



COACH PITCH DIVISION

GENERAL RULES

1. PLAYER ELIGIBILITY/GRADE

- 1.1. A player's grade is determined by the players CURRENT grade upon registering.
- 1.2. For COACH PITCH, players are currently either in the first or second grade upon registering.

2. PLAYERS AND POSITIONS

- 2.1. A minimum of seven (7) players is needed to start a game or a forfeit will result.
- 2.2. Defensive Players: In the Coach Pitch Division, teams will field (10) defensive players (4 outfielders, 4 infielders, a pitcher, and a catcher) – TBL/commissioners reserve right to change requirements as needed

3. FIELD AND GROUND RULES

- 3.1. Where not covered by specific Twinsburg Baseball League Inc. amendments, NFHS rules will apply.
- 3.2. The HOME team will prepare the field for play and will practice 30 minutes before the game. The visitors will practice 15 minutes before the game and will put the bases away at the end of the game. Both teams will clean their respective areas and share in the cleaning of common areas after the game.
- 3.3. Only officially registered team members may participate. **NO EXCEPTIONS.**
- 3.4. All team members in attendance will play. Disciplinary actions will be allowable as long as competing coach is advised before the game.
- 3.5. Three outs made in the field (strikeouts included), or a maximum 7 runs will constitute an inning.
- 3.6. Substitution Rule
 - 3.6.1. The free and unlimited substitution of defensive players is permitted, but the batting order shall remain the same.
 - 3.6.2. Each player must play a minimum of two (2) FULL innings before the end of the 4th inning.
 - 3.6.3. Each player must play in the outfield at least one (1) inning.
 - 3.6.4. All players must play at least one (1) inning in the infield by the end of the 4th inning.
Exceptions will be made for either players or parents who decline an infield position.
PENALTY: Any team that violates Rule 3.6 will forfeit the game in question.
- 3.7. Outfielders must be positioned in the grass and no closer than 15 feet of the baseline. Outfielders cannot make any unassisted plays at second base (no rover 2nd baseman).
- 3.8. The player/pitcher must be positioned behind the coach/pitcher and to either side of the pitcher's plate that is set at a distance of 43- 46 feet from home plate – and not be an additional "middle" infielder (player safety should be primary concern).
- 3.9. It will be the home team's responsibility to maintain the official score. Once the score has been agreed upon by both coaches, the head coach will be responsible for providing the score to the commissioner or logging on and entering it themselves on the website (procedure will be outlined before season begins).
- 3.10. It will be the league commissioner responsibility to maintain division standings for playoff seeding. TBL uses a hockey style points system to determine the division standings: WIN= 3 points TIE = 2 points LOSS = 1 point GAME NOT MADE UP = 0 points.

4. PITCHING

- 4.1. The pitcher will be a team coach.
- 4.2. Pitches are to be thrown from between 35 and 46 feet from home plate and must be thrown overhand to all players.
- 4.3. Each batter is allowed six pitches or three strikes (only the second half of the season). If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play.
 - 4.3.1. Exception: For the first five innings, immediately following the sixth pitch a ball will be placed on a tee and the player is not out. The goal of this is to put the ball into play and ensure development occurs.

- 4.4. If a batted ball hits the pitcher/coach, the ball will be ruled dead and the pitch will not be counted toward the six-pitch rule. If the pitcher/coach intentionally interferes with the batted ball, the batter will be called out. Runners may not advance in either case.

5. **BATTING**

- 5.1. Teams will bat all players on their roster in a predetermined order, a copy of which will be provided to the opposing team. Late arrivals will be placed at the bottom of the order
- 5.1.1. Each player of the offensive team shall bat in the order that his name appears in his team's batting order.
- 5.1.2. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
- 5.2. A batter is out when –
- 5.2.1. If the batter does not hit the ball by the sixth pitch, the batter will be called out.
- 5.2.2. His fair or foul fly ball (other than a foul tip) is legally caught by a fielder.
- 5.2.3. His fair ball touches him before touching a fielder.
- 5.3. A batted ball inadvertently striking a baseline coach shall be ruled as in foul. However, if a coach intentionally touches the ball, a home run will be awarded to the batter.
- 5.4. The batter becomes a runner when he hits a fair ball.
- 5.5. Bunting is not permitted.

6. **BASE RUNNING**

- 6.1. Leading off is not permitted.
- 6.2. Stealing is not permitted.
- 6.3. A runner may not leave a base until the batter has hit the ball.
- 6.4. If a runner leaves the base and the batter makes no contact of the ball, there is no play. The runner is warned and returns to the base. If contact is made and a runner leaves early, the runner may only advance one base.
- 6.5. Infield fly rule is not in effect.
- 6.6. Runners may tag up at their own risk on any fly ball, fair or foul, once the ball is caught.
- 6.7. Sliding is permitted into all bases with the exception of 1B. Head first sliding is **NOT** permitted except when going back to a base (diving back) and coaches shall teach feet first sliding only. Players sliding feet first need not maintain contact with the base.
- 6.8. Runners must slide to avoid collisions at any base. If a collision occurs that may have been avoided with a slide, the runner will be deemed to be out and may be subjected to ejection.
- 6.9. Runners who inadvertently turn toward second after reaching first cannot be tagged out unless they show "intent" toward second.
- 6.10. In the event of an injury, a courtesy runner will be permitted. That runner will be the last player who was called out.
- 6.11. Runners May advance one (1) base on an overthrow out of play which is determined to be past the bench. It will still be at the discretion of the umpire/coach.
- 6.12. Runners may **NOT** advance on an overthrow to second base or first base from the infield. Spirit of this rule is to encourage force outs at second base.
- 6.13. Runners may advance until an **infielder** has control of the ball in the infield and calls "time out" or "time", which is granted by the umpires/coaches positioned in the field. Outfielders cannot run into infield and call timeout.
- 6.14. A ball that is thrown in from the outfield needs to be controlled by the infielder in order to stop the runners. A non-controlled ball will be considered LIVE.
- 6.15. A runner more than halfway between bases when the umpire calls the play dead may continue to the next base. The halfway point will be indicated by a chalk line in between the two bases. If the grounds crew is unable to get a chalk line down, the field umpire should create a manual midway mark in between the bases.

7. **RUN LIMIT**

- 7.1. A team may score a maximum of 7 runs in an inning. When the 7th run crosses the plate, the inning is over, regardless of the number of outs or the positions of runners. The exceptions are the sixth inning (second half of the

season only), any inning determined to be the last inning because of time limit, or an extra inning of a tie game when play will continue until there are three outs or the winning run is scored.

8. THE PLAYING FIELD AND EQUIPMENT

- 8.1. Bases: The infield shall be 60-foot square (LLB).
- 8.2. Pitcher's Mound: The distance between the front side of the pitcher's plate and home base (the rear point of home plate) shall be 46 feet (LLB).
- 8.3. Complete and proper equipment (by position) must be worn at all times. All players should wear athletic supporters. **ALL catchers must wear cups.**
- 8.4. Metal cleats are not permitted.
- 8.5. Bats may not exceed 2 3/4 inches in diameter and may not exceed 32 inches in length, and the unit differential, namely the difference between length measured by inches and bat weight measured in ounces, may not exceed 12 units (-12).
 - 8.5.1. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.
 - 8.5.2. USA bats are allowed, as long as they meet the above diameter and length.
 - 8.5.3. Wood bats are permitted.
 - 8.5.4. Bats listed on the TBL website as banned shall not be allowed for use.
- 8.6. All offensive players must wear batting helmets while outside the dugout. Runners who intentionally remove their helmets while on the base paths will be called out.
- 8.7. All players will wear complete uniforms as issued by the league including baseball pants (not issued).
- 8.8. No shorts will be permitted.
- 8.9. All on-field coaches must also be in uniform.

9. BASE COACHES

- 9.1. The offensive team shall station two (2) base coaches on the field during its time at bat, one at 1B and one near 3B.
- 9.2. Base coaches shall be an adult manager or coach.
- 9.3. Base coaches shall:
 - 9.3.1. Remain within the base coaches' box at all times, except when necessary to provide space for a defensive player to make a play on a batted or thrown ball.
 - 9.3.2. Talk to members of their own team.
 - 9.3.3. An offending coach shall be removed from the base coach's box.

10. UMPIRES

- 10.1. A field umpire will be provided. If a field umpire is unavailable, the defensive team will provide (2) coaches to serve as base umpires and should remain behind outfielders.
 - 10.1.1. Protests are not permitted, the umpires decision is final.
- 10.2. The decision of the umpire is final. Any umpire's decision which involves judgement, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final.
- 10.3. No player, manager, coach, or substitute shall object to any such judgement decisions.
- 10.4. Only a head coach or designated speaking coach may discuss rules with the umpire and/or opposing team coach.
- 10.5. In the event of an injury the coach/umpire is to immediately call time. Any game related injury must be reported within 24 hours of the occurrence. Injury forms can be obtained at the concession stand.

11. COACH, PLAYER AND SPECTATOR CONDUCT

- 11.1. Head coaches must be at all times, examples of good sportsmanship.
- 11.2. The head coaches are responsible for the conduct of their players and assistant coaches.
- 11.3. Head coaches shall, to the best of their ability, control the conduct of parents and spectators on their side of the field, making every reasonable effort to discourage any type of harassment of umpires and opposing players, coaches, and fans.
- 11.4. No manager, player, substitute, coach, trainer or bat boy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:

- 11.4.1. Incite, or try to incite, by word or sign a demonstration by spectators.
- 11.4.2. Use language which will in any manner refer to or reflect upon opposing players, a coach, or any spectator.
- 11.4.3. Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- 11.4.4. Make intentional contact with any player, coach, umpire or spectator.
- 11.4.5. Take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter. **PENALTY:** The offender shall be removed from the game and shall leave the playing field.
- 11.5. No coach or staff member will appear at any game or practice under the influence of alcohol or controlled substance.
- 11.6. Smoking and/or the use of any and all tobacco products is prohibited on the playing field and in the bench area.
- 11.7. Coaches are not to leave the field or bench area for the purpose of smoking.
PENALTY: IMMEDIATE REMOVAL FROM THE LEAGUE for any coach, staff member and/or individual that violates Rules 11.5, 11.6, and/or 11.7.
- 11.8. All players must remain inside their respective dugouts unless fielding, batting, warming up, or on deck. Warning given for first offense. An out will be assessed for any further offense. Coaches may not stand behind the backstop.
 - 11.8.1. **EXCEPTION** - A batter may be "on deck" only when accompanied by a manager, other adult coach, or parent who may assist. Only one batter may be "on deck" at a time. A batter may not be "on deck" directly behind the backstop. It will be the responsibility of the adult accompanying the batter to ensure the batter is not presenting a safety risk to others, and that the batter is sufficiently clear of the playing field so as not to be at risk of injury from a batted/thrown ball.
 - 11.8.2. **EXCEPTION** – A pitcher may warm-up prior to entrance into a game only when accompanied by a manager, other adult coach, or parent who may assist. Only one pitcher may warm-up at a time. It will be the responsibility of the adult accompanying the pitcher to ensure the pitcher is not presenting a safety risk to others, and that the pitcher is sufficiently clear of the playing field so as not to be at risk of injury from a batted/thrown ball.
- 11.9. Other than as defined in the **BASE COACHES** section of these rules, and the one exception noted in 11.8, above, all coaches are to remain in the dugout.
- 11.10. There will be no throwing of equipment such as helmets and bats. It will be in the umpire/coach's judgment to issue a warning and an out or an ejection for any infraction. If the third out has been completed, the out will be applied to the next inning. For the second offense, an out and ejection of thrower. For unintentional slipping of a bat, there will be a warning to both player and coach for first offense and an out assessed for subsequent offenses.

12. EJECTIONS

- 12.1. Any player or coach who is ejected from a game by a coach/umpire is automatically suspended from the next game played, including play-off, championship and tournament games. There is no appeal.
- 12.2. Anyone who is ejected from a game must immediately leave the area in a sportsmanlike manner before play will resume. An assistant coach may be designated as head coach to resume play. If no other assistant is available, the umpire may designate a parent or player as head coach to resume play.
- 12.3. Umpire/Coach will report all ejections to the division commissioner who will report it to the Officers and Trustees of Twinsburg Baseball League Inc.
- 12.4. Anyone ejected from two (2) games during a season must meet with the Officers and Trustees of the League who may consider suspending the individual for the remainder of the season.

13. GAME TIMES AND DURATION

- 13.1. All games are scheduled for **six (6) innings** and will begin within ten (10) minutes of scheduled starting times unless waiting for completion of an earlier game or clearing of inclement weather.
- 13.2. In the event of a tie, extra innings may be played as the time limit allows.
- 13.3. A game that is stopped for any reason with less than three and one half (3 ½) innings completed will be a suspended game and will be resumed at a later date from the point at which it was stopped.
- 13.4. All games will adhere to a strict time limit of 2 hours.

- 13.4.1. Time will officially start on the first pitch. This should be noted by the team scorekeepers and announced to both head coaches upon the delivery of the first pitch of the game.
- 13.4.2. No new inning will be started after the 1 hour 45-minute time limit.
 - 13.4.2.1. An inning will be considered started after the final out of the previous inning is recorded.
- 13.4.3. If the score is tied after the 2 hour time limit and a new inning cannot be started, the game will be considered a tie.
- 13.5. **Speed-Up-Rule** - Teams may elect to use a courtesy runner for the catcher of the upcoming inning (after two outs). The replacement runner must be the batter that made the last out. The sole purpose should be to speed up the start of the next inning. The player must be the catcher for the next inning.
- 13.6. Coaches have, at their discretion (after a mutual agreement), the option to stop a game because of darkness, even if the game has not reached its targeted number of innings played or time slot allowance. For games meeting the minimum number of innings needed (3 ½), the "Drop Dead" rule (13.4.4.1) will be utilized to determine the outcome of the game. Otherwise the game will be treated as a suspended game (13.3).

14. PROCEDURES

14.1. Lightning and Inclement Weather Policy (OHSAA Policy)

- 14.1.1. **Recognition** - Coaches, athletic trainers, athletes, administrators, commissioners and contest officials shall be educated regarding the signs indicating thunderstorm development. Since the average distance between successive lightning flashes is approximately two to three miles, ANYTIME that lightning can be seen or heard, the risk is already present. Weather can be monitored using the following methods:
 - 14.1.1.1. **Monitor Weather Patterns** – Be aware of potential thunderstorms by monitoring local weather forecasts the day before and morning of the competition, and by scanning the sky for signs of potential thunderstorm activity.
 - 14.1.1.2. **National Weather Service** – Weather can also be monitored using small, portable weather radios from the NWS. The NWS uses a system of severe storm watches and warnings. A watch indicates conditions are favorable for severe weather to develop in an area; a warning indicates severe weather has been reported in an area, and everyone should take proper precautions. Any thunderstorm poses a risk of injury or death even if it does not meet the criteria for severe weather. Therefore, anytime thunderstorms are in the forecast (even if it is only a 20 percent chance), event organizers shall be at a heightened level of awareness to the potential danger of lightning.
- 14.1.2. **Evacuation** – If lightning is imminent or a thunderstorm is approaching, all personnel, athletes and spectators shall evacuate to available safe structures or shelters. A list of the closest safe structures should be announced and displayed on placards at all athletic venues.
- 14.1.3. **THIRTY-MINUTE RULE** – Competition or practice shall be suspended once lightning has been recognized or thunder is heard. It is required to wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming practice or competition. Given the average rates of thunderstorm travel, the storm should move 10-12 miles away from the area. This significantly reduces the risk of local lightning flashes. **Any subsequent lightning or thunder after the beginning of the 30-minute count shall reset the clock, and another count shall begin.**

14.2. General Weather/Rainouts Guidelines

- 14.2.1. It is our standard practice to typically call games on account of weather AT THE FIELD.
- 14.2.2. Therefore, all players, coaches and parents are expected to go to their appointed field at the appropriate time for their game, regardless of the weather condition.
- 14.2.3. If conditions permit, we will make every attempt to get scheduled games played.
- 14.2.4. If conditions do not permit, the game will be cancelled and rescheduled.
- 14.2.5. Occasionally, games will be cancelled in advance if a check of the fields determines that it/they are unplayable. Also, if conditions are poor for an extended period during the day on a game day, we will attempt to cancel the game(s) in advance.
- 14.2.6. When in doubt, show up at the field.

14.3. Cancelled Games

- 14.3.1. If your game is cancelled either beforehand or during the game (lightning, rain, unplayable field, etc.), please notify your Commissioner as soon as possible.
- 14.3.2. The Commissioner will coordinate rescheduling your game.
- 14.4. Communications
 - 14.4.1. During the season, please contact your Commissioner with ANY questions you may have. The Commissioners attend weekly board meetings during the season and are update on virtually all issues.
 - 14.4.2. If you cannot contact your Commissioner, please contact the Trustee responsible for Coaches and Commissioners.
- 14.5. Playoffs
 - 14.5.1. The commissioner will determine the format, number of teams, seeding, etc. for the COACH PITCH division. Typically, a single elimination playoff at the end of the regular season with a pre-determined number of teams based on the number of teams in the division.
 - 14.5.2. Seeding will be based on the final divisional standings determined utilizing most points earned using a hockey style points system (WIN = 3 points, TIE = 2 points, LOSS = 1 point, & GAME NOT MADE UP = 0 points). The division standings tiebreakers are:
 - 14.5.2.1. First – Most points
 - 14.5.2.2. Second – head-to-head winner
 - 14.5.2.3. Third - winning percentage
 - 14.5.2.4. Fourth – a coin flip
 - 14.5.3. Commissioners reserve the right to tweak the playoff format, seeding, etc. if deemed necessary.
 - 14.5.4. The winning coach of each game is responsible for notifying the Commissioner of the outcome of each game.
- 14.6. End of Season Activities/All-Star Teams
 - 14.6.1. Towards the end of the season, teams will select players to form All-Star teams for their division, that will play each other in a final game. Commissioners based on numbers of teams and players in division will determine format, number of players selected, and activities associated with All-Star games.
 - 14.6.2. Typically, division-wide picnics and trophy presentations are held for all teams. Details regarding these events are provided towards the end of the season.

COACH PITCH DIVISION

Measuring Base paths/Pitcher's Plate

THE PLAYING FIELD

1. The infield shall be 60-foot square (LLB)
2. The distance between the front side of the pitcher's plate and home base (the rear point of home plate) shall be 46 feet (LLB).

