

Crisp County Leisure Opportunities
Coed Ball
Playing Rules
6 & Under Instructional Pitching Machine League

- **Scorekeeping**

- **Team listed first on the schedule will be the home team.**
- The home team will be responsible for the Official Score Sheets. No score will be announced. The line up cards and score sheets will be to determine the batting order only.
- Immediately after each game the Official Score Sheets must be turned in to CCLO Staff.
- Each coach will receive 15 line up cards.
- The coach will be responsible for turning in a line up to the home team's Official Scorekeeper at least 15 minutes prior to the start of the game.
- Line up cards must have the following printed; player's first and last name, jersey number, head coach's name, and the team sponsor.
- **The home team Official Scorekeeper must write the game starting time on the top of the score sheets. This time will be announced by the home plate umpire, and that umpire will have the official clock ONLY.**

- **Rained Out Games**

- During inclement weather CCLO staff will wait until 4:00pm to make a decision on whether or not to postpone games.
- CCLO staff will contact the head coach (**only**) when a decision has been made.
- The head coach will be responsible for contacting the players individually.
- Any game rained out will be rescheduled at the end of the season, or on an available date during the season.

- **Uniforms**

- CCLO will provide a jersey and hat for each player.
- CCLO issued jerseys and hat are mandatory for league play - No Exceptions!
- Shorts will be provided by the parents, and must adhere to the following guidelines; **Solid colors only! White, Grey, or Black No pin stripes, no braiding, no two tones, no emblems - basic price range \$12.00.**

- **Equipment**

- Coaches will sign out and receive an equipment bag containing the necessary equipment for practice.
- The coach signing out the equipment will be responsible for returning ALL equipment following the team's final game of the season.

- **Points of Interest**

- **In the Instructional League each child will receive a "Participation" trophy.**
- **All coaches must wear their yellow certified coaches shirt for every game.**
- Only (3) Three coaches allowed in the dugout at all times.
- No children not on the roster may be in the dugouts.

6 & Under T-Ball

- If a team would like to use a bat boy/ girl, one at a time only may be used and they MUST wear a helmet while on the playing field.
- All local league rules will supersede the GPRA Athletic Manual and the GHSA Rule Book!
- The official protest committee will consist of the CCLO Director, CCLO Athletic Manager, and the CCLO Advisory Council Chair. In the absence of the CCLO ACC the CCLO Recreation Assistant will serve as the proxy.

● The Game

- **This league is a non-competitive league.**
- Each game will consist of (4) four innings or one hour time limit.
- Any player ejected from a game for unsportsmanlike conduct will be suspended for a minimum of (1) one game, in addition to the game ejected from. The player will then be subject to review by the established Protest Committee.
- Any coach ejected from a game for a violation to the NYSCA Code of Ethics will be suspended indefinitely and will be reviewed by the established Protest Committee.
- Any coach ejected from a game for any other violation will be suspended for one game in addition to the game ejected from, The coach will then be subject to review by the Protest Committee.

● Offense

- There will be a continuous batting order.
- Each inning half of the batting order will bat, regardless of the number of outs are recorded. (Example – If a team has 13 players, the first inning 7 players will bat and then switch to defense. The next inning the final 6 players in the line up will bat.)
- Once a batter has attempted three swings, he/she will be allowed to hit off the tee.
- No bunting!
- There will be a 15' restraining line around home plate.
- Base runners must be on their base until the ball is hit or they will be declared out.
- An overthrown ball which crosses the restraining line on a play at third or first shall be deemed a dead ball and the runner will be allowed only one base. If the ball does not cross the line, then the ball is live and the runner may advance at their own risk.
- A runner must be "own their way" to a base in order to qualify for an awarded base.
- Runners must touch all bases.
- Helmets with chin straps are required.

● Defense

- The game will be played with (10) ten defensive players. All players must play the standard positions.
- Each player must play every other defensive inning.
- Two (2) coaches will be allowed in the field to give directions to their players. These coaches must remain behind the infield while the ball is in play.
- The coaches may move their players in order to gain the best possible defense. However, there must be the same number of infielders and outfielders as you had at the beginning of the inning.
- In order for play to stop or to stop runners from advancing, the ball must be in the possession of any fielder within the pitchers circle. The fielder's entire body must be in the circle.

- The defensive player must come to a complete stop before time will be awarded.
- There is no infield fly rule in effect.
- There will be free substitution.
- A qualified official will be stationed behind the pitching machine. This official will feed the machine and act as the base umpire.
- When a batted ball hits a pitching machine, or the extension cord off the ground, it will be considered a "no pitch" and will be declared a "dead ball".
- If a batted ball hits a defensive player and then the machine, the batter is awarded 1st base.
- When a thrown ball hits the pitching machine or the extension cord off the ground, it will be considered a "dead ball".
- If a thrown ball hits the machine or the umpire feeding the machine, each runner is awarded one base.

