

SGAA BASEBALL RULES
5/6 COACH PITCH LEAGUE (Midget League)

With exception of the following SGAA rules listed below, all games shall be played in accordance with the Statewide Athletics Committee (SWAC) Rule Guide.

League	Pitching Distance	Base Distance	Pitcher	Eligible Bats Listed at:
5/6 Coach Pitch	25 Feet	50 Feet	Adult	usabat.com

To be eligible for Coach Pitch baseball, a player must be 5 or 6 years old by April 30th of the current year. In rare situations, a player may be advanced into the league above his/her age bracket. The SGAA Board must approve these exceptions before draft day. The goal for the maximum number of players will be 11.

1. A game will consist of six innings or will last one hour and fifteen minutes, whichever comes first. The League Commissioner will begin a stopwatch at the first pitch of each game. At one hour and ten minutes, if the last out has occurred at the bottom of the current inning, the game is concluded unless there is tie. If there is a tie at the bottom of the inning and the entire one hour and fifteen minutes have not been exhausted, one additional inning will be played. At one hour and ten minutes, if the winning team is definite, the batter in the on-deck circle will be the last batter of the game. No new inning can start after one hour and fifteen minutes, no matter what the score.
2. During tournament play, 15 minutes is added to game times. At 1 hour and 25 minutes, if the last out has occurred at the bottom of the current inning, the game is concluded unless there is tie. A tournament tie game will be played until there is a winner.
3. A maximum of 5 runs or 3 outs, whichever comes first, constitutes an inning.
4. A game will be concluded if after the fourth inning, either team is ahead by 11 or more runs. In the event of a tie, each team will receive ½ win and ½ loss.
5. The coach or another adult designated by the coach shall pitch to his own team using under-handed or over-handed pitches. Each batter is given five pitches to hit a fair ball. The umpire will remind the batter when the fifth pitch is coming. If a batter fouls off the fifth pitch or any thereafter, they will get another pitch. The batter may not hit a pitch that bounces on the ground before reaching the plate or that bounces off of the plate.
6. No game will start after 8:30 on a school night.
7. Only eligible players, coaches and others authorized by the coach may occupy the dugout area.
8. In the event of rain or other inclement weather, the field Commissioner or his designee will make the determination of whether or not to begin the game. After the start of the game, the umpire will determine whether or not to stop play. If at least four innings have been played and a game is concluded due to inclement weather, the score at the bottom of the last completed inning will determine the game winner. At any time, if the home team is at bat and is ahead after at least 3 ½ complete innings, the game is concluded with the home team being the winner. If at least four innings have been played and the game was tied at the bottom of the previous inning, but the visiting has gone ahead in the current inning, the remaining time will be noted and the game will be resumed when appropriate. This rule applies in season and tournament play.

9. In the event that only one umpire is present, the game will proceed with the umpire positioned behind the plate. A call should be made to the booking agent to report the situation. Either the Commissioner or their designee should call bases until the second official can arrive.
10. A ten-minute grace period is allowed for the first game of the day only, in the event a team does not have enough players. If a team cannot field at least seven players, the team must forfeit the game or a coach may pull up a player from the SGAA league directly below his/her league to make no more than 10 players for that team. The player pulled up must not have a scheduled game to be played in their home league at a later time that day, unless that player's coach gives permission. Pull-ups may not play the pitcher position. During the fall season, if a team does not have enough players and there is not a younger league to pull from, the team may pull from another team in the same age group.
11. All players will bat every rotation in the order of their line up.
12. All players must play at least 2 innings defensively and may not sit on the bench more than 1 consecutive inning.
13. Defensively, players shall be used in the following positions: 1st base, 2nd base, shortstop, 3rd base, pitcher and all others in the outfield. There is no limit to the number of players in the outfield. Outfielders must play behind the infield circle, which will be designated by a line drawn 20 feet behind 1st, 2nd, and 3rd bases. The pitcher will stand within 6 feet of the adult pitcher. When strong batters are hitting, the offensive coach will warn the opposing team and the pitcher will be allowed to back up further. The offensive team will provide the adult catcher.
14. Each team will give the opposing team their batting order at least 5 minutes before the start of the game. If a player is not present when the defensive team takes the field, his name will be removed from the line up and will be entered in the bottom of the lineup if he arrives.
15. Teams may use as many as six coaches, who will include the head coach and 5 assistant coaches. Three outfield coaches are allowed on defense. A coach from the offensive team will catch. At the BAP field only – The defensive coach may stand in his/her on-deck circle so that infielders can hear instructions.
16. Any player who continuously misses practice does not have to be entered in the next game by the coach. The Commissioner must approve this before game day.
17. There will be no infield batting between games.
18. The scorebook of the home team will be the official book.
19. All players must wear current year shirts and hats supplied by SGAA. Shoes with metal spikes are not permitted. Jewelry is not permitted. Hard, nonpliable hair accessories are not permitted.
20. No balk or infield fly rules apply in this league.
21. Courtesy runners will be allowed if a player becomes ill or injured during his turn at bat. Any time a player is permanently removed from the game, it will not be considered an out in his position in the batting order. Under these circumstances, he is not eligible to reenter the game. Any time a player is temporarily removed from the batting order, that player will receive an out when it is his turn to bat. When he reenters the game, he must keep his original position in the batting order.
22. The first player who throws a bat is warned, along with the coaches from each team. Afterwards, any player from either team who throws the bat is automatically called out.

23. If a batter goes to home plate out of order and is thrown at least one pitch, the batter that should have been at the plate shall replace the incorrect batter and will take the current count. If the batter that was out of order completes batting and the opposing coach brings it to the umpire's attention, that batter is called "out". This appeal must be made before the first pitch to the next batter. The batter will assume his correct position in the batting order when it is his turn to bat.
24. If a batted ball accidentally hits or is caught by the adult pitcher, the ball is considered a "no pitch". If the adult pitcher interferes with the defensive throw of a fielder attempting to field a batted ball, the batter is called out. In all instances, the ball is dead. If the adult pitcher intentionally interferes with a thrown ball or fakes catching a thrown ball to deceive the defense while a play is being made on the runner, the ball is dead and the player on whom the play is being made shall be called out.
25. A base runner may not leave the base until his teammate hits the ball. If the runner leaves the base before the ball is hit, the runner is removed from the base with no out being called. Base stealing is not permitted.
26. Players will not be allowed to advance from an overthrow made from an infield position. Note: An infielder that moves to an outfield position becomes an outfielder. If the ball is thrown from an outfield position, runners are permitted to advance. If a ball is secured inside the outfield line, whether by an infielder or an outfielder, the ball is dead. A ball thrown to a base to throw out a runner is a live ball until the play is complete ("complete" meaning until the player is tagged out or until the runner runs past the base he is going to).
27. Bunting is not permitted. Any sign of bunting or half swinging will result in the batter being called out.
28. An offensive player, who misses a base during the course of a game or who leaves early on a fly ball, will be called "out" if a fielder or coach appeals it to the umpire and the play was seen by an umpire.
29. A coach protesting a game must notify the field commissioner before leaving the field, submit the protest in writing within 24 hours and must pay a must pay a \$10 fee. The protest must state the rule or condition that was in violation during that game. Protests cannot involve judgment calls against officials. Protests will be heard at the next regularly scheduled SGAA board meeting or at a special meeting of the Board. Protested games are only played if they affect the standings of the first place team.
30. At the conclusion of each game, players and coaches will shake hands as a gesture of good sportsmanship.
31. At the season's end, if two teams have the same number of losses and are tied for first place, if one of them has defeated the other team in question more times, first place is awarded to that team. For example, if teams A and B each have two losses and team A has defeated team B twice, team A is the season champion. If both teams have defeated each other an equal number of times, the tie will be broken by a playoff. Ties for other positions will be determined by a coin toss.
32. Regular season standings dictate seeding throughout the tournament.

Recent changes are noted in red. Yellow highlighted items are slated for discussion and possible changes.