

Fairfield National Little League

Minor B (Coach-Pitch) Rules

(updated: Spring 2011)

With a few exceptions as noted below, we will be following Little League Baseball Rules. Unless noted below, standard Little League Baseball Rules govern.

Uniforms:	Each player shall wear their hat in a proper (forward-facing) manner, and shall have their shirts tucked-in. All players must also wear protective cups.
Field Dimensions:	Official Little League field dimensions. Bases shall be 60 feet apart.
Scoring:	No score shall be kept.
Number of Players on the Field:	<p>Each team shall field TEN players. A Defensive Pitcher, Catcher, Four Infielders and Four Outfielders. Outfielders must be positioned on the outfield grass before the start of each play.</p> <p>In the event that a team does not have ten players in attendance, the game shall either be played (1) short-handed, or (2) with borrowed players from the other team. In any event, the game should not be cancelled.</p>
Pitching:	<p>Coaches from each team shall pitch to their own players.</p> <p>The pitching-coach shall wear a glove to receive the returned balls from the catcher (and for self-defense purposes for balls batted back up the middle), but the pitching-coach shall not field batted balls. A batted ball touched by the pitching-coach should result in either (1) a do-over, or (2) an award of first base to the batter – the decision is to be made by the pitching-coach.</p> <p>The pitching-coach shall also have the choice of pitching from either (1) a standing, or (2) kneeling position.</p>
Batting line-up:	Each player will bat in a continuous batting line-up. e.g. 12-player roster means 12 players bat.
First Inning:	For the first inning only, each player shall bat before teams switch sides.

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Second Inning (and beyond): Teams shall switch sides at the sooner of (1) three outs or (2) once through the batting order. No player should bat twice in the same inning.

Strikeouts: Strikeouts shall be called after THREE swinging strikes. Foul balls do NOT count as strikes. So that players are not confused or caught off-guard, please let your batter know when they have two-strikes and that they need to “make contact” with their next swing.

Bunting: Bunting is not allowed.

Stealing: Stealing is not allowed.

Sliding: Feet-first sliding is allowed. Head-first sliding is not. A player that slides head-first shall be called out.

Extra-bases: Base runners can continue to advance from base to base if the batted ball is in the outfield. Once the ball is returned to the infield, the base runner is not permitted to advance further. A player that advances improperly shall return to the proper base without penalty once the play has concluded.

Overthrown Balls: Base runners can advance ONE base on an overthrow. Base runners shall not be permitted to advance a second base following a second overthrow. e.g. on an overthrow to first base, the runner can advance to second. If the first baseman throws to second and the ball ends up in the outfield, the base runner is not permitted to advance to third base. A player that advances improperly shall return to the proper base without penalty once the play has concluded.

Number of inning's played: Each game shall be five innings. No new inning should be started if within 15 minutes of the scheduled start time for the following game (if applicable).

In the event that five-innings are completed quickly, a sixth inning is permitted so long as it is mutually agreed upon by both managers and that it does not create a timing conflict for the following game (as noted above).