



# Local Coach Pitch Division Rules

*These local rules do not attempt to explain every playing or safety rule. **All managers and assistants should have a thorough understanding of all rules and regulations in the 2025 Official Regulations and Playing Rules Book (the "Blue Book").** The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Spring Valley has adopted. **All managers and assistants should download the Official Little League Rules App to have Blue Book rules accessible at any time.***

## General and Safety

1. Coach Pitch is a non-competitive, instructional division. No standings will be kept. Seeding for a postseason tournament will be drawn from a hat or randomly assigned by the scheduling software.
2. One (1) Manager and three (3) Coaches are permitted in the dugout or on the field with proper credentials.
3. Baseballs used are league-official, "real" baseballs.
4. The bat must meet the USA Baseball Bat standard (USABat) as adopted by Little League. Tee Ball bats are **not** permitted.
5. It is OPTIONAL if a team would like to score the game in the **Game Changer** app.
6. The batting order will consist of all present players on the team roster. A player who arrives late must be placed at the bottom of the batting order with no penalty.
7. Players who are not at bat must remain in the dugout. There is no on-deck circle nor warming up in the dugout allowed.
8. Lineups must be created prior to each game, provided to the opposing team, and contain player name and number.
9. Courtesy runners are allowed for the pitcher or catcher of record when there are TWO OUTS. The Courtesy runner is required to be the player who made the last out. In the event you are running for both the pitcher and catcher, the second runner would be the player who made the previous out.
10. There is no penalty for a missed at-bat.
11. If a player cannot start or finish an at bat due to an injury or illness, the umpire can rule no penalty if they feel the injury or illness is legitimate. The player may re-enter in their previous batting order if the injury or illness resolves.
12. This division will have umpires at the discretion of the SVLL Board. Should an umpire not be present, outs are to be called by the defensive coach closest to the base and the pitch count is to be kept by the defensive coach behind the catcher.

## Time and Run Rules

13. Coach Pitch will have a time limit of 1:30 hour from the scheduled game time. No new inning will begin after the 1:30 time limit has expired (Start of game time is the scheduled game time unless it starts late due to factors outside of the two teams control, such as lights, umpires, previous game, etc.).

14. A new inning starts the instant the third out is made.
15. During the regular season, if the game is tied after 6 innings or the final inning has been completed due to time limit, the game is complete and will result in a tie. If the game ends during an unfinished inning due to curfew, lights, weather or other, the score will revert to the last completed inning and a winner will be declared if the definition of a “regulation game” has been met (4 innings/3.5 innings if the home team is winning).
16. There is a 5-run maximum per inning.

## Playing Rules

### 17. Coaching Placements:

- Offensive
  1. One coach pitching
  2. One coach at 1st base
  3. One coach at 3rd base
  4. Team parent/coach with the kids in the dugout to ensure player safety.
- Defensive
  1. One coach in right-center assisting fielders
  2. One coach in left-center assisting fielders
  3. One coach behind home to shag balls
  4. Team parent/coach with the kids in the dugout to ensure player safety.

18. All pitches to batters will be performed by the dedicated coach from the hitting team. The Coach/Pitcher must be in contact with the mound with a minimum of one foot when delivering the pitch. Coach must be standing while pitching, no kneeling is permitted.

- No special placement or adjustments for certain players are permitted.
- If on a field without a mound the Coach/Pitcher should pitch from approximately 40 feet.

### 19. The **defense** will line up at the following positions:

- Pitcher (even with the pitching rubber)
- Catcher
- First Base
- Second Base
- Shortstop
- Third Base
- Four Outfielders in the grass (Right Field, Right Center, Left Center, Left Field)

20. **All batters have three swinging strikes or six (6) pitches** to put the ball into play. If the batter does not swing on the sixth pitch, he or she is out. If the batter fouls off the sixth pitch of the at-bat, the batter will continue to bat until he/she swings and misses or puts the ball in play.

21. On a batted ball that remains in the dirt infield (does not reach the outfield grass), **the batter and existing runners on base may advance one base.**

22. A ball that is attempted to be **fielded by an infielder or is touched by an infielder is considered an infield hit.**

### 23. On a ball that reaches the **outfield grass**:

- Once an **infielder on the dirt portion of the infield** has **clear possession** of the ball, runners may **not advance further**—unless they were already en route between bases.
- If a runner **is already advancing** at the moment the infielder gains possession, they may **continue to the next base at their own risk.**

- The runner can be **tagged out** if the defense makes a play before they safely arrive at the base.
- Once the runner reaches the next base safely—or is tagged out—the play is **dead**.
- The **umpire will determine** whether the runner was already in motion when possession was gained.
- **Note:** An **outfielder cannot stop play by running the ball into the infield**. Clear possession must be established by an **infielder standing on the dirt infield area**.

24. Runners will **not be allowed to advance on an overthrow** to a base from an infielder.

- As this is a developmental division, we want to encourage the defensive players to attempt to make the proper play.

25. A team's at bat is over after **three outs** by the defensive team.

26. Coaches are considered part of the field. A ball hitting a coach will remain live even if it rolls or bounces in foul territory.

27. No bunts or half swings. Steals and leadoffs are not permitted.

28. The infield fly rule is not in effect.

## Playing Time

29. A **player can only play the same position for a maximum of two (2) consecutive innings**. The player must then rotate to another position for one (1) inning.

30. Each player **must play at least one (1) inning in the infield**. This requirement must be met even if a game doesn't go a full 6 innings.

31. An uninjured defensive player **may not sit for two (2) consecutive innings (players must play every other inning)**.

32. Every player on the team is required to sit one inning unless the game does not go six (6) innings or the team does not have a full roster at the game. This does not pertain to extenuating circumstances, restroom emergencies, injuries, etc.

33. These rules are intended to encourage instruction and to rotate players among positions. The opposing team has the responsibility to notify the umpire of a violation to be corrected.

- Protests for any rules violations are to be resolved on the field prior to continuing the game. Protests of any rule violations must occur prior to the next pitch. Once a pitch is thrown, the play or rulings stand as called.

**34. A manager who violates the requirement that each player plays at least two (2) innings in the infield or who sits an uninjured player for two (2) or more consecutive innings will receive a written warning from the SVLL Board. A second violation of either of these rules after a written warning may result in further discipline up to and including suspension of the manager.**