

## **CONROE LITTLE LEAGUE COACH PITCH LOCAL LEAGUE RULES 2026**

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

### **Team Formation**

1. Players who are League Aged 5 – 6 years old shall be selected to their teams by snake draft, held within one (1) week of the final evaluations. Roster assignments shall be grouped based on sibling needs.
2. Players must complete a Conroe Little League Evaluation to qualify for the draft. Players who do not complete a Conroe Little League Evaluation will be assigned to a team as a hat pick.

### **Equipment and Uniform**

1. Players may use a USA stamped bat, wood bat, or any bat marked USA Tee ball or regular USA stamped bat.
2. All players shall wear the Conroe Little League (CLL)-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
3. Catchers must wear:
  - long- or short-model chest protector
  - baseball-style shin guards
  - catcher face mask
  - . catcher must use a catcher's mitt
  - catcher helmet which meets NOCSAE standards
  - dangling throat protector attached to face mask (must hang freely)
  - Males must wear an athletic cup

### **Length of Games**

Games shall last 70 minutes.

### **Pre-Game Responsibilities**

1. Visiting team is responsible for adult scoreboard operator
2. Home team is responsible for Official adult scorekeeper. Scorekeepers must attend the scorekeepers class

### **Post Game Responsibilities**

1. Remove all equipment and trash from field, dugouts, and stands
2. Turn off scoreboard ( if only/last game of the day)
3. Home team shall provide final scores to the CLL vice president within 1 hour of game completion by text

### **Managers and Coaches**

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge supplied by CLL, upon completion of background checks.
2. One adult must remain in the dugout at all times to supervise players
3. Three (3) defensive coaches are allowed on the field during game play. Two coaches will be positioned along the outfield arc and their role is to provide on-game coaching and feedback to their outfield defensive players. They must not interfere with game play. The Third coach will be positioned in the infield to provide in game coaching and feedback to their infield defensive players. They must not interfere with game play.
4. One (1) manager and 3 coaches with 1 Team mom are permitted inside the field. A manager or coach of the offense shall be designated as the coach pitcher. The offensive coach pitcher shall be no closer than 25 feet from home plate. Coaches may not interfere with a play in progress.
5. Only the team manager may confer with the umpire.
6. Coaches may not interfere with a play in progress.
7. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batted or thrown ball. One pitching coach is permitted on the field.

8. When not in the coach's box, managers and coaches shall remain within the dugout.
9. Base coaches other than the team manager may not confer with an umpire regarding any on field ruling.

### **Number of Players**

Teams must start game with minimum of 6 players

### **General Rules**

1. One (1) Umpire shall be provided.
2. Infield Fly Rules is not in effect.
3. No lead offs or balks.
4. No walks or intentional walks.
5. No stealing. Runners may only advance on batted ball.
6. On a batted ball runners may advance up to two (2) bases at their own risk.
7. No headfirst slides.
8. Protests are permitted, through the Team Manager only.
9. On deck batters are not Permitted.

### **Lineups and Minimum Play**

1. Teams shall bat a continuous batting order. A batter removed, after game time has begun from the lineup due to injury, illness, disciplinary, or any other just reason shall simply be skipped in the lineup without penalty (no out recorded). Players that arrive late to the game may be added to the lineup at the end of the batting order.
  2. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.
  3. A player may not sit the bench for two consecutive defensive innings
- Batting Rules
1. Each batter will receive a maximum of five (5) thrown pitches by a coach.

2. Should the batter swing at three pitches thrown by the coach and not make contact with the ball, they will be declared out. If the batter fouls the third and fourth pitch he will get the fifth pitch. If the batter fails to put the ball in play after fifth pitch the batter will be declared out.

### **Pitcher Position – Player**

1. Player pitcher is defined as the player wearing a helmet and playing the pitcher position. Pitchers' mound is defined as the entire dirt circle surrounding the pitchers' plate.
2. The pitcher shall wear a batting helmet for safety.
3. The pitcher shall have one foot in contact with the pitching rubber until the batter hits the baseball. **Penalty** - If, in the umpire's judgment, the pitcher leaves the pitching Rubber early to make a play, the batter-runner or runners shall be awarded one base without liability to be put out.
4. When the player pitcher fields a batted ball, he/she may attempt a defensive throw.
5. Player pitcher may not tag out the batter runner, unless he fields the ball by baseline and runner has not passed the player pitcher. Player pitcher may not tag out any base runner or may not touch any base to make a force out

### **Pitcher Position – Coach**

1. The coach pitching to the players may stand or kneel.
2. The Coach Pitcher can pitch from as close as 25', measured from the point of home plate, with both feet behind the line.
3. The coach must pitch overhand.
4. After a batted ball is put in play, the Coach Pitcher is to exit the field of play and into foul territory. They must not interfere with game-play.
5. If a batted ball strikes the coach pitcher, ball is dead. Runners advance if forced.

## **Coach Pitch Defensive Players**

1. Infield: traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc" of 15' from the axis at home plate between the foul lines.
2. Outfield: Four (4) outfielders (LF, LC, RC, RF) may be positioned no closer to the infield than midway between the back of the infield and the outfield fence and may not cross that line until the ball is put in play. Outfielders may not tag out any base runner nor touch any base to make a force out.
3. Throwing the ball: Defensive players may not "roll" or "bowl" the ball to another defensive player in an attempt to put-out a runner or batter-runner in lieu of the natural and commonly accepted over-hand throwing mechanics associated with the game of baseball.
4. The first baseman can only tag first base, The Second Baseman can only tag Second Base if Force Out, The Shortstop can tag second base or third based on force out, and the third baseman can only tag third base on force out.

## **Player Pitcher**

The pitcher must have one foot in contact with pitching rubber and the catcher must be positioned safely in catcher's position, behind home plate. Base runners must remain in contact with the base until the ball crosses the plain of the plate. When players have advanced as far as possible without being put out or having been retired, the umpire shall call "time".

## **Offensive Base Running**

1. Stealing bases is not permitted.
2. Runners may only advance two (2) bases on a batted ball in fair territory, or an overthrow into the grass.

## **Run Rules and Limits**

1. Each team is permitted a maximum of five (5) runs per inning before three (3) outs are made for the first 5 innings the 6<sup>th</sup> inning is open.
2. The 15 run rule after the 2 ½ innings if the home team is ahead, 3 complete innings if the visiting team is ahead will be enforced. The 10 run rule after 3 1/2 innings if home

team is ahead 4 complete innings if the visiting team is ahead will be enforced.

### **Ejections**

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.

2. Any ejected manager, coach, player or spectator may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.

3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.

**Exception** - one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, the game will be stopped and considered a forfeit by the team whose coaches have been ejected.

4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension, provided they have had their background checks completed by CLL, and have been issued a badge.

### **Activities Per Week**

1. Teams may participate in a maximum of Four (4) activities per week. This includes going to the batting cages. No activity should exceed Seventy (70) minutes. .

**Penalty** - If a manager or coach is found to be participating in more than 4 activities per week he/she will be suspended for 1 game on first offense.

2. A team activity is defined as three (3) or more players from the same team getting together with a coach or manager within a twenty-four (24) hour period.