

Morristown National Little League
MINOR A -- COACH PITCH BASEBALL RULES & GUIDELINES

1. Each batter has the option to hit a pitched ball or have the ball placed on a Tee for his/her at-bat. The Tee is located immediately in front of and parallel to the front of home plate. If the player chooses to hit a pitched ball, he/she will have **no more than 10 pitches**, regardless of the quality of pitch, to put the ball in play. If the ball is not put in play after 10 pitches, it will be placed on the Tee.
2. A struck ball must go at least half way between the plate and the pitcher's mound and must be within the foul lines to be a fair ball. Any ball hit less than that, but between the lines will be deemed foul and the batter shall try again.
3. Players are permitted three (3) attempts to hit the ball 12' or more. On the fourth try, the ball is in play, if fair, regardless of distance hit.
4. All players present at the game will bat once every inning.
5. Play shall be stopped when all normal progressions of the runners has Stopped or the ball is returned to the pitcher by the defensive team.
6. The last batter in each inning shall run to home after his/her hit (i.e. he/she gets to hit a home run). The defending team will remain on the field until all base runners have crossed home plate.
7. Regardless of the number of outs recorded, a half inning continues until the entire line-up of the batting team has batted.
8. Batters / Runners who are ruled out shall return to their respective benches unless otherwise agreed upon between managers prior to start of game play.
9. All batters and base runners must wear helmets.
10. Coaches should work with players who have a tendency to throw their bats.
11. The catcher must wear a protective gear and a catcher's helmet when behind the plate.
12. Defensive positions should be as close as possible to the standard baseball defensive positions with the extra players filling positions in between the regular positions.

GAME PROCEDURES

1. Games are to start promptly at 10:00a.m. or 12:00pm on Saturday mornings. Games will last a maximum of 1 hour and 30 minutes or 3 complete innings. A fourth inning can be played if time permits and is agreed upon by both managers.
2. Both teams must have at least seven (7) players to start a game. If a team has fewer than seven players, it is recommended that players be borrowed from the opposing team. However, the decision to borrow or loan players rests entirely with the two head coaches.
3. Games should be kept moving along. Coaches are expected to have their players ready to bat and to have their team ready to take the field after all players have batted.
4. Players should warm-up by playing catch. There is no need for teams to take infield warm-up procedures between innings.
5. No player is to swing a bat outside of the home plate box at any time.
6. Head coaches will encourage assistant coaches and parents to help in lining up the players and prepare them to bat so that the progress of the games are not delayed.
7. Head coaches or assistant coaches will pitch to their own team members. Head coaches or assistant coaches will also act as umpires: The umpire should (but does not have to be) be positioned behind home plate and will be responsible for putting the ball in play by placing it on the Tee and announcing "Play Ball" after verifying that all players are ready, thereby indicating that the hitter may take his/her swing at the ball. The base coaches will also be umpires for plays at first and third bases. The defensive team's coach will be the umpire for plays at second base.
8. Head coaches are required to handle his/her team's fans. Games may be terminated for fan unruliness.
9. No alcohol beverages are allowed at any MNLL game.
10. Head coaches will ensure that the field is in playable condition for the next game. Everyone is responsible for the proper disposal of any trash or debris left behind by themselves or their teammates. Everyone will also be responsible for collecting his/her own equipment and personal belongings brought to the games.