

Tennessee Little League District and State Coach Pitch Rules Summary

Revised 5/30/24

			Rule #	
Game Preliminaries	Pregame:	Field layout:	Baseball: 40 foot pitcher's plate.	3.3
			Softball: 35 foot pitcher's plate.	3.3
		Meet with tournament official for coin toss for home team or dugout.		3.1.1
		Exchange lineups and provide copy to official scorekeeper.		3.1.2
		Place bats, helmets & catcher's gear outside dugout for inspection by umpires when taking dugout.		3.4
	Meet with umpires 5 minutes before game-exchange lineups & discuss ground rules.		3.5	
Equipment:	Non-wood bats:	Softball: BPF of 1.20	Baseball: USA Bat standard stamp	LL 1.10
		Maximum length: 33"		LL 1.16
Helmets:		Must meet NOCSAE specifications and have NOCSAE stamp.		LL 1.16
Games	Roster Size	Minimum of 12 players - maximum of 14 players.		1.2
	Fielders:	10 players on defense: 4 outfielders & 6 infielders, including catcher.		4.2
	Coaches:	4 total - 1 manager, 2 coaches & 1 pitcher coach. 1 Adult coach in dugout at all times.		1.2, 9.2
		Base coaches: 2 adult base coaches or 1 adult coach & 1 player coach.		4.3
	Mandatory Play:	Minimum of 3 consecutive defensive outs.		4.7
	Continuous Batting Order:	Utilized. Players arriving late placed at bottom of batting order.		4.6
	Half inning ends:	5 runs or 3 outs per half inning, whichever comes first.		4.4
	Mercy Rule:	15 run rule: Either team ahead by 15 runs after 3 innings (2&1/2 if home team ahead) is winner.		4.5
		10 run rule: Either team ahead by 10 runs after 4 innings (3&1/2 if home team ahead) is winner.		
	Regulation Game:	6 complete innings unless ended by mercy rule above.		4.9
"Tie" Games:	If tied after 6 innings, 7th inning played without 5 run limitation.		4.9	
	If tied after 7th inning, player who made last out in previous inning placed on 2nd base at start of each half inning. Game continues until winner determined.			
Infield Fly:	Not in effect.		4.8	
Pitching	Player Pitcher:	Must stand with both feet on 4 foot extension of pitcher's plate.		8.1.2
		Must wear face mask or helmet.		8.1.3
		Free to move once ball is hit.		8.1.2
		If batter squares to bunt, may move once ball is released by coach pitcher. Penalty: "Dead Ball". "No pitch" declared.		8.1.2
	Coach Pitcher:	Baseball:	Must be in contact with 40 foot pitcher's plate and pitch overhand.	8.2.2
		Softball:	Must be in contact with 35 foot pitcher's plate and pitch underhand.	8.2.2
		Must exit field when ball is put in play in direction that avoids interference. Penalty: Batter is "out".		8.2.1
If hit by batted ball, "Time" declared - "no pitch" - runners return.		5.2.2		
Batting	"At-bat"	Each batter receives 5 pitches or 3 swinging strikes. Additional pitch(es) if 5th pitch hit (not bunted) foul.		6.1
	Bunting:	Allowed.		6.3
		Batter out if bunts foul on 3rd strike or 5th pitch.		6.3.1
		Cannot square to bunt, pull bat back and take a full swing. Penalty: Warning" on 1st instance, "out" on 2nd occurrence by same batter.		6.4
Base Running	Stealing:	NO LEADING OFF OR STEALING OF BASES. Runners must have one foot in contact with base until ball is hit or pitched ball reaches the batter. Penalty: All runners sent back as far as possible at conclusion of any play.		7.1, 7.2, LLBB 7.13
	Courtesy Runner:	Permitted for catcher with 2 outs. Must be player in batting order who made last out.		7.3
	Head-first slide:	Runner is OUT if sliding head-first while advancing to a base. Runner may slide head-first when returning to a base.		LLBB 7.08(A)(4)
"Dead Ball"	Umpire calls "time", ball dead when...	Batter squares to bunt AND the player pitcher moves before ball is released by coach pitcher.		5.2.1
		Batted ball contacts coach pitcher. "No Pitch" declared. Runners return.		5.2.2
		Player is injured. Any runner attempting to advance permitted to continue to next base.		5.2.3
		Any player that has control of the ball forces the lead runner to stop on a base or return to last base touched.		5.2.4
Protests	Protests:	Made only by manager		10.1.1
		Made only if based on interpretation of playing rule		10.1.1
		Must be made before next pitch		10.1.2
		Resolved at the district level by district administrator or designated representative		10.1.3
		Contacting Southeast Region or Williamsport could result in forfeit.		10.1.3