

COACH PITCH - 7 League Rules

February 13, 2008

The objectives of the Coach Pitch - 7 League is to teach children the rules of baseball, improve basic skills, teach teamwork and sportsmanship, prepare for the 8A-machine-pitch league and most importantly, have fun. The coach pitches to their own batters using a softer baseball. Little League Baseball, Inc., headquartered in Williamsport, PA, publishes an exhaustive handbook each year titled "Official Regulations and Playing Rules" which East Tonka Little League abides by. ETLL supplements or reinforces Little League rules with the following local rules:

General Rules

1. Players, coaches, parents and fans will observe the *ETLL Code of Conduct* at all times.
2. **Total score will not be kept**, only the runs in an inning to determine the end of the inning.
3. Each game will consist of six innings (or less if the time limit occurs first).
4. A half-inning consists of 3 outs or 5 runs, whichever comes first.
5. If two umpires, one serves at home plate and one serves as base umpire. Single umpires will serve at home plate and make all base calls. With no umpires, coaches or parents familiar with the rules should substitute.
6. Games have a one-hour time limit from the SCHEDULED start time of the game. **Without exception, regardless of the game situation, the game must end five minutes before the scheduled start of the next game.**
7. Teams are responsible for cleaning up the dugout and bleacher areas following each game.
8. The home team will occupy the third base dugout.
9. All batters and base runners must wear a helmet with chinstrap. Catchers must wear a helmet with a face protector and a chest protector.

Fielding

10. All players play in the field each inning with a six-person infield; and the rest in the outfield at least 20' back.
11. A team with fewer than 6 players (a full infield) may borrow fielders from the other team.
12. Players should be rotated to different positions after each inning and be given approximately equal time in the infield and outfield during a game. The coach will attempt to give all players an equal chance to play all positions during the season.
13. An ETLL developmental strategy is to create force situations so fielders can make plays to bases and create outs. To help support good fielding fundamentals the batter and all runners may only advance one base on a hit to the infield and up to two bases on a ball hit on the fly into the outfield. Only fielders assigned to an infield position can make a play at a base. Outfielders must throw the ball to the infielders.
14. Two (2) coaches may station themselves in the outfield to assist with verbal instructions before and after each play ...as long as this does not prolong the progress of the game.
15. The pitcher may not move off the mound until the ball is hit.

Hitting and Running

16. Coaches will pitch to their own batters. Up to 8 pitches are aloud before the player must hit from a soft toss. **Please adhere to the pitch count rule.** There are no strike outs or walks.

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17. Teams will bat in continuous order, (round robin), with all players batting. The order should rotate through the entire season. The on deck batter for the last out leads off the next game so all players get equal at bats. . A batting order and player position spreadsheet form is available at www.ETLL.org to plan and document batting order and must be used by all coaches.
18. The ball must travel at least 6 feet or it is considered foul. The umpire should draw an arch that will show if the ball is a hit or a foul. The ball is considered fair until the umpire calls it foul. A foul ball will be called if the batter steps out of the batter's box before the ball is hit. A foul ball in the air can be caught for an out.
19. There is no bunting, stealing or leading off. The runner may not leave the bag until the ball is hit.
20. Players should slide at all bases except first if there is a possible play. Players should run through first-base on a ball hit to the infield. Player running through 2nd and 3rd may be tagged out.
21. A batter is out if they throw their bat. There are no warnings for thrown bats; the umpire must call them out.
22. A player cannot run more than 3 feet off the base line to avoid a tag.
23. A runner may not advance from third to home when bases are not loaded unless they can clearly score without a squeeze play at the plate.