

MPYAA 5 & 6 INSTRUCTIONAL LEAGUE

5-6 Year Old Coach Pitch League Rules & Regulations

National Federation Rules Apply with some exceptions listed below:

Playing Field

1. The baseline shall be sixty feet (60' feet)
2. Bases youth league
3. The pitcher's mound will be set at a distance of 35' (feet) from the point of home plate. The circle around the pitcher's mound shall be a radius of 8' (feet).

Equipment

1. Baseball – Approved
2. Bat – small barrel and should not exceed 2-1/4 inches in diameter
3. Cleats or Athletic shoes NO metal cleats
4. Helmets must be worn by batters, base runners and on-deck batters.
5. When needed (Tee) – adjustable, flexible tube on a moveable base

The Game / General Information

1. Regulation game is 6 innings / Time limit is one hour – whichever comes first. One hour is the drop dead time. The time will start when the first pitch is thrown for every game except for the first game when the clock will start at the scheduled time.

One hour time limit. No new inning shall be started with 10 minutes remaining in game time.

2. Fifteen (15) run lead will apply after 3 innings (2 and ½ if home team is winning)
3. Ten (10) run lead will apply after 4 innings (3 and ½ if home team is winning)
4. Coach/Pitcher may pitch from anywhere within the 8 foot circle. Player must remain in circle either even or behind pitching rubber.
5. Each batter gets 3 pitches then the ball will be placed on a tee until batted into play.
6. There are no strikeouts or walks

7. All players must remain inside dugout while waiting to bat except the on-deck batter.
8. Base stealing is not permitted. The base runner must be in contact with the base at the time the ball is hit by the batter. If a runner leaves the base before the ball is hit, the umpire shall signal to indicate the violation at the time it occurs. Player is given two warning before called out.
9. The infield fly rule is not in effect.
10. Coaches may pitch under or over handed. Once ball is put in play, coach needs to move to closest sideline out of play.
11. If a batted ball hits the coach pitcher, play is dead and no pitch declared.
12. The Home & Visiting team may only score a maximum of 5 runs per inning. All players will bat in a set batting order.
13. Participation RULE – Every player will play the field every inning. Extra players will play in the outfield (Outfield will be marked with a line – players in outfield need to play behind line)
14. All batted balls unless called foul by the umpire, is alive and in play until timed called by umpire.
15. Any player who arrives late may enter the game immediately and be added as the last name in the batting order.
16. Only one batter allowed in the on deck circle. All other players must remain in the dugout
17. A set infield must be played with remaining players in outfield behind outfield line
18. A team will consist of 10-12 players
19. Only one base per runner awarded on any over throw to any base.
20. OVER THROW ON FIRST BASE, BASE RUNNER CANNOT ADVANCE PAST FIRST BASE. ADDITIONAL RUNNERS MAY ADVANCE ONE BASE.
21. ONLY INFIELDERS CAN CALL TIME AND STOP PLAY. OUTFIELDERS MUST THROW THE BALL TO AN INFIELDER. INFIELDER MUST BE ON THE INFIELD AND IN FAIR TERRITORY.
22. No bunting allowed
23. 2 defensive coaches allowed behind outfield players to instruct, not to interfere with ball in play and 1 coach allowed behind the infield or at the top of the pitching circle to instruct only.
24. Each player will be given one warning for swing bat after warning batter will be called out.

Offensively – only the base coaches (2), coach pitchers (1) and hitting coach (1) will take positions on the playing field during the game. The base coaches (positioned on the 1st base side and 3rd base side) only may instruct the base runners. The coach/pitcher is not allowed to instruct base runners and once ball is batted must move to the closest side line area out of play. This will allow the players not to be confused or get frustrated during the game.

Defensively – A coach may be positioned in the outfield between 1st and 2nd and between 2nd and 3rd. The players and coaches in the outfield must play behind the outfield line. Only a maximum of 5 players can play in the infield. Coaches must only instruct defensive plays. At no time can a coach or parent step onto the playing field other than in designated areas except in case of obvious injury.

Unsportsmanlike Conduct Policy

Section 1. Players, coaches, and fans should conduct themselves in a sportsmanlike manner at all times. This includes before, during, or after a game. Players and coaches who are ejected for unsportsmanlike conduct (throwing equipment, arguing, etc.) will be suspended for 7 days. A second ejection during the season will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues.

Section 2. Any player, coach, or fan that is ejected from a game or facility for fighting, profanity, or threatening others will be suspended indefinitely from all facilities for all Cabarrus County Youth Athletic Leagues.

Section 3. If a player, coach, fan, or official's actions become harmful and disruptive to the program, they face being suspended from their remaining games for that season.

Section 4. A player or coach who pulls a team off the field for any reason will be suspended indefinitely. If the suspension occurs in the last game of the season, an indefinite suspension will occur.

Section 5. No player, coach, official, or fan shall at any time lay a hand on, push, shove, strike, or threaten to strike another player, coach, fan, or official before, during, or after a game. Officials include umpire, scorekeeper, coordinators and designated volunteers, department staff personnel, other players, coaches, or fans. This will result in an indefinite suspension from all Cabarrus County Youth Athletic Leagues, facilities, and programs.