



Village Baseball Little League

Coach Pitch Division Rules

1. **Key for this Level of Play is to Introduce the game and Teach how the game is played and have FUN!!**
2. Focus on teaching the mechanics or proper throwing and fielding and the basics of hitting...Refer to LittleLeagueInternational.org for tips and drills in the Coach's Corner to aid in your endeavor/efforts.
3. Teach the various defensive positions in terms of where they are on the field...reinforce this by making sure the players are those positions during a game. Coaches are allowed on the field.
4. Recruit dad's and mom's to help on the field and in practice. Break team into smaller groups and run practice via station drills ignorer to keep it fun and hold their attention. Practice should not be longer than 1 hour per session. Twice a week will help retention of skills.
5. All players play and hit. Place player i proper positions in the infield and outfield. Excess of 9 players, then those players should be in the outfield (Don't overload the infield).
6. Rotate players every inning to new positions.
7. Rotate Batting lineup every new game
8. Coach Pitches from the base/front of the mound. Throw over hand so the batter gets use to the downward trajectory of the ball.
9. Player (if enough) takes the defensive position on the pitching mound
10. Batter will receive 4 "coach" pitch balls. If none of the 4 pitches are put into play by a hit, then the Tee is brought in for the player to hit.
11. Offensive team will bat the entire line and announce last hitter.
12. All hitters will become runners. No hitter or runner is removed from the base even if an out is recorded until May 1st.
13. Advance one base at a time. If ball is hit to the fence and extra base may be taken (only one). All runners will circle the bases on the last batter's hit. Announce last batter to the defensive team prior to at bat.



14. Defensively keep infield player in their position even when the ball is hit into the outfield...avoid the bee hive approach of playing. Teach to throw to the cutoff man. No runner can advance on overthrows.
15. No Score is ever kept or recorded. KEEP IT FUN.
16. **OPTIONAL if both managers agree that their team is developed to**
 - a. **this point that it makes sense to see cause and effect in play:** After May 1st, when a defensive play records an out, the runner will be removed. Once 3 outs are recorded, the bases will be cleared. The Offensive team continues to bat until the entire line has batted.