RULES for

ACHR YOUTH COACH PITCH BASEBALL

1. ELIGIBILITY/REGISTRATION

A. WHO IS ELIGIBLE?

Kids who will be age 7 or 8 by May 2nd.

B. DO I HAVE TO LIVE IN A PARTICULAR ZIP CODE?

Everyone is welcome!

C. DO I NEED TO REGISTER BEFORE I CAN PLAY?

Yes. Please also note that once the last in-person registration has completed, all registrations are considered late and will be placed on the waiting list. Waiting list players will be added to teams that still need the minimum players to participate. Waiting listed players are not guaranteed to be assigned to a team. Waiting listed players may also be contacted once the season begins as assigned players drop out.

D. WHAT TEAM WILL I BE ON?

If you are a returning player and wish to stay with the same team and coach them you will be placed accordingly. If you are a returning player and do not wish to return to the same team then you will be placed in the draft. If you are a sibling of a returning player, every effort will be made to keep the siblings together first on the returning players team and second on another team if the returning players team has reached the maximum number of players. If you are not a returning player then you will be placed in the draft.

E. CAN I PLAY UP IF I AM NOT YET SEVEN?

Yes. However, with the approval of the ACHR Coach Pitch Baseball Coordinator! A younger player should be at the top of his game in order to compete with the older players. We do not want the younger players to be discouraged because they are trying to keep up with the older players. Parents must use good judgment when requesting younger players to play up. You must be at least 6 in order to play up.

F. WHAT HAPPENS IF MY TEAM PLAYS WITH AN INELIGIBLE PLAYER?

Teams will forfeit all games in which this ineligible player participated in. Ineligible players are players that have not registered either online or during in-person registration, players that have registered and are still in a NOT PAID status and any other player deemed ineligible by the ACHR Board of Directors.
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H. CAN MY COACH KICK ME OFF THE TEAM IF I MISBEHAVE?

No, unless the coach gets prior approval from the ACHR Board of Directors. Normally this would be due to Players Code of Ethics violations.

2. EQUIPMENT

A. CATCHER’S GEAR

Teams will be furnished with shin guards and straps, chest protector, and a catcher's face mask. No player may play the catcher's position without the use of all this equipment, however, a player or team may substitute its own catching equipment for the equipment supplied by the league. If any equipment is needed during the game, it needs to be borrowed from the other team. It is mandatory that all players playing the catcher’s position wear all necessary protective gear.

B. BALLS AND BATS

Teams will be furnished with practice and game balls. Each team needs to supply a new game ball for each game. In addition, the league will furnish bats, at least two per team. We do realize many kids bring their own bats. This is ok as long as the following bat rules are followed:

- NO cracked, splintered or altered bats may be used
- NO softball bats are allowed

In addition, players are asked not to throw bats during a game, regardless if it is their bat or the league’s bat. Players can be called out at the discretion of the home plate umpire for excessive or deliberate bat throwing.

C. HELMETS

Like the bats, balls and catcher’s gear, teams will be furnished with a supply of helmets, at least four. During games, batters, on-deck batters and base runners are required to wear a helmet at ALL times.

D. UNIFORMS

Players will be supplied with a team shirt and hat. Players must wear the uniform as provided by the league at each game. Please note that for those parts of the uniform not provided by the league such as baseball pants and socks, players are free to wear
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whatever style they'd like; however, coaches may request players to purchase matching pants and socks, but this is not a requirement.

E. CAN I WEAR BASEBALL SHORTS INSTEAD OF PANTS?

NO! Sliding will and should be taught. Players could get seriously injured much easier if they were wearing shorts.

F. CAN I WEAR SHOES WITH METAL SPIKES?

No! Players who are caught wearing shoes with metal spikes will not be allowed to play. Players who deliberately wear these types of shoes will be ejected from a game by the home plate umpire. Rubber cleats are the shoes of choice, but sneakers may be worn.

G. CAN I WEAR WRISTBANDS? Yes.

H. CAN I WEAR JEWELRY?

NO! Parents and coaches are also responsible for enforcing this rule.

3. “BEFORE THE GAME”

A. THE RULES...

All league games will follow the current National Little League Baseball rules with the exceptions as listed in this rulebook.

B. THE COACHES...

All coaches must be 18 years of age or older, and a coach must be present at all games, practices or team activities. Coaches are not allowed to use tobacco related products or alcoholic beverages during practices or games.

C. THE UMPIRES...

Umpires will be drafted from the parents attending the game. Each team shall provide one umpire. It is recommended that a coach" spread" this chore around so that all parents can enjoy the games. All judgment calls by the umpires are final and no argument will be allowed. If arguing occurs, a warning will be given. If arguing continues, the player, coach or parent is subject to ejection. ACHR Has a zero tolerance rule when it comes to sportsmanship. The Coordinator can and will enforce this rule to make sure that fair play and good conduct are exhibited during the season
D. THE SCORER...

Each team shall furnish a scorer who should check with the home plate umpire and the scorer from the other team after each inning to ensure they are in agreement. The coaches will jointly settle any dispute relative to the score.

E. MOTHER NATURE...

The ACHR Coach Pitch Baseball Coordinator may postpone a game. Please note that games will not be postponed due to shortages of players, this would lead to a forfeit by the team with the shortage. In the event a game is postponed, an announcement will be made via the information line number at least one hour before the scheduled start of the game (i.e. 5:00 pm for a 6:00 pm start). In the absence of such a message on the hotline, it shall be assumed that all games will be played as scheduled.

In the event of adverse playing conditions at game time or after the game has begun, the decision to play or continue playing will be made as a joint decision by the coaches.

F. STARTING TIME

Games will begin as designated on the schedule, to be enforced by coaches. Each coach is responsible for tracking game time. If a team does not show up or does not have enough players to play within 10 minutes after the scheduled starting time, this team will forfeit the game. If for some reason, both teams do not show up for a game or do not have enough players, the game will be considered a no-contest, no wins, no losses, no ties, and no the game will not be made up.

Before the official start of each game, the coaches should discuss rules and regulation with the volunteer umpires.

G. THE LINEUPS

Teams must start a game with a minimum of seven players to avoid forfeiture. If after he start of a game, an injury occurs, a team may continue with six players. Positions are at the discretion of the head coach.

Teams must supply a batting order to the opposing team. Players who arrive after the game has begun will be inserted into the bottom of the batting order.

All teams will use a continuous batting order.
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H. FIELD PREPARATION

Weeknights:

The home team is responsible for field preparation. Field preparation consists of dragging the field as necessary, lining the base paths and setting bases. The visiting team is responsible for putting the bases up and locking the shed and policing the area for trash.

Saturdays:

First home team preps, last visiting team cleans up,

4. “DURING THE GAME”

A. GAME LENGTH...

Coach Pitch baseball game inning limit and time limit will be 5 innings 1 hour and 30 minutes. Unless the game is tied, a new inning may not be started after the time limit.

B. WHEN A GAME IS OFFICIAL

A game shall be considered official (complete) under the following scenarios:

1. The time limit or the maximum number of innings has been reached, it is the middle of the inning and the home team is ahead.
2. The time limit or the maximum number of innings has been reached, it is the end of the inning and the game is not tied.
3. The game is stopped because of inclement weather or darkness, the visiting team is ahead or the game is tied, and 4 full innings or more have been played.
4. The game is stopped because of inclement weather or darkness, the home team is ahead, and 3 1/2 innings or more have been played.

If a game is stopped because of inclement weather or darkness, and the game is not yet considered official, the game must be replayed in its entirety.

If the time limit or maximum number of innings is reached and the game is tied, the game is not considered official and play continues. Games can only end in a tie due to inclement weather, darkness or six innings have been played. No game will go past six innings, if at the end of six innings the game is still tied, the game shall end in a tie.
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C. WHEN A GAME IS SUSPENDED...

The coaches have the authority to suspend (stop) a game in progress because of inclement weather, darkness or other conditions as deemed appropriate. This is to be a joint decision by both coaches. The time during which a game is suspended shall not be considered as part of the time limit.

D. PLAYING TIME & SUBSTITUTIONS

Each player shall not sit out defensively for more than one inning in a row, except for disciplinary reasons. In the case of disciplinary reasons, the opposing coach must be notified first. Disciplinary reasons would be related to the Players Code of Ethics and infractions will be reported to the Coach Pitch Baseball Coordinator.

Free substitution during play will be allowed, however, players must bat in their assigned batting position. If the substituted player goes to the bench with one out, that player may not sit out defensively the next inning.

F. ON DECK AREA

A team cannot have more than one player in the on-deck area at a time. All other players should remain in dugout or on the bench for their own safety.

G. FIRST BASE DOUBLE BAGS

ACHR uses safety bags at first base for the stated purpose of the player’s safety. It is for this reason that the runner or fielder when making a play at first base may use either side of the base. The best way to teach safety at first base is for the runner to use the orange side of the bag and the fielder to use the white side of the bag. If a runner makes a deliberate attempt in the judgment of an umpire to advance to second base he may be tagged out.

H. CALLING TIMEOUT

Any player on the field or any coach may request time out from an umpire; however, only an umpire may grant time out (by calling “TIME OUT” or “TIME”) and play shall continue until an umpire grants time out.

I. BAT THROWING

Any batter who throws a bat when leaving the batter’s box will get one warning per game. Thereafter, if the player continues to throw their bat, the batter will be called out.
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J. BASE RUNNING

Base runners are not allowed to slide head first. One warning may be issued to a player. If it occurs again, the player will be called out due to safety reasons.

K. PLAYS AT HOME PLATE

The player covering home plate cannot block home plate without having a play. If the player covering home plate has a play, runners who intentionally ram the player covering home plate will be called out, at the discretion of the umpire. Contact made while sliding into home plate is permissible.

M. MERCY RULE

The maximum number of runs a team can be ahead is 15 runs. In the event a team is ahead by 15 or more runs at the end of the 3rd inning all official scoring stops with the final score. Play may continue until time is up if both coaches agree.

N. LEAD-OFF and BASE STEALING

There are no lead-offs and no stealing.

O. SPORTSMANSHIP

All coordinators, coaches, players, parents and spectators are expected to demonstrate good sportsmanship. At the coaches' joint discretion, he/she may eject any participant and/or spectator from a game for the use of profanity, disorderly conduct, harassment of the other team or physical contact with any umpire. Failure to leave the premises after such an ejection will result in forfeiture of the game. The Coordinator shall be informed immediately of any problems.

It is required that any questions or clarifications of calls or situations be by the head coach. This is a recreational league whose purpose is to teach sportsmanship, among other things, and we must set a good example for the players.

P. PROTESTS

Protests must be made at the time of the incident by notifying the opposing team's head coach. A notation must be made on the game report indicating the inning the protest was made, the batter, the base runners, the number of outs, grounds for the protest and all circumstances relevant to the protest, indicating any differences of opinion between the
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opposing coaches. Once the protest has been made, the game will continue and the protest will be brought to the coordinators attention after the game day is over.

Q. ON FIELD COACHING

The defensive team is allowed to have coaches in the field during the defensive half of the inning during the regular and post season.

R. Pitching

Overhand pitching is mandatory.

5. “AFTER THE GAME”

A. GAME REPORTS

The home team is responsible for submitting a completed game report to the Coach Pitch Baseball Coordinator within 24 hours of completion of the game. Teams that do not submit game reports in a timely fashion can be penalized up to and including forfeiture of the game. The report can be submitted to the information line, email or in-person. The preferred method would be email. The report will consist of the teams playing, final score, any protests and the beginning and end time of the game.

B. RESCHEDULING A CALLED GAME

For games that are called before they are official, the home team’s head coach must notify the coordinator within 24 hours. The coordinator shall reschedule said game, subject to field availability. If said coaches cannot agree upon the date and time, then the coordinator may cancel any rescheduled games at his/her discretion and that game goes un-played and may be listed as a forfeiture for both teams.

C. PROTESTS

All protests must be filed with the game report within 24 hours of completion of the protested game. The coordinator shall decide the protest unless his/her team is involved in the game protested, in which event the ACHR Board shall decide the protest.

Judgment calls are not a valid reason for a protest.
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6. OTHER RULES

A. THE BASICS

A full field will consist of 10 players max: four outfielders, a player on each base, a shortstop, a pitcher and a catcher.

Base length is 55 feet.

There is no infield fly rule, no base lead-offs or stealing, no bunting or slap hitting, no balks and no walks. A batter has a maximum of five pitches unless the final pitch is fouled off at which point the at bat continues.

B. BASE COACHES

Each team will provide third and first base coaches.

C. PLAYING TIME

Coaches are encouraged to rotate players each inning so no player will play a single position more than three times, this is not mandatory but goes hand in hand with developing young baseball players and is a sign of fair coaching. A player cannot remain in the same position for more than two innings in a row with a maximum of three innings for the game in any position. No player will sit out more than one defensive inning in a row and all players will bat.

D. BATTING

A bat consists of 5 pitches. If a ball is not hit in 5 pitches, the batter is out. Should the 5th pitch be fouled or tipped, the bat will continue until a hit or a strike takes place.

E. BASE RUNNING

The play shall be considered stopped when the defensive team has made a play at the ball. The offensive player can advance past one base only if they have reached the next base by the time the play on the batted ball has been made. However, the defensive team can attempt to make a play on the runner. There is no advancing on overthrown balls.

A player may advance more than one base when the batted ball is hit and not played. EX: the player hits a ball to deep center over the heads of the outfielders. That player may advance until the ball is thrown to the infield. At that point he may advance to the next base gained or return at his discretion.
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This rule applies to the last batter in an inning. Runners may not advance other than described just because the inning is ending.

F. SCORING

"Runs" will be scored when the runner crosses home plate.

G. INNINGS

An inning consists of three outs or until 10 runs have scored. The exception is if the game goes to 5 innings in which case, 3 outs shall be obtained or the home team bats until they have outscored the visiting team whichever occurs first.

H. PUTTING THE BALL IN PLAY

Any ball hit into fair territory is considered "in play" There is no bunting.

I. FOUL TIPS

A batter is considered out on a foul tip if the rises above the batter's head and it is caught in the air by the catcher.

7. SPECIAL TOURNAMENT RULES

There will be no tie games. If a game ends in a tie due to darkness or inclement weather, the game will be continued before the start of another tournament game.

8. FREQUENTLY MISUNDERSTOOD RULES

A batted ball that hits home plate and goes fair is a fair ball. True

Any base runner that interferes with a fielder that is attempting to make a play on a batted ball is automatically out. True. The runner must avoid contact or avoid disrupting the fielder trying to make a play on the ball.

Any fielder that is not making a play on a batted ball must not interfere with a base runner in anyway. True. This is obstruction. The obstructed runner must be awarded at least one base beyond the last one that was legally touched.

A ball that starts foul and then goes fair before reaching first or third base is a fair ball. True. The ball must be touched foul, stop foul, go out of play or go past the base foul to be a foul ball.