**Elizabethton/Carter County**

**Youth Baseball & Softball Association**

**5-6 Coach Pitch Softball/Baseball**

**Rules and Guidelines**

These rules apply only to the 5/6 year old Coach-Pitch leagues

**Objective**

Teaching and preparing young players for advancement in baseball or softball. This is an instructional League. Having Fun IS MANDATORY!

**1. Game Preliminaries**

**1.1** Both managers will meet with the UIC to conduct the following:

**1.1.2** Exchange lineups and provide a copy for the official scorekeeper.

**1.2** The batter’s box, foul lines, and coaches’ box will be marked as outlined in the

Little League rule book.

**1.3** An extension line of two (2) ft per side will be extended from the twenty-five (25) ft rubber, if no rubber then a five (5) ft pitching line will be made. The pitcher must start the pitch behind this line.

**2. Starting and Ending a Game**

**2.1** All teams must be ready to start on time. Each team must have 9 players to start the game to make it an official game. If one team does not have 9 players to start the game the game will be played but will count as a forfeited game on the record. If both teams do not have 9 players the game will be played but both teams will be considered as forfeiting the game. The home team will take their defensive positions and the first batter on the visiting team will take his/her place in the batter’s box.

**2.2** The defensive team will place ten (11) players on defense, six (6) infielders and four (5) outfielders. Outfielders must be positioned on the outfield grass.

**2.3** The offense will station two (2) adult base coaches or one (1) adult and one (1) player.

**2.3.1** Two (2) adult field coach remaining in outfield grass during defense. No coach may be located in the batter’s box to give instruction to the batter or in the infield to give instruction to the fielders. An additional field coach may be added in special situations but first must be approved by the Administrator.

**2.4** A game will consist of five (5) innings or the 1 hour 30 minutes or less (depending on day) time limit. Finishing the inning in play, or the trailing team cannot catch up due to the five (5) run rule unless time allows and both teams agree. Early season the game will consist of five (5) innings or the 1 hour 10 minutes time limit. All other rules still apply.

**2.5** Teams will play each game with a continuous batting order. The batting order shall be established prior to the start of the game. Any player arriving late shall be added to the bottom of the batting order.

**2.6** A maximum of five (5) runs or three (3) outs per inning.

**2.7** Players must sit no more than one (1) inning, excepting sickness and injury.

**2.8** Infield fly rule is NOT in effect.

**3. Putting the Ball in Play**

**3.1** When the umpire calls “Play” the Coach Pitcher shall pitch the ball to the batter.

**3.2** The ball becomes dead and the umpire will call time when:

**3.2.1** A batted ball comes in contact with the pitcher coach. No pitch is counted and all base runners must return to base previously occupied.

**3.2.2** A player is injured. Any runner(s) who have crossed the half way/hash marks shall be awarded the next base. If a base runner is injured the last retired batter will replace the runner.

**3.2.3** Any player has control of the ball and forces the lead runner to stop or retreat back toward the last touched base. This is umpire judgment.

**3.2.4** IT IS STICTLY UMPIRE JUDGMENT WHEN TIME SHALL BE CALLED. Coaches do not call time. Players do not call time. Time should be called when the ball passes the first basemen on an overthrow or when the ball touches an infielder when thrown in from the outfield. If the ball is run into the infield from the outfield it must reach the baseline path before time is called. Time shall also be called when a throw from the outfield or infield crosses the foul line. All runners are frozen at this time and required to go back to the nearest base.

**3.3** Defensive time-outs will be limited to two (2) per game. Offensive time outs limited to one (1) per inning. Time-outs due to injury do not count toward the offensive or defensive totals. Coaching during an injury time-out is not allowed.

**4. The Batter**

**4.1** Each batter will receive three (3) pitches. If the batter does not put the ball in play by the third pitch a tee will be placed on the home plate and the batter will hit off the tee until the ball is put in play. For time concerns a batter may receive fewer pitches if agreed upon by both coaches prior to the start of the game (normally for first year players). The batter may receive 2 more pitches (after the third pitch) and not use a tee if so desired by the coach. The batter may not take a fourth pitch and then decide to hit off tee. If a batter takes five pitches and fouls the fifth pitch they get another pitch until the ball is hit fair or the pitch is missed. The pitching coach must stand outside the playing area when the ball is hit off the tee. The player-pitcher must stay behind the pitcher’s marked line until the ball is put in play. All other rules as a pitched ball will still be in place.

**4.2** Batters can only be out by a play in the field. No strike outs on any batter.

**4.3** A batted Ball must cross the fifteen (15) foot pitching line to be in play.

**4.4** The batter is required to use a batting helmet with face guard when batting.

**4.5** The batter must take a full swing at the pitch. No bunting allowed.

**5. The Runner**

**5.1** Runners shall not lead off or steal bases.

**5.2** Runners must have one foot in contact with the base until the ball is batted.

**5.3** Runners may not advance when the ball is thrown from any infield

position to first base if there is an over throw and it goes past the foul line.

**5.4** A runner may switch to a helmet without a face guard if team does not have enough helmets with guards for the batter.

**5.5** No runner may slide into first base. If so the runner is out and all players return their original

starting positon.

**6. The Pitcher**

**6.1** The Player Pitcher.

**6.1.1** One of the six (6) infielders must play the position of Player-pitcher.

**6.1.2** The player-pitcher must stand with one foot on the player pitcher line at the 35 ft mark this line will be five (5) ft in length. He/she is free to move once the ball is batted.

**6.1.3** The player pitcher must wear an approved face mask.

**6.1.4** It is recommended the pitcher position throws the ball to first base on a hit ball instead of trying to run the ball to first base. If the pitcher continues to run ball to first base the UIC will warn the coach and any further occurrence could result in the runner being called safe.

**6.2** The Coach-Pitcher:

**6.2.1** The coach/pitcher may speak to the batter until the pitch is thrown.

Once the ball is put in play the coach-pitcher shall leave the playing field

in opposite direction of the hit ball and not return until the umpire has

called time. If the coach-pitcher fails to leave the batter is out.

**6.2.2** The coach-pitcher must pitch over- or under-hand to the batter. Overhand

is encouraged.

**6.2.3** The coach-pitcher will allow the courtesy of making sure that the defensive team is in position before making a pitch.

**7. Catchers.**

**7.1** Players playing the catcher position are required to wear a batting helmet with mask. They must position themselves on the catcher marks opposite of the batter hand. Coach-Catchers are encouraged to help speed the game. A coach from the defense will help retrieve pitched balls.

**8. Conduct of Teams**

**8.1** UIC will ensure that:

**8.1.1** Managers are responsible for the conduct of their teams upon arriving at

the game site and until such time as they have left the game site.

**8.1.2** ANY MANAGER, COACH, PLAYER or SPECTATOR EJECTED

FROM A GAME WILL NOT PARTICIPATE IN THE NEXT TWO (2) GAMES.

That person ejected must leave the game and game site within

Two (2) minutes or their team will forfeit the game. ANY MANAGER, COACH,

PLAYER, OR SPECTATOR ejected will not participate in the next two (2)

games in which their team is involved.

**8.1.3** Any Manager or spectator ejected for a second time in the season will be suspended

for the remainder of the season. If a manager is a parent, they will be allowed to be a spectator but in no way is allowed on the field or do any coaching from the stands.

Failure to do so would be suspension from the field of play or stands on a permanent

basis.

**8.1.4** No coach (head or assistant) may approach an umpire after the game is over to

question a call or any occurrence in the game. If a coach has a question they may

ask the Administrator only. Protests (batting order, etc.) must be addressed during

the game. Once the last out is made the game is over. Failure to comply with this rule

will result in a two game suspension on the first offense and a permanent suspension

on the second.