

GLL Rule Highlights and Local Rules

Coach Pitch - 2026

Official Little League Regulations and Playing Rules apply except where there is a conflict or modification caused by the rules in this handout. In cases of conflict with the Official Little League Rulebook, these "local rules" apply.

Team Formation

Spring Season

All players in the Coach Pitch Division are required to attend Evaluations prior to being drafted to a regular season team. Team Managers should attend Evaluations for the division which they have been assigned, prepared to evaluate the talent level of the players.

Teams will be formed through a player draft, which will be overseen by the Player Agent ("League Director") of their Division, the League President, and League Secretary. Greenville Little League uses **Draft Plan B, alternate method**, as outlined in the Little League Rulebook. Player trades are allowed but must be completed prior to the end of the draft session.

There are no Evaluations or Player Draft for the CP Prep division.

Fall Season

Teams are formed by Manager selection or League allocation. Player evaluations nor a draft are used to form teams.

Tournament Team

Greenville Little League regularly participates in Coach Pitch District and State Tournament play. Players with a League Age of 7-8 who participated in a Coach Pitch regular season team are eligible to be selected to a tournament team. CP Prep players are not eligible for tournament play. These tournaments are classified as Special Games by the Little League Rulebook and are not considered part of the Little League International Tournament. A maximum of 2 teams per League may participate. Tournament Teams ("All-stars") are formed through the following process:

- 1) Applications for Tournament Team Managers are solicited by the Coach Pitch Player Agent
- 2) Tournament Team Manager(s) are appointed by the League President and approved by majority vote of the Board of Directors.
- 3) The appointed Manager(s) selects the roster of players for his/her team from the eligible players in the Coach Pitch division.
- 4) There is a copy of the Tournament Team Selection Process available on the league website.

Game Play

**Game Play rules should be considered guidelines for Fall play. Fall is instructional, and Managers should make an effort to get the maximum play time for all players.*

1. Number of Players Required to Play: Under normal circumstances there will be ten (10) players on defense to include four (4) outfielders, one (1) pitcher who must wear a helmet [Coach Pitch Division: and one (1) catcher who must wear all approved equipment.] “Short Fielders” are NOT allowed. All Outfielders must be aligned in proper depth behind infield (Left Fielder, Left Center Fielder, Right Center Fielder, and Right Fielder). The game can start with only 9 players, but no less. If additional players arrive late, they will be put into the game at the bottom of the batting order. If a game starts with only 9 players, it is the coaches choice as to which position is vacated. If a team has less than 9 players to start a game, the league will officially call it a forfeit. If both coaches agree, the coaches may re-schedule the forfeited game by coordinating the time and place with the league’s master scheduler and chief umpire. Coaches must notify the league in advance for it to be considered an official game. If a team starts a game with 9 players and is reduced in numbers, due to injury or illness, the game can be finished with a minimum of 7 players. If the roster drops below 7, the game will be suspended and resumed by the league at a later date.

No “call over players” (from another CP team) – Call up players (From a CP Prep Team) are allowed.

2. Time Limit: During the regular season, no new inning will start (defined as when the final out of the previous inning is recorded) after 1 hour and 15 minutes of play. Coaches and umpires should agree/confirm official start time prior to first pitch.

3. Games Tied at End of Time Limit: One additional “tiebreaker” inning will be played in any game that is tied at the end of an inning finishing after the time limit has expired. If the game is still tied after the extra inning, the game will be declared a tie. The “tiebreaker” inning will be played according to the International Tiebreak Rule. The last batted out will be placed on second base and the inning will begin with one out recorded.

4. Mercy Rule: The game is called when a team is ahead by 10 or more runs after the end of the 4th inning or any subsequent inning. If the visiting team is ahead by MORE THAN 10 runs in the top of the 4th or 5th inning and time expires, then the game will be called since the maximum runs that can be scored in one inning is 10 (exception is the 6th inning, see rule #8).

5. Free Substitution for Mandatory Play: The minimum play requirement is 6 defensive outs (in a full 6 inning game). If a game is shortened for any reason, there are no minimum play requirements. Coaches may substitute freely throughout the game as long as the minimum play requirement is met. **Play does not have to be for 6 consecutive outs.** CP Prep and Coach Pitch Divisions use a continuous batting order.

6. **Number of Pitches:** Each batter shall be given 6 pitches to put a ball in play, even if the batter swings and misses 3 or more times. If the ball is not put into play after the 6th pitch, the batter shall be called out. However, if the batter fouls the 6th pitch (or subsequent pitches), the batter will be allowed to continue batting.

7. **Pitching:** The adult pitcher must start his pitching motion with **both** feet inside the pitcher's circle (touching the line is ok). You are allowed to finish the motion with one foot outside of the circle. The umpire will monitor this and can, at his discretion, move a coach back if he feels he is pitching from a distance too close to the batter. The pitcher's circle is a 10' diameter with the center of the circle measuring 46' from the back of home plate. A batted ball that accidentally contacts the adult pitcher shall be ruled dead and the batter is sent back to the plate. The pitch counts against the six pitch limit. If the batted ball was on the sixth pitch, it is treated as a foul ball. A batted ball that is intentionally contacted by the adult pitcher shall result in the batter being ruled out. Any runners on base shall return to their starting position.

8. **Batter Limit:** Ten Batter limits in innings 1 through 5 or 3 outs - whichever comes first. When the tenth batter comes to bat, there are automatically 2 outs put. The batter is retired if he is recorded out (traditional out). If the batter is NOT out, he/she will stay on base until the 3rd out is made or until the 10th batter scores. So, it is possible to have 13 batters in an inning. Example: 10th batter Singles, 11th batter singles, 12th batter singles. Bases are now loaded with the 13th batter up. ***In the 6th and later innings only, there is no 10th batter rule. The defensive team must record 3 regulation outs for that ½ inning to be complete. In the event a team has less than 10 players, the 10th batter rule comes into effect when the 9th batter comes to bat.***

9. **Ending a Play:** The defensive team must stop play by returning the ball to the infield base box and raising hands to call time. The umpire will stop play when he/she has judged that the defense is in possession of the ball and has called time. The umpire will stop any advancement of the baserunners that are not completely beyond the "hash marks" in between the base paths at the time that "time out" was granted. The runners can only reach the next unoccupied base when time is called when they and all other runners are beyond the hash-marks. **Time out can be requested by the infielder possessing the ball but is not in effect until signaled by the umpire.**

10. **Overthrows at First Base:** Any overthrows at First base are considered a LIVE BALL. Runners may advance at their discretion until the defense possesses the ball inside the base box, raises hands to call time, and timeout is granted by the umpire.

11. **Adult Coaches:** Each team should have 4 adult coaches: Pitcher, 1B coach, 3B coach, bench/dugout coach. (One of the adult coaches should also serve as the adult catcher.) Only one defensive coach, in addition to the adult catcher, may be out of the dugout during play; however, the defensive coach must remain adjacent to the dugout during play. Offensive coaches should be positioned as pitcher, 1B coach, 3B coach, bench/dugout coach. If an

Offensive coach contacts a runner, intentionally or unintentionally, the runner will be called out. This is at the discretion of the umpire.

12. **Coaching by Adult Catchers:** Adult catchers (who serve as back-up catchers from the defensive team) cannot in any way coach or direct the defensive team's players when it is a live ball situation. (The adult catcher may coach the "player catcher" only while the ball is not in play.)

13. **Coaching by Adult Pitchers:** The adult pitcher (who is from the offensive team) cannot direct the batter as to when to swing the bat after the pitch has left his hand. He can coach or direct the batter before he has thrown the ball and after the ball has been put into play, but not during the flight of the ball. The adult pitcher must immediately exit the playing field into foul territory when the ball has been put into play and return after the umpire has called time out. If the adult pitcher *unintentionally* touches the ball or a player, the play will be dead and the play will be a do-over. If the adult pitcher *intentionally* touches the ball or a player while the ball is live, the batter is out and all base runners return to where they started. This shall be at the umpire's discretion.

14. **Required Player Positions, Coach Pitch Division only:** The positions of Pitcher and Catcher *must* be fielded by the defensive team each inning. Exception being if a team has less than 10 players. The coach is allowed to select which position they would like vacated.

15. **Pinch Runners:** No pinch runners are allowed (except that courtesy runners can be used for catchers). Courtesy runner should be the player who made the last recorded out.

16. **Adjusted Batting Orders:** If two teams play each other with different size full rosters, the team with more players on their roster may opt to use a batting order that matches their opponent. GLL STRONGLY discourages the use of this practice during the regular season. If a team begins a game with less than 10 players, their opponent is not expected to bat less than 10 players to match, but has the option to bat 10, 11, or 12 players. If a team is batting less than 10 players, the "10th Batter Rule" now becomes the "9th Batter Rule." When the 9th batter comes to the plate, two outs are recorded, and the inning is over when the third out is recorded or the 9th batter scores.

17. **Miscellaneous:** No bunting; No walks issued; No base stealing (sent back to base if attempted). No lead offs, will return to previous base if ball is put in play.

General Information for Coaches:

Quick Play: Please have your players quickly enter and leave the field between each half inning. Assign someone to assist getting your catcher ready before you take the field, and use a courtesy runner for your catcher when there are 2 outs if possible. Courtesy runners for catchers are optional, but strongly encouraged. Have your substitutions ready to go *before* the end of the inning. Keep your team meetings during/between innings to a minimum.

Postgame Meetings: Please help us keep games on schedule by immediately gathering all your trash and clearing out of the dugouts at the conclusion of your game. Move outside of the fenced area to hold postgame team meetings (unless your game is the last one of the night/day).

Soft Toss: Absolutely no hitting baseballs (i.e. soft toss) into any of the fences at our ballparks. Please use the batting cages and nets.

Safety Notes: Adults are not allowed to throw with players. This is a strict Little League rule. On-deck batters are not allowed. Casts may not be worn on the field by players, coaches, or umpires. Anyone wearing a cast must remain in the dugout during the game. Players are not allowed to sit at the open entrance of the dugouts. Please do not allow your players to wander into the bullpen area.

Alcohol and Tobacco Policy: Little League, the City of Greenville, and the Greenville County Recreation Department prohibit all alcohol and tobacco products at our ballparks. This includes fields, dugouts, stands, parking lots, and other areas within the confines of the park.