

# BRIDGE CITY LITTLE LEAGUE 7 YEARS OLD MAJOR COACH PITCH BOYS RULES AND REGULATIONS

## FUNCTIONAL PURPOSE OF THIS PROGRAM

The Bridge City Little League coach pitch program is a tool by which young men continue to make the transition from Tee Ball to Baseball. They can continue to practice and develop baseball skills at an early age, with maximum enjoyment. It is more structured than Tee Ball, and is an excellent training program.

## MANAGERS/COACHES

The manager/coach must approach this league with the attitude of helping young men through the learning process of baseball, not the winning and losing. It is up to the manager/coach to instill the same attitude in the parents of the children. Only the adult coaches selected by the BCLL Board of directors will be allowed in the dugouts. All must have on file a completed and accepted volunteer screening application.

## GAMES AND PRACTICE

There will be a **one (1) hour and thirty (30) minute time limit or six (6) innings** for each game. A maximum of **five (5) runs** scored allowed in an inning. There will be no limit of runs scored in the **sixth (6) inning only**. **Three (3) innings** will constitute an official game. At the end of the time limit, the inning will be completed in its entirety, and no other inning will be started. No inning will start after one (1) hour and fifteen (15) minutes. The maximum number of active days is set at 5 times a week after games begin, with a minimum of 4 active days.

## UMPIRES

One paid umpire will be scheduled. The umpire will keep track of balls, strikes, and outs.

## RULES AND REGULATIONS

1. **Age:** 7 years old boys.
2. **Scorekeeping: There will be official scorekeeping!** The **visiting team** will occupy the **first base dugout**, and will be responsible for operating the **scoreboard** for the game. The **home team** will occupy the **third base dugout**, and will be responsible for the **official scorebook** and for **marking the field** before any game. All managers playing on the field that day are responsible for field preparation after rain or rainouts. **Scorekeepers are to sit between the dug outs. Scorekeepers sitting in the stands will not be permitted. Scorekeepers are not to point out any scorekeeping infractions, and should not initiate any conversations with either manager.**
3. **Dress:** T-shirt and cap will be provided by the league and considered the **official league uniform**. Any player not in **official league uniform** will not be allowed to play. No jewelry will be allowed in the game. (The exception will be needed medical information). Shoes and pants will be provided by the player.
4. **Boundaries:** Same as parent Little League.
5. **Assignment of Players:** Tryouts will be conducted, and the managers will make a draft of the players.
6. **Teams:** Roster of teams will be set at up to 12 players. New players will be placed on a team in the order that each team is drawn.
7. **Number of players:** Defensive team: **ten (10) players**. Offensive team: **all players present for the game**. A CPB League team may start with eight (8) players. If a team starts with 8 players, the ninth slot in the batting order is an automatic out. **No exceptions**. A Major team must have 8 players to continue a game. If, during a CPB League game, a team does not have eight (8) players to continue, the game will stop immediately. The game will be forfeited unless for player injuries. Scheduling the game will be the responsibility of the Baseball Vice President and/or the Player Agent.

8. **Defense play:** No player will be withheld from any game because of non-participation in practice or previous games. **Only six (6) players in the infield.** Infielders must play normal infield positions (pitcher, catcher, first, second, shortstop, third). Infielders may be positioned no more than five (5) feet in front of the baselines. Outfielders will be positioned no closer to the base paths than twenty (20) feet. All teams must fill the catcher's position. **There will be free substitutions at the end of each inning. Any player that was not in the field the previous inning must play a defensive position the next inning (Exception: injury or parent/guardian request).**
9. **Pitching:** The player who occupies the defensive position of pitcher may stay to the left or right, **but not in front of**, the pitching machine. Both feet must be in the circle, (15 foot in diameter), until the ball is hit.
10. **Batting order:** All players are listed in order they are to bat and each batter will bat in a rotation sequence. The batting order will include all players present for the game, and will be followed, with no regard to which team members are playing defense. If a team only has 8 team members at the game, the ninth (9) position in the batting order will be an out each time the position rolls around. No swinging of bats in the dugout or on-deck area will be allowed.
11. **Base running:** The runner must stay in contact with the base until the ball crosses the plate. When players have advanced as far as possible without being put out, the umpire will call "time", and call the next batter to the plate. When a player is put out, or retired, he will return to the dugout immediately. When all defensive players are in the proper positions, the umpire will call "play ball" and the next batter takes a turn at bat. **RUNNERS WILL NOT STEAL FOR ANY REASON.** No base advancement on any overthrown ball. **Runner may score from third on any hit ball only.** A play in progress will be stopped when an infielder, in a normal position, has the ball in his position, or passes into the baseline.
12. **Side Retired:** When the batting team makes three (3) outs, or five (5) runs are scored, the side is retired. The next batter in the batting order will start the next inning.
13. **Bases:** Bases will be 60 feet apart.
14. **Foul:** Same as conventional Baseball.
15. **Strikeout:** A batter will be allowed five (5) pitches or three (3) swings. He must hit one of the five (5) pitches, or be called out on strikes (exceptions: **last pitch** foul ball, batter will remain at plate until he hits a fair ball or strikes out).
16. **Hitting:** The batter will not be allowed to bunt.
17. **Coaching:** First and third base coaches will be allowed. One defensive coach in the outfield.
18. **Regulation Game:** One (1) hour and thirty (30) minutes or six (6) innings.
19. **Schedules:** **First team** listed on the schedule will be the **visiting team**, and will occupy the **first base dugout**. All games will be played according to the schedule. Any exceptions will have to be with the approval of the Vice President or the Player Agent of T/Ball. Interleague play will not be permitted.
20. **Manager/coaches will be responsible for the actions of his fans.**
21. Any batted ball hitting the adult pitcher will be a **live ball**.
22. Any coach ejected from a game will be **suspended** for a minimum of **two (2) games**, and will be brought before the Board to explain his actions, with documentation reflecting his/her actions. A second offense will be reviewed with possible removal from the team.

23. Assistant coaches **must** be selected and **approved before tryouts**. If not, your assistant will not be selected until after the draft.
24. Each team should be prepared to leave the dug out immediately after the game. Hold your team meeting at a different location.
25. It will be illegal to jump a defensive player attempting to make a tag.
26. If a manager/coach is ejected from the last game of the season, the suspension will be enforced on the first two games of the following season.
27. Safety bases – The Orange base is for the runners going from home to first only. Once reaching first, the Orange base is no longer in play. It is never in play for the defense. **ALL MANAGERS AND TEAMS ARE RESPONSIBLE FOR CLEANING UP TRASH AFTER YOUR GAME.**
28. **THERE WILL BE NO SOFT TOSS ALLOWED INTO ANY FENCING AT BCLL.**