

# ANDERSON COUNTY LITTLE LEAGUE

## COACH PITCH/TEE BALL RULES

### 5 & 6 YR OLDS

*Amended 01/25/2023*

## **RULES**

### **BATTING ORDER**

- Line-ups will be presented to the official scorekeeper at least 10 minutes prior to game time. All players present and listed on the roster must be in the line-up and bat each game.
- The batting order shall be the players listed in the order they are to bat in the line-up.
- You must bat entire batting line-up.
- In the event of an injury to a player such that the player is not able to continue to play, and in this event only, no out will be recorded when that player's spot is reached in the batting order. The injured player will not be allowed to re-enter the game after a missing their turn at bat.
- A player that arrives after the start of the game may enter the game at any time. The player must be added to the end of the batting line-up.
- Suspended Game – All players (in the original line-up or not) can play in the continuation of that game.
- Bats cannot be larger than 2-5/8" in diameter, and cannot be longer than 26". There is no requirement for 'USA' labeled bat as long as it is 26" or less and we use the Tball labeled ball.

### **BUNTING AND STEALING**

- Bunting and stealing are not allowed.
- The batter must make an effort at a full swing when hitting from the tee. If the umpire, at his/her discretion, feels the batter is attempting to "bunt" the ball, he/she will be given one warning per game and then assessed a strike on subsequent attempts.

### **BASE RUNNERS**

- Base runners must stay in contact with the base until the ball is hit. If the runner leaves the base before the ball is hit, the team will draw one (1) warning. After one (1) warning, runners will be called out. Only the umpire is allowed to make this call.
- Please no removal of helmets of batter or runner until he or she has returned to the dugout.

## **CALLING TIME**

- There is no calling time by a player during play.
- Time out can only be made by an umpire.
- For an infield hit, the play is not dead until an infielder possesses the ball. A baserunner may run until the ball is possessed by a fielder. Runners can advance to the next base if  $\frac{1}{2}$  way there.
- For an outfield hit, runners may advance until the ball is back in the infield. Possession by an infielder is required for time to be called. Runners can advance to the next base if  $\frac{1}{2}$  way there.
- If a fielder attempts to rundown a base runner, the other base runners may attempt to advance one base, until the ball is thrown to make a play.
- Infield shall be defined as the area inside of the four bases including any dirt around the bases (diamond).
- Runners may not advance on an overthrow by an infielder at any time.
- An "Overthrow" shall be defined as any thrown ball that gets away from the defense in a manner that allows the offense to advance on a throw.
- If the ball goes out of play (dugout, over/under fence, etc.) on an overthrow from the outfield, the ball is dead and runners may advance one (1) base.

## **SLIDING**

- A player may not slide head first into a base other than sliding back into a base.

## **SIDE RETIRED**

- The offensive side is retired when three outs are made or 5 runs are scored in any inning.

## **RUN RULE**

- 15 runs after 3 innings and 10 runs after 4 innings

## **SLINGING BATS**

- An "out" will be called when a bat has been thrown wildly when a player is at bat. The team will receive one warning (per game) before an "out" is called. This is at the umpire's judgement.
- If a bat or helmet or any other gear is thrown in anger, the player may be ejected at the umpire's discretion.

## **INFIELD FLY RULE**

- The infield fly rule will not apply.

## **HITTING**

- The 5/6 league will consist of a combination of coach pitch/tee ball.
- Every batter will receive 3 pitches, thrown consecutively (Pitching coach shall have 3 baseballs ready to throw. No baseballs will be returned to the pitching coach, in order to speed up the game if possible).  
If the ball is not put into play on the 3<sup>rd</sup> pitch, the batter will then have two (2) chances to hit the ball from the tee.
- A ball that does not travel past the foul arc line/into the grass infield (foul arc line/grass in front of home plate) is considered a foul ball.
- There will be no walks.
- Pitching style may be overhand or underhand (no slow pitch softball lobs).
- Pitching distance shall be a minimum of 25 feet (will be marked).
- If the batted ball strikes the pitching coach it is a “dead” ball and the batter advances to first. All other runners advance one base if forced.

## **PITCHING COACH**

- Once a ball is hit into fair territory, the pitching coach shall move into foul territory trying not to disrupt the play on the field. The pitching coach is to make every attempt to get out of the way of play of a batted ball.
- If in the umpire’s judgement a pitching coach intentionally disrupts the defensive player’s ability to make a play on the ball, the batter will be called out and all runners will return to their original base.
- Pitching coach is allowed to return to the field after the umpire has called time.

## **OFFENSIVE COACHES**

- First and third base coaches are permitted.
- Tee coach/Behind Plate coach is also permitted. This one coach will be responsible for catching the pitched balls, but will not be in a catcher’s position. The coach is responsible for setting up the batter and removing the tee from the plate after the ball is put into play.
- Pitching coach is permitted, but is off the field when using a tee.
- Base coaches may not make physical contact with offensive players to get their attention, to stop them or to get them to go to the next base. If physical contact is made during play, the player shall be called out by the umpire. (Exceptions – congratulations, high-fives, fist-bumps, etc.)
- It is the coach’s responsibility to keep the game moving. Coaches at bat must keep the game moving and are not allowed to spend excessive time prepping batters. Please have players on deck and ready to bat. Teams will receive a delay of game warning at the umpire’s discretion. After a team receives one warning, an out will be given to the offensive team on the next delay occurrence.

## **DEFENSIVE COACHES**

- One defensive coach is allowed in foul territory on first or third base line in the designated box.
- 2 defensive coaches are allowed in the outfield.

## **DEFENSIVE POSITIONING**

- The defense will consist of:  
There **may** be a catcher. If team uses a catcher, the catcher must wear a helmet with mask.
- Pitcher must keep at least one foot even with the rubber (46') until the ball is put into play. Pitcher must also wear a face mask or helmet with a face mask.
- Infielders (4)
- Outfielders (4) - with option of 5
- Outfielders should be encouraged to make a throw.
- There will be no infield rovers. Outfielders must stay in the outfield; both feet must be in the grass when the ball is hit.
- Defensive players should not block the path of the runner unless making a tag or playing the ball. This is a judgement call by the umpire. An obstruction allows the runner(s) to advance to the next base. A runner interfering with the defensive player will be called out.

## **REGULATION GAME**

- A regulation game will be 4 innings or time limit of 1 hour. An inning shall not start after 50 minutes. However, as mentioned in the run rule section above, a game could be shorter. Please have your team ready 30 minutes before your game time if possible.
- In the event of a tie, a game shall not exceed 5 innings. If game is still tied after 5 innings, the game shall end in a tie. Exception: tournament games must have a winner.
- Teams must have a minimum of 7 players to start and finish a game, with the exception being if a player is injured during the game.

## **INCLEMENT WEATHER**

- In the case of any inclement weather all decisions of games and times will be made by the umpire in chief. Commissioner, ACLL Board Members, or Umpires reserve the right to shorten or cancel any game or games due to weather.

## **PROTESTS**

- There will be no protests. Umpire's judgement calls should not be questioned; they are exactly that, judgement. If a misunderstanding or difference of opinion on a particular rule occurs, we would rather stop the game momentarily and consult with the umpires

and ACLL members available before the game continues. Once a decision is made, that decision is final.

### **EJECTION**

- Any player or coach ejected from a game must sit the remainder of that game plus 1 additional game.
- Any fan ejected must follow same rule as coach and player, or if the ejection is bad enough may be asked not to return. (This decision will be made by the Commissioner and Umpire and approved by the ACLL Board Members)

### **COACHES AND PARENTS CONDUCT**

This league is designed for the kids and we intend to make sure they are the main priority. Things are going to happen during the game that coaches and parents may not be happy with, but please remember that our kids develop their opinions of acceptable behavior from what they see from our adult actions. There will be absolutely no foul or abusive language or unsportsmanlike conduct tolerated. Alcoholic beverages of any type are not permitted on the grounds of the ball fields and any problems at the park will be handled by the Lawrenceburg Police Department.

**ALL COACHES AND PARENTS ARE REQUIRED TO READ AND SIGN THE PARENT CODE OF CONDUCT.**

### **GAME TIMES**

- Please have your team ready to start all games 30 minutes prior to your start time. This will allow us to keep all games on time.
- If possible, keep track of games before your game. If a game ends early, we may be able to start your game earlier than the scheduled time, especially if weather could be an issue.

### **HOME TEAM**

- Home team will be in charge of preparing fields before play (chalking lines and home plate, raking if necessary).
- Home team will be the official score keeper for their game.

### **VISITING TEAM**

- Visitors must have a person in charge for doing the scoreboard during their game.

### **INTEGRITY OF THE GAME**

- It is recommended by ACLL that we teach the players to throw the ball to get outs and not have your best player chase runners all over the field. Bring your patience

and teaching skills to the game, not your competitiveness. Kids at this age usually don't care about winning. They just want to play and have fun. ACLL expects the coaches to do the same.