

MJCCA COACH PITCH LEAGUE RULES

1. The umpire's call is the final decision on judgment call. If a dispute over a rule occurs, settle it peacefully and quickly or back off. Each manager is responsible for the conduct of his coaches, players, and parents. There will be **NO ARGUING** of any kind.
2. The time limit shall be one hour and fifteen minutes (1:15). No new innings shall begin after one hour from the designated starting time. The game can end in a tie.
3. Regulation game shall consist of 5 innings or upon time limit.
4. Adult pitchers must pitch from behind the line designated near the pitching mound.
 - a. Pitches should be delivered in an **overhand** motion– Try to throw 'darts' not looping 'softball' type pitches.
 - b. There must also be an adult catcher.
 - c. The team at bat provides both the catcher & pitcher.
 - d. If batted ball hits the Adult pitcher:
 1. Immediate dead ball
 2. No pitch declared (does not count as a pitch to the batter)
 3. Batter hits again
 - e. The adult pitcher **MUST** exit the field on the opposite side of where the batter hits the ball **WITHOUT** interfering with kid pitcher.
5. There is no leading off the base. Runner cannot leave the base before the ball is hit.
6. Each player shall be pitched to **5** times. If the player does not bat the ball into fair territory after 5 tries, the player shall be considered "out". **If on the 5th pitch, the ball is hit foul, the batter will receive pitches until the batter strikes out or hits the ball in fair territory.**
7. The infield Fly Rule does not apply.
8. All players must play at least 3 full innings in the field defensively bat continuously and consecutively in the batting order rotation.
9. All teams must play a regular baseball infield, including pitcher, but no catcher. There will be up to outfielders. **9 defensive players are allowed on the field at one time.** –
 - a. **A fielding player plays in the pitching position.**
 - b. **Add an extra/4th outfielder**
 - c. **No child catcher.**

10. A maximum of 5 runs per inning will be allowed. A $\frac{1}{2}$ inning will end with either 5 runs or 3 outs (whichever occurs first).
11. Games shortened by reasons of rain or other act of nature shall be considered regulation games.
12. There will not be base stealing, but sliding is allowed (no headfirst sliding, but “diving” back to base is ok).
13. On an over throw to first base, all base runners are entitled to one base. A ball thrown outside the side fence becomes a “dead Ball”, and each runner is entitled to one extra base. A ball that is thrown into the outfield is still a live ball.
14. When the ball is hit, the fielder may not carry the ball across an imaginary line drawn from home through second base in an attempt to run down a base runner. The ball is to be thrown to the base to record an out on the runner, unless the base fielder fields the ball. The penalty for this will be to allow the runner the base he is running toward.

On plays at the plate: An infielder must “assume” the role of catcher. They “assume” the role of catcher by entering the area from the tip of home to the semi circle drawn in front of the plate. Once they have “assumed” the role of catcher, they are allowed to cross the imaginary line to run a runner back to third. (But they cannot then run across the imaginary line to run a runner back to first).

An outfielder is not allowed to make a play in the infield. They must throw the ball to an infielder.

15. A play becomes dead when an infielder has returned the ball to the pitcher with runners awarded bases according to their positions relative to a line drawn midway between 2nd, 3rd and home bases respectively. The lead runner will be the determinant if 2 or more players occupy the same base. If a play is made on the runner, however, then the ball is still live and runners can advance until play stops.
16. **The team at bat will provide the umpire, who will be the Coach and is pitching.**
17. Offensively – There must be an adult pitcher and an adult catcher. There may also be a 1st base and 3rd base coach, who must stand in the coach’s boxes. Defensively – there may be a coach on the left field line and right field line in the outfield. They must not be on the field. Game times are for playing, not for taking a long time for instructional purposes.
18. Both teams must line players up at the end of each game and shake hands.

19. All offensive players, except the batter, and all defensive players, not on the field, must sit in a designated area (The Dug Out) away from the playing field.
20. **Score will be kept for each game by a coach from each team**, used for managing the batting order, playing time & run limits etc.
21. The batter and base runners must wear batting helmets. There is no on-deck batter. **The “on-deck” batter must be ready to enter the field when it is their turn to bat. (i.e. batting helmet on, batting gloves, and bat in hand).**
22. If a batter “slings” the bat, the umpire will warn the players. If it happens a second time or more, the umpire will declare him out each time.
23. Players must not wear “spiked” shoes.
24. The MJCCA has a non-smoking policy for any coach or adult on or near the playing fields, or around or near the children.
25. Each Coach is responsible for cleaning up the dugout and reminding Parents to clean up the bleacher area after each game.
26. **First Aid Kits are available on Field #1 and Field #3 in the sheds at Zaban.**