



# Marv Jenson Coach Pitch Rules



## 7-9 Years Old

1. The Coach Pitch Division is an instructional league. Play may be delayed at any time for instruction and coaching; however, coaches should use discretion concerning frequent stoppages of play. With the exception of the adult pitcher and one defensive coach, no other coaches should be on the field of play while the game is in progress.
2. Normal baseball rules apply besides the rules listed below.
3. A "regulation game" is 7 innings or 50 minutes. The inning in progress should be completed and no new inning is to start after that time.
4. A half inning ends when the offensive team has scored 5 runs or 3 defensive outs are made, whichever comes first. The most runs a team may score in a half-inning are 5, including the final inning. Official score will not be kept, runs will be counted only for the purpose of moving the game along.
5. Offensive Team: A team batting order will be used. Every player attending the game will be listed on the team batting order and will bat when their turn comes. The first batter in the batting order will not come to bat again until all the players attending the game have batted. A batter is entitled to 3 swinging strikes or 5 total pitches. After 5 total pitches (foul balls with two strikes do not count and the batter will get another pitch), the player may put the ball in play off of a tee. There are no walks. If the player has previously struck out in the game, the batter will put the ball in play off a tee after a third strike.
6. Defensive Team: The entire team will be used in the field - a pitcher, 4 infielders in normal positions, and the rest of the team as outfielders who must be stationed on the outfield grass (at least 15 feet away from the base paths) until the ball is hit.
7. An adult from each team will pitch to their own team. Once a batter hits a pitched ball into fair territory, it becomes playable (no minimum distance); however, a batter must take a full swing since bunting is not permitted.
8. The adult pitcher is not permitted to touch any ball in play and, after pitching, should avoid the area of play. A batted ball which strikes the adult pitcher is in play.

9. No Stealing: Runners must stay in contact with the base until the ball is hit.

10. No infield fly rule.

11. Base-running: If the ball is hit into the outfield, the runners may advance until the ball is returned to the infield. Runners may then only advance to the base to which they were running when the ball is returned to the infield. A ball is returned to the infield when (a) a fielder carries the ball from the outfield to inside the base lines, or (b) a fielder throws the ball and it lands on the ground or is touched by any player within the baselines.

12. Time is out when (a) any runner has stopped because a fielder has control of the ball, either at the base occupied by a runner or the next base, or (b) the pitcher (player) has possession of the ball in the pitcher's circle.

13. Overthrows: There will be one base awarded to any runner in the event of an overthrow to defensive player when the ball goes out of play.

14. Coaching the bases may be done by adults so long as they remain off the field of play.

18. There is no "on-deck" circle and warm up swings are not permitted. The only player who may take warm up swings is the player up to bat at home plate.

19. No jewelry may be worn during Little League play (no earrings, necklaces, or bracelets) except Medic Alert bracelets, which must be taped securely.

20. **Sportsmanship:** Players, coaches, spectators or other team members will not make disparaging or insulting remarks to or about the opposing players, officials or spectators or commit other acts that could be considered unsportsmanlike conduct. Chants and cheers for each play are encouraged. Coaches are responsible for the behavior of their players and spectators.

