

2018 Mesa American Little League Minors-Coach Pitch Baseball Division Rules

The "Little League Baseball Official Rule Book" shall be used as the official rules and guidelines. The purpose of these Local League rules is to establish guidelines in addition to the Little League Official Rule Book and in no way is intended to lessen or supersede those rules.

Local guidelines

- I. New innings shall not start after one hour, 15 minutes. Drop Dead time for games is one hour, 30 minutes, the game will be considered an official game and scores frozen at Drop Dead time. (rule 4.10).
- II. Managers and coaches of both teams are responsible for putting out bases before game time and after the game if no further games are to be played.
- III. Level V Baseballs will be used during each game.
- IV. Managers must ensure each player gets to play an infield position within the first three innings.
- V. If a batter does not put a ball in play after 5 hittable pitches, he/she will have up to three swings at a ball placed upon a tee. If a ball is still not put in play, the batter is out.
- VI. No more than 10 defenders on the field at one time.
- VII. No less than 6 players must be present for game to continue.
- VIII. Batting order shall consist of all players present: continuous batting order (CBO).
- IX. The on deck position is not permitted and only the the first batter of each half inning will be permitted outside of the dugout between innings. (1.08)
- X. Each half inning ends after three outs are recorded, 5 runs are scored or all players bat once, including in the last inning. (5.07)
- XI. Offensive team manager and/or the coach who is pitching is the umpire-in-chief at any particular time but should engage other coaches to ensure the right call when needed.
- XII. No more than two coaches from the defensive team shall be on the field at the same time.

Important highlights of Little League Rulebook

A. Regulation IV

1. (i) Mandatory play requirement of 6 outs and one at-bat.
 - a) Managers are subject to suspension for violations.
 - b) (Note 3) If a half-inning ends because of the five-run limit in "Rule 2.00 – Inning," and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive defensive outs for the purposes of this rule.
 - c) If a team has 15 to 20 player rosters the Mandatory Play Rule is reduced to three (3) defensive outs and one (1) at bat per game.

B. Regulation XIV

1. (a) Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of

unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league Board of Directors

2. (f) Managers and coaches can play catch with players in between innings, including with the pitcher.

C. Rule 1

1. (1.08) The on deck position is not permitted and only the first batter of each half inning will be permitted outside of the dugout between innings.
2. (1.11 j) Players MUST NOT wear watches, rings, pins or jewelry of any kind. Exception: Medical items or League Awarded Pins.
3. (1.17) All players must be properly equipped.

D. Rule 2

1. One coach or the manager of each team is allowed on the field for instructional purposes.

E. Rule 4

1. (4.04) All teams and players are subject to a continuous batting order (CBO) of all players present.
 - a) Those arriving late are added to bottom of the order.
 - b) Players who are present but unable to bat due to injury or temporary absence from playing field will be skipped in the order without penalty. The player will also be allowed to resume his/her spot in the batting order upon his/her return to the playing field or is physically able to play.
 - c) End of half inning occurs when three outs are recorded, 5 runs are scored or all players bat. (5.07)
2. (4.07) A player, manager or coach ejected from a game will leave the field immediately. Managers or coaches must leave the site. Players may stay on the bench as long as they do not create a disturbance.
3. (4.10 (a)) Games are a maximum of 6 innings.
4. (4.10 (c) and (d)) A game is considered complete if 4 innings are completed or three and a half if the home team has scored more runs. New innings shall not start after one hour, 15 minutes. Drop Dead time for games is one hour, 30 minutes, the game will be considered an official game and scores frozen at Drop Dead time.
5. (4.13) No team may play two games in one day.

F. Rule 7

1. (7.08 (a-3)) Runners must slide or attempt to get around defenders who have the ball and are waiting to make a tag.
2. (7.08 (a-4)) Head first slides are not allowed when advancing, but are allowed when returning to a base.
3. (7.13) Runners cannot leave a base unless the batter puts the ball in play.