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Southeast Arlington Little League **Coach Pitch 2 Rules**

A PROTEST MUST BE RESOLVED PRIOR TO THE NEXT PLAY OR PITCH

The Little League Coach Pitch 2 Baseball program is for players who want to learn the fundamentals of hitting and fielding a baseball. Some of the rules of Coach Pitch baseball have been modified to focus on the need for teaching the game. The primary goals of Coach Pitch are to have fun, to instruct children in the fundamentals of baseball (batting, throwing, fielding, and base-running) and to allow them to experience the value of teamwork. For players of this age, conventional baseball does not provide young people the opportunity to learn the fundamentals of baseball because the pitcher is unable to consistently get the ball in the strike zone. Little League Coach Pitch Baseball is the next level above Tee Ball. Players will continue to build on the basic skills to help them be prepared for the next level of Little League where the players will be pitching.

In summary, the managers and coaches in this division oversee teaching good sportsmanship and the basic skills of baseball to the Little League All-Stars of the future. At this age, knowing baseball strategy is NOT as important as being able to catch, throw, hit, and run the base paths in their proper sequence. Also, winning is not the primary goal. Score will be kept only for the purposes of enforcing the 5 runs per inning rule. Every adult involved in the Coach Pitch program, whether they sit in the bleachers or are directly involved on the baseball field, should never lose sight of our basic goal of providing a baseball learning experience that is enjoyable and non-threatening.

PLAYING RULES

1. AGE

01. Players are 8 years old or younger before September 1 and are recommended to have played one regular season of T-Ball but are not required to have played baseball at all prior.

2. UNIFORMS AND EQUIPMENT

01. The Local League provides a jersey and hat

02. Parents should provide running shoes or non-metal cleats, a baseball glove, and Little League approved USA Baseball stamped bat for their child. Male players are encouraged to wear a hard cup, but an athletic supporter is required.

03. Approved safety equipment including catchers gear is provided by the local league along with baseballs. They are to be USED, not ABUSED.

04. A player must wear a batting helmet every time he/she is on the field as a batter or base runner. NO EXCEPTIONS!

05. Catchers must wear ALL catchers' equipment but can use their own glove.

06. Coach Pitch will use standard baseballs for the season.

3. ASSIGNMENT OF PLAYERS

01. The Player Agent, Coach Pitch commissioner, and the League President will be responsible for the assignment of players. Players shall be assigned to a team by age and by public school they attend or live close to.
02. Each team will have approximately the same number of players.
03. Teams will not exceed 13 players.

4. UMPIRES

01. (1) Umpire will be provided for each game.
02. Umpires are a valuable part of Little League Baseball, and we expect them to be treated well and respected. No agreements shall be made between managers and umpires contrary to the Little League Baseball Official Regulations with Playing Rules and Tournament Rules rulebook or the amendments as specified by the Board. All managers and coaches are required to annually attend a SEALL umpire clinic.
03. All Southeast Arlington Little League umpires are VOLUNTEERS. The volunteer umpire is as much a part of Little League as the volunteer manager, coach or concession stand worker. There is no sound reason for paying umpires, or any other person whose services should be provided on a volunteer basis. Many districts and leagues have found successful ways to operate volunteer umpiring programs, helping to defray the costs that might normally be passed on to the parents of players.
04. Little League, and THIS league, offers many training materials, clinics and seminars for umpire education.

5. SCOREKEEPERS

01. Each manager will be responsible for sending AT LEAST two (2) adult volunteers to the Local League scorekeeping class.
02. The main purpose of the scorekeeper is to maintain the batting order and to keep an accurate count of outs, number of pitches and runs scored in the current inning.
03. The home team's scorekeeper is considered the official scorekeeper.
04. When requested, the official scorekeeper should advise the umpire, managers and coaches of the batting order and number of outs.
05. Managers must have the scorebook including participation and rotation log sheets available for inspection by the Coach Pitch Commissioner if requested.
06. Rotation logs are to be kept with the scorebooks after each game is completed.

6. MANAGERS AND COACHES

01. The manager and coaches of the offensive team will not be permitted on the playing field EXCEPT in the coaching boxes at first and third base and the pitcher. ONE defensive manager/coach is allowed on the playing field when the ball is live only in the outfield grass or foul territory beyond 1st or 3rd base; any other defensive coaches must be in the dugout.
02. ONLY 3 offensive managers/coaches are permitted on the field during a live play/ball. One stationed as 1st base coach, one as 3rd base coach and one coach pitcher.
03. NO COACHES, offensive or defensive, may be stationed behind the catcher during live plays/balls for the purpose of shagging/returning balls.
04. The manager or coaches must request "time" and have it granted before going onto the playing field to instruct the players in the field or batting.
05. The managers or coaches under no circumstances are allowed to touch a player when the ball is in play. If intentional contact is made it is considered INTERFERENCE. If there is INTERFERENCE by an offensive

coach, then the runner will be called out. If there is INTERFERENCE by a defensive coach, then the runner will be awarded ONE base.

06. Managers must exchange line-ups prior to the start of the game.

7. REGULATION GAME

01. **Six (6) innings or one hour and fifteen minutes (1:15)** are allowed to complete a game, whichever comes first. Any inning started before the time limit shall be completed. The only exception is if not every player has batted. In this case, the game will continue until every player has batted.
02. If a player shows up late and the late arrival(s) is/are the only one(s) who has not batted, then, in this instance only, they will be moved up in the batting order, so they are the next and final batters of the game. After they have batted, the game is over regardless of whether the inning is over or not. The late player batting out of order will bat their regular turns in the permanent continuous batting order in all subsequent games.
03. The visiting team will bat first and continue until three (3) outs are made OR until five (5) runs score, whichever comes first.
04. The game shall be ended after the home team has batted and a team is winning by the following: 15 runs after 3 innings/ 10 runs after 4 innings/ 8 runs after 5 innings.

8. PITCHERS

01. The manager or a coach will pitch to the players on their team.
02. Pitchers may be changed at any time during the inning, provided it does not delay the game.
03. The pitching rubber should be approximately 35 feet from the rear point on the home plate, at a minimum.
04. Coach must have one foot in contact with the pitcher rubber upon release of the pitch.
05. The pitch must be delivered overhand from a standing position.
06. The player assuming the position of pitcher for defense must be positioned at or behind the pitching rubber approximately four feet to either side of the coach pitcher prior to the pitch being delivered.
07. The coach may only "field" a ball (batted or thrown) in an act of self-defense.
08. If the ball touches the pitching coach, the ball is immediately dead and there is no pitch.

9. BATTING ORDER

01. A new batting order shall be made for each new game.
02. Lineups shall be exchanged at the plate meeting and be considered final at that time.
03. A copy of the batting order shall be turned in to the scorekeeper prior to the first pitch.

10. BATTING

01. The batter is allowed six (6) pitches. If contact is not made by the sixth pitch, the batter shall be considered out. If the batter fouls the sixth pitch, they may continue their at bat until ball is batted fair or they are retired on strikes.
02. The manager/coach may request "time" to instruct the batter after each swing but may NOT assist the batter in swinging the bat.
03. BUNTING is not allowed.
04. PLAYERS ON OFFENSE MUST STAY IN THE DUGOUT UNTIL IT IS THEIR TURN TO BAT. Only the batter is allowed to have a bat in his/her hands. THERE ARE NO ON-DECK BATTERS IN COACH-PITCH BASEBALL.

05. THROWING THE BAT is seen as a major SAFETY problem. The managers/coaches will issue a warning to each individual player for this offense. On the second offense, the offending player may be at risk of being ejected from the game based on umpires' judgment .
06. The batter-runner can ONLY advance to first base on a BATTED FAIR BALL. A base-on-balls or a batter being hit by a pitch CANNOT advance the batter-runner to first base. NO WALKS are allowed.
07. Batters that hit off of the tee may only be permitted to advance 2 total bases. Any baserunners present may only be allowed to advance 2 total bases from time of hit. Runners advance at their own risk.

11. BASE RUNNING

01. All runners may continue to advance on a ball hit into the outfield, until the ball has been returned to any infield player in the infield. If the runner is between bases when the ball reaches the infielder, he/she may advance to the base to which they are heading, at their own risk.
02. "Time" will be called and the play will be ended once an infielder has possession of the ball in the infield AND the lead runner ceases to advance running. The play will not end until the lead runner stops or is stopped by the defense.
03. NO STEALING or LEAD-OFFS are allowed. The runner will return to the original base (unless forced to advance by the batter reaching the base safely) if he/she leaves the base prior to the ball being hit. THE BASE-RUNNER MUST STAY IN CONTACT WITH THE BASE UNTIL THE PITCHED BASEBALL REACHES THE BATTER.
04. THERE IS NOT A MUST SLIDE RULE. Runners can slide, attempt to get around, retreat, or give up to a defensive player in possession of the ball. Except at first base, see 11D.
05. HEAD FIRST SLIDES into a base when a base-runner is advancing are NOT allowed. Runners will be called OUT, no warnings. A base-runner returning to a base can slide head first.
06. Runners may not advance past the base they are headed, once a forced out is made by the defense.
07. Batter runner may only advance 1 base (to 2nd) on an overthrown ball to first. EXCEPTION: The First basemen throws to 2nd after retrieving the ball. In which case, the play continues.

12. DEFENSIVE PLAYERS

01. Players will be stationed at the traditional nine (9) baseball positions, with 1 additional player in the outfield.
02. Infielders must start each play at least ten (6) feet from their TRADITIONAL baseball position. Extreme shifts and non-traditional positioning are not permitted
03. Infielders should not be positioned in the base line to "obstruct" the runner. IF the umpire calls "obstruction" the base-runner will be awarded bags based on standard obstruction rulings.
04. Outfielders must start each play at least ten (10) feet from the "infield box."
05. The player assuming the position of pitcher for defense must be positioned at or behind the pitching rubber approximately four feet to either side of the coach pitcher prior to the pitch being delivered.
 - a. Coaches/Managers may move a player if he/she is starting out of position.
06. Defensive players MUST be encouraged to throw a fielded ball. Remember, the goal is to teach proper baseball fundamentals.
 - a. The pitcher may not make a forced out **AT FIRST BASE** unless the ball is thrown to him/her.
 - b. Plays at home plate are excluded from this rule
07. If 12.06(a) occurs, the ball is dead, no out is recorded and all runners will remain at the base legally occupied when the ball was made dead.
08. Outfielders CANNOT make an infield out.

13. PARTICIPATION AND ROTATION RULES

01. All players present **MUST** bat and play a defensive position in the entire game.
02. **No player may play the same position for more than two innings per game.**
03. **No player may play the position of pitcher for more than one inning per game.**
04. Players may **NOT** play outfield in consecutive innings unless there are more than twelve (12) players present. Under no circumstances may a player play the outfield for more than 2 (two) consecutive innings.
05. Managers **MUST** retain a log for each game showing the positions each player played and the number of times at bat.
06. **VIOLATION OF THE PARTICIPATION AND ROTATION RULES COULD RESULT (AT THE BOARD'S DISCRETION) IN A ONE GAME SUSPENSION OF THE MANAGER.**

14. MISCELLANEOUS

01. Pitching should be no closer than 35 feet from the rear point of home plate.
02. The "infield fly rule" does **NOT** apply to Coach Pitch.
03. **CLEAN UP:** After the game, both teams are responsible for picking up trash in the dugouts, on the field and in the spectator area. We want the fields clean for the next teams.
04. If a scheduling issue develops, please contact the **COACH PITCH** Commissioner. Rescheduling of games **CAN ONLY** be managed by the **LEAGUE SCHEDULER** and the **COACH PITCH** Commissioner.
05. Games may be played with at least **EIGHT (8)** defensive players.
06. If Coaches know that you will have less than 8 players prior, please follow the **POOL PLAYER** process by contacting your commissioner.
07. **RAINED OUT GAMES:** Rescheduling of rained out games will be the responsibility of the **LEAGUE SCHEDULER** and the **Coach Pitch** Commissioner. These games will be made up at the earliest possible date.
08. Only players, one (1) manager and three (3) coaches/Team Parents (4 **TOTAL VOLUNTEERS**) are allowed in the dugout. Coaches or parents (if approved by the Board of Directors and only after a volunteer application and background check have been completed) are authorized only to the extent necessary to maintain order in the dugout. There **MUST** always be at least one (1) adult in the dugout. **NO BAT BOYS/GIRLS, LITTLE BROTHERS/SISTERS. NO EXCEPTIONS!**

THE MANAGER OF THE TEAM IS RESPONSIBLE FOR THE CONDUCT OF THEIR PLAYERS AND COACHES.

IN ORDER TO MAINTAIN A POSITIVE, FAMILY FRIENDLY ENVIRONMENT THE MANAGER ON DUTY WILL ALSO SUPERVISE THE CONDUCT OF FANS ATTENDING THE GAME. UNRULY FANS OR THOSE DEMONSTRATING UNSPORTSMAN-LIKE CONDUCT WILL BE ASKED TO LEAVE.

DEFINITIONS

ADJUDGED is a judgment decision by an umpire.

An **APPEAL** is an act of a fielder in claiming a violation of the rules by the offensive team.

An **AT-BAT**, for the purposes of meeting the requirements of Mandatory Play (if applicable), is when a batter assumes the position of a batter with no count and is retired or reaches base. An at-bat for scorekeeping/statistical purposes is defined in the publication, "What's the Score?"

A **BACKSTOP** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A **BASE COACH** is a team member in uniform or an adult manager and/or coach who is stationed in the base coach's box at first and/or third base to direct the batter and the runners. NOTE: Two (2) adult base coaches are permitted at all levels. The second coach may be 16 years or older. See Rule 4.05 (2) for restrictions.

A **BASE ON BALLS** – NOT allowed in COACH PITCH division.

A **BATTER** is an offensive player who takes a position in the batter's box.

BATTER-RUNNER is a term that identifies the offensive player who has just finished a time at bat until that player is retired or until the play on which that player becomes a runner ends.

The **BATTER'S BOX** is the area within which the batter must stand during a time at bat.

The **BATTERY** is the pitcher and catcher.

The **BATTING ORDER** is the list of current defensive players in the order in which they are to bat. Exceptions: In Tee Ball, Coach Pitch, and Minor League, the batting order shall contain the entire roster of players.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, one manager, and not more than two coaches when they are not actively engaged on the playing field. Batboys and/or batgirls are not permitted.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt. (Tee Ball: Bunts are not permitted. Batters are not permitted to take a half-swing. If the umpire feels the batter is taking a half-swing, the batter may be called back to swing again.)

A **CALLED GAME** is one in which, for any reason, the umpire-in-chief terminates play.

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a wall, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.

The **CATCHER** is the fielder who takes the position back of the home base.

The **CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball. (See Rule 4.03)

A **COACH** is an adult appointed to perform such duties as the manager may designate. NOTE: If two (2) coaches are appointed, the second coach may be age 16 or older.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE** (or **DEFENSIVE**) is the team, or any player of the team, in the field.

A **DOUBLE HEADER** – not allowed in Little League Coach Pitch games.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

- (a) A force double play is one in which both putouts are force plays.
- (b) A reverse force double play is one in which the first out is made at any base and the second out is made by tagging a runner who originally was forced, before the runner touches the base to which that runner was forced.

DUGOUT (see definition of "**BENCH**")

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

NOTE: A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Home plate, first base and third base and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing it to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers

- (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles the safe hit attempts to put out a preceding runner;
- (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and
- (c) to account for the advance of a runner made solely because of the defensive team's indifference. (Undefended steal).

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner. (NOTE: Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Runner on first, one out, ground ball hit sharply to first baseman, who touches the base and the batter-runner is out. The force is removed at that moment and the runner advancing to second must be tagged. If there had been a runner at second or third, and either of these runners scored before the tag-out at second, the run(s) would count. Had the first baseman thrown to second and the ball had been returned to first, the play at second would have been a force-out, making two outs, and the return throw to first would have made the third out. In that case, no run would score.)

A **FORFEITED GAME** is a game declared ended by the umpire-in-chief in favor of the offended team by the score of 6 to 0 (7-0 for Intermediate (50-70) Division/Junior/Senior/Big League), for violation of the rules. (Tee Ball: There shall be no forfeits in Tee Ball.)

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground.

NOTE 1: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time that fielder touches the ball.

NOTE 2: In Tee Ball, the ball is foul if it travels less than 15 feet in fair territory from home plate. The ball is also foul if the batter hits the tee with the bat.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A foul tip can only be caught by the catcher.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HOME TEAM** is the team which takes the field first at the start of the game. Adopted schedules will determine which team this will be.

ILLEGAL (or **ILLEGALLY**) is contrary to these rules.

An **ILLEGAL BAT** is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used. Penalty - See Rule 6.06(d).

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; (2) a quick return pitch, or (3) in Little League (Majors)/Minor League: any other act meeting the criteria established in Rule 8.05. Intermediate (50-70) Division/Junior/Senior/Big League: An illegal pitch with runners on base is a balk. (See also definition of "Pitch.")

An **ILLEGALLY BATTED BALL** is one hit by the batter with one or both feet on the ground entirely outside the batter's box.

INELIGIBLE PLAYER - Applies to regular season violations of regulations regarding league age, residence (as defined by Little League International) and participation on the proper team within the local league. (See also Rule 4.19.)

The **INFIELD** is that portion of the field in fair territory, which includes areas normally covered by infielders.

An **INFIELDER** is a fielder who occupies a position in the infield.

An **INFIELD FLY** – Does not apply in Coach Pitch.

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning. (Minor League Only - A five-run limit is to be imposed, which would complete the half inning.)

INTERFERENCE

- (a) Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
- (b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- (c) Umpire's interference occurs (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to retire a runner, or (2) when a fair ball touches an umpire in fair territory before passing a fielder.
- (d) Spectator interference occurs when a spectator reaches out of the stands or goes on the playing field, and touches a live ball.
- (e) On any interference the ball is dead.

The **LEAGUE** is a group of teams who play each other in a pre-arranged schedule under these rules for the league championship.

LEGAL (or **LEGALLY**) is in accordance with these rules.

A **LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

A **LIVE BALL** is a ball which is in play.

The **MANAGER** is an adult appointed by the president to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

- (a) The manager shall always be responsible for the team's conduct, observance of the official rules and deference to the umpires.
- (b) If a manager leaves the field, that manager shall designate an adult coach as a substitute and such substitute manager shall have the duties, rights and responsibilities of the manager. If no adult coach is available, the umpire-in-chief shall designate a temporary adult manager. If no adult is available, the game or team activities shall be terminated. (See Rule 4.16.)

OBSTRUCTION is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction.

(NOTE: Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball.)

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL RULES - The rules contained in the Little League Regulation / Rule Book.

OFFICIAL SCORER - See Rule 10.00 in "What's the Score" publication.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

The **OUTFIELD** is that portion of the field in fair territory which is normally covered by outfielders.

An **OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or **OVERSLIDING**) is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player or an umpire is any part of the body, clothing or equipment.

A **PITCH** is a ball delivered to the batter by the pitcher. Little League (Majors)/Minor League Exception: For the purpose of maintaining a pitch count, an illegal pitch shall count as one pitch; even if a pitch is not actually thrown.

A **PITCHER** is the fielder designated to deliver the pitch to the batter. In Coach Pitch the pitcher does not pitch the baseball but maintains a defensive position (see 12. E above)

"**PLAY**" is the umpire's order to start the game or to resume action following any dead ball.

REGULATION GAME - Five (5) innings or one hour and fifteen minutes (**1:15**) are allowed to complete a game, whichever comes first

A **RETOUCH** is the act of a runner returning to a base as legally required.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A **RUNDOWN** is the act of the defense in an attempt to put out a runner between bases.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

"**SAFE**" is a declaration by the umpire that a runner is entitled to the base for which that runner was trying.

A **STRIKE** is a legal pitch which meets any of these conditions -

- (a) is struck at by the batter and is missed;
- (b) is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) is fouled by the batter when there is less than two strikes;
- (d) omitted – bunting not allowed in Coach Pitch.
- (e) touches the batter's person as the batter strikes at it (dead ball);
- (f) touches the batter in flight in the strike zone; or
- (g) becomes a foul tip (ball is live and in play).

NOTE: In Tee Ball and Coach Pitch, the local league will determine whether or not strikeouts will be permitted.

The **STRIKE ZONE** is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

A **SUSPENDED GAME** is a called game which is to be completed at a later date.

A **TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective and is to be always distinguished from the pitch.

A **TIE GAME** is a regulation game which is called when each team has the same number of runs.

"**TIME**" is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

To **TOUCH** a player or umpire is to touch any part of the player or umpire's body, clothing or equipment.

A **TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A **WILD PITCH** is one so high, or low, or wide of the plate that it cannot be handled with ordinary effort by the catcher.