



COACH PITCH 6 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.

Equipment & Uniform

1. Players may use a USABat stamped bat, wood bat, or any 26" or shorter Stamped USABAT which is marked "APPROVED FOR TEE BALL USE" and meets the barrel dimensions specified by 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
 - Catcher's mitt (Rule 1.12) Exception: catcher may wear a fielder's glove
 - dangling throat protector attached to face mask (must hang freely)
 - Males must wear an athletic cup

Length of Games

1. Games shall last 70 minutes or 6 innings, whichever comes first. No inning shall start after 70 minutes. Innings started prior to the 70-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 adult must remain in the dugout at all times to supervise players
3. Two (2) Defensive coaches are allowed on field during gameplay. One Coach will be positioned along the outfield arc and their role is to provide in-game coaching and feedback to their defensive players. They must not interfere with gameplay. Second Coach will be offset of the catcher and their role is to help collect coach pitch balls during at bat.
4. **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 be no closer than 36 feet from home plate. Coaches may not interfere with a play in progress.
5. Only Manager may confer with the umpire

6. Coaches may not interfere with a play in progress.
7. 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.
8. When not in the coach's box, managers and coaches shall remain within one (1) arm's length of the dugout.
9. 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 Rules is **not** in effect.
3. No lead offs or balks.
4. No bunting.
5. No walks or intentional walks.
6. No stealing. Runners may only advance on batted ball.
7. Runners shall advance one (1) base at a time on a batted ball in fair territory.
8. On a batted ball which passes the outfield arm, runners made advance up to two (2) bases at their own risk.
9. No headfirst slides.
10. No Protests.
11. On deck batters are not permitted.
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.

Number of Players

Teams must start with a minimum of nine (9) players [seven (7) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [seven (7) players in the fall] at any time during the game shall constitute a forfeit.

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.

Coach Pitch 6 Batter

1. Each batter will receive a maximum of 4 thrown pitches by a coach. If the fourth pitch is fouled off, they will receive another pitch. Batters may receive an unlimited number of foul balls on the 4th pitch
2. If after four (4) pitches a batter has not put the ball in play, a tee will be placed in the middle of home plate. ALL BATTERS must be set up "Square" with home plate.
3. They will get a maximum of one (1) swing to put the ball in play. If after one swing, they have still not put the ball in play, batter will be declared out.

Coach Pitch 6 (Player) Pitcher

Player pitcher is defined as the player wearing a helmet and playing the pitcher position. Pitchers' mound is defined as the entire **dirt** circle surrounding the pitchers' plate.

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. Player pitcher may not:
 - tag out the batter runner
 - tag out any base runner
 - touch any base to make a force out

Coach Pitch 6 (Coach) Pitcher

1. The coach pitching to the players may stand or kneel.
2. Coach Pitcher can pitch from as close as 36 feet, measured from the point of home plate.
3. The coach must pitch overhand.
4. After the ball is put in play, **the Coach Pitcher is to exit the field of play and into foul territory.**
5. 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 6 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.
2. **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.
3. **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

The pitcher must have both feet in contact with the pitcher's plate and the catcher must be positioned safely in foul territory near the catcher's box. Base runners must remain in contact with the base until the ball crosses the plain of the plate. When players have advanced as far as possible without being put out or having been retired, the umpire shall call "time".

1. Runners shall advance one base at a time on a batted ball in fair territory.
2. On a batted ball which passes the outfield arc, runners may advance up to two (2) bases at their own risk.
3. Stealing bases is not permitted. Runners may only advance on a batted ball.

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. Rule 4.10(e)

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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