

TEXAS EAST DISTRICT 15 TOURNAMENT COACH PITCH GROUND RULES

FOR EACH GAME:

- Team League Arrive: 1 Hour prior to game time.
- 1 NEW label “**RS-T**” Baseball
- Maximum of 4 approved volunteer adults consisting of
 1. A Manager
 2. Three Coaches

Note:

 - i) One adult always in the dugout.
 - ii) When utilizing a manager, three coaches and Coach Pitcher
 - (a) Defense: Coach Pitcher is located outside dugout.
- Site Tournament Director
 1. Direct all Tournament questions to Director
 2. Director oversees manager’s coin flip for dugouts (1 hour before game)
 - a. VISITOR – First base side
 - b. HOME-Third base side
 3. Manager turn in the following to Director
 - a. Umpire Fee
 - i. No Pay-No Play
 - b. All Paper Work
 - i. Team Roster
 1. No Play if roster is incorrect.
 - ii. Each Manager, Coaches and Coach Pitcher (Updated-Current Year)
 1. Abuse Awareness Training Certificate
 2. Diamond Leader Training Certificate

Note:

 - a. Cannot be in dugout and/or field without Certificates
- Each team shall provide a roster from Sports Connect with the following information:
 1. Regular Season Team Name
 2. Players
 - a. Name on Roster
 - i. “NO NICKNAME”
 - b. Age
 - c. Birthday
 - d. Residency/School Address
 - e. Zip Code
 3. Manager name

4. Coaches and Coach Pitcher name written on back of Roster

a. Note:

- i. If Manager, Coach and/or Coach Pitcher is replaced from Roster, cannot return for the remainder of the tournament.
- ii. Scratched out of Roster and sign by Director
- iii. Replacement written in on back of roster
 1. Have all Certificates
 2. Checked/Sign in by Director.

- SCORE KEEPER (Host League) will be station behind the home plate back stop.
- Manager turn in Lineup Card to Scorer's table
 1. Must include the following:
 - a. All players must have team numbers
 - b. No "Nick Names" on Lineup Card
- One and Done
 1. Manager, Coach and/or Coach Pitcher that has been ejected from the game cannot return for the remainder of the Tournament.
 - a. Automatically scratched from roster.
 2. Including
 - a. Little League Volunteer
 - b. Spectator
- NO SPEAKER – NO WALK UP SONG
- No Pets, except for "SERVICE DOG-Documented Paperwork"

Playing rules from Little League Rule Book apply to Coach Pitch Ball with the following additions and exceptions:

1. Two umpires per game
2. The playing field will be marked per Pee Wee/T-Ball regulations in the Local Rules.
 - a. The distance between the bases will be 60 feet and the pitching plate will be 46 feet from home plate.
 - b. Field Marked:
 - i) Halfway line between
 1. 1st and 2nd
 2. 2nd and 3rd
 3. 3rd and home plate
 - ii) Continuous line 3 feet in front of each base.
 - iii) FIRST BASE and THIRD BASE COACHES BOX per LL dimension
 - iv) 10-foot bunting circle
 - v) Coach Pitcher line: 35 feet line and 40 feet line
3. A game is 6 innings long or 1 hour and 30 minutes.
 - a. No inning starts after 1 hour and 30 minutes, but inning shall be completed if started before 1 hour and 30 minutes.
 - b. For the District Championship game, there will be no time limit.
4. No new inning may start after 10:30 pm ("Curfew").
 - a. An inning can be finished if started before curfew.
5. Any candidate who, according to the current Little League Baseball Age Chart, will attain the age of 7-8 years during the year in question shall be eligible to compete in Coach Pitch Tournament.
 - a. At no time shall a team have on its roster more than 7 players whose age is 8. Balance of roster shall be players whose age is 7.
6. The manager and 3 additional coaches are the only adults allowed in the Field and Dugout complex.
7. A "MANGER'S AREA" will consist of the dugout area.
 - a. A 3-foot wide area immediately outside the dugout extending the length of the dugout parallel to the 1st (VISITOR) or 3rd (HOME) base lines.
8. The manager and coaches must stay in the dugout area with the exception:
 - i) Offense:
 1. First Base Coach
 2. Third Base Coach
 3. MANAGER'S AREA
 - (a) Only one adult
 4. One adult in the dugout.
 - ii) Defense:
 1. MANAGER'S AREA
 - (a) Only one adult
 2. Dugout
 - (a) Three adults in the dugout.

9. All players must remain in the dugout with the exception of the following
 - a. Batting
 - b. Base Runner

NOTE: Players cannot be outside of dugout during the game without umpire's permission.
10. The batter and base runners must wear batting helmets, as per Rule 1.16.
11. The catcher will be positioned behind the plate and will wear a NOCSAE approved catcher's helmet, catcher's mask, throat guard, protective cup, shin protectors, catcher's mitt, and chest protector.
12. The player fielding the pitcher's position will take his or her position inside the 10 foot pitching circle.
 - a. He or she can be to the left, or the right, or behind the coach-pitcher but no closer than the 40 foot pitching line.
 - b. The player-pitcher will remain with both feet in the pitcher's circle until the ball has been hit or received by the catcher.

PENALTY: If the pitcher violates this rule, it shall be the option of the offensive manager to accept the play as is or do a complete replay. In the event of a replay, the prior pitch will not count.
13. Each batter will remain within the dugout until called to the plate by the umpire where he/she will position himself/herself within the batter's box and both feet must be within the batter's box when the ball is hit.
 - a. Any batter who steps outside the batter's box while hitting a playable ball (hit into fair territory) shall be called out.
 - b. If the ball is hit into foul territory, the ball is dead and the pitch will count.
14. Batters are not permitted to bunt the ball.
 - a. These are umpire judgment calls.

PENALTY:

 - i) Batter shall be called back to the plate
 - ii) The pitch shall count
 - iii) The ball is dead
 - iv) Runners may advance.
15. There are no walks.
16. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the umpire calls catcher's interference.
17. If a pitched ball hits a batter: the ball is dead, the pitch will count, and the batter will finish his or her turn at bat
18. Infield players may not go more than 3 feet in front of the bases until ball has been hit.
 - a. If an infield player who is more than 3 feet in front of the base while the ball is being hit, and is the first player to field the ball, the batter will be awarded first base or the result of the play.
 - b. All other runners can advance 1 base without jeopardy of being put out.
 - c. Any foul ball or strike will be ruled no pitch.

19. Rule 4.04 – Continuous Batting Order is Mandatory.
- The complete batting order of all players eligible and in attendance will be designated prior to the game starting and each player will bat in that position throughout the game, unless a player becomes sick or injured (sicknesses or injuries must be reported to the game officials immediately).
 - If team member is late for the game, he or she may play only if they arrive before the first batter bats the second time.
 - They should be added to the bottom of the batting order.
 - If a team fails to show up due to a communication problem, this will be handled on an individual basis.

20. League Team

- Each team must have 8 players to start a game or it is an automatic forfeit.
 - 9th batter is out
 - Each team will field 10 defensive players.
 - Tenth (10th) player (Rover) must play in the outfield grass area.
 - All outfielders must stay in the grass area until ball is hit.
21. Three swinging strikes or 5 pitches will constitute an out; however, batter will continue to receive pitches when fouling off the 3rd strike or final pitch.
22. After the ball is hit, the coach-pitcher must give all fielders the opportunity to play the ball and make every effort to stay out of the way.
- If a batted ball hits the coach-pitcher before being touched by a defensive player, it becomes a dead ball and the batter is awarded first base.
 - All runners will advance one base.
 - Coach-pitcher should make every effort not to interfere with the play.
23. While on offensive half-innings, the individual occupying the coach-pitcher position may not communicate after an at bat has begun, signified by a pitch being thrown.
- Communication can start again after the at bat is complete, signified by the play being called dead or a new batter coming to bat.

NOTE: Communication includes non-verbal cues (i.e. hand signals).

PENALTY:

- The first violation of this rule will be a warning.
 - The second violation will result in the coach-pitcher's removal from the game.
24. The designated coach-pitcher shall not make, attempt to make, or interfere with any defensive play, including blocking the view of the player-pitcher.
- This will be a judgment call by the umpire.
- PENALTY:**
- First violation of this rule will be a warning.
 - Second violation will be removal from the coach-pitcher position.
25. If the coach-pitcher, in the umpire's judgment, intentionally touches a legally batted ball, interference will be called and the batter is out.
- PENALTY:**
- First violation of this rule will be a warning.
 - Second violation will be removal from the coach-pitcher's position.

26.

The Coach Pitcher must be an approved volunteer over the age of 12 declared before the start of the game.

a. The Coach Pitcher shall deliver the ball in an overhand motion between 35 to 40 feet in a standing or one-knee position.

b. A Coach Pitcher may be relieved at any point in the game, but once relieved, a Coach Pitcher may not return to the position for the remainder of the game.

c. If the Coach Pitcher is changed in the middle of an inning in progress, the game clock will be stopped.

Coach Pitcher Rule

Definition of Coach Pitcher

The Coach Pitcher (CP) is not considered a Manager, Coach, or Bench Personnel for game administration purposes.

The Coach Pitcher's sole responsibility is to pitch to the offensive team during live play.

Field Access

The Coach Pitcher shall enter the field only for the purpose of pitching and shall immediately exit the field upon completion of the offensive half-inning or when otherwise directed by tournament officials.

Communication Restrictions

During the offensive half-inning, the Coach Pitcher is strictly prohibited from communicating with any player, manager, coach, bench personnel, or spectator.

This prohibition includes, but is not limited to, verbal communication, hand signals, instructional gestures, strategic discussions, or any other form of coaching.

The Coach Pitcher may not communicate with personnel in the dugout, on the field, or in any team-designated area while serving as the Coach Pitcher.

Penalty for Violation

Any violation of the communication restrictions by the Coach Pitcher shall result in the immediate ejection of the Coach Pitcher from the tournament.

No warning shall be issued prior to enforcement.

The penalty shall be automatic and immediate ("One and Done").

Certification Requirements

Any individual serving as a Coach Pitcher must have all required credentials completed and verified prior to participation, including:

Diamond Leader Certification;

Abuse Awareness Training Certification; and

Approved Background Check.

Eligibility

Only individuals who have satisfied all tournament certification and background screening requirements may serve as Coach Pitcher.

All pitchers are required to have a voluntary ID per District 15 rule requirement.

Failure to maintain or provide proof of required certifications shall render the individual ineligible to participate as a Coach Pitcher.

27.

When the progress of the lead runner has stopped or in the umpire's judgment no other play is being made the umpire calls time out and the ball is dead.

- a. The runner must return to the passed base if runner has not reached the half-way mark.
- b. If past the half-way mark, the runner may continue to the next base.

28.

No protests may be made on judgment calls.

a. Appeal plays, to speed play, can be made following the play that is to be appealed at any time before the next pitch.

b. The appeal will be made by the MANAGER ONLY (or, in the Manager's absence, a designee).

l) When an appeal is requested, the umpire shall retrieve the ball and make a ruling on the play.

1. The umpire's decision is final.

2. There is no further appeal.

29.

Stealing is not allowed.

30.

Little League Rule 6.05(d) "Infield fly rule" will not be enforced or in effect during the tournament.

31.

Only one offensive time out will be allowed per inning.

32.

Unless being disciplined by the manager, who shall inform the opposing manager, the umpire, and the director (for the official scorekeeper) BEFORE THE GAME BEGINS, all players shall meet the minimum playing time requirements.

33.

An inning will be complete after 3 outs have been made or the 5 run rule is imposed.

a.

Exception: If an over-the-fence home run occurs, ALL runs will count.

34.

When the progress of the lead runner has stopped or in the umpire's judgment no other play is being made the umpire calls time out and the ball is dead.

a. The runner must return to the passed base if runner has not reached the half-way mark.

b. If past the half-way mark, the runner may continue to the next base.

35.

Little League Rule 6.05(d) "Infield fly rule" will not be enforced or in effect during the tournament.

36.

The base coach may not touch the base runner under any circumstances when the ball is in play other than player injury.

a. If the base runner is touched by the base coach when the ball is in play, other than the above reason, it is an automatic out.

b. A good will show of appreciation for over fence home run is not assisting runner and shall not be called an out.

37. Unless being disciplined by the manager, who shall inform the opposing manager, the umpire, and the director (for the official scorekeeper) BEFORE THE GAME BEGINS, all players shall meet the minimum playing time requirements
38. Mandatory Play requirements see Little League Official Regulation IV(i):
 - a. Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs with 12 or less players and three (3) defensive outs with 13 or more players and bat at least one (1) time.
39. At the end of the second inning, both managers shall insert all players who have not played in innings 1 and 2 defensively for the 3rd inning.
 - a. Managers are reminded that each player must play a minimum of 3 or 6 defensive outs.
 - b. Failure to meet minimum play requirements will result in automatic forfeit.
40. Manager or approved assistant must let scorekeeper know when they are making substitutions or re-inserting starters.
41. The scorekeeper, announcer or opposing coaches shall inform the umpire that a player has batted out of order.
 - a. There shall be no penalty and game returns to the same position it was before batter batted out of order.
42. Run Rule:
 - a. 15 runs after 4 complete innings or 10 runs after 5 complete innings.
 - b. The team behind must concede the game

NOTE: If the visiting team has a lead of 10 or more runs, the home team must bat in their half of the inning.
43. In the event of a tied game at the end of regulation (6 innings or time has expired, whichever comes first), extra innings will be played.
 - a. Each extra inning will be an open inning (i.e. - no 5 run limit).
44. These tournaments will be double elimination.
45. These rules will be reviewed every two years. Years of review will be: 2020-2022-2024-2026