

AA – KINDERGARTEN – Coach Pitch REV 02/24/16

League

Participating members in the midget program South Jeffco Sports, Bear Creek, Alameda, and South Metro.

Section 1 Age of Players

1.2 "AA" is 6-year-players, or Kindergarteners. No player may turn 7 before May 1st of the current season to be eligible for "AA".

Section 2 General Rules

2.1 The hidden-ball trick shall not be allowed.

2.2 The infield-fly rule shall not be enforced.

2.3 Saying, "swing" is not allowed. No player or spectator may shout or verbalize swing to the batter after the time of the pitch.

2.4 No Balks

2.5 Base distances are 55' unless the field the teams are required to play on cannot accommodate that distance then it will be closest to that distance as can practically be done.

2.5.1 The pitching circle is an 8' radius at the 40' mark from home plate.

2.6 No Stealing of bases and no lead offs.

2.7 No running into other players.

2.8 Have fun is allowed and encouraged.

2.9 All players are to participate in the field of play when their team is on defense. There shall not be any more than 6 players on the infield. Players in the outfield are to be at least 30' behind the infielders.

Section 3 Hitting & Pitching

3.0 Field set up. A 15' arc in front of home plate determines fair/foul balls on batted balls. The ball must travel outside the arc and those inside the arc are considered foul and replayed.

3.1 Each team will have all kids in the batting order.

3.2 If a player must miss their turn in the batting order then the team will go to the next player and the batter that is missed is not out. A player is allowed to reenter the game.

3.3 Batted balls that hit a coach in the field of play are considered a dead ball and will be replayed.

3.4 The ball will be dead when a player has control at home plate or the ball hits the infield dirt or is controlled by an infielder within the infield. **EXCEPT FOR THE 9TH BATTER THE BALL MUST BE KILLED AT THE HOME PLATE OR A THIRD OUT IS MADE.**

3.5 Bunting is not permitted (players must take a full swing).

3.6 Coaches must pitch overhand to their players. Players do not pitch in this division.

3.7 A coach may pitch from one knee provided that his back knee is in the pitching circle.

3.8 Each batter will receive up to 6 pitches from the coach. If the ball is not put into play after six pitches, the batter will hit from a tee placed on home plate. If a sixth pitch is fouled off the coach will pitch again until the ball is put in play, the batter misses or looks at a pitch. All rules of the ball being put into play from a coach apply to a ball put into play from the tee.

3.9 A batter cannot strike out and walk. They **will not** be awarded a base for being hit by a pitch.

3.10 Bunting is not permitted (players must take a full swing). If an umpire determines the hitter attempted to bunt they may call the play a no pitch and return all base runners and the hitter to their previous position.

Section 4 Scoring

4.1 Each team may send 9-batters to the plate or record 3-outs per at bat or half inning, whichever comes first. There is no run limit; the fielding team must get 3 outs to retire the side.

Section 5 Coaches in the Field

5.1 The fielding team may have 1 coach in the outfield to provide verbal instructions to players.

5.2 At no time may the fielding team's coaches be in the infield during play.

5.3 At no time may the fielding team's coaches touch the ball while in play.

Section 6 Defensive Players

6.1 While in the field, a team may field 6 infielders and all extra players must play OF position.

6.2 The pitcher must stay within the pitching circle until the ball is put in play.

6.3 All outfielders must be a minimum of 30 feet behind the closest base or closest infielder.

Section 7 Base Running

7.1 When a ball is hit into the outfield, the following rules shall apply:

7.1.1 Runners may advance until the ball hits the infield dirt or is controlled by an infielder within the infield. (see Rule 7.2 regarding overthrows from the infield).

7.1.2 Runners who are less than halfway to the next base must return to the previous base once the pitcher controls the ball. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).

7.1.3 Runners who are at least halfway to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.

7.1.4 The decision of whether a runner is halfway to the next base when a ball is controlled by an infielder shall be made by the umpire in his discretion. This is not an arguable rule.

7.1.5 Runners may advance on an overthrow from the outfield at their own risk.

7.2 Runners may not advance an extra base on an overthrow to any base by an infielder.

7.3 There are no lead-offs. A runner may advance only after the ball is hit.

Section 8 Coaching Base Runners

8.1 A base coach who physically assists a runner while a ball is in play will be given one warning. Upon a second offense, the involved runner shall be declared out.

8.2 Only two coaches are allowed to assist the on the bases. One additional coach may assist with the tee when applicable.

Section 9 Umpires

9.1 In the event that SJSA umpires are unavailable, the game should be played with parent volunteers as umpires.

9.2 The Board shall determine the number of paid umpires that will normally be supplied for regular season and playoff games. Games in which two umpires are scheduled may be played with only one umpire.

9.3 Umpires must be in uniform.

9.4 South Jeffco employs young teenagers to officiate games. The association will not tolerate abuse.

Section 10 Protests

10.1 No Protests

Section 11 Tied Games

11.1 There are no extra innings during the regular season. If the game is tied at the completion of the allowable number of innings (or time limit) the game shall be declared a tie.

Section 12 Game Time

12.1 Games will be five (5) innings or one hour and fifteen minutes. No new inning will start within 10 minutes of the ending time of any game. Ex: If game start time is 10:00, and games are 1 hour fifteen minutes, you may not start a new inning after 11:05.

Once an inning is started, you must complete it. (In other words both teams will get their at bats, unless the home team is ahead, and if there isn't any danger from lighting, in which case you would make up any portion of the un-played inning.)

12.2 Any games stopped due to inclement weather shall be deemed complete after 3 ½ innings if the home team is a head.