

Minor A Baseball (Coach Pitch)

Reminder: This is Instructional baseball- teach proper skill techniques and age-appropriate game strategy.

Age: 6-8 Year Old and 5 year olds who have previously played a full spring season of Tee Ball.

Team Size: Ideally 9-11 players.

Game Time Limit: Game will end 1.5 hours from scheduled start time or 6 innings (whichever comes first.)

Coaches:

1. The Manager and two coaches must be registered, approved volunteers that are listed on the team roster.
2. Two adult coaches will be allowed as base coaches if another registered approved coach or Team Parent is in the dugout. No other adults or children are allowed in dugout.
3. Managers and coaches are not allowed to leave dugout other than to enter the field.
4. Official standings will not be kept. Scoreboards are to be operated during the game by a home team volunteer.
5. No official umpire will be scheduled for Coach pitch games, games are to be umpired by both managers. Managers shall meet to discuss rules and interpretations of the rules PRIOR to game start.

Fielding:

1. Team shall field 9 players each inning in "Baseball Positions" (Catcher, Pitcher, 1st base, 2nd base, 3rd base, Short Stop, RF, LF, CF). If agreed upon prior to start of the games, teams may choose to field 4 outfielders. **UNDER NO CIRCUMSTANCES** will a Manager/Coach place or instruct the pitcher to leave their position early or make any attempt to intimidate or otherwise gain an unfair advantage in the field.
2. Outfielders will play in the outfield grass and should never be placed in the clay. Infielders will play in the clay and should never be placed in the infield grass area.
3. Catchers will be fully equipped (cup, mask, chest protector, throat guard, and shin guards)
4. Players shall play no more than two innings at the same defensive positions. Players must play 2 innings in the infield and 2 innings in the outfield. All players shall have an

opportunity to play all positions by the end of the season. No player may sit on the bench for more than 1 inning per game. A player may sit out a second inning only after all players have sat out at least one inning.

Batting and Base running:

1. A continuous batting order will be used, and the manager shall vary the batting order from game to game.
2. A half inning shall consist of three out or a 5 run maximum, whichever comes first. Batting order will be picked up where you left off the next half inning.
3. The play continues until the ball has been advanced back to the infield line(clay), then all runners must stop and cannot advance any further. (Even if the ball is not clearly fielded by the infield player.) if a runner is in motion they can continue to the next base at their own risk.
4. No stealing or leading off any base is allowed at any time. Runner is not allowed to move until the ball is hit.
5. No advancing on overthrows.
6. 7 balls and 3 soft toss and then the player is out.
7. No walks or base given for hit by pitch.
8. Singles only for infield hits. Runners may advance base at their own risk for outfield hits. Once ball is back to the infield runners can no longer advance.
9. Runners can only advance home on a force play or if the ball is hit beyond the pitcher's mound. ***This is to eliminate any collisions at the plate.***
10. Ball must be hit to the grass area for it to be a live ball.
11. If batter hits the catcher or any player with a bat they are out AFTER they have been warned not to do so. This is to help them learn where to throw bat once ball is hit.

Pitching:

1. All pitching shall be coach pitch.
2. Coaches will pitch from the front of pitcher's mound and from one knee.

Run limit:

There will be a five-run limit per inning. Play stops once the 5th run has been scored and no further runs count.

There will be no unlimited run rule for the last inning.

Bats:

All bats **MUST** have the USA Baseball Logo on them in order to be used. No other bats are to be used or in the dugout.

If caught with an illegal bat the 1st offense will consist of losing an offensive base coach for the game. After the initial offense if caught Manager will be ejected from game per little league rule 6.06 D (1)-(3).