

# Streetsboro Junior Baseball and Softball

## Coaches Pitch League Playing Rules Revised for 2017 season.

The purpose of this division is to teach Little League baseball skills and sportsmanship. The Little League rules as adopted for Little League are official rules of baseball and shall be adhered to except where amended by these rules.

1. Game time is 6:15 p.m. for weekday. A team must have at least eight (8) players to start the game. A 15-minute grace period will be given before a team must forfeit for lack of players. Games have a 2 hour time limit.

All games will adhere to a strict time limit of 2 hours.

- Time will officially start on the first pitch. This should be noted by the team scorekeepers and announced to both head coaches upon the delivery of the first pitch of the game.
- No new inning will be started after the 2 hours time limit.
- An inning will be considered started after the final out of the previous inning is recorded.
- If the score is tied after the 2 hour time limit and a new inning cannot be started, the game will be considered a tie.
- A "Drop Dead" rule will take effect at 2 hours 15 minutes. The game will immediately end, regardless of the situation. The at-bat does not have to be completed if this occurs.
- When the "Drop Dead" rule takes effect, if the HOME team is batting and they have scored the go-ahead run, they will be declared the winner with the current score. If the game is tied or the HOME team is behind and have not had a chance to complete their at-bat, the game will revert back to the last complete inning

2. On a school night, practices will not exceed 8 p.m. The combination of games and practices will NOT exceed 3 per week.
3. Complete uniforms must be worn for a player to be permitted to play. Steel cleats are not permitted.
4. A NOCSAE compliant facemask on the batting helmet is MANDATORY.
5. For insurance purposes and the safety of all players, all male players shall wear a cup. Catchers must wear protective cups.
6. No jewelry or accessories shall be worn by any player. Managers must check the players prior to the start of the game.

7. All players present are to play. Six players may play in the infield. All other players are to be in the outfield and must stand at least 15 feet behind the base lines.
8. Each player must play every position throughout the year with the exception of pitcher. Managers are to record all positions in their scorebooks at each game. The completed scorebook must be available upon request of the commissioner. 1st base and catcher positions-with parent approval for child safety.
9. Two coaches are permitted in the outfield for defensive support.
10. No one may touch or physically assist a player to run or to be stopped from running. If a runner is assisted, the runner is out.
11. If the field is not lined, the home team is responsible for this. The pitching mound is 38 feet from home plate. The baseline distance is 55 feet. The distance from home plate to second base is 78 feet. Halfway points will be used to determine advancement of runners.
12. A Pitching Machine is used during the entire game.
  - a. The manager, coach, or a designated adult of the team at bat will act as the pitcher, only in pitching machine operation.
  - b. The pitching machine will be positioned such that it directly in front of the pitcher's plate. Once set, the pitching machine shall not be physically repositioned during the course of the game.
  - c. The strike zone is defined as any pitch whose height is between the bottom of the batter's knees and his shoulders, and whose width extends one ball width on either side of the plate.
  - d. Each batter is allowed a maximum of six pitches including foul balls. There are no walks. If a fair ball is not hit in 6 pitches, the batter is out. Three strikes and the batter is out.
  - e. The player that assumes the pitcher's position must remain within the "mound" 8-ft.-radius circle, behind the machine, and on one side or the other until the ball is hit.
  - f. If a batted fair ball hits any part of the pitching machine without touching any defensive player first, the ball is immediately dead. The batter will be awarded first-base. All other runners return to the base that they occupied before the ball was hit unless forced to advance as a result of the batter being awarded first base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball.
  - g. If a thrown ball hits any part of the pitching machine, it is a live ball.
13. The infield fly rule is not in effect.
14. Runners may not advance on an overthrow to first-base. The runners may advance if the ball thrown to first-base remains within the white lines of the field – stretching from home plate to the outfield
15. A dropped third strike is a strike out. Batters may not advance.
16. No stealing or lead-offs are permitted.
17. Modified 8 run rule is in effect.

18. After a fair ball is hit the defensive team must get the ball to the infield, and an infielder must have control of the ball for play to stop by raising the ball above his or her head. The infield is the area beginning at home plate and extending to an arc 15 feet from the baselines. Base runners must be at least halfway to the next base to be entitled to that base before the play is dead.
19. Headfirst slides are not permitted and will result in the runner being called out. Sliding is encouraged, but not mandatory. If a player chooses not to slide and interferes with the fielder, he may be called out for interference. The defensive coach makes this call.
20. An injured player may return to the line-up in his original batting position only once. If a player leaves the game twice, they are out for the remainder of the game. In this case, the player is removed from the batting order and no penalty is assessed.
21. Unsportsmanlike conduct including throwing the bats or equipment and verbal abuse will not be allowed. Managers are to warn their teams prior to the start of the game. A second offense by any player will result in ejection from the game. This rule includes the conduct of managers, coaches and spectators.
22. No tobacco product of any kind is permitted within 20 feet of any playing area.
23. Home team is responsible to return bases and pitching rubber and gets and keeps the game ball. Home team gets the first base side of the field.
24. The catcher may not make any remarks to the batter. No player from an opposing team can make any remarks to a player in position by calling them by name, number, position, etc. Negative chatter is not allowed. This will draw a warning and subsequent offenses will result in ejection from the game.
25. Players may not remove batting helmets until they are in the dugout area. A warning will be issued to each team before the start of the game. Subsequent offenses will result in the runner being called out. If the runner removes his helmet after crossing home plate, but before entering the dugout, the run will score and an out will be issued.
26. Each team is responsible for working at the concession stand one night in the season (three adults).
27. All teams are responsible for the cleanup of the field area after each practice and game.
28. Coaches must keep score. At the end of the game the opposing coach must sign the scorebook. The playoff seeds will be determined by the regular season. If there is a tie, a coin flip will determine the higher seed. Please remember that this division is about teaching the children the basics of baseball and true sportsmanship. Although winning and losing are a part of the game, emphasize the good things that your players and team do each night.