DJBSA COACHES PITCH RULES

1. A player must not turn seven (7) years of age on or before April 30th of the current year.
2. Home Team Responsibility
    a. Put out the bases
    b. Line the diamond
        i. Foul lines
        ii. Halfway base path line for runner
        iii. 25 ft pitching line (at the front of the circle)
        iv. 8 ft Pitcher's circle
3. Visiting team responsibilities
    a. Rake/drag the diamond after the game
    b. Put away bases and put in base plugs
4. Both teams are responsible for cleaning their dugouts.
5. Games will consist of 5 innings or 90 minutes, whichever comes first.
    a. A half of an inning consists of 3 outs or 6 runs
    b. A game that is tied at the end of the time limit will finish the current inning.
    c. If play is stopped due to inclement weather, 3 innings will be considered a complete game. If the minimum number of innings has not been played, play will resume where the game was stopped.
6. A team may score 6 runs per inning. Run rule: 15 runs after 3 innings or 10 runs after 4 innings
7. You may play no more than 10 players at a time. 6 players in the infield. (P-C-1B-2B-SS-3B), 4 in the outfield
8. The player that is playing pitcher must start with one foot in the pitcher's circle until the ball is hit.
9. There may be 2 defensive coaches in the outfield.
10. All players present must be in the batting order. A player that arrives late will be placed at the bottom of the batting order. If a player has to leave early due to sickness or injury, an out will not be assessed for his/her turn in the order.
11. No player shall sit more than 2 innings.
12. Overthrows to 1st base will result in each player able to advance only one base at their own risk.
13. No bunting, stealing, infield fly, or big barrel bats will be allowed any other bat allowed.
14. The pitching coach must start on or behind the 25 ft pitching line.
15. A courtesy runner may be used for the catcher when there are 2 outs. The courtesy runner must be the player who made the last out.
16. The ball is dead when either: the player that is pitcher has possession and control of the ball in the circle or the lead runner is stopped by a player with possession of the ball. The player with the ball should stand in the baseline in front of the runner and put their hands in the air to signal the dead ball.
17. A batter can receive 3 swinging strikes or a total of 6 pitches. If the final pitch is hit foul, then he/she will continue to get additional pitches until the ball is hit or the batter strikes out. If the player is hit by a pitch, the pitch does not count.
18. Player throwing bat: one warning per team. After warning, any player on the warned team shall be called out. Runners DO NOT advance if the ball is hit in fair territory.
19. Coaches will check the score after each half inning in order to avoid any disagreements.
20. The head coach is responsible for the actions of his/her players and coaches.
21. Each team must wear matching uniforms, shirt with tails tucked into pants, with matching hats on facing forward, and belt on.
22. 2 5/8" will be the maximum bat barrel size. USA/USSSA/BBCOR allowed
23. Little League Regulations shall apply to all situations and rules not covered above.