



COACH PITCH 8AA SUPPLEMENTAL RULES

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Team Formation

1. Teams shall be formed in accordance with “LOCAL LEAGUE DRAFT METHODS,” Plan A – Serpentine Draft Plan per the Little League® Operating Policies in the Little League® Baseball Official Regulations, Playing Rules, and Operating Policies for the current season.
2. Players must complete an ORWALL skills assessment to qualify as an eligible draft. Players who do not complete a skills assessment shall be assigned to a team as a Hat Pick.
3. Hat Picks - Any player who did not complete an ORWALL skills assessment shall be assigned indiscriminately (blindly) to teams in the established order of the draft. Hat picks will only be assigned after all available draft picks have been selected.
 - Hat pick players are ineligible for ORWALL Premier Division selection during the Draft.
4. Manager’s child(ren) shall be assigned to each manager’s respective team in the following draft rounds, based on the league age of the player(s):
 - Player’s age is the oldest (or only) offered in the Division: 3rd Round
 - Player’s age is the next oldest offered in the Division: 4th Round
5. Where Manager has more than one (1) child participating and are the same league age, the children shall be assigned in consecutive rounds beginning at the designated round for league age and descending toward the next (later) round.
6. Siblings – When requested by a parent, siblings, step-siblings, or players residing at the same residence shall be selected in consecutive rounds.

Player Pool

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. (Regulation V)

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent.

1. The Player Agent shall create and administer the pool.
2. The league’s Player Agent shall use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
3. Managers and/or coaches shall not have the right to randomly pick and choose players from the pool within their respective division.
4. When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game. Pool players that are called and show up at the game site must play at least six (6) defensive outs and bat once.

Equipment & Uniform

1. Bats must be USA Bat stamped bats no more than 33 inches in length; nor more than 2 $\frac{1}{4}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. NOTE: Wood bats do not require the USA Bat stamp. (Bat Rule 1.10)
2. All players shall wear the ORWALL-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
3. TPU and Hard Plastic (non-flexible) cleats (no metal)
4. Catchers must wear:
 - long- or short-model chest protector with neck collar
 - baseball-style shin guards
 - catcher face mask
 - catcher helmet which meets NOCSAE standards
 - dangling throat protector attached to face mask (must hang freely)
 - catcher's mitt Rule (1.12)
 - male catcher shall wear a protective athletic cup

Field & Equipment Prep

1. Both teams are responsible for:
 - Raking the infield
 - Marking foul lines with chalk machine
 - Marking outfielder arc
2. Visiting team is responsible for:
 - **Adult** Scoreboard operator
3. Home team is responsible for:
 - Official **Adult** Scorekeeper

Post-Game Responsibilities

1. Remove all equipment and trash from field, dugouts, and stands
2. Turn off scoreboard (if only/last game of the day)
3. Close up scoreboard building – turn off lights/ac, close windows (if only/last game of the day)
4. Inputting scores within 24 hours from game completion.

Length of Games

1. Games shall last 90 minutes or 6 innings, whichever comes first. No inning shall start after 90 minutes. Innings started prior to the 90-minute mark shall be completed. An inning officially begins at the completion of the previous inning.
2. No inning shall start after 10:00pm.

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. One (1) Manager & Three (3) Coaches permitted. A Manager or Coach of the offense shall be designated as the Coach Pitcher. A team may elect to have an additional(1) badged safety coach in the dugout to assist with supervising players. The offensive coach pitcher shall have one foot inside the pitching circle. Coaches may not interfere with a play in progress.
3. One (1) Defensive coach is allowed on field during gameplay. They must not interfere with gameplay. Coach will be offset of the catcher and their role is to help collect coach pitch balls during at bat.
4. One adult must remain in the dugout at all times to supervise players
5. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.
6. Only Manager may confer with the umpire
7. When not in the coach's box, managers and coaches shall remain within one (1) arm's length of the dugout.
8. Base coaches, other than the team manager, may not confer with an umpire regarding any on-field ruling.

General Rules

1. One (1) Umpire shall be provided.
2. Infield Fly Rule is **not** in effect.
3. No lead offs or balks.
4. No bunting.
5. No walks or intentional walks.
6. No stealing.
7. No headfirst slides.
8. On deck batters are not permitted.
9. The batter is out whether or not strike three is caught by the catcher.
10. Swinging strikes will be called, after 3 strikes the batter is out, unless the 3rd strike is a foul
11. Batters are allowed six pitches per at bat. If the batter fouls off the sixth pitch, they will continue until the ball is either put in play, or a swing and miss. They can foul off as many pitches until one of those two outcomes happen.
12. Double first base shall be treated as an extension of first base and no appeals will be made on whether the batter/runner touched the white or orange part of the bag.
13. Protests are permitted. (4.19)

Number of Players

Teams must start with a minimum of nine (9) players [eight (8) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [eight (8) players in the fall] at any time during the game shall constitute a forfeit.

Lineups & Minimum Play

1. Teams shall bat a continuous batting order.
 - A batter removed from the lineup due to absence, injury, illness, disciplinary, or other just reason shall simply be skipped in the lineup without penalty (no out recorded).
 - Players that arrive late to the game may be added to the lineup at the end of the batting order.
2. Coach Pitch 7 & 8 AA Minimum Play (12 Players or Less)
 - Each player must play two (2) complete innings in the infield (P, 1B, 2B, 3B, SS, C) by the end of the 4th inning
 - No player may sit on the bench in more than two (2) defensive half-innings. No player shall sit out in consecutive innings.
 - Each player must play a minimum of one (1) inning in the outfield by the end of the 4th inning.
3. Coach Pitch 7 & 8 AA Minimum Play (13 Players)
 - Each player must play two (2) complete innings in the infield (P, 1B, 2B, 3B, SS, C) by the end of the 5th inning.
 - No player may sit on the bench in more than two (2) defensive half-innings. No player shall sit out in consecutive innings.
4. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.
5. Players must start and end the inning at an infield position to satisfy minimum infield defensive play. (If this cannot be met due to time expiring or run rule, no penalty is assessed.)

Coach Pitch 7 AA & 8AA Pitcher

1. The pitcher shall wear a batting helmet for safety.
2. The pitcher shall have both feet in contact with the pitcher's plate until the batter hits the baseball.
 - **Penalty:** If, in the umpire's judgment, the pitcher leaves the pitcher's plate early to make a play, the batter-runner or runners shall be awarded one base without liability to be put out.
3. When the player pitcher fields a batted ball, he/she must attempt a defensive throw.
4. Player pitcher may not field a batted ball and return to the mound for the purpose of calling time.
5. On a batted ball fielded by the player pitcher within the pitchers' mound, he/she may not leave the circle to attempt to tag out a batter/runner or block a base path.
 - *If a batted ball is fielded by the pitcher, which carries the pitcher into the runner without giving chase, the pitcher may attempt an unassisted out. (Judgement call by umpires and **CANNOT** be challenged)

Coach Pitch 7 AA & 8AA (Coach) Pitcher

1. The coach pitching to the players may stand or kneel.
2. The offensive coach pitcher shall can pitch as close as 36 feet, measured from the point of home plate. Coaches may not interfere with a play in progress.
3. The coach must pitch overhand.

4. Coach Pitcher must make every attempt to vacate the field of play immediately once the ball has been put in play. If the Coach pitcher intentionally interferes with a batted ball, the batter will be called out. If unintentional contact is made by the Coach Pitcher, the ball is dead and all runner's advance one base if forced. This will be an umpire's judgement call.

Coach Pitch 7 AA & 8AA Defense

1. **Infield:** traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc," from the axis at home plate between the foul lines.
1. **Outfield:** Four (4) outfielders (LF, LC, RC, RF) may be positioned no closer to the infield than midway between the back of the infield and the outfield fence and may not cross that line until the ball is put in play. **Outfielders may not tag out any base runner nor touch any base to make a force out.**
2. **Throwing the ball:** Defensive players may not "roll" or "bowl" the ball to another defensive player in an attempt to put-out a runner or batter-runner in lieu of the natural and commonly accepted throwing mechanics associated with the game of baseball.

Closed Base Division

When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has crossed the plane of the plate.

If the lead runner is not advancing, time may be called at the umpire's discretion.

Advancing Bases

Time shall be called when:

1. (if) Lead Runner is not advancing, while either in the base path or on base. (Umpire's discretion)
2. (if) Lead runner retreats to last base touched.
3. (if) Player pitcher receives and has possession of a thrown ball within the pitchers' mound after a defensive play has already been attempted.

Coach Pitch 7 AA & 8 AA Overthrow Rule

If the ball is overthrown on the first play after a ball is hit, runners shall be entitled to advance one base (maximum of one (1) base) at their own risk. **Any subsequent overthrows are not subject to further runner advancement.**

Ex. Shortstop fields hit ball, attempts play at first and overthrows into foul territory. Any runners on base may attempt to run to next base at their own risk.

Ex. Bases empty, batter hits grounder back to pitchers' mound, player pitcher holds the ball. Batter/runner is approaching 2nd base when pitcher overthrows 2nd. Batter/runner may now continue to 3rd at own risk.

Run Rules & Limits

1. Each team is permitted a maximum of 5 runs per inning before three outs for first 5 innings. If game advances to the 6th inning, each team is permitted to score up to 10 runs.

2. The 15 run rule (after 3rd inning) and 10 run rule (after 4th inning) is in effect.

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, player or spectator may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.
 - For purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players, and is scored as an official game due to forfeit, it shall be considered a physically played game.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.
 - Exception: one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, game will be stopped and reviewed by the competition committee.
4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.



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