

Canal Winchester Baseball
Coach Pitch Baseball Rules and Regulations

This league follows the Official Little League Rules with the following exceptions and additions. If any of these rules already appear in both, they are here because we feel extra emphasis is needed. Remember this is a Recreation League.

1. A team will consist of players' ages 7 and 8. A player must be 7 years old before May 1 and cannot be 9 years old before May 1 of the current playing year.
2. Each Coach will stress good sportsmanship to all players. In particular, avoiding temper tantrums (i.e. throwing equipment, negative remarks to other players, etc.) ONE warning, SECOND time-ejection from game. NO CHATTERING TO OPPOSING TEAM.
3. No profane language, use of alcoholic beverages, nor use of tobacco in any form permitted on or near the ball field or benches.
4. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is strike or a ball, or whether a runner is safe or out is FINAL.
5. The umpire has the authority to bench or remove from the game any player, or remove any coach from the field and/or grounds. Umpire also has authority to ask any spectator, scorekeeper, or any person in attendance to conduct him or herself in a proper manner. If any person persists in undesirable conduct, said person will be asked by the umpire to leave the immediate area. Play shall be halted until said person leaves the immediate area. If said person does not leave the area, the umpire shall forfeit the game in favor of the team not at fault.
6. All games must start promptly at designated time with 15 minute grace period. A team cannot use the grace period to warm up. No warm up allowed if a team is late.
7. Each team's lineup must be turned in to both scorekeepers 10 minutes before each game so games can be started promptly without confusion.
8. Games will be 6 innings or have a two (2) hour time limit which ever comes first. No inning shall start after two (2) hours have elapsed from the beginning of the game unless the score is tied.
9. If games are rained out, rescheduling arrangements must be made by the coaches. If coaches cannot reach a decision, it will be made by the commissioner.
10. The standard lineup will be 10 players, but a team can play with 9 players, with the tenth position in the batting order being an automatic out. If fewer than 9 players show up at the time of game, it is an automatic forfeit. A coach must call the day before a game to

reschedule the game. All arrangements (diamond, umpires, etc.) must be made by the home team coach to reschedule within two weeks.

11. Each player must play at least two (2) innings and bat once. All rostered players must be in the batting order. For example, if there are 14 players on the roster, all 14 players are placed in the batting order at the start of the game. All starting players in the field must be in the batting order first (first 10 spots). All 14 players must remain in this batting order for the entire game. Defensive substitutions are free except that of pitcher.
12. Each player must play at least one (1) inning in the infield.
13. Each player must sit out before another player sits out twice.
14. An inning will consist of 3 outs or 10 batters whichever comes 1st. On the 10th batter the team batting will announce 10th batter. The 10th batter must hit the ball or strike out. The inning will end by either making an out or by throwing the ball home and the catcher then must touch home plate once he gets the ball. Runs scored before the out or touching of home plate allowed if there are only 2 outs or less. No runs will count after the 3rd out or the ball reaches home plate.
15. Base runners that have reached the ½ way hash mark between bases will be allowed to continue to the base they are advancing to. If the runner has not reached the ½ way mark then they will have to go back to the base they left from. If there is an over throw that goes in foul territory the runner will get that base plus 1 base on an over throw. There is no stealing allowed. Runners are allowed to keep running until play stops.
16. Play will stop once the ball is thrown to stop the lead runner. The pitcher (inside the circle) or first baseman (touching first base) can only call time, as long as they have control of the ball, and all play stops.
17. Each batter will get 3 swings (strikes) or 7 pitches. There will be no foul out on the 7th pitch. If a foul ball is hit on the 7th pitch the batter will be given 1 more pitch to either hit the ball or strike out.
18. There will be a 10' arch in front of home plate for a fair ball. 10' will be measured from the back tip of the plate.
19. Players on the team who are not active in the game MUST stay on their bench. For safety reason, ONLY TEAM MEMBERS (Coaches, Players, Scorekeeper, Bat Boy) are allowed on or directly behind the benches or near the batter-on-deck areas.
20. The field will be a Standard Little League Diamond.
21. Each team must keep track of all their equipment at all times.

22. Catchers must wear the metal, fiber, or plastic type cup. Catchers must also wear Throat protectors that cover the throat area.
23. No metal cleats allowed. Players must wear tennis shoes or rubber baseball shoes.
24. Batter-Base runners MUST wear batting helmets at ALL TIMES.
25. No throwing of bats. First time-warning. Second time-automatic out, no runners advance.
26. The infield fly rule WILL NOT BE USED.
27. A pitcher MUST wear a batting helmet and heart guard.
28. Appeals are discouraged, but if a game is appealed, it must be done according to Little League Rules with the Baseball Commissioner rendering the decision.
29. Runner must slide into base when the defensive player has possession of the ball. If in the umpire's judgment, an infraction of this rule occurs, the umpire will issue a team warning, unless he views it as being intentional or flagrant violation of this rule will be up to the discretion of the umpire. If second infraction occurs after team warning has been issued, the runner will be out.
30. If batter throws bat, umpire will issue a warning. Name and number will be given to scorekeeper. The 2nd time by the same batter will be called out.
31. MERCY RULE: If after 4 innings, 3 ½ innings if the home team is ahead and 1 team has a lead of 15 runs or more the coach of the team with the least runs will concede the victory to the opponent. If after 5 innings 4 ½ innings if the home team is ahead and 1 team has a lead of 10 or more runs the coach of the team with the least runs shall concede the victory to the opponent. If the visiting team has the lead then the home team must bat its ½ of the inning.

All other rules of Little League will be followed with exception to the modifications to accommodate our Recreation League.

Remember this is a Recreation League and it's not about winning it's about the kids having fun and learning how to play the sport correctly. Always show good sportsmanship and teach the same to the players. Also demand the same good conduct/sportsmanship from your parents as well. Let the kids have fun and enjoy themselves. Do not try and live your dreams through the kids. Have fun and have a good safe season!