



## Inter-League Coach/Machine Pitch/Player Pitch 2024

Revised 2/7/24

Regular season play will be used for instructional and developmental purposes. Score will be kept in this division.

1. The home team will decide whether to use coach or machine pitch (**Note:** both may be used in the same game).
2. Both teams must provide at least three new balls for each game. Ball must be FI-5.
3. The home team shall use the 1st base dugout and visiting team the 3rd base dugout.
4. The Coach may use a glove stand in front of the mound or sit behind a screen. The Coach-Pitcher should not attempt to field balls during play.
5. The Player in the Pitcher position may play on either side of the Coach pitching the ball, between the mound area and corner base. After the ball is hit the Pitcher can move anywhere in the field of play.
6. Coaches Pitch: All batters will receive a total of 6 pitches unless 3 pitches are swung at and recorded as strikes. If by the 6th pitch the batter fails to put the ball in play the batter will be out.
7. In the event a ball hits the adult pitcher or screen, it is declared a dead ball and the batter and any players on base advance one base.
8. The pitching machine will be operated by the respective team managers or a designee of the manager. In the absence of an umpire, the operator of the pitching machine will serve as the umpire. The speed of the pitching machine must be set at or below 40 mph.
9. This division will become a player pitch division the week of April 15, the first three innings will be player pitch. The rest of the game will be coach or machine pitch.
10. No player may pitch more than one inning per game and any player that pitches must have a minimum of three days' rest.
11. Kid pitch: Each pitcher will pitch until the batter has been thrown four (4) balls, has been struck out or has been hit by the pitch. If the batter receives four balls and is not hit by the pitch or struck out or has put the ball in play the batter will be given 3 pitches from the coach. The strike count continues, if ball is not put in play or if the batter is not put out on strikes, after the 3 pitches batter will be out anyway.
12. Teams will bat continuous batting order. Latecomers must be added at the bottom of the order.
13. Each half inning will end once 5 runs have scored, 3 outs have been recorded, or the lineup bats once through the order, whichever occurs first.
14. Free substitutions will be allowed but each player must play 6 defensive outs.
15. A player may not sit for two consecutive innings on the bench, nor sit for three innings on the bench until all players have sat one inning.
16. Managers are responsible for maintaining proof of adherence to mandatory play rules and are required to submit proof if requested by the league player agent or president.
17. No player may play the same defensive position for more than 2 consecutive innings.
18. A fourth outfielder may be used.

19. No stealing bases allowed. Baserunners may not advance unless/until the ball is put into play.
20. No more than 2 bases shall be awarded when the ball is put into play by the batter.
21. Runners cannot attempt to advance once the defense has the ball under control in the infield.
22. Managers and coaches are allowed on the field to operate the pitching machine or if “coach pitch”. One defensive coach will be allowed in the outfield. Once player pitch starts only the defensive coach in the outfield is allowed.
23. There are no protests.
24. There must be at least one manager or coach in the dugout at all times.
25. Each player must wear a helmet when up to bat. Whenever the player is outside of the dugout, a helmet must be worn.
26. All male players must wear a protective cup while catching.
27. Players must not wear jewelry such as rings, watches, bracelets, necklaces, etc. Exceptions: hard items to control the hair and jewelry that alerts medical personnel to a specific condition.
28. No food (to include sunflower seeds) or gum is allowed in the dugouts or on the field of play.
29. Game shall not last longer than 1 Hour and 45 minutes. If the game is tied, it ends in a tie. If the time limit is reached during an at-bat, the batter shall finish their at-bat.
30. The sixth (6) inning is an open inning, the inning ends when three outs are recorded or the players bat once through the lineup.
31. Borrowed Players. A team may borrow one or more players in order to field nine defensive players. The borrowed player must be from the same division and must play in the outfield. If the borrowed player comes from the opposing team, the borrowed player will sit in their own dugout when not on the field and will bat for their own team. The opposing manager may substitute the borrowed player as long as the Minimum Play Rules are met.
32. Conduct. A parent code of conduct must be signed by each parent and carried with the player’s medical release. The conduct of the team and the parents must be above reproach. Failure of a parent, or team to act according to the parent code of conduct or its intent will be cause for removal of the parent, or team for the remainder of the season.
33. Field prep and cleanup. *Both* teams are responsible for grooming and preparing the field for play, as well as grooming and cleanup after the game. Home team to lead in pre-game preparation and visitors to lead in post-game cleanup duties.
34. **Manager/Coach Certifications.** Managers and Coaches are required to complete the certifications listed below. Completion certificates for all your managers/coaches must be in your team binder. Umpires will check to ensure you have them. Administrators and umpires should carry a hardcopy or an electronic copy with them to all game sites.
  - a. **Concussion Protocol (Required Once).** California law requires that all coaches and administrators must complete an online concussion training *at*

*least once* before supervising youth athletes; a certificate from a prior season is valid for this season

The online Concussion Protocol Training is at:

<https://www.cdc.gov/headsup/youthsports/training/>

**b. Abuse Awareness Protocol (Annually).** All managers and coaches must complete the Abuse Awareness training provided by USA Baseball and SafeSport. Here is the link to the course: [Abuse Awareness for Adults \(usabdevelops.com\)](https://usabdevelops.com)

**c. Sudden Cardiac Arrest Prevention Protocol (Required Once).** AB379 requires the same protocols used for concussions in youth and high school sports to be used to help protect young athletes participating in school and community youth sports organizations from sudden cardiac arrest—the #1 killer of young athletes. The online Sudden Cardiac Arrest Prevention Training is at: <https://epsavealife.org/sca-prevention-training/>

**d. Diamond Leader Training Program (Required Once). This is a new requirement for 2024.** All Managers and Coaches are required to complete the Little League Diamond Leader Training Program. This program focuses on ensuring children have a positive, well-rounded experience on and off the field by providing coaches with an understanding of the impact that mental, social, and emotional well-being has in youth sports through detailed information, interactive scenarios, and a variety of additional resources. Here is the link to the Diamond Leader training course: [LittleLeague.org/DiamondLeader](https://LittleLeague.org/DiamondLeader)