



Tealtown Coach Pitch League Rules:

1. Coaches will pitch the entire game. Note: Spring-loaded pitching machines may be used. If a spring-loaded machine is available each team will have the choice of whether to use it or not.
2. Pitching distance will be approximately 39'.
3. Base distance will be 55'.
4. One defensive player must stay within 6' of the pitcher at time of pitch.
5. The batter is out after the 7th pitch (unless it is a foul ball) if they have not put the ball in play.
6. Bunting is not allowed.
7. NO STEALING and NO LEAD OFFS
8. Two defensive coaches will be allowed in the field.
9. INFIELD POSSESSION: Multiple base advancement is permitted on balls hit to the outfield, however, once the ball is thrown to the infield and the infielder attempts to obtain possession of the ball, all runners must stop at the nearest base. Time will be called by the umpire. Runners that are more than halfway to the next base will be allowed to continue to that base, runners that are less than halfway to the next base must return to the last base reached.
THIS IS STRICTLY UMPIRE'S JUDGMENT
10. When a thrown ball goes into foul territory, play stops and the INFIELD POSSESSION rule will be in effect.
11. A fourth outfielder may be used. Extra player must play in the outfield. Extra player cannot play as an infielder or a short center fielder.
12. THIS LEAGUE IS TO BE INSTRUCTIONAL
13. **Both teams are to keep score. The outcome of these games will be used to re-seed teams for the second half of the season. Scores must be reported by the winning team to Paul Mullenix via email within 24 hours of the completed game.**
14. All rained out, suspended or postponed games must be re-scheduled within 48 hours and played within 10 days of original scheduled date. Re-scheduling of games that cannot be played within 10 days of original scheduled date must be approved by the League Director.

When two managers cannot agree on re-scheduling a game, the League Director may be notified by either manager. The League Director will schedule the game on any field, at any time available to him as he sees fit.

15. Team drinks consumed on park property must be purchased at park concession stand.

16. Profane or abusive language by managers, coaches, players and spectators will be grounds for ejection from the game and or viewing area. The name of those involved along with a detail description of the incident must be turned into the League Director for further action. This is the Franchise Rep's responsibility

17. INTIMIDATION: An opposing manager, coach, player or spectator shall not in any manner harass or intimidate any member of the opposing team or umpire before, during or after the game. Penalty for this action shall be one warning from the umpire and them automatic ejection for the next offense. Each manager is responsible for the conduct of their team's fans.

18. No use of tobacco of any kind on playing field or player's bench

19. No jewelry to be worn by players on playing field. Exceptions: breakaway cloth necklaces and medical ID tags. Failure to comply after warning will result in ejection of player.

20. Visiting team has the use of the field for 15 minutes prior to the scheduled game time.

21. A Coach Pitch team at Tealtown must start the game with nine players, but may finish with eight or less. With eight or less, the vacant batting positions shall be declared out. When it becomes apparent that it is not a competitive game but a farce; the umpire will forfeit the game.

22. A team is allowed 30 minutes from the scheduled starting game time in case of trouble without the danger of forfeit.

23. The home team will furnish a new game ball. The visiting team will supply a good second ball. Thereafter, home team shall furnish all additional balls. Each ball is to be returned to the team from which it came.

24. Coach Pitch games will be 5 innings: No new innings will start after 2hrs from the start of the game. Games stopped because of rain, lightning or darkness will become suspended and resume at point of suspension.

25. Managers must use the all player batting order.

a. ALL PLAYER BATTING ORDER: Manager must place all players at the beginning of the game in the batting order. If a player is injured, becomes ill, has to leave or is ejected, his spot in the batting order is skipped and no out is taken. If he later is able to resume play, he must bat in the same spot he occupied in the batting order at the beginning of the game. There will be no pinch hitters or pinch runners except in case of injury or ejection. A batter or runner who is injured or ejected while at bat or on the bases and cannot continue play will be replaced by the most recent batter not occupying a base. NOTE: Batter will assume the count. A runner may be replaced only one time during a game; a second time will result in the runner being declared out and removed from the game. Players who arrive after the game has started will be placed at the bottom of the batting order. Free substitution will be allowed for defensive positions.

26. All players must play at least two innings in the field unless game is shortened by the run rule.

27. SEVEN RUN RULE: Play stops when the third out is made or the 7th run scores in any one half inning.

28. SLIDING BASE RULE: This rule was written to protect the runner, not put them in jeopardy and to provide safety. Rule will apply when:

a. The runner slides in, he is considered to be with the base. Remaining on the ground if tagged, runner is SAFE. After sliding in, the runner stands up and makes NO attempt to advance, if tagged, runner is SAFE. If runner moves towards the next base and the fielder makes the tag before the runner can get back to where the base was ORIGINALLY, the runner is OUT. This is umpires judgment.

b. The runner goes in standing and the base moves off the spot more than the length of the base and no part of the runner is touching the original spot of the base, when tagged, the runner is OUT.

c. A preceding runner moves the base off the spot more than the length of the base; following runners need only to touch the original spot of the base. It is recommended that all base locations are clearly marked so that runners have a visual point for them to touch and the umpires have a reference point.

29. PLOWING OVER THE CATCHER OR OTHER FIELDER: Any runner who does not slide or attempt to get around a fielder "WHO HAS THE BALL AND IS MAKING A TAG" will be called out. Any runner that hurdles a fielder who has the ball will also be called out. When a runner is called out in either of these situations, the ball is dead immediately and all other runners must return to the last base reached when the ball became dead. In addition; any runner who WILLFULLY plows into or through a fielder that has the ball will be ejected from the game. ****THIS IS STRICTLY UMPIRE'S JUDGMENT****

Any Questions please contact Paul Mullenix 375-3535