

Kingsville Area Little League (K.A.L.L.) Coach Pitch Division Rules

Issued 18-Oct-2009

Revision: -

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1.0 Objective of the Coach Pitch Division:

Winning or Losing and the score of the game is NOT the emphasize in this division. Skill set development, to prepare the players for minor league division play is the objective. Skill set development includes throwing, catching fly balls, fielding ground balls, batting, importance of not throwing the bat or swinging the bat around others, running the bases, learning how to score, learning the field positions, and getting runners out.

2.0 Game Length:

Four (4) innings constitutes an official game. There is a 2 hour limit on each game. It is recommended that an inning should not begin after 7:30 p.m. However, this will be left to the discretion of the coaches. Little League National rules apply regarding stoppage of play when there is insufficient lighting for safe play.

3.0 Game Times:

Monday through Friday games will start at 6:00 p.m. Saturday games begin at 11:00 a.m. and 2:00 p.m.

4.0 Player Line-up and Playing Time:

Every player will be in the batting line-up. Each team will keep the same line-up the entire game. Only 10 players will play in the field with 4 in the outfield and 6 in the infield. You may change positions each inning. The roster will be rotated so that each player will play in the field (infield or outfield) at least 2 innings and will play the infield at least 1 inning. A player's ability to safely play an infield position will be taken into account when implementing this infield playing requirement. Substitute players on each team must be inserted either before or at the beginning of the 3rd inning.

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5.0 Keeping Score

Although scoring is not to be the emphasis in this division, it is recognized that scoring is a strategic part of the game. As a result, each team will be provided with a scorebook to be used for creating a batting order prior to the start of the game and for keeping their team's score.

Five Run Score Limit

Each team's turn at bat is over after three outs. No team shall score more than **5** runs per half inning, unless a homerun or ground rule double exceeds that. There is no batting order limit. Play continues until three outs or 5 runs scored.

6.0 At Bat Rule

The batter will be allowed 5 pitches, regardless of the number of balls and strikes accrued. Foul balls count as strikes. If a foul is hit on the 5th pitch, the batter is still alive until a fair ball is hit or a strike out. There are no walks. An intentionally bunted ball shall be ruled foul and therefore a strike. A hit must travel outside the batters box to be fair and in play. No larger than a 29 inch bat may be used.

7.0 Running the Bases

Runners may not leave the base until the ball has been hit. Play stops when a player is out or the ball is thrown back to the pitcher. If a runner is in between bases when the ball is in the pitcher's possession, the runner may proceed to the next base if they are over half way. One base may be run on an overthrow. Stealing is not permitted. It is recommended not to have a runner advance more than one base unless the ball is hit into the outfield.

8.0 Pitching

All teams will use the pitching machine. Make a 10 foot circle around the pitching rubber and pitch from inside the circle. A pitcher must be the coach or an adult approved by the coach. A player "pitcher" will be positioned to the right or left of the coach. The coach may only touch the ball to pitch and may not make any other plays throughout the game.

Recommended Settings for KALL Pitching Machine:

◆ Ball Arm – 3 ◆ Foot Pedal – 4 ◆ Release Arm – 5

Note: Other pitching machines should be adjusted for similar performance to the KALL pitching machine.

9.0 Catching

A coach will always be present at the catcher's position throughout the season to manage prompt return of the ball to the pitcher. A suited up player catcher may only be utilized after school is out for the summer. This is to facilitate game time management.

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10.0 Coaching

Each coach pitch team is permitted to have

1 formal Head Coach

1 formal Assistant Coach

Unlimited number of volunteer "Helper" Coaches

Defense: You may have 2 coaches in the outfield.

Offense: You may have a first base and a third base coach.

Dugout: There must be 1 adult, but not more than 3 in the dugout at all times during the game.

11.0 Administrative

Little League NATIONAL rules require that everyone over the age 18 must complete a Little League Volunteer Application AND successfully pass a background check based upon this application to be eligible to work with the players in any way (at practice and games, in the dugouts, or on the field). **A NEW BACKGROUND CHECK IS REQUIRED EACH YEAR – THERE ARE NO EXCEPTIONS.**