach must make a diligent effort to avoid balls in play and interfering with or obstructing defensive players. If, in the judgement of the umpire, a Pitching Coach interferes with a defensive player who is attempting to make a defensive play, whether intentional or not, then the batter shall be declared "out". All other runners may advance at their own peril.**

9. **Umpires shall call time after every play and declare the ball "dead". Time should be called either A.) The ball has been delivered to the defensive player in the "pitcher" position safely inside the pitching circle, or B.) no further defensive play is imminent.**

10. **Offensive players shall not be allowed to taunt, distract, or otherwise obstruct a defensive player from reaching the pitching circle or attempting to lure the defensive player out of the pitching circle. Once safely inside the pitching circle, the defensive player should immediately deliver the ball to the Pitching Coach.**

11. **During a batted ball play, any runner who, in the opinion of the umpire, has committed him/herself to the next base shall be awarded that base upon a play becoming dead. Any runner who has not committed him/herself to the next base upon a play becoming dead, shall be returned to the previous base. This rule shall not apply in the case of a forced out. The determination of any runner's position at the conclusion of a play shall be based on the umpire's sole judgement and cannot be appealed.**

Offensive Rules

The Batter

1. **All teams shall utilize a continuous batting line up.**

2. **Each batter is allowed a maximum of five (5) pitches or three strikes whichever occurs first. A strike is defined as a batter offering at a ball with a swing or check swing crossing the plate or fouling a pitch. A batter shall not be called out on a third strike if the result of that strike is a foul ball, unless the foul ball is the result of an attempted bunt. All other rules governing a player's time at bat shall be enforced and can be found in the Official Little League rule book.**

3. **Walks are not permitted.**

4. **No base shall be awarded to a batter hit by a pitched ball.**

5. **Bunting shall be allowed. No "fake" bunts shall be allowed. Any player who, in the judgment of the umpire, indicates that they are attempting to bunt a pitched ball and subsequently makes an attempt at or bats the ball with a full swing *(slashing)* shall be declared "out" and the ball ruled dead. No players may advance.**

6. **Infield fly rule shall NOT be in effect.**

7. **A batter shall not be permitted to advance on a "dropped" third strike.**

The Runner

1. **Base runners may not leave their position on base until after the pitch has been delivered and the ball has been batted into fair territory. No leadoffs or stealing allowed.**

2. **Runners must return to the previous base achieved when a ball is in possession of a defensive player who has halted the advancement of said runner.**

Defensive Rules

1. **Teams shall field 9 defensive players prior to the start of the game.**

   Regular Season Local League Option: Teams may field 10 players defensively. There shall be 4 outfielders who shall be positioned with equal spacing and alignment with each outfielder. "Rovers" will not be allowed. At no point shall an outfielder be allowed to occupy an area outside of the outfield grass prior to a ball being hit.

2. **Infielders, including the player in the position of "pitcher" may position themselves on the infield and within fair territory in order to field a bunted ball with no restrictions so long as, in the judgement of the umpire, a defensive player attempting to field a bunted ball does not interfere with the batter's ability to bunt a pitched ball.**

3. **The Infield Fly Rule is not in effect.**

4. **The defensive team must field a catcher who is legally and properly equipped. The shall be no "dropped third strike" rule.**

5. **The catcher shall return all pitched balls to the defensive pitcher who shall deliver the ball to the Pitching Coach.**

   Local League Option: A defensive coach shall be allowed on the field of play in fair territory to assist in defensive positioning so long as the defensive coach remains in the outfield or along the perimeter of the infield remaining on the outfield grass. The defensive coach shall in no way interfere with a defensive or offensive player. If, in the opinion of the umpire, the defensive coach interferes with an offensive or defensive player, then the umpire may remove that defensive coach, with no replacement, from the playing field for the remainder of the game. The defensive coach allowed on the playing field may not instruct players during a play. He may assist in positioning players prior to a ball being pitched, or after a play has been called dead.