

N.J. District 20 Interleague Rules

• 2019- Instructional/Coach Pitch

(Approved at the District 20 Meeting on 3/26/2019)



ALL LEAGUE OFFICIALS AND COACHES ARE RESPONSIBLE TO READ THESE RULES AND REGULATIONS IN THEIR ENTIRETY

SCHEDULES:

- The official schedules will be created by a representative from each Interleague group or League and posted on their respective websites.
- Sundays will not be scheduled but should remain available for makeup games.
- Each manager should contact the opposing manager at least 24 hours in advance to confirm game site and time. In addition, this helps begin the communication process in the event of a rainout or game cancellation.
- Scheduled week day games shall commence at 6:00 p.m. sharp, subject to the discretion of the home plate umpire.

LOCAL/INTERLEAGUE RULES:

1. **All Managers and Coaches are expected to know, understand and abide by these rules.** No District 20 Interleague rule can be changed or established without written approval from the District Administrator.
2. All other rules not listed are as established in the current Little League rule book.
3. **Umpires**
 - a. Umpires are not required in Instructional/Coach Pitch.
4. **PRE-GAME PROCEDURES:**
 - a. Please allow enough time for each team to have proper warm-ups.
 - b. The visiting team will use the field for the last 10 minutes prior to the start of the game for warm-ups.
5. **Field closures/ dimensions:**
 - a. Playability of a field will be according to the 2019 Little League rule book. Rule 3.10(page 82)
 - b. Make-up games are to be scheduled between the Managers. However, please email your scheduler and advise them of the new date and time so they can attempt to update the website
 - c. Dimensions of the field include 60-foot base paths and the pitcher's plate is 40 feet from the back of home plate. **If 40' is still too far the Pitcher may move up to 35' if player safety is not an issue and the Managers agree. **
6. **Equipment**
 - a. Must include RIF-5 balls, batting helmets and catcher's equipment.

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7. Game Length:

- a. The length of the game is 5 innings with an option of 6.
- b. There will be a time limit of 1 hour and 30 minutes. No half inning may start after that time. (Exception on weekend games)

8. Playing Rules-

- a. Rosters only, no scores and no standings shall be submitted or maintained.
- b. **Continuous Batting Order:** is to be used by both teams. Each member of a team will hold a spot in the lineup. For example, if a team has 12 members, they will bat all 12 members in the batting order until one of the following conditions are met...
- c. **(LL Rule 5.07):**
 - i. The side is retired when - Three (3) offensive players are legally put out.
 - ii. When all players on the roster have batted one time in the half inning.
 - iii. 5 runs are scored by the Offensive Team (Exception: if the last batter puts the ball in play, which results in more than 1 run scoring, the play may continue through completion).
- d. **Batting:** **There are no on deck batters in Little League for the 12 and under divisions. This means that the next batter due to bat **MUST NOT** handle a bat until it is his/her turn to advance to the batter's box. **
- e. **Substitutions:** There will be free defensive substitutions. For example, a player can play the field in the 1st, 3rd, 4th and 6th. All players must play at least 6 defensive outs in the field. A player is not to be removed from the field during an inning unless of an injury etc.
- f. **Defense:** Up to 10 players may play in defensive positions on the field in any half inning (catcher, 1st base, 2nd base, 3rd base, shortstop, 4 outfielders and 1 defensive pitcher).
All Outfielders must be positioned at reasonable depth in the outfield grass
- g. **Hitting**
 - i. **The batter** has **6** pitches to put the ball in play, additional pitches will be allowed for every foul ball from the 6th pitch on.
 - ii. If the batter has not succeeded after allotted pitches, **a tee** will be bought out. (The home team is responsible for providing the tee). If no Tee is available by either team, then, after 6 missed pitches, the batter is awarded 1st base and all preceding runners advance if forced
 1. **NOTE 1:** It's not the players fault if there is no tee and no player should be embarrassed with a strike out at the Coach Pitch level. Batters cannot strike out with either coaches or player pitch.

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2. **Note 2-** This rule gives the defensive team the opportunity to field a live ball with every batter instead of standing around watching batters strike out.
 - h. No infield-fly rule, no bunting, no stealing, no leading, however, runners may leave the base once the pitched ball crosses reaches the batter. (see LL Rule 7.13)
 - i. **The batter/runner** may advance as many bases as possible when the ball is hit until the play is over by one of the following actions:
 - i. The runner is tagged out by a defensive player in control of the ball without the defender dropping the ball.
 - ii. The defense returns the ball to the defensive pitcher (the runner will stop at the base they were headed towards).
 - iii. The ball is played at the base any runner is attempting to go. No advance shall happen in the event of an overthrow. The coaches, in the spirit of fair play, shall assist runners in knowing where to stop).
 - j. Ball declared dead if it hits the coach, the batter receives a hit and the runners advance one base.
 - k. ** Catcher must wear catcher's equipment and cup (male players)
 - l. All other minor rules are in affect
9. **Pitchers-**
 - a. If the teams have players who are ready and willing to pitch, they may pitch to their own team. Kid pitchers can throw the first 4 pitches to the batter and the Coach can throw the last 2 while adhering to the 6-pitch limit per batter. If a pitcher hits a batter, the coach will resume pitching to the batter for the rest of the allotted pitches.
10. No player may hold a bat until they are walking up to the plate. One coach must remain on the bench to be sure the kids are on the bench are safe. Coaches may be positioned behind the infield for instructive purposes. A coach for the offensive team may be position near the back stop to assist in instruction and setting up the tee.
11. **Make-up Games:** It is the home team responsibility to get in touch with the opposing manager to schedule the make-up game. Please remember that this is Instructional baseball- Keep it simple and fun for the kids so they come back next year.