

Rules for AA Coach Pitch Baseball – HPL 2014

1. Coaches are responsible for the conduct of the players, assistant coaches, and parents. Throwing of baseball equipment, negative comments, verbal abuse, harassment of players, umpires or coaches will not be tolerated, and can result in a warning for the first offense and ejection of a player, coach, or manager from the park for second or subsequent offenses. Those persons who are ejected are suspended from the next played game.
2. No protests. Our umpires are young men. They do the best they can. They will make mistakes. If they misinterpret a rule, the head coaches will discuss it with them. If they miss a call, coaches WILL NOT discuss it with them. They have no bias, and will miss calls equally for both sides. No AA umpires have siblings or parents in the AA division.
3. FANS ARE NOT TO ADDRESS THE UMPIRES FOR ANY REASON!
4. A regulation game is 6 innings or 90 minutes, whichever comes first. Fifteen (15) minutes will be allowed for warm-ups between games. Umpires shall announce the game start time to the home team scorekeeper for recording. A game shortened by weather, four innings (three and one-half when the home team is leading) must be played for an official game. If a game ends in a tie and the time limit has expired, it will be scored as a tie and will not be rescheduled. Teams shall continue to play in order to break the tie until the time limit rule is invoked.
5. Ten (10) defensive players will play in the field with a minimum of four (4) outfielders. The fourth (4th) outfielder may not be allowed to assume an infield position. All outfielders must be in the outfield grass at the time of the pitch. A team must have at least 8 players to avoid a forfeit. If a forfeit does occur, the game should still be played if possible by borrowing players from the other team. Players can be “called up” from T-Ball to avoid a forfeit to fill the eighth position, only. Only those players who have already played one year of T-Ball may be called up from the T-Ball (A) league. A particular T-Ball player can only be used once by a AA-CP team.
6. A Coach-Pitch (AA) player may be called-up by any AAA team to avoid a forfeit at that division, but a Coach Pitch player can only be used by a particular AAA team ONCE in the season and the Coach-Pitch player must honor his AA-CP team’s game schedule first. The AAA Player Agent will be notified when a AA-CP player is called up. The AAA Player agent will keep records of the AA-CP players used by AAA teams.
7. All infielders (except for pitcher) cannot be on infield grass. If playing on field with no infield grass, no player may be closer to home plate than 5' from the standard baseline when the ball is hit. This is an umpire’s judgment.
8. The defensive player listed as pitcher cannot leave the pitching circle until the ball is hit. He/she must have at least one foot in the dirt (or pitching circle) at the time of the pitch.

9. Pitching – A coach will pitch the ball to his team under the following rules: The coach pitcher must start with both feet if standing, or knee if kneeling within the 10 foot circle around the 46 foot pitching rubber. One foot or knee must be in the circle when the ball is released. The coach pitcher is required to move off of the mound and away from the active play after pitching the ball. If in the umpire's judgment a coach pitcher interferes or impedes the defense from making a play, the umpire in his sole judgment may call any runner(s) or batter or any combination thereof out, if the umpire feels the play would have naturally occurred as a part of the play on the field. Adult pitchers cannot coach from the field. Only designated 1st and 3rd base coaches may instruct base runners and hitters. Coaching by the adult pitcher can cause a batter or runner to be called out by the umpire. A batted ball that strikes the coach pitcher will be considered dead. All runners will return to the bases they occupied at the time of the pitch and the batter will return to hit. The pitch will count towards the pitch count, but will not count as a strike.
10. Each team must supply a catcher in full gear to be positioned behind home plate. Catchers may use regular fielding gloves in Coach Pitch games.
11. Each player must play at least 1 inning in the infield, unless a parent requests that a child not play on the infield. While catcher is technically an infield position, coaches should strive to put players into a fielding position (1st, 2nd, SS, 3rd, or P) throughout the season.
12. No player shall sit the bench for two innings until all players have sat the bench for one inning.
13. Players may be freely substituted into defensive positions within an inning, as long as the minimum play time is achieved during the course of the game. Players that do not achieve the minimum play time must start the next game and play any previous requirement not completed and the requirement for this game before being removed.
14. One adult defensive coach may be stationed in the outfield grass during their team's turn in the field to instruct and position players. This defensive coach may not touch either the ball or their players during the course of play in the field (i.e., when the ball is live)
15. The defensive team will provide a coach to back-up the catcher.
16. A batter shall receive a maximum of 7 pitches or three (3) swinging strikes. If the batter fouls the 7th pitch (or any subsequent pitches) he can continue to bat. A foul tip legally caught by the catcher on the 3rd strike or 7th pitch or beyond will be an out.
17. No Walks and a batter hit by a pitch will not be awarded 1st base. A pitch that hits a batter counts toward the total of 7 pitches. If a batter is hit with the 7th pitch and it is not also a legal foul ball, the batter is out.
18. Big Barrel/Illegal bats. Little League Rule 6.06d and Tournament Rule 3(a). If discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is (1) out and (2) the manager of the team and the batter who violated the rule will be ejected and the offensive team will lose one eligible adult base coach for the duration of the game.
19. All balls hit into fair territory are fair no matter how far they travel.

20. Bunting is NOT allowed. No fake bunts or “slashing” allowed. **PENALTY:** If a batter swings after “showing” bunt, the batter is called out and no runners shall advance.
21. If the umpire rules that a batter on a team has unsafely thrown a bat, the team will receive a warning. On subsequent thrown bat rulings for that team, the batter will be called out.
22. Stealing is not allowed. On batted balls, runners leaving early can be returned to their base by the umpire when a force play is not involved. Runners may also be called out on force plays if in determination of the umpire the runner was only safe by leaving their base early.
23. The batting order shall constitute all players on the team roster at the beginning of the game. Late arrivals shall be inserted at the bottom of the batting order. All players on the roster shall bat before returning to the top of the batting order.
24. A maximum of six (6) runs may be scored per inning or three (3) outs. The “Combo 6 Rule” will be in effect: a combination of 6 runs and 0 outs, 5 runs and 1 out, 4 runs and 2 outs. This includes the last inning. The game will be called by mercy rule if one team becomes mathematically eliminated (i.e. is behind by more runs than they can legally score).
25. Teams may use free substitution on defense but the batting order must remain the same.
26. Umpires will call “time” after every play and declare the ball dead (Stop the Lead Runner). “Time” should be called by the umpire as soon as the lead runner and any trailing runner(s) are no longer attempting to advance and ball is in the infield. Note: All runners must return to the last base occupied when time is called. If a runner is between bases when the umpire calls “Time”, he must return to the previous base legally occupied (i.e. no ½ way rule).
27. The Infield Fly Rule is NOT in effect.
28. No Courtesy Runners Allowed. If a batter/runner is injured he may be substituted by the player on the team who made the last offensive out in the previous inning (LL Rule 4.04). However, the injured batter/runner is ineligible to return as a fielder or batter for the remainder of the game.
29. When an injured player is due up in the batting order, his/her coach has the right to either (1) accept an out if he feels that the player can return later in the game or (2) skip the player in the batting order, but by doing so is removing the player from participating in the remainder of the game.
30. A fielder who is injured may be replaced in the field and may return to the game provided he has not been skipped in the batting order.
31. All players must play for a minimum of 3 innings during a 6 inning game or 2 innings for a 5 inning game provided the players arrive before the start of the game.

32. A batter shall be called out, on appeal, when failing to bat in his/her proper turn, and another batter completes a time at bat in place of the proper batter. The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat. When the improper batter becomes a runner or is put out, and before a pitch is made to the next batter, the proper batter is declared out and any advancements caused by the improper batter are nullified. When the improper batter becomes a runner or is put out, and a pitch is made to the next batter, the improper batter becomes the proper batter and results of that at bat become legal.
33. No On-deck player. The next batter will remain in the dug-out during the preceding player's at-bat.
34. Runners may advance 1 base on an overthrow. However, if an attempt is made to get the runner out at the next base and the throw results in another overthrow, the runner may advance again.