

San Luis Valley Baseball Rules (Coach Pitch 7-10)

Player Eligibility

- Age is as of June 1 of season year; proof of age documentation will be required, if age is protested. Documentation must be provided or shown to the team's local coordinator within 24 hours of the protest or the game shall be forfeited and the player will not be allowed to play until age is verified (documentation shall be required within Coordinators and/or director of each town ONLY).

Sportsmanship

- All players, coaches and fans are expected to behave in a manner befitting of youth sports. Any violations of this code will result in the ejection of that player, coach or fan from the park.
- The local site coordinator also shall have the authorization to enforce sportsmanlike conduct, to declare a forfeit, and to remove parents, coaches or fans if necessary.
- Negative cheering and taunting are considered unsportsmanlike conduct.

Umpires

- **Hosting team will provide both a home plate umpire and an in-field umpire.**
- The umpire shall have the complete authority of the game, shall enforce sportsmanlike conduct, and has the right to declare a forfeit if necessary.
- **Umpires will enforce a maximum of three adults in the dug-outs without pre-approval from the Sports Coordinators of both teams. Head coach, assistant coach(es) and/or team 'parent'. All others will NOT be allowed in the dugout.**

Game Specifics

- Official time is kept by the HOME scorekeeper. Umpire shall announce the game time at the start of the game, Time limit 5 innings or 90 minutes, whichever comes first, (see Run-rule below). A scorekeeper from each team will sit behind home plate. Final decision will be made by the home bookkeeper and Umpire.
- **Lightning Protocol**
 - **The Home team must monitor the lightning for the duration of warmups and games using a weather app.**
 - **Lightning within 10 miles requires a 30 minute delay of game. If lightning occurs again within the 30 minutes the clock restarts. Game will be delayed a total of 40 minutes before being rescheduled/called as per the below guidelines.**
- A game is considered regulation if each team has batted four times or at the end of 4th inning, in the event of game suspension due to adverse weather or unforeseen circumstances. If the game is called in the 3rd inning, a new day will be established where the rest of the 3rd inning will be played.

Number of Players

- All players on the roster are allowed in the batting order. Up to 10 players on the field (4 outfielder).
- Team can start with up to 7 players. If a game starts with 7 players, the game will count, unless coaches agree to consider a game a forfeit by either team.

Batting Order:

- **Continuous Batting Order will be used in all games. This means a team must bat every single player on the roster at all times as part of the SLV Youth League's mandatory play. If you have 14 players on a roster, all of them bat, in the same order for the entirety of the game.**
- **Players can be swapped in and out of fielding positions without affecting their position in the batting order.**
- **In a continuous batting order, you may not change the order that your players bat once it is set prior to the game start.**

Substitutions

- A player or players may be substituted during a game at any time the ball is dead.

Player Equipment

- All players must wear uniform shirts. Baseball Pants or Sweatpants color may vary. Cleats or tennis shoes are allowed; NO METAL STUDS CLEATS. Protective cups are required for all male participants, mouthpieces are encouraged. All jewelry must be removed.

Catcher's Equipment

- All catchers must wear a catcher's helmet, chest protector and shin guards. When warming up a pitcher without the use of a fully-suited catcher, the temporary catcher, if a minor, must wear a catcher's helmet. Helmets with throat protectors are recommended.

Bats

- Wooden, aluminum or composite-must be up to 2 ¼" in diameter. If aluminum or composite, the bat must be manufactured to achieve a Bat Performance Factor (BPF) of 1.15 or less through its life. All bats shall not be less than 25" nor more than 33" in length. The handle of any bat may have a gripping material not to exceed 16" from the knob. All bats must be free of dents, cracks or other defects. Unmarked bats may be used unless they are challenged.
- Any batter who uses an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box if protested by the opposing team coach prior to the first pitch to the next batter. The first offense shall result in a warning; the second offense shall result in the coach's ejection.

Pitch Rules

- The Pitcher should be (at least one foot) on the mound, on either side of the mound during the pitch from the coach.
- The coach shall not interfere with the play.
- Ball will be considered dead after the ball is returned to the pitcher and the pitcher, if the base runner is already in motion, continues play.
- Strike Zone
 - The strike zone is that area over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire, along with coaches from each team, shall determine the strike zone according to setting the pitching machine at the beginning of the game and/or before first game pitch.
- Pitching Distance/Speed
 - At least 30 feet from the front of the pitching plate to the rear tip of home plate.
 - All pitches from the coach must be thrown overhand.
- Pitcher Conferences/Delay of Game
 - A coach shall be entitled to request time, on defense, to talk to his players twice during the same inning while the same pitcher is on the mound without penalty. On the third request for time with the same pitcher on the mound, the pitcher should be replaced.
- **Hybrid Option to Introduce Player Pitching**
 - **In innings 1-2, a player pitcher will pitch to the batter. If the pitcher delivers 4 balls before the ball is put in play or 3 swinging strikes, the Coach Pitcher will finish the at bat for the batter.**
 - **The batter will maintain his strike count when the Coach Pitcher takes over the at bat.**
 - **Coach Pitcher will deliver a maximum of 5 pitches, until 3 swinging strikes, or the ball is put into play.**
 - **A Foul Ball on the 5th pitch will grant the batter another pitch but they must swing or will be called out.**
 - **There are no walks in this division. However, if the kid pitcher does hit the batter, the batter will be awarded first base.**
 - **Innings 3 and on will be straight Coach Pitch.**

Offense Conferences/Injury Time Outs

- One time-out shall be allowed on offense to talk to a batter during the same time at-bat. Requesting a second time-out to talk to the batter during the same at-bat shall result in the coach being removed from the coach's box and placed in the dugout for the remainder of the game.
- A time-out because of injury or sickness or for the purpose of discussing a play situation with an umpire shall not be considered a charged time out for the purpose of this rule. Also, coaches are cautioned that an umpire is the only one who can call time; coaches may only request that time be called by the umpire.

Dug-Outs

- Only Head Coach and Asst. Coaches are allowed in the Dug-outs.

Bunting

- Bunting Is allowed.
- For safety purposes, batters will not be allowed to fake a bunt. Once a batter shows bunt, he must; either attempt to bunt the ball or pull the bat back and allow the pitch to pass without swinging. On the first occurrence, the batter will be warned; on the second, he will be called out.

Throwing the bat/Throwing a mitt or batting helmet

- A batter shall not throw the ball, regardless of whether it is intentional or unintentional. On the first occurrence, the batter will be warned; on the second, he will be called out.
- If a fielder throws his glove, hat, or any other equipment in an unsportsmanlike manner, he will receive a warning for the first offense and on the second and subsequent offense, runners shall advance two bases.
- If a batter or runner throws a helmet in an unsportsmanlike manner, he will receive a warning for the first offense and on the second and subsequent offense, will be declared out by the umpire.
- The umpire has the authority to eject any player for unsporting behavior without prior warning.

Live Ball

- The ball is considered live after the umpire calls “play” and is in play. The ball remains live until it is legally caused to become dead or at the umpire’s call, “time”, suspending play. While the ball is dead, no player may be put out, no bases may be run, and no runs may be scored. Exception: runners may advance one or more bases as the result of acts which occurred while the ball was live, such as but not limited to a balk, an overthrow, interference, a home run or other fair ball hit out of the playing field.

Leading off/Stealing

- There is NO leading off, NO stealing allowed.

Overthrow Rule

- If a fielder overthrows a ball and the ball goes out of play, a runner shall receive a one base award.
- Once the ball goes back to the pitcher at the “mound” play ends and a new batter is up.
- **Limited to one overthrow per play if it is in the field of play.**

Run Rule

- 15 runs after 3 innings, 12 after 4 innings, with the home team getting last at bat, except if ahead.

Scoring

- There will be a five (5) run max per inning per team until the last inning.

3rd Strike Rule

- NO running allowed on the dropped 3rd strike ball.

Sliding

- For safety reasons, on close plays at 2nd base, 3rd base and home plate runners must get down and slide. If not, the runner will be called out. NO HEAD FIRST SLIDES... (when going forward to a base only to retrieve back to their base from where they started).

Infield Fly Rule

- An Infield Fly is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, when there are less than two outs. The pitcher, catcher and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule.

Protests

- A protest of a judgment call will not be heard; only protests of a rule interpretation can be made. A coach should inform the umpire of a protest immediately, and no later than five minutes after the conclusion of the game. Local coordinators should be notified by the next business day by coaches and/or officials. An official ruling will be determined by a majority vote of the council of coordinators.

Ties/Tie Breakers

- Season games may end in a tie; tournament games may not.
- Tournament seeding will be determined by:
 - A. Win-Loss-Tie record percentage
 - B. Head-to-head winner between two teams with tied records
 - C. To break a head-to-head tie for two teams who also tied in a regular season game, each tied team's record will be compared against other teams in descending order of the standings (1st, 2nd, 3rd, etc.); whichever team beat a higher seed shall surpass the other for seeding purposes
 - D. If all the above fails, a coin flip will be used