

Texas District 2 Little League Baseball Coach Pitch Rules

REMEMBER: These are 7-8-year-olds, and the game is being played for their benefit. Good sportsmanship is expected always.

TIME LIMIT: 1 hour 15 minutes (75 minutes) or 6 innings, whichever comes first. An inning consists of 3 outs on defense and 3 outs on offense for a total of 6 outs. The inning being played must be completed when time is called, but no new inning will start after game time has been called unless there is a tie. See below for ties. Teams must have 8 players present within 15 minutes after start of game. THIS IS NOT AN AUTOMATIC FORFEIT, but up to the local league to replay the game later. Local league may decide to play with only 7.

TIE GAMES: In case of a tie, another inning may be played if there is at least 30 minutes until the next regularly scheduled game or if it is not past the 10 pm curfew. If game is still tied after one extra inning, the local league will determine how to handle it. **Tournament: The tie will be played off.**

SCORING: Each team will be allowed 7 cumulative runs per inning or 3 outs, whichever comes first. For example, if the visiting team scores 5 runs in the first inning, they can score up to 14 runs in the second inning before the inning is over.

WEATHER: If a game is called due to weather, it will not count as an official game for coach pitch unless 4 innings have been completed or 3 ½ if the home team is ahead. The game will be rescheduled if not complete and will be continued at the point it was stopped. Batting order will remain the same, but if a player is missing from the original roster, an out is not recorded. The batter is simply skipped in the order. Likewise, if a player is there for the continuation game who was previously absent, he is to be added to the bottom of the order.

CATCHER: ALL CATCHERS MUST WEAR COMPLETE CATCHER'S GEAR (males must wear a protective cup). Catcher's masks MUST HAVE A DANGLING THROAT GUARD on all masks including the hockey style mask. Catcher may play with a glove instead of a catcher's mitt if desired.

HELMETS: Pitchers must wear a batting helmet. The face shield is optional. All batters must wear a batting helmet, but the face shield is optional. Any spray-painted helmet will not be allowed. Stickers are allowed if they aren't excessive or offensive.

BATS: All bats must have the USA baseball stamp to be eligible for use. Wooden bats are acceptable. T-ball bats (with the USA stamp) are allowed for use in coach pitch. If a batter is caught using any bat other than a USA or wooden bat, the player will be called out if the bat is brought to the umpire's attention during his at bat or if the bat is discovered before the next batter receives a pitch. If this happens, the defensive coach can decline the decision of the player being called out. In addition to the player being called out, the first time an illegal bat is discovered, the offensive team must lose one of its base coaches for the rest of the game. The second time it happens in a game, the manager will be ejected. If it happens again, another coach will be ejected.

UNIFORM: All players must be in full uniform with a jersey with a number on the back and a cap along with baseball pants. Jerseys must be tucked into the pants.

JEWELRY: Jewelry is allowed as of 2025.

COACHES: Each team will have 1 manager, 2 official coaches and 1 pitching coach for a total of 4 coaches. Any adult encountering the players must have passed a background check AND completed the abuse awareness program through Little League. The league is responsible for making sure certificates are presented before allowing anyone on the field. There must be an adult in the dugout at all times.

1. A coach from the defensive team will be situated behind the catcher to retrieve balls that are foul or not hit. **THIS COACH BEHIND HOME PLATE IS NOT ALLOWED TO TALK TO ANY PLAYERS AT ANY TIME WHILE BEHIND THE PLATE. HE IS MERELY THERE TO RETRIEVE THE BALL.** If this coach does not follow this rule, he should be ejected from the game and must serve a one game suspension. All coaches must be listed on the team roster.

PITCHING COACH: All pitching will be done by the pitching coach, and the ball will be delivered from the 40' marked line to the batter with one foot remaining behind the line while delivering the ball. If there is no apparent line, the pitching coach must keep one foot on the mound dirt while delivering the pitch. The pitching coach may elect to be further back than 40', but no closer. Pitching coaches may be changed, but only at the beginning of an inning.

EXCEPTION: If the pitching coach is injured, he/she may be replaced at any time. However, he/she may not reenter the game after that point. Pitching coaches can coach from the mound, but once the ball is hit, the coach must no longer coach the runners or fielders and must remove himself as quickly as possible from the line of play to avoid interference. The pitch must be thrown over-hand and can be delivered kneeling or standing.

BATTED BALL: If a batted ball hits the pitching coach, it is a dead ball. **If a thrown ball hits the pitching coach, the ball is DEAD, and the batter is out. NO RUNNERS ADVANCE.**

COACHES' BOX: A coach must stay in the coaches' box and cannot run down the baseline with the runners. He needs to stay within the box as close as possible during all live action on the field.

COACHING OUTSIDE THE FIELD OF PLAY: No team shall station a coach, player, or parent on the opposite baseline off the field to instruct, coach or communicate in any manner with their own players.

TIMEOUTS: **1.** Only the manager is allowed to call a timeout to talk to the umpire or to his team. Manager must signal to the umpire and be recognized before leaving the dugout. **2.** Each team is allowed ONLY ONE offensive timeout per

inning to talk to the batter. This is to keep the game moving. A manager/coach is allowed to call directions from the coaching box, but not approach the batter in the box other than the one allowed timeout per inning.

BATTER: Each batter will be allowed a maximum of 5 pitches or 3 swinging strikes, whichever comes first. If the batter fouls the 5th pitch, he may continue to foul additional pitches until the ball is hit or the batter strikes out. No bunting is allowed. If a batter bunts the ball, it will be considered a strike and can result in an out if it is the last strike.

HIT BY PITCH: A batter hit by a pitched ball WILL NOT be awarded first base. The pitch will count toward the player's maximum number of pitches.

BATTING ORDER: The batting order shall be the entire roster of players and ALL PLAYERS will play in the field. The batting order will exactly follow the roster presented at the beginning of the game for the entire game. The batting order will only change if a player is not able to take his turn (i.e., due to injury, illness, or bathroom break). An out WILL NOT be recorded for this. If a player arrives after the rosters are exchanged by the coaches, then the name is added to the bottom of the roster/batting order.

BATTING OUT OF ORDER: If a player bats out of order, here are 2 scenarios. **1.** If the infraction is discovered while the player is at bat, the correct batter simply assumes the count and replaces the one who was out of order. **2.** If the player reaches base safely and the defensive manager calls it to the umpire's attention **before** the first pitch is thrown to the next batter, the player who batted out of order is out. Once a pitch has been thrown, there is no consequence. The player who was skipped in the order will resume his position in the order the next time around.

FIELDERS: The pitcher must begin play with 1 foot inside the pitcher's circle (10-foot circle) on the dirt. All infielders must be on the infield dirt in their regular positions and outfielders must be on the outfield grass when the batter is in the box and the ball is put into play. ALL teams can have no more than 50% of outfielders positioned in shallow outfield. All outfielders may be positioned deep in the outfield, though. **PENALTY:** If the pitcher is not in the correct position & the batter hits the ball and advances along with any baserunner safely, play stands. If not, ball is dead and runners and batter advance one base. There is no infield fly rule. **Tournament Only: No team may have more than 12 players on the field at one time. Additional players must take turns playing in the field.**

BASE RUNNERS: There will be no base stealing or leading off. All runners must stay on base until the ball is hit. Runners can advance at their own risk if an error is made when throwing the ball to any defensive players.

STOPPING PLAY: The LEAD base runner will determine when the play is stopped. If the lead base runner is stopped by a defensive player, the runner will not initiate advancement toward the next base. The umpire will call TIME when forward advancement is stopped, and the runner will return to the previous base. Once time is called, the play is dead and no runner can advance, even on an overthrow. The rule is not intended to eliminate aggressive base running, but to discourage base runners from taunting fielders into throwing the ball by shifting back and forth. A forced play at home or any defensive player touching home plate does not necessarily stop play. The following base runner now becomes the lead runner and may run at his own risk. As described above, once this lead runner stops forward advancement or is stopped by a defensive player, the umpire will call time, and no runners can advance any further.

SLIDING: All players must slide feet first going into any base for safety reasons. **NO HEAD-FIRST SLIDES** or the player will be called out. Even if the player falls head-first into the base, it is up to the umpire's discretion to call the player out. However, player may dive head-first going back to a base to avoid a tag. Also, any player attempting to jump over or run over a defensive player with the ball will be called out. All players must try to avoid contact by sliding feet first.

PINCH/COURTESY RUNNER: There is NO SPECIAL PINCH OR COURTESY RUNNER in coach pitch since all players bat and play in the field. **EXCEPTION:** A courtesy runner is allowed for the catcher ONLY if there are 2 outs so that the catcher may get his gear on to keep game moving faster. The runner must be the player who made the last out.

DISCIPLINE: All managers, not coaches, must have the umpire's permission by calling time to be on the field at any time during play or talk to the umpire. Failure to do so will result in DISCIPLINARY ACTION, except in the case of injury to a player. No manager/coach may charge out of the dugout when questioning an umpire's decision. An act of this manner will result in IMMEDIATE DISMISSAL from the game and the ballpark. If ejected from a game, the ejected coach will serve a one-game suspension for the following game. This means the coach cannot be on the park premises unless special permission is granted by the head umpire. Harassing of umpires, opposing players, or opposing coaches WILL NOT be permitted for any reason. The manager will be responsible for the acts of their players and parents. This also includes the harassment of their own sons/daughters and teammates. DISMISSAL from the game and ballpark can be the penalty for violations of this rule.

Texas District 2 Little League Baseball Machine Pitch Rules

REMEMBER: These are 7-8-year-olds, and the game is being played for their benefit. Good sportsmanship is expected always.

TIME LIMIT: 1 hour 15 minutes (75 minutes) or 6 innings, whichever comes first. An inning consists of 3 outs on defense and 3 outs on offense for a total of 6 outs. The inning being played must be completed when time is called, but no new inning will start after game time has been called unless there is a tie. See below for ties. Teams must have 8 players present within 15 minutes after start of game. THIS IS NOT AN AUTOMATIC FORFEIT, but up to the local league to replay the game later. Local league may decide to play with only 7.

TIE GAMES: In case of a tie, another inning may be played if there is at least 30 minutes until the next regularly scheduled game or it is not past the 10 pm curfew. If game is still tied after one extra inning, the local league will determine how to handle it. **Tournament: The tie will be played off.**

SCORING: Each team will be allowed 7 cumulative runs per inning or 3 outs, whichever comes first. For example, if the visiting team scores 5 runs in the first inning, they can score up to 14 runs in the second inning before the inning is over.

WEATHER: If a game is called due to weather, it will not count as an official game for coach pitch unless 4 innings have been completed or 3 ½ if the home team is ahead. The game will be rescheduled if not complete and will be continued at the point it was stopped. Batting order will remain the same, but if a player is missing from the original roster, an out is not recorded. The batter is simply skipped in the order. Likewise, if a player is there for the continuation game who was previously absent, he is to be added to the bottom of the order.

CATCHER: ALL CATCHERS MUST WEAR COMPLETE CATCHER'S GEAR (males must wear a protective cup). Catcher's masks MUST HAVE A DANGLING THROAT GUARD on all masks including the hockey style mask. Catcher may play with a glove instead of a catcher's mitt if desired.

HELMETS: Pitchers must wear a batting helmet with a face guard. The face shield is optional. All batters must wear a batting helmet, but the face shield is optional. Any spray-painted helmet will not be allowed. Stickers are allowed if they aren't excessive or offensive.

BATS: All bats must have the USA baseball stamp to be eligible for use. Wooden bats are acceptable. T-ball bats (with the USA stamp) are allowed for use in coach pitch. If a batter is caught using any bat other than a USA or wooden bat, the player will be called out if the bat is brought to the umpire's attention during his at bat or if the bat is discovered before the next batter receives a pitch. If this happens, the defensive coach can decline the decision of the player being called out. In addition to the player being called out, the first time an illegal bat is discovered, the offensive team must lose one of its base coaches for the rest of the game. The second time it happens in a game, the manager will be ejected. If it happens again, another coach will be ejected.

UNIFORM: All players must be in full uniform with a jersey with a number on the back and a cap along with baseball pants. Jerseys must be tucked into the pants.

JEWELRY: Jewelry is allowed as of 2025.

COACHES: Each team will have 1 manager, 2 official coaches and 1 pitching coach for a total of 4 coaches. Any adult encountering the players must have passed a background check AND completed the abuse awareness program through Little League. The league is responsible for making sure certificates are presented before allowing anyone on the field. There must be an adult in the dugout at all times.

1. A coach from the defensive team will be situated behind the catcher to retrieve balls that are foul or not hit. This coach will give the ball back to the catcher who will throw it back to the player/pitcher. When throwing back, if the catcher steps over the home plate circle with more than one foot or drops the ball, it is a live ball and runners on base can advance one base at their own risk. Furthermore, if the pitcher steps out of the mound circle with both feet or drops the ball when receiving it, the ball is live and runners can advance one base at their own risk. **THIS COACH BEHIND HOME PLATE IS NOT ALLOWED TO TALK TO ANY PLAYERS AT ANY TIME WHILE BEHIND THE PLATE. HE IS MERELY THERE TO RETRIEVE THE BALL.** If this coach does not follow this rule, he should be ejected from the game and must serve a one game suspension. All coaches must be listed on the team roster.

2. The pitching coach must deliver all pitches to the batter without coaching/talking. It is up to the 1st & 3rd base coach to give the batter directions. Once the ball is in play, the pitching coach must remove himself as quickly as possible from the line of play and continue to stay silent.

PITCHING MACHINE: The machine is placed directly on top of the rubber and is set at 36 mph. Both teams agree to the strike zone before the game begins. If the machine needs adjusting at any time, it must be done with agreement from both teams and ONLY at the beginning of an inning. **EXCEPTION: If the machine is struck by a hit ball, it may be adjusted immediately.** The ball is dead and all runners advance one base. Pitching coaches may be changed, but only at the beginning of an inning. **EXCEPTION:** If the pitching coach is injured/ill, he/she may be replaced at any time. However, he/she may not reenter the game after that point.

BATTED BALL: If a batted ball hits the pitching coach or the machine, all players advance one base. **If a thrown ball hits the pitching coach, the ball is DEAD, and the batter is out. NO RUNNERS ADVANCE.**

COACHES' BOX: A coach must stay in the coaches' box and cannot run down the baseline with the runners. He needs to stay within the box as close as possible during all live action on the field.

COACHING OUTSIDE THE FIELD OF PLAY: No team shall station a coach, player, or parent on the opposite baseline off the field to instruct, coach or communicate in any manner with their own players.

TIMEOUTS: **1.** Only the manager is allowed to call a timeout to talk to the umpire or to his team. Manager must signal to the umpire and be recognized before leaving the dugout. **2.** Each team is allowed ONLY ONE offensive timeout per inning to talk to the batter. This is to keep the game moving. A manager/coach is allowed to call directions from the coaching box but not approach the batter in the box other than the one allowed timeout per inning.

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Rules subject to change for tournament play. Updated on 1/25/2026