

# AURORA BASEBALL LEAGUE

## Coach Pitch Rules (Version 3.12.2023)

### 1. MISSION STATEMENT

- a. This is a recreational baseball league designed to provide continued education to the youth of the community about the game of baseball. The main objective of the league is to help each child build the fundamental skills of baseball, learn the rules of the game, and demonstrate the values associated with being a good teammate while practicing positive sportsmanship.

Competition is a part of the game, but winning at all cost is not. The development of each player is how success should be measured.

### 2. GENERAL RULES

- a. Players in league shall be no older than 2<sup>nd</sup> grade in current season
- b. League should be capped at 110 Players
- c. Score will be kept, along with wins and losses, to create a tournament at the end of the year to determine a first-place team.
- d. Each team should have a designated scorer at the beginning of each game.
- e. Before each game, coaches and scorers should meet for introductions and level set on any ambiguities with rules, rosters, etc.
- f. Coaches will be responsible for all umpiring
  - i. Batting team will need to have 1 coach pitching, 1 coach catching, and at least 1 base coach. Coach pitching must throw over handed and within the pitcher's circle (5 ft radius of the pitching rubber if the circle is not chalked)
  - ii. Fielding team will be allowed 2 coaches in the outfield to help position players
- g. All other players and coaches not on the field of play must be seated in the dugout.
- h. Batters must have a helmet when batting and when in the on-deck cage.
- i. The outcome of the game must be agreed upon by the coaches before leaving, no protests will be made. Coaches will be the model for good sportsmanship. Any close calls will go to the runner.
- j. Fans, coaches, and players will receive 1 warning for any poor behavior. Poor sportsmanship will not be tolerated. Parents, players, and coaches will be removed from games and/or the league if they are unwilling to comply.

### 3. RULES OF THE GAME

#### GAME LENGTH

- a. Each game to be played at a maximum of 75 minutes in length as start times are spaced every 90 minutes on Game days. Teams need to clear each bench IMMEDIATELY after the game to accommodate the next teams.
- b. Each game should be at least 3 innings (a 4<sup>th</sup> inning can be played if started before the 1 HR mark)

#### AT THE PLATE

- a. Each batter will receive 7 pitches during an at bat. After 7 pitches, the batter's at bat will be over, but no out will be recorded for the inning. A player can keep batting after 7 pitches if last pitch

was hit foul. Pitching coaches are to use discretion here to help struggling hitters, especially in the 1<sup>st</sup> and 2<sup>nd</sup> innings.

- b. There are no walks or bases taken for being hit by a pitch
- c. A team will bat until 3 outs are made or have batted through the order once. (There are no strikeouts and a player who fails to hit in at bat will not count against a team's outs in an inning)
- d. If one team has less players than the other, the batting team will be allowed to continue to bat until reaching the same number of players on the opposing team. (i.e., team A has 9 players rostered while team B has 11 players rostered. Team A will be allowed to continue batting through the order until a maximum of 11 at bats have taken place. Team A will then begin batting from that spot in the order in the next inning)
- e. Once a batting order is set, a team will continue to bat in that order for the duration of the game. Batting orders should rotate during the season to maintain an even number of at bats for each player on the team.
- f. No designated hitters...each player will bat each game.

#### RUNNING THE BASES

- a. Time will be called when the fielding team has possession of the ball in the infield.
- b. A hitter may take an extra base if the hit ball reaches the outfield and the ball has not made it back to the infield by the time the runner reaches first base.
  - a. Runners can advance as long as the ball is still in the outfield. Runners will stop once the ball has made it to the infield and time will be called.
  - b. Head coaches will need to send kids back to third base if the ball was not in the outfield. All disagreements need to be ironed out by acting Head coaches of the game.
- c. Runners do not advance on over throws at any base.
- d. Runners who make contact with a hit ball will be called out.
- e. There are no steals.
- f. There is no infield fly rule. Runners who do not tag up on a caught fly ball can be thrown out.

#### IN THE FIELD

- a. Up to 9 players can take the field.
  - a. 4 outfielders (Outfielders must throw the ball back into the infield on hit balls)
  - b. 4 infielders (3<sup>rd</sup>, SS, 2<sup>nd</sup>, 1<sup>st</sup>)
  - c. 1 Pitcher (Pitchers must wear a helmet and stand next to the batting team's coach who is pitching)
- b. A coach from the batting team will play catcher.
  - a. There will be no tags at home plate.
  - b. Any runner who advances from 3<sup>rd</sup> to home can be thrown out. If the throw is on target and beats the runner home, an out will be recorded. The hitting team's coach will need to give the fielder a target to throw to and assist in the out.
- c. No player shall play the same position twice in one game.
- d. Each player shall play an infield position at least once every game.
- e. Each player shall play an outfield position at least once every game.
- f. No player shall sit the bench for more than one time in a game.
- g. Playing time needs to be equal among all players throughout the season.
- h. Time will be called when the fielding team has possession of the ball in the infield.
- i. Outfielders may not run the ball into the infield or make force outs.
- j. The coach pitching and fielding coaches to decide on outs. Ties go to the runner.

THANK YOU FOR SHARING YOUR LOVE OF BASEBALL WITH THE YOUTH OF OUR COMMUNITY. LET'S HAVE FUN!