



# Warren Park Youth Baseball Rules

## Coach Pitch Division

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### I. GENERAL RULES

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1. The Coach Pitch Division plays under the current Little League International official regulations and playing rules except for differences covered in this document. Little League Baseball Rules can be found at <https://www.littleleague.org/playing-rules/little-league-rulebook-app/>.
2. All coaches, parents, and players are expected to adhere to the Sportsmanship Codes of Conduct available on the WPYBLL website. The Board may suspend or expel any player, coach or parent for abuses of safety, sportsmanship and league rules.
3. Regular season standings and seeds for the postseason tournament are based on winning percentage, with ties counting as half of a win. The tiebreaker for identical records is first decided by results of head-to-head play. A tie in that category sends it to a run differential in head-to-head play. Another tie results in a coin toss officiated by the Division Coordinator.
4. For a player to be eligible to play in the postseason tournament, he or she must have played in at least half of the team's regular season games.
5. Abuse of umpires by coaches, players, or parents is grounds for expulsion from the park after one warning by the umpire. Any coach, player, or parent ejected from a game by an umpire must serve a one-game suspension before returning to active status. A person serving a suspension is not allowed at the ballpark until the suspension is served.
6. Judgment calls of the umpire may never be protested. Only the application of objective rules having consequence to the playing and/or result of the game may be protested by a head coach. To protest the application of a playing rule, the head coach must inform the umpire of their intention to protest immediately after the occurrence of the incident in question and submit a written protest League ([info@warrenparkyouthbaseball.org](mailto:info@warrenparkyouthbaseball.org) or [umpires@warrenparkyouthbaseball.org](mailto:umpires@warrenparkyouthbaseball.org)) within 24 hours of the completion of the game along with a \$50 fee payable to the League's Venmo account (@warrenparkyouthbaseballleague). To protest a violation of a non-playing rule (i.e., roster or pitching violation) the head coach must submit a written protest and protest fee within 24 hours of the completion of the game, as described above. If the protest is upheld, the fee will be refunded. It is the Board's responsibility to decide what remedy is effective in a valid protest.
7. The manager of the winning team shall post the final score of the game on the WPYBL website within 24 hours.
8. All players are expected to play in their league-approved uniforms. No lettering or insignia may be added to the league-approved uniforms without board approval. Players wearing inappropriate or unsafe attire will not be allowed to play.
9. No metal cleats are allowed.

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### II. PLAYING FIELD

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1. The front edge of the pitcher's plate shall be 35 feet from the back of home plate.
2. The back edge of first and third bases shall be 50 feet from the back of home plate.

3. Second base shall be equidistant from first and third base.
4. A double-first will be used for all games in accordance with Little League Rule 7.15, except where otherwise mentioned in these rules.
5. The infield is defined as the area inside the diamond created by connecting all four bases.
6. The field of play, including team benches, is for coaches and players only. Any person other than a player or coach who enters the field or play, or team benches, will be given one warning by the Umpire. A second violation will result in the person being ejected from the game. This includes siblings of players on the team.
7. There are no on-deck circles at the fields that safely separate the players from spectators, so players waiting to bat must remain in the dugout or position themselves behind the backstop fence near the dugout.
8. Players waiting to bat shall NOT take any practice swings until they enter the field of play. Any player that takes a practice swing outside the field of play shall be given one warning by an Umpire. A second violation will result in the player being called out for their upcoming at bat.
9. The Home team is responsible for setting up the field prior to the start of the game.
10. The Away team is responsible for picking up the field upon completion of the game, unless there is another WPYBLL game immediately following.
11. The field of play shall be kept clear of bats and unused equipment.
12. During the course of the game no persons including spectators, friends, family, or coaches shall attempt to distract a player by locating themselves behind the backstop fence of home plate.

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### III. STARTING AND ENDING A GAME

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1. Games are played at the times and locations shown on the schedule.
2. Coach Pitch games are scheduled for six innings. A Coach Pitch game is considered an official game upon the completion of three innings (2 1/2 if home team is ahead).
3. No new inning may start after 1 hour and 30 minutes have elapsed from the first pitch of the game. An inning is considered to start immediately at the conclusion of the previous inning. **EXCEPTION:** Should there be a delay exceeding five minutes in length due to an injury to a player/coach/umpire, weather (i.e., lightning) or other circumstance, the umpire may extend the no new inning time limit an amount equal to the length of the delay, up to a maximum of 10 minutes. The umpire shall notify both head coaches of the extension of the time limit PRIOR to the first pitch after the delay. If the umpire does not announce the extension prior to the first pitch, the no new innings time limit remains at 1 hour and 30 minutes from first pitch.
4. If the score is tied after the completion of six innings additional inning(s) can be played as long as the time limit described in Section III.3 has not been met.

5. Each half inning ends with three outs or a maximum of five runs, whichever comes first. A 10-run “mercy” rule applies after four full innings (3-1/2 if the home team is ahead). The game may continue as a practice if the Coaches agree. The mercy rule does not apply in the playoffs.
6. A minimum of eight (8) players are required to play a game. A team with less than eight (8) players will result in forfeit, but if both teams fail to field eight players or more, the game will be rescheduled. Teams will be given a 10-minute window after the scheduled start of the game to field eight players.
7. There will be no automatic out assessed after the 8<sup>th</sup> batter in the lineup completes their at bat for a team playing with 8 players.
8. Any team that is unable to field nine rostered players, or thinks that they will not be able field nine rostered players, at the start of a game may secure up to two (2) players from the Basic Ball or Basic Ball Plus Division to bring their game roster size up to a maximum of 10 players.
9. The following rules govern how ‘called up’ players can be used:
  - a. Any ‘called up’ players must wear their league-approved uniform and are subject to Rule I.8.
  - b. Any ‘called up’ players must bat in the last spot(s) in the batting order. If a rostered player shows up after the lineup has been established and given to the opposing team, the rostered player will bat after all ‘called-up’ players. All ‘called-up’ players shall continue to play in the game.
  - c. A ‘called up’ player can play any position, **EXCEPT** pitcher and catcher.
  - d. No ‘called up’ player shall play more defensive innings than a rostered member of the team that is present and uninjured for the entire game.
10. Each coach is required to exchange a lineup with the opposing coach containing only players who are present at game time. All players, whether or not in the field, shall be listed in the batting lineup.
11. All games, without exception, shall be stopped when it is no longer safe to play due to darkness, upon the umpire seeing lightning or other weather/safety conditions. Upon a game being stopped for lightning, all players, coaches, and spectators must leave the field and go to the fieldhouse, their cars, or other safe areas. The game can resume once there has been a period of 15 consecutive minutes without any lightning. If the game cannot be resumed the same day due to field conditions, weather or darkness, it will be considered a suspended game, unless the game has become an official game, in which case the score will revert to the score at the last completed inning, unless the suspension occurs in the bottom of an inning in which home team is leading. In this case the inning in which the suspension occurs will be considered complete.
12. If and when a suspended game resumes, the original batting order must be maintained. Players in the game at the time of the suspension who are not able to play in the resumed game will be taken out of the lineup. Players who were not in the game at the time of the suspension, but are able to play in the resumed game, will be added to the bottom of the batting order. Any ‘called up’ players who were in the lineup at the time of the suspension may only play in the resumed game if there are fewer than 10 rostered players available.
13. In an umpire’s judgment, intentional stalling by coaches or parents related to starting a game, or reaching the time limit of a game, will be grounds for forfeit.

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## IV. FIELDING

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1. A minimum of ten players shall be positioned in the field of play when a team is on defense, assuming the team has a minimum of ten available players. If a team only has 8 or 9 players available for the game, all players shall play the field in every inning.
2. The standard defensive positions for the Coach Pitch division are as follows:
  - a. Pitcher (see section VII)
  - b. First Baseman
  - c. Second Baseman
  - d. Third Baseman
  - e. Shortstop
  - f. Left Fielder
  - g. Left-Center Fielder
  - h. Center Fielder
  - i. Right-Center Fielder
  - j. Right Fielder
3. At the time of the pitch the Pitcher shall be positioned within 5 feet of the pitcher's plate
4. At the time of the pitch two infielders shall be positioned on either side of second base.
5. At the time of the pitch all outfielders shall be positioned approximately equidistant from their neighboring outfielder(s).
6. The home plate Umpire will be responsible for catching pitches and throwing the ball back to the pitcher. However, teams have the option of having an 11th defensive player play a modified Catcher position. The Catcher will stand off to the side of the umpire wearing catcher's equipment and can assist in making plays at home plate.
7. A maximum of two coaches from the defensive team may position themselves in the field of play, beyond the base paths at all times, for the purpose of positioning their players, keeping them focused on the game and instructing them where to throw the ball. Defensive coaches in the outfield may only give verbal instructions and must be quiet from the time the pitcher begins their pitching motion until the pitch has crossed home plate.

**NOTE:** The umpire shall give the defensive coach a warning for the first infraction. A second infraction results in the coach being restricted to the bench for the remainder of the game while their team is on defense.
8. Defensive coaches are subject to obstruction rules in the same manner as other defensive players. If a defensive coach is unintentionally hit with a batted or thrown ball, the ball shall be considered live. If a defensive coach intentionally contacts a batted or thrown ball, the ball shall be ruled dead by the Umpire and the batter-runner and all other runners, shall be awarded the bases the umpire believes they would have obtained if the coach had not contacted the ball. Interference rules do NOT apply if a defensive coach prevents a defensive player from making a play on a batted or thrown ball.
9. When present at the start of the game, each player must play the field for at least two of the first four innings of the game. Since games are of uncertain duration, each coach must make a good-faith effort to play all players an equal amount of innings in the field over the course of a week's games.

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## V. BATTING

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1. All available players at the start of the game shall be included in the starting lineup.
2. Any players arriving after the start of the game shall be added to the bottom of the lineup. Coaches shall notify the opposing coach of late arriving players and their place in the batting lineup.
3. If a player misses their turn at bat because of injury or medical reason, the offensive team will NOT be charged with an out.
4. If a player has to leave a game prior to the completion of the game, the offensive team will NOT be charged with an out when the players spot in the batting order is reached.
5. Players may use wood or metal bats.
6. All metal bats used in Coach Pitch Division shall have a maximum diameter of 2 5/8" and must display the USA Baseball marking. If an umpire finds an illegal bat, the bat shall immediately be removed from play and the offensive team given a warning. A second illegal bat found in the same game will result in the Head Coach being ejected from the game. The results of any at bats completed with an illegal bat shall stand.
7. A batted ball in the field of play must travel beyond a 5' arc from home plate to be in play. A ball that does not travel beyond the 5' arc shall be considered a foul ball, regardless of whether the defensive team has a player in the Catcher position.
8. Bunting is not allowed.
9. The infield fly rule does not apply.
10. Batters shall drop their bat in, or immediately around, the batter's box after making contact with a pitched ball. If, after making contact with a pitched ball, the bat is thrown into fair or foul territory, the Umpire shall issue a warning to the offensive team. A second violation will result in a dead ball and the batter being called out.
11. If a thrown bat interferes with a defensive player attempting to make a play on the batted ball, interference shall be called, and the batter is out, and all other runners returned to the base they occupied at the time of the pitch.

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## VI. BASERUNNING

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1. Runners must remain in contact with the base until the pitched ball is hit by the batter. Any player who is determined to have left a base before the ball is hit by the batter will be ruled out.
2. The batter-runner will only be considered to have legally touched first base when contacting the colored first base (the one in foul territory) when a play is being made on them in accordance with Little League rule 7.15. No runner, other than the batter-runner as described in the previous sentence, will be considered safe at first base when touching the colored first base.  
**NOTE:** Each offensive team will be given one warning each game for a runner, including a batter-runner, touching the incorrect first base during the regular season. The first time in each game that a runner is called out because they were in contact with the incorrect first base, the umpire shall

call time and award the runner first base. If the play at first base would have been the 3rd out of the inning, any preceding runners who scored AFTER the tag play on the runner must be returned to 3rd base.

3. Intentional contact by a runner deemed by the umpire to be an attempt to injure a fielder shall result in the runner being called out and ejected from the game.
4. Batter-runners and base runners shall wear their helmet at all times when the ball is in play. A batter-runner or base runner who intentionally removes their helmet while the ball is in play will receive a warning from the Umpire. A second violation will result in the runner being called out. If the runner is already out, a second runner will be called out.
5. When the first play by an infielder is an attempt to force out the batter-runner or a base-runner, and results in an overthrow at any base, all runners can only obtain a maximum of one base from the base they occupied at time of pitch.
6. The batter-runner and all base runners can advance a maximum of one base beyond the base occupied at time of pitch on a batted ball that stays within the infield, as defined in Section II.4.
7. In situations not covered by Sections VI.4 and VI.5, the batter-runner and all base runners can continue to advance bases until the ball has reached the infield, OR a ball thrown in the direction of a base with the intent to retire an advancing runner has crossed the baseline, baseline extended or foul line. If the batter-runner or any base runners have started to run to the next base prior to the thrown ball crossing the baseline, baseline extended or foul line, as described above, they can continue their advancement, but are liable to be tagged out by the defense.

Example 1: Player A is at first base when a Player B hits a base hit to center field. Player A advances to second and has started to advance to third base when the center fielder throws the ball into the infield. After the ball crosses the baseline, Player B starts running to second base. Player A is allowed to continue their advance to third base, but Player B is returned to first base.

Example 2: Player A is on first base when Player B hits a base hit to right center field. As the right-fielder gets to the ball, Player A turns second base and heads towards third base, and Player B attempts to turn the hit into a double. The right-fielder throws the ball towards second base in an attempt to retire Player B, but the throw is to the outfield side of second base. The ball crosses the baseline extended prior to Player A reaching third base and prior to Player B reaching second base. Both players attempt to advance an additional base as the ball rolls towards the left field foul line. Player A is returned to third base and Player B is returned to second base.

8. The offensive team may utilize a courtesy runner when there are two outs in an inning and the player that completed the preceding half inning as the catcher is on base. The courtesy runner shall be the player who made the last batted out (not force out or tag out).
9. The offensive team can score a maximum of 5 runs in each inning, except as described below:
  - a. A team that is behind in the final inning of a regulation game can score as many runs as needed to tie the score.
  - b. In the case where a game may be ended by the "mercy" rule, the trailing team is allowed to score enough runs to avoid the end of the game under the mercy rule.

10. Runs count only after each full inning is played, except in the case where the home team takes the lead in the final half inning of play.
11. Runners on base may not stomp feet or do cadence counting, clapping of the hands, or singing of songs with the obvious intent of distracting the pitcher. Umpires will give one warning. If noise continues, the baserunner will be called out.

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## VII. PITCHING

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1. A coach from the offensive team will pitch when their team's players are at bat. Pitchers must pitch overhand with their throwing foot in contact with the pitcher's plate.
2. Each batter is given up to 7 pitches each at-bat. The batter's at-bat ends when one of the following has occurred:
  - a. The batter hits a fair ball.
  - b. The batter hits a foul ball caught in the air by a fielder.
  - c. The batter strikes out (NOTE: the umpire does not call balls and strikes on pitches not swung at, but swing-and-misses, as well as foul balls before 2 strikes count as strikes) so batters cannot walk. The player's at-bat ends when they have put the ball in play.
  - d. The ball has not been put into play after 7 pitches, the batter is called out. However, if the 7<sup>th</sup> pitch (or subsequent pitch) is fouled and not caught in the air by a fielder, the batter will receive one additional pitch.
3. A batter shall not be awarded first base when hit by pitch from their coach.
4. Interference rules apply to a coach who is pitching similar to those of a base runner, though the ball will remain live and in play when a coach unintentionally makes contact with a batted ball.
5. During the last 2 weeks of the season players will pitch for the first two innings of each game. The following sub-rules are applicable only when a player is pitching:
  - a. A player may pitch a maximum of one inning per game.
  - b. Pitcher replacements will not be allowed except in the case of injury, or at the umpire's discretion.
  - c. The defensive team's coach will remain behind the pitcher's mound to assist the youth pitcher.
  - d. Balls and strikes will be called by the umpire, and strikeouts will occur after three strikes in accord with normal baseball rules. In the case of four balls, there will be no walks. After four balls, the coach of the offensive team will then pitch to the batter, with a five pitch limit. The batter will be out only if the ball is not put in play after the fifth pitch by the coach.
  - e. A batter hit by a pitched ball from a player shall be awarded first base.
  - f. Intentional walks are not allowed.