

AMENDED 3-2-16  
ANDERSON COUNTY LITTLE LEAGUE  
COACH PITCH  
(7 & 8 YR OLDS)

**Rules**

**Batting Order**

- The batting order shall be the players listed in the order they are to bat.
- You must bat entire batting line-up.
- In the event of an injury to a player such that the player is not able to continue play, and in this event only, no out will be recorded when that player's spot is reached in the batting order.
  - The injured player will not be allowed to re-enter the game after missing their turn at bat.
- A player that arrives after the start of the game may enter the game at any time.
  - The player must be added to the end of the batting line up.
- Suspended Game – All players (in the original line-up or not) can play in the continuation of that game.
- Big Barrel” Bats larger than 2 ¼” are not allowed.

**Bunting and Stealing**

- There is no bunting or stealing allowed.

**Base Runners**

- Base runners must stay in contact with the base until the ball is hit.
- Please no removal of helmets of batter or runner until he or she has returned to dugout.
- After two outs the catcher may be pinch ran for by the last recorded out to speed up game.

**Calling “Time” / Overthrows**

- There is no calling time by a player during a play.
  - Time out can only be made by an umpire.
  - Players have to make a play to stop runners from advancing.
- If a defensive player over-throws first base into foul territory the hitter cannot advance to second unless the player returns to fair territory and then attempts to make a throw.

- Likewise, other runners cannot advance an extra base due to an overthrow at First Base or any other base.
- If an outfielder is throwing into an infielder and fielder misses ball runner can advance.
- If an infielder is in outfield and makes a throw he is considered an outfielder and if overthrown runners may go!
- If a throw is being made and runner is already over half way to the next base then ball is missed by infielder runner gets that base if he is short of half way he returns the last base.
- Once adult pitcher catches the ball all runners are frozen at their base and may not attempt to run to the next base.

### Sliding

- A player may not slide head first into a base other than sliding back into a base.

### Side Retired

- The offensive side is retired when three outs are made or 5 runs are scored in any inning.

### Run Rule

- 15 runs after 3 innings and 10 runs after 4 innings

### Slinging Bats

- An “out” will be called when a bat has been thrown wildly when a player is at bat.
  - The team will receive one warning (per game) before an “out” is called. This is at the umpire’s judgment.
- If a bat or helmet or any other gear is thrown in anger, the player may be ejected at the umpire’s discretion.

### Machine Pitch

- The 7/8 Machine Pitch League will feature two umpires at all time, one umpire will be at home plate and one field umpire will feed the balls at the pitcher mound.
- The home plate umpire will determine balls, strikes, make calls at home, and determine fair and foul balls during the course of the game. The field umpire running the pitching machine will be in charge of making calls of no pitch if the machine malfunctions and Does Not deliver the acceptable pitch of a strike. He will also call a dead ball if the baseball hits the machine before being fielded or touched by a defensive player. Base runners may only advance if forced. If a dead ball is called the batter takes 1<sup>st</sup> base and rest of the runs advanced, if forced.
- The use of the machine for this league is set as five pitches from the machine in order to put the ball in play.
- If the ball is not put in play by that time, the batter is out and the next batter steps to the plate.
- The defensive team will have a catcher behind the plate with full gear and use a

catcher's mitt.

- The batter, may continue to be pitched to if the 5th pitch is fouled off (without being caught in the air by the opposing team) the at bat continues if the ball is fouled off or until the ball is put in play or the batter strikes out.
- The ball must be hit by bat and roll into infield grass, put in play, to be considered fair.
- There are no walks.

### **Pitches**

- Each batter will get up to 5 pitches to put the ball into play. The batter is out if the batter:
  1. Swings and misses after 2 strikes have been called
  2. Swings and foul tips the ball and catcher catches prior to ball hitting ground
- The batter, may continue to bat if the 5<sup>th</sup> pitch is fouled off (without being caught in the air by the opposing team)

### **Infield Fly Rule**

- The infield fly rule will not apply.

### **Offensive Coaches**

- Only First and third base coaches are permitted.
- Coaches may not make physical contact with offensive players to get their attention, to stop them or to get them to go to the next base.
  - If physical contact is made during play, the player shall be called out by umpire. (Exceptions – congratulations, high-fives, fist-bumps etc...)

### **Coaches Pitching if Machine Fails**

- Home Plate Umpire determines if the machine failed and has final decision.
- The coach will pitch from a designated area laid out as a line or mound being located 38ft from home plate for all batters.
- The pitching coach must have at least one foot on the line or mound when pitch is delivered.
- If the batted ball strikes the pitching coach it is a “dead” ball and the batter will bat again. This is considered a foul ball.
- The umpires are considered a part of the playing field.
- If in the umpire's judgment a pitching coach intentionally disrupts the defensive pitcher's ability to make a play on the ball, or in any way hinders the defensive team from making a play on the ball, the batter will be called out and all runners will return to their original base.

### Defensive Coaches

- There will be no defensive coach allowed on the field only in foul territory (First and Third).

### Defensive Positioning

- The defense will consist of:
  - **Catcher (1)** (which must play the traditional catcher's position in a crouched posture behind the batter; catcher must have all protective equipment including a cup),
  - **Pitcher Player (1)** – must be behind or even with the wheel of the machine
  - **Infielders (4)**
  - **Outfielders (4)**.
  - **There will be no infield rovers.** *Outfielders must stay in the outfield; both feet must be in the grass when the ball is hit.*

### Regulation Game

- A regulation game will be 6 innings or time limit of **1 hour 15 minutes**. However, as mentioned in the run rule section above, a game could be shorter. Please have your team ready 30 minutes before your game time if possible. Teams must have a minimum of 8 players to start and finish a game unless due to injuries.

### Inclement Weather

- In the case of any inclement weather all decisions of games and times will be made by the umpire in chief. Commissioner, ACLL Board Members, or Umpire reserves the right to shorten or cancel any game or games due to weather.

### Protests

- **There will be no protests.** Umpire's judgment calls should not be questioned; they are exactly that, judgment. If a misunderstanding or difference of opinion on a particular rule occurs, we would rather stop the game momentarily and consult with the umpires and ACLL members available before the game continues. Once a decision is made, that decision is final.

### Ejection

- Any player or coach ejected from a game must sit the remainder of that game plus 1 additional game.
- Any fan ejected must follow same rule as coach and player, or if the ejection is bad enough may be asked not to return.
- This decision will be made by the Commissioner and Umpire and approved by the ACLL Board Members.

### **Coaches and Parents Conduct**

- This league is designed for the kids and we intend to make sure they are the main priority. Things are going to happen during the game that coaches and parents may not be happy with, but please remember that our kids develop their opinions of acceptable behavior from what they see from our adult actions.
- There will be absolutely no foul or abusive language or unsportsmanlike conduct tolerated.
- Alcoholic beverages of any type are not permitted on the grounds of the ball fields and any problems at the park will be handled by the Lawrenceburg Police Department.

**All coaches and parents are required to read and sign the Parent Code of Conduct.**

### **Game times**

- Please have your team ready to start all games 30 minutes prior to your start time, this will allow us to keep all games on time. If possible, keep track of games before your game, if a game ends early, we may be able to start your game earlier than the scheduled time, especially if weather could be an issue.

### **Home Team**

- **Home team will be in charge of preparing fields before play (chalking lines and home plate, raking if necessary).**
- **Home team will be the official book keeper for their game.**

### **Visiting Team**

- Visitors must have a person in charge for doing the scoreboard during their game.

### **Equipment**

- Catcher must wear traditional catcher equipment
- Pitcher must wear safety a mask or a batting helmet