

CHOWCHILLA LITTLE LEAGUE
GROUND RULES
2026 REGULAR SEASON

MINORS A - COACH PITCH

Team Selection: Team will be selected by the player agent using the blind draft method. There will be a maximum of (14) players on a roster.

Batting Order: A continuous batting order will be used. If a player is injured and that player is taken out of the game, he/she can return to the game and must be placed back in their original place in the lineup, spot is skipped and it is not an out. If a player arrives late, he/she will be inserted at the end of the batting order.

The Batter: Each batter will receive five (5) pitches from a coach to hit a fair ball or a foul fly which is caught. Three (3) swinging strikes is an out. If the fifth pitch is a foul ball then the batter gets another pitch. This continues until the batter misses or fails to swing. The batter must take a full swing. If, in the opinion of the umpire, the batter fails to take a full swing, the pitch shall be declared a strike. Bunting is not allowed.

End of ½ Inning: The half inning will end once any of the following occur: five (5) runs have scored, the offensive team has gone once through their batting order, or when three (3) outs have been made. For the sixth inning on, each half inning will be played until 3 outs are made or the offensive team has gone once through their batting order, and there will be no run maximum (the 10 Run Rule as defined above will take precedence).

Required Playing Time: All players present shall play a minimum of six (6) defensive outs and one (1) at bat. Coaches have the option of free substitution. Ten (10) players can play defensively. There will be four (4) outfielders. Outfielders must be positioned on the grass at the beginning of the play.

Coaches: In A Coach Pitch division there can be 1 (one) rostered manager and three (3) rostered coaches, plus two (2) additional practice coaches, which will be allowed to be on the field IF one or more of the four (4) rostered manager/coaches are unable to attend due to work or other prior commitments: they will not be eligible for coaches draft options in future years. There must be an adult (coach) in the dugout at all times supervising the players. One coach shall be the pitcher and a base coach on first and third. If there are only three (3) coaches then there will be one (1) coach on base. On defense, during the first half of the season, there can be two (2) coaches on the field. These coaches must remain in the grass. Coach them, don't assist them. During the second half of the season coaches will not be allowed on the field on defense.

Protesting a Game: There will be no protests considered in Coach Pitch.

Age Restriction: Coach Pitch will consist of players league age six (6) to nine (9) years old. Six (6) year olds will be eligible provided they have one year of Tee Ball experience, and a parent/guardian coaches their team.

Pitchers: A coach on the roster will pitch to his own team. Pitching must be overhand and the pitcher must sit or kneel on one knee, behind an L screen, 30 feet from home plate. Coaches who are pitching must avoid interfering with the ball or the fielders. The coach must make every effort to avoid contact with the live ball; if unavoidable, the pitch will be counted as a dead ball, and pitch will not be counted. If the batted ball hits the screen it will be counted as a single (batter and all runners on base will advance one base). When the coach is pitching, the youth pitcher must be behind the rubber and have one foot within 4 feet to either side.

Stopping the Play: When the defensive team has stopped the runner from advancing to another base, the umpire will view the play as dead. Runners are not allowed to advance on an errant throw back to the pitcher. This call will be strictly based on the umpire's judgment.

Game Time Limit: There will be no new batter after the time limit of **1 hour and 20 minutes** has been reached.

Catcher: The manager must indicate the catcher for the next inning when he/she is up to bat: Catcher must be replaced when on base with two outs, with the player who recorded the last out, catcher must return to the dugout to be dressed and ready to catch for the next inning.

Home Team: Home team will be responsible for dragging and raking the field, chalking the field, placing the bases on the field and putting them up at the end of the game, turning off the lights and locking the gates.

Game Coordinator: Managers will determine a game coordinator for the season, which will be supervising any minor umpire if no other adult umpire is in attendance at their game, in accordance with the rules stated in the rule book 9.03(d). The adult game coordinator is subject to a background check and must have board approval. Home team's designated game coordinator will be responsible for each game.

End of the Season Tournament: At the end of the regular season there will be a double elimination tournament to determine the league champion. Regular season rules will be used for the tournament play except 1 hour 30 minutes no new inning. From the fifth inning on, each game there will be a maximum of ten (10) runs scored, three outs or once through the lineup. Tournament seeding will be blind draw. Coin flip will determine Home Team and dugout selection. Winning coin flip 30 minutes before the game can pick Home/Away or choice of dugout.

Games: Games may start and be played with any number of players present.

Injured player: The player agent and safety officer must be notified of any player who is injured and is expected to miss any game(s). If the player seeks medical attention, they must have a note from the doctor to return to play.