



Town of Rolesville Parks & Recreation

Title: Youth Spring Baseball Rules
Leagues: Coach Pitch, Minor (9-10) & Little League(11-12)

ARTICLE 1: Governing Rules

- 1.1 North Carolina High School Athletic Association rules will govern play with exceptions covered herein.
- 1.2 Coach must submit a batting order to the umpire and scorekeeper with player's name and jersey number a minimum of 10 minutes before your scheduled game time. All players must be listed in the batting order and that order will not change during the game. In the event that a player is injured, the scorekeeper will be notified and the player will be out for the remainder of the game with no penalty.
 - 1.2.1 **Coach Pitch** - Teams will play up to (10) defensive players.
- 1.3 All age groups will use continuous batting. All players present will be placed in the batting lineup. Late players will be added to the bottom of the lineup. No player shall sit in the dugout for two consecutive innings (defensively).
- 1.4 A team may play if they have (8) or more players. If a team has (7) players or less at any point during the game, then that team must forfeit.
- 1.5 A catcher is required at all times during the game. Therefore, if a team has only (8) or (9) players, then one of those players must play the catchers' position.
- 1.6 A player throwing the bat will receive one (1) warning, any further occurrences during the game, the player will be record as an out.
- 1.7 All batters and base-runners must wear a helmet.
 - 1.7.1 **Coach Pitch** - The pitchers position must wear a helmet. It is **Strongly Suggested** that they wear a helmet with a facemask.
- 1.8 The umpire, upon completion of the play, shall call out base runners that miss touching a base. There will be no appeals on missed bases. This will be a delayed dead ball called by the umpire.
- 1.9 The pitcher and catcher may have a courtesy runner at any time but it is mandatory for the catcher with two (2) outs. The runner will be the last player to make an out in the lineup. **The catcher MUST be the catcher of record.**
 - 1.9.1 **Coach Pitch** – No courtesy runner for the pitcher, only the catcher.
- 1.10 If a player is ejected, an out will be recorded in the lineup each time their name appears.
- 1.11 Any coach or spectator ejected must leave the facility immediately or the game will be ruled a forfeit. Any coach, spectator or player ejected will also serve at least a (1) game suspension at their team's next game(s). A longer suspension is possible and will be based on the actions that caused initial ejection. Any player ejected may stay in the dugout. Any further problems from the ejected player can/will result in game being forfeited.

- 1.12 The infield fly rule will be in effect for **Minor Leagues & Little Leagues**.
- 1.13 All players should be dressed alike. All uniforms (shirt, sock and hat) that are provided by the Town of Rolesville must be worn by all team members. No one is allowed to alter their uniforms at any time.
- 1.14 Every team will play (8) regular season games, with a single elimination tournament after the regular season (2 game guarantee). Brackets will be a random draw.

ARTICLE 2: Player Eligibility

- 2.1 All ages will be determined as of May 1st of the current year.

Ages	League
7-8 year olds	Coach Pitch
9-10 year olds	Minor League
11-12 year olds	Little League

ARTICLE 3: Base Running

- 3.1 **Coach Pitch** - No base stealing will be allowed. The base runners may leave the base when the bat makes contact with the ball. A runner leaving the base before the ball is hit will be removed from the base and an out will be declared. This will be a delayed dead ball called by the umpire.
- 3.2 **Minor** - Players may steal once the ball crosses home plate. A runner leaving the base before the ball crosses home plate will be removed from the base and an out will be declared. This will be a delayed dead ball called by the umpire. Batters may not advance to first base on a dropped third strike. The ball, however, is not dead. Base runners may advance at their own risk.
- 3.3 **Little League** – Players may lead off and steal at any time. Dropped third strike rule: The batter/runner shall be called out when the catcher drops the third strike and is legally put out prior to reaching first base with two outs or less than two outs and first base is not occupied at the time of the pitch.

ARTICLE 4: Pitching

- 4.1 **Coach Pitch** - The adult coach pitcher must pitch over handed and stay in contact with the pitching rubber until the ball is released. Once the ball is released, he/she cannot be involved with coaching until time is called. Coach may not deceive defensive players to get ball thrown before time is called. Penalty: all runners will return to last base.
- 4.2 **Minor and Little League** - No pitcher may pitch more than 2 innings per game. One pitch constitutes an inning. A pitcher removed may not return to the mound as a pitcher in the same game.

ARTICLE 5: Time Limits

- 5.1 Time starts with the first pitch of the game. If game time is 6:15pm please have everyone in position so the first pitch is at 6:15pm.
- 5.2 **Coach Pitch** – 6 innings will constitute a game. No new inning can begin after 60 minutes has elapsed. If after 4 innings, a team is mathematically eliminated due to the 5 run rule, the game shall be called. **The losing team must have the same number of at bats.**

- 5.3 **Minor League** - 6 innings will constitute a game unless one team is ahead by 10 or more runs after 4 complete innings (3.5 innings if the home team is ahead). No new inning can begin after 70 minutes has elapsed. There will be a stoppage time of 85 minutes.
- 5.4 **Little League** - 6 innings will constitute a game unless one team is ahead by 10 or more runs after 4 complete innings (3.5 innings if the home team is ahead). No new inning can begin after 85 minutes has elapsed. There will be a stoppage time of 100 minutes.

ARTICLE 6: Coaches

- 6.1 Only coaches who have been certified and approved by the Rolesville Parks & Recreation Department will be allowed to be on the field of play at any time, this includes but not limited to, practices and games.
- 6.2 **Coach Pitch** - Each team will have (1) head coach and (3) assistant coaches on the field and/or in the dugouts at all times.
- 6.3 **Minor and Little League** - Each team will have one (1) head coach and (2) assistant coaches on the field and/or in the dugouts at all times.

ARTICLE 7: Equipment

- 7.1 The catcher must wear a mask with throat protector, helmet with earflaps, shin guards and a chest protector.
- 7.2 No steel cleats are allowed.

ARTICLE 8: Bats

- 8.1 **Coach Pitch** – The bat standards will have to have the USA Stamp on it to be legal. Go to www.usabats.com for details.
- 8.2 **Minor and Little League** - The bat standards will have to have the USA Stamp on it to be legal. Go to www.usabats.com for details.



ARTICLE 9: Balls

- 9.1 Regulation Baseball

ARTICLE 10: Field Playing Dimensions

- 10.1 **Coach Pitch** – 60' bases and 40' pitcher's rubber (4' line on both sides)
- 10.2 **Minor League** – 60' bases and 46' pitcher's rubber
- 10.3 **Little League** – 70' bases and 50' pitcher's rubber

ARTICLE 11: Coach Pitch Rules

- 11.1 A maximum of 5 runs or 3 outs will constitute an offensive inning.

- 11.2 No intentional bunting is allowed. No walks are allowed. Any attempted bunts will be called a strike.
- 11.3 A line will be drawn 4 feet on both sides of the pitching rubber. The defensive pitcher must have both feet on the line.
- 11.4 All outfielders shall be positioned in a similar radius. No short fielder or 5 infielders will be allowed.
- 11.5 Each batter will be allowed 6 pitches or 3 strikes. There will be no limit on the number of foul balls on the 3rd strike or the 6th pitch.
- 11.6 Headfirst sliding will not be allowed into any base. Penalty: Runner will be declared out. Diving back to a base IS NOT considered a head first slide.
- 11.7 The umpire's judgment will rule on a runner's position at the time that timeout is called by the official. The defense MUST contain the lead runner before timeout will be granted.
- 11.8 If a batted ball hits the coach pitcher before the defense touches the ball, the ball will be ruled dead and the batter will be awarded first base. All runners will advance one base IF FORCED. If the coach pitcher intentionally interferes with a batted ball, the ball will be ruled dead, the batter will be called out and all runners will return to the base they occupied before the pitch.
- 11.9 The catcher MUST be in a squatted catching position.
- 11.10 If the defense chooses to have coaches on the field they must remain in foul territory at all times and must not interfere with play at any time. The defensive coaches are not allowed to come past first or third base located on the fair/foul line at any time during a live ball play.
- 11.11 On over throws to **FIRST** base, the base runners will only be allowed to advance ONE base **if forced**. The call is the umpire's judgment. If the umpire views it as an over throw, then time will be called and all players advance one base if forced. If time is not called by the umpire base runners may advance at their own risk.