

2026 AGALL Coach Pitch Division Guidelines

The primary function of this division is encouraging the players to have fun while learning proper baseball fundamentals. Team records and individual player statistics are not counted. Outs and runs scored are counted per inning to ensure the game moves at a good pace.

We will be following the current year Little League Baseball Official Regulations and Playing Rules. The rulebook is available for free download to your mobile device on both the Google and Apple stores.

Team Rosters

Each team will consist of 10-12 players who generally will have a League Age of 6 or 7. Eligible players who are league age 8 may play in this division if requested by the family (i.e. new to baseball), or league age 5 if they are sufficiently advanced to safely participate at this level and approved by the league.

Regular Season Play

All regular season games are for developmental purposes only. Wins and losses will not be tracked. Managers are encouraged to have every player try every position if there are no safety concerns.

Safety Rules

All safety/disciplinary related issues will be reviewed by the AGALL Competition Committee and further penalties may be assessed at the discretion of the Committee. Offenders must appear before the Board of Directors to appeal any decision.

Catcher's Equipment:

- Catchers must use a **catcher's mitt**.
- Catcher's helmet must have ear covers and the mask must have a dangling throat guard.
- Catchers must wear protective cups and approved chest protectors.
- Catchers warming up pitchers must wear a protective cup and catcher's helmet/mask.

Manager/Coach Expectations:

- A maximum of 4 coaches are allowed to be on the field or in the dugout at any time.

Player/Batter Expectations:

- There is no such thing as an on-deck batting area or on-deck batter.
- Players are not permitted in the doorway of the dugout or on the deck area.
- Little League regulations prohibit any player from handling a bat or swinging a bat, even while in an enclosure until it's his/her turn to bat.
- While on-deck batters are not allowed, players can still prepare mentally by observing pitchers and practicing dry swings without a bat in hand.

Throwing/Slamming of Equipment (Bats, Gloves, Baseballs, Hats, and Helmet)

- Throwing or slamming of equipment will not be tolerated and should be addressed by a member of the coaching staff for the offending player's team. The league will not assess any formal penalties at this age as the primary goal is to heavily discourage this activity at a young age. Repeat offenders should be handled on a case-by-case basis by the head coach, with appropriate consequences including but not limited to:
 - Speaking to parents to reinforce positive behavior
 - Having the child not participate in the field during the next inning

Spectator Expectations:

- Spectators are to cheer for their team, not against their opponent.
- Spectators are not to engage with or confront a coach regarding calls made (or lack of calls made) during the course of gameplay for any reason.
- Spectators are not permitted onto the field of play during the course of a game (barring injury at the discretion of the head coach).
- Spectators are not permitted inside the dugout during the course of a game.
- Spectators are never permitted to enter the dugout of an opposing team.
- Spectators deemed unruly, aggressive, or otherwise facilitating a negative baseball experience will face the following penalties:
 - o **First Offense** – The head coach affiliated with the offending spectator will issue a final warning to stop the behavior immediately.
 - o **Second Offense** – the spectator will be removed from the AGALL complex and will face further disciplinary action at the discretion of the AGALL Competition Committee. At the umpire's discretion, the game may proceed or the affiliated team may be forced to forfeit the game.

Pitching Rules

This is a coach pitch division. Coaches should pitch from a knee in the area of the pitcher's mound at distance of 35-40'. Managers should strive to develop pitchers during their allotted practice time to prepare players for the next division (Minors, which is player pitch).

Game Length

Games will last six (6) inning or one and a half (1.5) hours, whichever comes first. No new inning may start after 1:15 (one hour and 15 minutes) to allow time to clean up and for the next team to get set up. If no team is scheduled after your game, you may continue to play if there are no safety concerns and both managers and umpire agree to continue.

Game Play

- No bunting
- An inning is either three (3) outs or four (4) runs, whichever comes first.
- Player substitution is open; starters and substitutes are not linked in any way.
- No extra bases on an overthrow.
- Stealing is not permitted
- Outfielders must play at least 20 feet behind the base paths (typically a few feet into the OF grass).
- Games may end in ties.
- No player shall play more than 2 innings in the same defensive position
- Players should be given equal opportunity to play all positions and should be rotated each inning.

Coach Pitching Rules

- **First six (6) games of the season:** Batters are given a total of 6 pitches to put the ball in play. If the ball is not in play after 6 they must hit off of the tee.
- **Games seven (7) onward:** Batters are given a total of 6 pitches to put the ball in play. If the ball is in play after 6 it will be considered an out. Players may be given an extra pitch if they foul off the prior pitch or if they do not receive 6 pitches that are hittable (strikes).

Mandatory Play Rule

All Coach Pitch players are required to play a minimum of 4 innings per game in the field. This does not apply to games shortened by weather or darkness. One additional outfielder may be positioned to facilitate getting adequate game play for all players. If this is necessary, head coaches should meet prior to the start of the game to confer and agree on this approach. Coaches should NOT play all of their players on the field at the same time to avoid leaving players on the bench. If there are players remaining on the bench during a defensive half of an inning, they may be taken to a deep outfield location to have a catch or practice fielding drills, etc.

Batting Order

All Coach Pitch teams will play with a continuous batting order for the regular season. This means that in every game, all players will get at least one at bat. If a player arrives late to the game, that player should be inserted into the lineup at the end of the batting order, regardless of where in the batting order the team is at the time that player arrives.

Home / Away Dugouts

Home Team will occupy 1st Base Dugout. Away Team will occupy 3rd Base Dugout.

Rain Out Games

When the fields are deemed unplayable by the league, when fields are unplayable due to weather, we will try to notify everyone by 4pm on weekdays and 8am on Saturdays that the complex is closed. Absent a full league and complex closure, both managers at the field decide rainouts.

Every effort should be made to get the game in. Decisions are made at the field unless a downpour occurs. The rescheduling of the make-up games (when possible) will be in partnership between the league and the impacted head coaches. Coaches should not reschedule games without the involvement of the league. On most days/evenings, the ballfields are fully utilized.

Field Usage Rules

1. The Home team is on the First Base side of the field; the Visiting team is on the Third Base side of the field.
2. The Home team is responsible for prepping the field (chalk lines, batter's box and installation of bases). The Visiting team will drag the field after the game, rake and repair the mound and remove the bases.
3. The home team will lead the Pledge of Allegiance; the Visiting team will lead the Little League Pledge.
4. Each team is responsible for cleaning their dugout after the game.
5. Each team will supply one game ball for the game.
6. Protests or arguments with the umpires are prohibited.
7. The equipment used by all players must be Little League approved.
8. Players should refrain from throwing or mishandling equipment.