



From the Little League Website:

“For 75 years, Little League® has established a proud, rich history in the hearts and minds of generations of Little Leaguers. Since its founding in 1939, Little League has nurtured the human spirit, and that is why it has been universally successful in cities and towns throughout the world.”

“The outcome of a game will never outlive the pride of belonging, the experience of playing, the friends and the fun. The essence of Little League is the people, their communities, and the everlasting bond between them.”

PHILOSOPHY

North Arlington Little League gives the children and adults who participate in our program an opportunity to learn the game of baseball, improve their skills, become a part of a close knit community, and play a game everyone can learn to love.

Different levels competition can become intense, exact score is kept between teams, and our pledge even has a line about striving to win. However, our league knows that the focus of North Arlington Little League is to provide more to our kids than just a winning season. At all levels during regular season play, our focus should include making sure we are complying with the little league rules and safety as well as giving every child an opportunity to play the game of baseball. All players should be given more occasions in each game than the Minimum Play Requirement outlined in the rules as well as playing multiple positions so they may learn the game of baseball.

While we understand the competitive nature of the sport, our league has an instructional and developmental focus that prepares our children for the next level of competition. Please take a moment to read these important local rules along with the Little League Rule Book to make sure you are doing your part to help these children grow.



NORTH ARLINGTON LITTLE LEAGUE SPRING 2015 COACH PITCH RULES – CP II

THIS IS AN INSTRUCTIONAL DIVISION

The primary goal of Coach Pitch is to provide a learning experience that is also fun. It is important that each player has the opportunity to learn and improve his or her skills in all the fundamentals of baseball (batting, throwing, fielding and base running) in each game and practice. Learning by doing is basic. Conventional baseball does not provide young people the opportunity to learn the fundamentals of baseball because the pitcher is unable to consistently get the ball in the strike zone.

Coach Pitch is designed to help boys and girls to become more comfortable with hitting a thrown ball. The Coach Pitch Division is to help players strengthen their basic skills of hitting, throwing, catching, and base running. Coach Pitch is the next level above T-Ball, players will continue to build on the basic skills to help them be prepared for the next level of Little League where the players will be pitching.

In summary, the managers and coaches in this division are in charge of teaching good sportsmanship and the basic skills of baseball to the All Stars of the future. At this age, knowing baseball strategy is not as important as being able to catch, throw, hit, and run the base paths in their proper sequence. Never lose sight of our basic goal of providing a learning experience that is fun.

NO SCORES OR STANDINGS ARE KEPT IN THIS DIVISION

A. STARTING THE GAME

Prior to the start of the game, both teams shall provide one (1) new game ball division appropriate baseball. Home team is responsible for providing the scorekeeper for purposes of tracking outs, number of pitches and runs per inning.

B. COMPLETING THE GAME

Coach Pitch will play a time limit of 1 hour and 15 minutes or a maximum of five (5) innings whichever comes first. No new inning may begin after 1 hour and 15 minutes; any inning started before the time limit expires shall be completed.



C. PLAYER SUBSTITUTION/MINIMUM PLAY

Each player on the active roster shall play a minimum of six defensive outs. If a game is completed in less than the stated number of innings and a player does not satisfy the minimum play requirements, the player must start the next game and fulfill any remaining minimum play requirements from the previous game in addition to the minimum play requirements of that game.

Free substitutions are allowed. Players must be rotated into the game so that they do not sit the bench more than 2 consecutive innings. **Each player may play no more than 2 innings at pitcher and first base combined in a game. Everyone plays at least one inning in the outfield and one inning in the infield per game.**

A permanent batting order of all players shall be made prior to the first game. Each team shall bat through its entire batting order in each game. (Continuous Batting Order)

D. GENERAL

THE MANAGER OF THE TEAM IS RESPONSIBLE FOR THE CONDUCT OF THEIR PLAYERS, COACHES, AND PARENTS.

Each team is responsible for providing one umpire per game. The home team will furnish the plate umpire and the visitors will furnish the field umpire. The plate umpire is considered the “Umpire in Chief.”

Base on balls

there will be no walks in coach pitch.

Infield fly

Infield fly rule shall not be enforced.

Pitch limit

Each batter will be given six (6) pitches. In CPII the batter is out after three (3) swinging strikes or the sixth pitch if no ball has been hit into fair territory or the last pitch has not been fouled.

Run limit

A run limit of five (5) runs per inning will be enforced for each inning throughout the game. If more than five runs score on the final play of the half inning, only five runs will be recorded.

Catcher’s equipment

Catcher shall wear a helmet with attached mask with throat protector, a full length chest protector, and shin guards. The catcher may use a fielder’s glove.

Coaching staff

1 manager and 3 coaches are allowed in this division. An adult first and third base coach will be allowed. An adult must be in the dugout at all times.



Defensive players

Defensive players will be on the field consisting of 6 infielders and 3 outfielders for CPII. Outfield players must be in the outfield grass when the pitch is thrown.

Pitcher-fielder

The pitcher-fielder must start each play with BOTH feet on an imaginary line extended from the pitching rubber with at least one foot in the dirt of the mound until the ball reaches the batter. If the pitcher-fielder leaves too soon, it is a “no pitch” unless the batter puts the ball into play. After the play has stopped, the offensive coach has the option to accept the play or resume the at bat with the prior pitch regarded as no pitch. Since the pitcher fielder is just a fielder, rules governing pitchers will not be enforced.

Substitutions

Free substitutions will be allowed since all players bat, subject to minimum play rules. Any player may be put into or taken out of any defensive position once per inning. Players not starting may re-enter the game.

Coach & Pitcher Positions

The coach’s pitching position shall be a distance of no nearer than forty (40)feet from the rear point of home plate. The pitching coach shall deliver the ball from a standing, squatting or kneeling position. The ball shall be thrown overhand. The pitching coach must exit fair territory to the third base side or the first base side once the ball has been batted into fair territory. He may become the third base coach (not first base) if so desired. The pitching coach must avoid obstruction of any offensive player or interfering with any defensive players. Little League rules for obstruction and interference will be enforced. Any batted ball that hits the pitching coach shall be declared a dead ball and no pitch. The pitching coach may not talk to or coach the batter once the ball is pitched.

Obstruction

is the act of any fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. NOTE: Obstruction shall be called on a defensive player who blocks off a base, base line, or home plate from a base runner while not in possession of the ball.

Overthrow and Control

There will not be any special overthrow or infield control rules in the CPII division. Runners advance at their own risk and play continues until the defensive team has stopped the runners.

Stopping Play

Play stops when the defense stops all runners and the play has come to its normal conclusion.

Baseball Type

A regulation Little League baseball (MacGregor 76C or equivalent) will be used in the CPII division.