



# LOUISIANA LITTLE LEAGUE® BASEBALL “COACH PITCH” OFFICIAL PLAYING RULES REVISED 2017



The following rules were developed by the Little League® District Administrators to ensure that the playing rules for Minor League play using “Coach Pitch” are consistent throughout the state for *leagues and/or* tournaments involving teams from the Little League® Districts in Louisiana.

## 1. The Team:

- (a) A team will consist of a minimum of **twelve (12)** players and a maximum of fourteen (14) players. Ten (10) players will be fielded on defense and all players present that are on the team roster, will be placed in the batting order (**Continuous Batting Order**) and will bat. However, after the offense has three (3) outs the side is retired and will then take their defensive positions on the field. Their next offensive at bat will continue with the next batter up in the batting order.

**PENALTY:** Batting out of order will be assessed as per minor league rules in the Little League® rulebook.

- (b) All teams must have an Official Little League Tournament Affidavit completed to be eligible to participate in the tournament.
- (c) **All players must be League Age six (6), seven (7), and eight (8). League Age determination date shall be September 1 of the current year.**

**NOTES:** Participants league Age 6 are permitted to advance to Minor League “Coach Pitch” after participation in T-Ball for One (1) year. (Regulation I – Note 3)

## 2. Regulation Game:

A Game will consist of six (6) innings; it becomes an official game when four (4) complete innings have been played OR three and one-half (3 ½) if the home team is ahead. The 10 Run Rule shall be enforced after a game has become official.

## 3. Batter:

The batter will receive three (3) strikes. There will be an umpire behind the plate calling strikes; if a pitched ball passes through the strike zone and is called as a strike it will be recorded as a strike. When the batter has accumulated three (3) strikes, the umpire shall declare him/her out. The batter is not entitled to a certain number of physical swings at the ball or pitches. He/She is only entitled to three (3) strikes.

## 4. Substitutions/Mandatory Play:

Each player on the team roster will participate in each game for a minimum of **three (3) consecutive** defensive outs. (**Continuous Batting Order**)

- a. **Managers are responsible for fulfilling the mandatory play requirements. P.136 #9 (a)**
- b. **There is no exception to this rule unless the game is shortened for any reason. P.136 #9 (b)**

**NOTE:** A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.

- c. **Failure to meet mandatory play requirements in this rule is a basis for penalty. P.136 #9 (c)**

**PENALTY:** The Tournament Director will assess the penalty for an infraction of this rule at the time of the infraction of the rule. The penalty shall be forfeiture of the game.



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## 5. Base on Balls/Hit By Pitch:

There are **NO** walks allowed including hit batters.

## 6. Bunting:

Bunting is allowed including fake bunts, slap bunts and slap hitting; however **NO** full swing shall be allowed when the batter is “showing” bunt. The batter cannot show bunt and then swing away.

**PENALTY:** The batter shall be called out and the ball is dead and **ALL** runners return to their original base.

**SEE SAFETY CODE #1**

## 7. Pitcher:

The **Coach Pitcher** will be **40 feet**; measured from the apex of home plate. **There shall be a six foot (6’) diameter circle around the pitcher’s plate**; there will be a straight line running through the center of the pitching rubber seven and one-half feet toward first and third base. The pitcher (**player**) must remain behind this line until the ball has been pitched **by the Coach**. After the ball **is pitched** the pitcher (**player**) may cross the line.

**PENALTY:** If the pitcher crosses the line prior to the ball **being pitched**, the offense will have the choice of either taking the at bat or **replaying the last pitch**.

## 8. The ball becomes dead when any of the following apply:

- (a) Until the umpire grants and declares “Time”, the ball will remain live **and in play**.
- (b) When in the umpire’s judgment an infielder has control of the ball, “Time” will be called when **ANY** of the following apply;
  - 1) The Lead Runner has stopped advancing, been put out, or scores.
  - 2) The **ONLY** time the lead runner will change during a play will be if extra base hits take place. It is in the umpire’s judgment when advancement has stopped with the ball being controlled in the infield.

**NOTE:** Umpires need to be aware to watch the runners as they score and the lead runner changes.
- (c) **RUNNERS WILL NOT BE ALLOWED TO RUN CONTINUOUSLY!**

**NOTE: ONLY THE UMPIRE(S) SHALL CALL TIME, NOT A PLAYER!**
- (d) See Rule 10

## 9. Stealing Bases:

There is **NO** Stealing of bases allowed including passed balls, wild pitches or the returned pitched ball from the catcher to the pitcher. **Base Runners must stay in contact with base until the ball is hit!**

- (a) The ball becomes live only when put into play by a **fair** batted ball.

**PENALTY:** For stealing and/or runner leaving the base early;

1. First offense, the player will be sent back to the base;
2. Second offense, the coach will be warned;
3. Third and subsequent offenses **the coach shall be ejected**.



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## 10. Ball Striking Pitcher “Coach”:

- (a) Any ball that is put into play (a batted ball) that strikes the Pitcher (Coach), the ball will be DEAD. The batter will be awarded first base. Other runners will only advance if forced to do so. Meaning only if first base is occupied.
- (b) **Any ball that is LIVE and in play that is thrown by a defensive player and strikes the Pitcher (Coach), the ball will be DEAD and ALL base runners will be awarded one base past their last legally touched base provided the runner was halfway to that base.**
- (c) If a thrown ball is caught and/or stopped by the Pitcher (Coach), it shall be declared a dead ball. The umpire will award the runner(s) the base they were advancing to provided the runner was halfway to that base, if NOT, the runner(s) shall return to their previously occupied base.

## 11. Pitcher “Coach”:

- (a) The Pitcher “Coach” shall pitch the ball over hand.  
**PENALTY:** The ball will be declared dead and a strike awarded to the batter.
- (b) The Pitcher “Coach” shall not be allowed to instruct/coach base runners. The Pitcher “Coach” shall only be allowed to instruct/coach the batter prior to the ball being put in play.  
**PENALTY:** For the first offense the Pitcher “Coach” shall receive a warning for Unsportsmanlike Conduct. On any subsequent offenses the Pitcher “Coach” shall be ejected and replaced from the coaches listed on the team affidavit. If more than one ejection occurs, the game shall be declared a forfeit and the opposing team will be declared the winner.

## 12. Balls:

Baseballs approved by Little League® International shall be used.

## 13. Team Time Outs:

- (a) On Defense;
  1. A team is allowed two (2) time outs each defensive inning.
  2. On the third (3<sup>rd</sup>) defensive time out in an inning the pitcher must be removed from the mound, and cannot return to the pitcher position for the remainder of the game.
- (b) On Offense;
  1. A team is allowed two (2) time outs each offensive inning. The umpire will **NOT** permit a third (3<sup>rd</sup>) time out. If the coach takes a third (3<sup>rd</sup>) time out, by calling the batter out of the batter’s box, coming down the baseline and talking to the batter without umpire permission, he/she will be given a warning.  
**PENALTY:** On the first (1<sup>st</sup>) infraction the umpire shall call time, order the batter back into the box and award the batter a STRIKE. On the second (2<sup>nd</sup>) infraction the batter shall be declared out. On any subsequent infractions the coach involved shall be ejected from the game.



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## 14. Coaches:

- (a) One manager and three coaches will be allowed in the dugout. All coaching must be done from the dugout area, not outside the fence or on the playing field.

**PENALTY:** The coach will receive a warning for unsportsmanlike conduct. On the next infraction the coach will be ejected.

- (b) The offensive team shall station two (2) coaches and a Pitcher “Coach” on the field while on offense. The coaches shall take their positions in the coaching boxes.
- (c) All coaches must be listed in the Tournament Team Affidavit.

## 15. Team Allowed:

Each Little League® District may send **two (2)** teams to the State Tournament.

## 16. Infield Fly:

The Infield Fly Rule will apply to the “Coach Pitch” division.

## 17. Ejections:

- (a) If more than one coach is ejected, the game shall be declared a forfeit and the opposing team shall be declared the winner.
- (b) Replacement managers/coaches cannot be made due to an ejection and/or suspension.

### SAFETY CODE:

1. When a batter show signs of bunting, defensive players for first base and third base are not allowed to advance no further than half way to home plate designated by a half way chalk line.

#### PENALTY:

- (a) First offense: Dead Ball, No Pitch – Defense and Coaches **SHALL** be warned.
- (b) Second & Subsequent Offenses: Dead Ball, No Pitch – Manager **SHALL** be **EJECTED**.

2. **ALL** offensive players must wear a NOCASE approved batting helmet with an attached protective face guard prior to taking their position in the batter’s box.
3. On Defense the pitcher must wear a NOCASE approved batting helmet with an attached protective face guard or a protective face guard (Softball Style).
4. Batting Helmets must have a non-glare surface and cannot be mirror-like in nature. Rule 1.16

THE ABOVE RULES WERE APPROVED BY THE VOTE OF SIX (6) LITTLE LEAGUE® DISTRICT ADMINISTRATORS IN LOUISIANA ON May 11, 2017.

THESE RULES WILL NOT CHANGE FOR THREE (3) YEARS UNLESS THERE ARE SAFETY ISSUES THAT NEED TO BE ADDRESSED OR LITTLE LEAGUE INTERNATIONAL RULES & REGULATIONS ARE CHANGED!