

AURORA BASEBALL LEAGUE – COACH PITCH DIVISION

1. GENERAL

- Players in this league shall be in 1st and 2nd grades during the current season.
- There are no call-ups at this age level.
- The league will be capped at 110 players or 10 teams of 11 players per team. By signing up after we have reached the league max you will be in jeopardy of being denied playing in the league.

As with all Aurora sports, sign up early!

- All decisions of the umpire(s) managers/coaches are final. This includes all judgment calls and all decisions on these rules, Coach Pitch rules and all other matters pertaining to the playing of the game.

- **There will be NO protests made or allowed for any reason.**

- Managers are to notify the other team of any changes. Failure to notify the other team manager/coach of lineup changes will not result in any penalty, unless it directly changes the result of the game. The opposing team will be awarded the win.

- A game played but not declared an official game will be replayed from the start.

- Completing three and half (3 ½) innings constitutes an official game.

- Games will start at their scheduled time and a forfeit will be declared at 15 minutes past the scheduled time if a team cannot field 8 (or 7 with one on the way) eligible players at that time.

No new inning will begin 1½ hours after the start of the game (this rule shall apply to both regular season and playoff games). No new inning shall begin if it cannot be completed with enough daylight for complete safe play. The umpire managers/coaches will determine if conditions allow a game to start, be suspended, continue or end.

- Full uniforms should be worn by all players, but an otherwise eligible player will not be prevented from playing because they do not have a uniform or full uniform.

- All players and staff, when not playing in the field, batting, on deck, on base, coaching or warming up will remain on the bench. Only assisting adults and team members are allowed on the bench.

- All equipment will be kept out of the playing area, including foul territory. Only one player is allowed in the on-deck circle at any time. There will be no practice type of warm-up during

games with in the on-deck area or out of play.

- In the event of an injury occurring during a play, the umpire(s) managers/coaches can, if they choose, stop all play. Immediately, declare the ball dead, and award the batter and/or runner's bases as they deem necessary to negate the stoppage of play caused by the injury.
- If a player is injured, he may be replaced by another player on the roster, even if that replacement had been previously removed from the game (except a player ejected or disqualified) provided no other player on the bench has yet to play. An injured player may return to the game without penalty when recovered but only in their original position in the batting order. The player who replaced them will be credited with time played.
- Both teams will provide a NEW game ball for each game, and the home team listed on the schedule will also provide a good used ball, if it is deemed needed. All teams will be provided with a new games balls at the beginning of the season.
- Umpires managers/coaches will discuss the ground rules before the start of each game with the managers. The umpire managers/coaches will decide if field conditions allow the game to start or if a postponement will be declared, keeping the safety of the participants foremost in the decision-making process.
- Each team will maintain a scorebook and make available to the other team a copy of their lineup for the game. Any manager/coach has the right to inspect the scorebook of the other team.
- Teams may start and finish a game with as few as 8 eligible players or as stated above. Players arriving late can be inserted in the game without penalty and do not have to play the required minimum amount if the game has progressed to the point that it is impossible for them to meet this requirement.

All games appearing on the league schedule will be played at the field, time, and date shown except as provided herein. Games will not be rescheduled except for the following reasons:

1. Weather conditions make it impossible to play the game scheduled. At the first sign of lightning or other hazardous condition, the managers will suspend play. If the conditions persist, the game must be cancelled.
2. Weather conditions during the game make it necessary to stop the game before it has

become an official game per league rules.

3. A school activity, requiring the attendance of members of the team makes it impossible for the team to field the minimum number (7) of players required to play on the scheduled date. (Note: only the players affected by the school activity can be counted. Players out because of injury, vacation, ejection, etc., cannot be counted even if their absence is what brings the team below the minimum required.) If a school activity is the reason for the rescheduling of a game, the affected manager must notify the other manager and the league director at least 5 days before that game and provide the director a list of the players affected. Failure to meet these conditions will result in the game not being rescheduled.

Make-up games will be determined by field availability and will not conflict with any regularly scheduled game. No team will be required to play more than three games in a week under any circumstances (Sunday through Saturday).

The same conditions for canceling a make-up game exist as for the rescheduling of the original game (weather and school activity). The team failing to show or field a team for a make-up game will lose that game. If both teams fail to show or make-up the game, per these rules, both teams will be credited with a loss

DEFINITION OF TERMS:

- Defensive Out: An out made by the defensive team after the ball has been hit into play or a runner struck by a batted ball
- Personal Out: A strike out or a thrown bat (with one warning)
- Team Out: Any defensive out
- Umpire(s): Umpire, the team managers, acting managers, or coaches

The managers or coaches will function as the umpires with all the duties and responsibilities of controlling unruly players, parents and/or fans.

2. CONDUCT:

- There will be no bench jockeying or other forms of harassment of the other team or its members by other players or staff. Players may not talk to opposing players in an attempt to distract them, etc.

- **Throwing of bats, helmets, gloves and other equipment or objects is prohibited. After one warning a player will be called "out" and the player or staff member may be ejected from the game. If done while arguing a call or play, or if the object strikes another person, the umpire can eject the person without any prior warning.**
- **The managers are responsible for the conduct of spectators on their side of the field as well as their team and its members and will make every attempt to discourage harassment of the players, umpires, staff and others by spectators on their side of the field.**
- Team members and staff must conduct themselves in a sportsmanlike manner at all times.
- Managers/coaches must have a copy of the rules with them during all games.
- Alcohol and/or tobacco are not permitted on the playing field or in the bench area before, during or after the game.
- Head coaches/Managers have the right to bench a player for disciplinary reasons other than ability or player performance but must notify the other manager of the action. Once disqualified from playing in the game under this rule, the player cannot later play in that game for any reason or under any conditions. The head coach should notify the league director when disciplinary action has been taken.
- Any player ejected from the game must leave the playing area and cannot sit on the bench. Any staff member ejected from the game will leave the playing area, may not sit on the bench and will be restricted to an area not less than 50 feet from the playing area in any direction. Any player or staff member ejected from a game will be suspended from participation in the team's next game; for a staff member this suspension requires the staff member be restricted to an area not less than 50 feet from the playing area in any direction.
- **NO ONE is permitted behind the backstop once the game has started.**

AURORA BASEBALL LEAGUE – COACH PITCH DIVISION

3. PLAYING RULES:

- The current Coach Pitch rules will apply except as altered by these rules.
- All games will be six (6) innings or 1 ½ hours in length unless additional innings are needed to break a tie or conditions do not allow six innings to be played. An official game will be 4 innings in length, 3 1/2 if the home team is ahead.
- Distance between bases will be 60 feet. Pitching distance will be 46 feet. Games will be played and be official even if conditions do not permit the proper layout of the field, within reason, as determined by the Umpire/Manager's
- All players present will be in the batting order. A player arriving after the start of the game will be added to the end of the batting order. If a player leaves the game for any reason, the vacated spot is simply skipped with no penalty.
- If a player must leave the game for any justifiable reason and returns later, the player will resume in the same place in the batting order.
- **A maximum of ten (10) players may be placed in the field with four (4) outfielders. Outfielders cannot make any unassisted plays at second base (no rover 2nd baseman).**
- The batting order will consist of each eligible player who will bat in the order shown in the lineup. Players arriving late who are allowed to play will bat in the last place in the order. If one team has less eligible players than the other team it will not affect the other teams batting order. All team members will bat until there are three (3) defensive outs or the team has scored the maximum number of runs allowed in an inning (8 RUNS). If a play is in progress and more than 8 runs score in the inning because of the result of that play, those runs will count in that inning. (Note: In the 6th inning and in each inning thereafter, there is no limit on the number of runs that can be scored in any inning by a team).
- If in the umpire's/managers/coaches judgment the current inning will be the last inning played (e.g., due to pending darkness, time), such declaration will be made prior to the top half of the inning and the 8 run/inning limit rule WILL NOT apply.
- Player's will be given 7 pitches to put the ball in play. If on the 7th pitch the ball is hit foul and a defensive player does not make an out, then the batter receives another pitch. If the ball is hit

foul again then the player continues to receive pitches as long as they continue to hit foul balls and no defensive player makes an out, but if the batter swings and misses or does not swing at the next (strike) pitch then the batter is out.

The end of a half inning will occur when one of the following first occurs:

1. Three (3) defensive outs are made. Personal outs are not counted in this total.
 2. Every batter in the line-up has had a plate appearance that half inning. If one team has more players present at the game, both teams will use the higher number.
- Overthrows at first or third base, which go out of the field of play, are dead balls and will not advance runners, but overthrows at home are in play and runners can advance. Overthrows at first and third base, where an attempted play has been made, even if the ball is in the field of play, will be a dead ball and play will cease.
 - A ball thrown out of bounds intentionally to stop will remain alive and runners can advance.
 - Players will not, in the umpire's judgment, collide with another player in an attempt to dislodge the ball or prevent a play. This does not include a head or feet first slide which knocks the ball loose. If a collision is called, the runner is out, the ball is dead, and other runners must return to the last base they legally touched. If the umpire decides that unusual force and/or purposeful intent was involved in a collision, he may eject the offending player without warning. Any runner colliding with any fielder in the act of fielding a ball will be automatically out and other runners will not be allowed to advance.
 - A defensive player may not tag a base outside the normal range for the position they are currently playing. For example, a shortstop may not run to tag first base or an outfielder may not tag a base.
 - Fake tags, at any base, even if the play is not being made at that base are prohibited. The ball will be declared dead (after all play is ended) and the umpire will award such bases as necessary to eliminate the obstruction.
 - The infield fly rule is not in effect.
 - Only one player is allowed in the on-deck circle. The player must be wearing a league approved

batting helmet while in the on-deck circle. The remaining offensive players should be on the bench.

- The batter can advance multiple bases on any ball hit on the ground that travels into the infield or outfield.
- The batter can advance more than one base if a ball is hit in the air or on the ground and travels past the infield dirt and lands in the outfield grass, but once the defensive outfielder returns the ball to the infield the batter cannot advance bases.
- The batter can be OUT if while advancing bases they are tagged while not on a base.
- **The players in the outfield must start in the outfield grass and can field a hit ball in the infield dirt and throw out a runner at any base including first base.**
- The players in the outfield cannot run the ball to a base to record an out and must transfer the ball to a player in the infield to record an out.
- Runners CANNOT lead off or leave the base until the ball is hit. Penalty for doing so is that the runner is out, the ball is dead, and no pitch called. Stealing is not permitted. Each team will be given a first-time warning.
- No designated batter is allowed. All players on the team bat and must play defensive positions.
- Little League rules will apply in determining if a batted ball is fair or foul.
- **Any batted ball stopping, fielded, or touched before it is outside an area within 10 feet of home plate will also be a foul ball.**
- There will be NO base on balls awarded or players hit by a pitched ball will not be awarded first base.
- ANY pitch not swung at by a batter will be considered a Ball. Each batter gets nine (9) pitches to put the ball in play or until they safely reach first base or have seven (7) strikes called on them. A batter can foul off an unlimited number of pitches within the nine allowed once he has THREE strikes counted against him.
- At the time of a pitch the defensive catcher must be in his proper position and the player/pitcher must stand outside of the pitching circle to the right or left side of the ADULT pitcher, but with ONE FOOT in the pitching circle. (We are not using Catchers this season)
- One to two defensive coach, who must be positioned behind the outfielders, are permitted on

the field all season.

- There may be a maximum of three coaches in the field between the outfielders and infielders. A coach may call time out to instruct the players by requesting time from the umpire or opposing coach.
- Defensive coaches are to act as the inning umpires.
- Offensive coaches are permitted at first and third base and one who will be designated the adult pitcher. If in the umpire's/coaches' judgment, the adult pitcher did not make an effort to avoid obstructing a defensive player, either in fielding or throwing, the umpire may call a dead ball and call the batter or a base runner out.
- Any batted or thrown ball hitting the defensive coach is in play. Any thrown ball hitting an offensive coach is in play.
- A league approved batting helmet must be worn while hitting.
- The batter must stay in the batter's box when striking the ball.
- The batter gets nine (9) pitches to put the ball in play.
- A strikeout consists of seven (7) swinging strikes. A strikeout is a personal out, but not a defensive (team) out. A foul on the last pitch allows the batter an additional pitch and may continue to foul balls off until hitting the ball in play or swinging and missing.
- A batter will be called out if they throw the bat after hitting the ball. This is a personal out, not a defensive (team) out.
- A hit batter is considered a ball. The batter does not take first base.
- Bunting is not allowed.

4. PITCHING

- An adult pitcher will be used at all times. The adult pitcher will pitch overhand to every batter at all times.
- A circle with a radius of 7 feet will surround the pitcher's rubber with a straight line across the diameter of the circle through and parallel with the pitchers rubber.

- Each pitch must be delivered from the pitcher's rubber to be legal, however, the adult pitcher may move up, drop to one knee, or do whatever is deemed necessary to help a player hit the ball.
- If an adult pitcher intentionally interferes with a batted ball, the batter is out and runners cannot advance. If they unintentionally interfere with a batted ball, the ball is dead, the batter is not out, runners do not advance and the pitch WILL NOT be counted. The umpire will decide if the interference was intentional or not.
- A throw from the catcher to the pitcher after a pitch is a dead ball

5. DEAD BALL

- A batted ball is dead only when:
 1. The umpire calls the play stopped.
 2. An infielder has control of the ball in the infield (and requests time out and receives it). Time can only be granted if, at the umpire's discretion, he determines that there are no runners advancing. Coaches should not advance runners if the infielder has control of the ball on the dirt. The infielder should raise his/her hands to indicate time out.
 3. A passed ball at 3b or 1b.
 4. A delayed infield play which results in unconventional play.

6. PLAYER POSITIONS:

- In Coach Pitch all players must play at least two (2) positions (2-10), DURING EACH GAME. Coaches who fail to follow this rule will be reminded once, receive a written notice on the second offence, and the board may impose game suspensions, or other sanctions for repeated violation of the rule.
- All eligible players on the team will play at least three defensive innings which do not have to be consecutive innings, but the player inserted must play for three defensive outs all of which must be in the same inning.
- Every player must play at least two innings at an infield position and one inning in the outfield.
- The pitcher's position is considered an infield position and the catcher's position is not.

- Each player must play at least one inning at an infield position in the first 3 innings of the game.
- The defensive team will consist of 10 players (max), four of whom must be outfielders who play at approximately the same depth (no short fielder). If a team cannot field a full defensive team, they can play with less than 10 but at least 8 players.
- A player may play the pitching position for a maximum of two innings per game.
- No player may sit defensively more than 2 innings per game. It is recommended that no player sit more than 1 inning.
- A player may play first base for a maximum of two innings per game.
- The players must rotate so that no player plays the same position more than 2 innings and a rotation of the players between outfield and infield positions is strongly encouraged.
- A player may only play the catcher position two innings maximum per game. **(We are not using Catchers this season due to COVID)**

7. EQUIPMENT

- Players cannot wear steel spikes.
- All players must wear protective head gear with a face mask while at bat, on base, on deck, or playing the defensive positions of pitcher or catcher.
- The catcher must wear all protective equipment while playing. Boys must wear a cup if they play the catchers position (encourage all players to wear a cup).
- Bat sizes should be appropriate for the age and size of each athlete.

This is a developmental league; parity, fairness, and sportsmanship will go a long way in developing and piquing the players' further interest and skill set in the game of baseball. Please respect our league objectives of developing team players who enjoy participating in our national past time.

Any rule or issue not addressed in these rules should be managed with common sense and the best interest of the players and integrity of the game.