

M.T.A.A. Coach Pitch Baseball Rules

1. Rules – General

- 1.1. If a particular rule is not addressed in these M.T.A.A Coach Pitch League Baseball rules, The “Official Baseball Rules” will govern play in all cases. A copy of the rule book will be available at the tournament.

2. Eligibility

- 2.1. All players must:

- 2.1.1. Meet the requirements set forth in the M.T.A.A By-Laws Article III-Membership; Section 5.

- 2.1.2. Meet age requirements

- 2.1.2.1. Coach Pitch players shall turn 8 years of age by May 1 of current baseball season, but may not turn 9 years of age before May 1 of the current baseball season.

- 2.1.2.2. M.T.A.A reserves the right to require a Player to produce a Birth Certificate or legal document signifying date of birth.

- 2.1.3. Play for the team he is assigned to.

- 2.1.4. Sign-up for each new season on dates appointed by the Commissioner and approved by the M.T.A.A Board.

- 2.2. Player’s who sign up after the teams have been assigned shall be placed on the next team in order. Player’s may sign up until two weeks prior to the first game.

- 2.3. All Coach Pitch players 8 years of age by May 1 of current baseball season or who are actively enrolled in 2nd grade will be eligible to participate in the Knee High evaluation process.

- 2.3.1. Knee High roster counts after all 9 and 10 year olds have been drafted will determine how many eligible Coach Pitch players will be selected.

- 2.3.2. Not all Coach Pitch players evaluated will be selected to play at Knee High level. All players not selected will be placed on Coach Pitch roster.

3. Teams

- 3.1. All teams shall be assigned by the Coach Pitch Commissioner

- 3.2. Minimum number of players on a roster is 9

4. Equipment

- 4.1. No metal spikes allowed

- 4.2. Little League approved bats only

5. Conduct

5.1. Head Coach and Assistant Coaches

- 5.1.1. A Head Coach and all Assistant Coaches shall meet the requirements and fulfill the duties set forth in the M.T.A.A By-Laws Article X – Coaches & Article XI – Assistant Coaches
- 5.1.2. All Coaches must be an M.T.A.A. member with current status.
- 5.1.3. Use of alcohol, profanity or any type of tobacco use shall not be permitted on or around any fields of play at an M.T.A.A. event or practice.
- 5.1.4. Harassment of Coaches and Players by Coaches is strictly prohibited and may result in removal from the game and/or the playing area. If a Coach, is asked to leave the playing area by an M.T.A.A. official and refuses the game shall be halted until the Coach complies.
- 5.1.5. Head Coaches are responsible for but not limited to:
 - 5.1.5.1. The conduct of their Assistant Coaches, Players, Players Parents, and Spectators.
 - 5.1.5.2. Keeping parents and spectators off the field of play, including dugouts. If necessary, Coaches shall solicit the assistance of the Coach Pitch commissioner or M.T.A.A. Board Member on duty.
- 5.1.6. If a Head Coach is asked to leave the playing area, he will lose his field privilege for the following game and be subjected to M.T.A.A. Board review to determine if any further disciplinary action is warranted. If an Assistant Coach is asked to leave the playing area, he will lose his field privileges for the next two games and be subject to M.T.A.A. review to determine if further disciplinary action is warranted.
- 5.1.7. Coaches may stand outside the dugout at their own risk.
- 5.1.8. Coaches may not converse with the opposing team's players, or yell out, in a manner in which may tend to harass, intimidate, confuse, distract or pressure the opposing team's players.
- 5.1.9. If a coach deems that a player is continually causing problems or has committed an action that he feels requires disciplinary action, he shall inform the Coach Pitch Commissioner of the situation prior to taking any disciplinary action. The Coach Pitch Commissioner MUST approve the disciplinary action.
- 5.1.10. Coaches shall inform all players of practice and games or rescheduled games in a timely manner, so that all players have the opportunity of attending. A Coaches failure to do so will be subject to

M.T.A.A. Board review to determine if any further disciplinary action is warranted.

5.2. Players

- 5.2.1. Players shall show respect for, be considerate of, and display a positive attitude towards teammates, Coaches, opposing players and parents. Harassment of teammates, Coaches, and opposing players is strictly prohibited and may result in disciplinary action.
- 5.2.2. Players are expected to participate and be on time to every practice and game as to the best of their ability. If a player is unable to attend, parents shall call their Coach at least two hours prior to the start of a game or practice to inform them.
- 5.2.3. Players must wear their complete uniform; shirt, pants, and hats to all games.
- 5.2.4. Players must remain in the dugout if not playing defense or batting. All players batting or in the on-deck circle shall wear protective batting helmet.
- 5.2.5. Batboys shall wear protective helmets at all times and should wait for a Coach to tell them when they can retrieve the discarded bat.

5.3. Parents

- 5.3.1. Use of alcohol, profanity or any type of tobacco use shall not be permitted on or around any fields of play at an M.T.A.A. event or practice.
- 5.3.2. Harassment of Coaches and players by parents is strictly prohibited and may result in removal from the game and/or the playing area. If a parent is asked to leave the playing area by an M.T.A.A. Official and refuses, the game shall be halted until the parent complies.

6. Game Format

6.1. Game Length

- 6.1.1. 1 hr. 45 min. or 5 innings, whichever comes first.

6.2. An inning shall consist of 4 runs or 3 outs, whichever comes first.

6.3. Home team will provide Coach Pitcher for both Home and Away team.

- 6.3.1. Coach Pitcher will pitch to all batters during first two innings of the game. Kid Pitcher will pitch during last three innings of the game.

- 6.3.2. Coach Pitcher will pitch in relief of Kid Pitcher for last three innings of the game if Kid Pitcher is removed per Section 9.2.3

- 6.3.3. Coach Pitcher will call all balls/strikes and plays at home plate.

- 6.3.4. Coach Pitcher who starts game must pitch entire game and cannot be substituted by another Home team coach. The only exception to this rule

can occur if Coach Pitcher who started the game could not continue due to injury or would need to leave game and could not return.

6.4. Away team will provide Coach Umpire in field all five innings.

6.4.1. Field umpire will call all plays made in field

6.4.2. Away team may substitute Coach Umpire per inning an unlimited number of times.

6.5. Both Home Coach Pitcher and Away Field umpire may call on each other to make group decisions on all situations except balls/strikes.

6.6. Score shall not be kept during first two innings of the game. Score shall be kept during the last three innings of the game.

6.6.1. Team with more runs at completion of game will determine winner. If score is tie there will be no extra innings, game will end in a tie.

6.7. A postponed game shall be played on the first available open date as designated by the Coach Pitch Commissioner that will allow both Coaches to be able to field a team.

6.8. A game may be terminated at any point by mutual consent of the Head Coaches, or acting Head Coaches of both teams.

6.9. Game shall be played on 50 ft. base paths with a 38 ft. pitching rubber.

7. Playing Time

7.1. All players:

7.1.1. Shall sit the bench at least 1 inning but no more than two innings per game. An innings is defined as 3 outs or 4 runs.

7.1.2. Shall be placed in batting order.

7.1.3. May be inserted and removed on defense an unlimited number of times.

7.2. A player who is being disciplined as per Section 5.1.9 shall have his parents notified a minimum of one day prior to the disciplinary action and given full explanation as to why their child is being disciplined and what the disciplinary action shall be. A player's disciplinary action may not extend beyond the team giving the disciplinary action.

8. Base Running

8.1. No stealing and No leads

8.2. The base runner must slide or avoid contact if there is a potential play at a base or home plate.

8.3. Head first sliding is an automatic out.

8.4. A courtesy runner may be inserted for the catcher with 2 outs to speed up the game. The substitute runner must be the player who made the last out.

- 8.5. Protective helmets must be worn at all times by offensive players outside the dugout.
- 8.6. Ball is considered dead and runners can no longer advance once Coach Pitcher or Kid Pitcher has possession of the ball at the pitchers rubber.

9. Pitching

9.1. Coach Pitcher

- 9.1.1. First four pitches strikes will only be called when batter swings.
- 9.1.2. After fourth pitch Coach Pitcher will call strikes if batter does not swing at pitched ball inside strike zone.
- 9.1.3. No walks, balls will not be called when Coach Pitcher is pitching.
- 9.1.4. Coach Pitcher will pitch at same velocity to all players on both teams.
- 9.1.5. Coach Pitcher will not make any attempt at live ball. If ball comes in contact with Coach Pitcher either on purpose or in act of self-defense play shall be deemed dead. Batter will return to home plate and at bat would resume at pitch count prior to interference play.
- 9.1.6. Any batters that are hit by pitch thrown by Coach Pitcher will be awarded first base.

9.2. Kid Pitcher

- 9.2.1. Only one kid pitcher will be permitted per inning and will be limited to one inning per game.
- 9.2.2. Balls/Strikes will be called on all pitches. Coach Pitcher will act as home plate umpire for both teams when kids are pitching.
- 9.2.3. If Kid Pitcher walks five batters or hits two batters he would be removed and Coach Pitcher would finish inning. Coach Pitcher would follow rules per Section 9.1
- 9.2.4. Kid Pitcher will field pitching position when Coach Pitcher is on the rubber. Kid pitcher will play approximately 5 ft to the right or left of the Coach Pitcher, preference to which side is made by Kid Pitcher or his Coaching staff.

10. Hitting

- 10.1. All players shall be placed in batting line-up. Any player entering the game after it has officially started shall be placed at the end of the batting line-up and take his at-bat as the order comes around to their slot.

- 10.2. Throwing the bat is not permitted. Coaches are asked to instruct their players on how to properly drop the bat.
- 10.3. After contact into fair play batters are permitted to run as many bases as they can get. Batter cannot advance once ball is ruled dead, refer to Section 8.6
- 10.4. No bunting shall be permitted during Coach Pitch games. Batter attempting to bunt will be automatically called out.

11. Catcher Position

- 11.1. Protective gear, including an athletic cup, complete catchers head gear, chest protector and shin guards, must be worn at all times.

12. Officials

- 12.1. The Coach Pitch Commissioner
 - 12.1.1. A Commissioner and all Co-Commissioners shall meet the requirements and fulfill the duties set forth in the M.T.A.A. By-Laws Article IX – Sport Commissioners.
 - 12.1.2. The Coach Pitch Commissioner and all Co-Commissioners, shall be responsible for but not limited to:
 - 12.1.2.1. Determining, if a game needs to be stopped in mid-play due to any “act of God”.
 - 12.1.2.2. Determining, whether or not a game shall be postponed due to any “act of God”.
 - 12.1.3. The Coach Pitch Commissioner shall review these rules in their entirety with all Head Coaches. The Coach Pitch Commissioner shall maintain a list with the signature of all Head Coaches that the rules have been reviewed with them by the Coach Pitch Commissioner and that they have understanding of the rules set forth herein and will review said rules with all their Assistant Coaches.