

# North Carolina Dixie Youth Baseball

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## AA Regular Season and Tournament Rule Points

1. Rule A (3) Tournament games must be played until complete.

2. Rule I. 5(a) There will be a 7-run per inning limit with the exception of an over the fence home run or ground rule double. No run limit in the 6<sup>th</sup> inning. The 7-run limit is in effect for all extra innings.

3. Rule B (3) and Rule D (2) - There will be a 12' diameter pitching circle with the center of the circle being 46' from the back edge of home plate. Coach-pitcher can pitch anywhere in the circle, anywhere from 40' to 52' from home plate, but both feet must remain the circle until the pitch is released. Any part of a foot touching the circle is considered being in the circle. Note: While not listed in this section, a pitcher's plate will be set at the 46' mark. The Coach-pitcher does not have to be in contact with the pitcher's plate.

4. Rule C (3) The coach pitcher shall exit the playing field behind the runner or away from any play on the field when the ball is hit into fair play to avoid interference. If the coach pitcher is hit by the ball, the ball is dead.

**Note:** While the National rules do not specifically cover the intentional aspect of the coach pitcher being hit by the ball, the Commissioner has stated the umpire should judge whether it is interference or not.

5. Rule (D) (5)- The coach pitcher may coach or position the batter only. He/she cannot coach runners. A warning will be given on the first offense and he/she will be removed from the mound on the second offense.

6. Rule (E) (1)- The defensive team will place a player in the designated circle at the pitcher position. The player pitcher must have one foot inside the designated 12-foot circle, must stand in position on either the left side or the right of the coach pitcher or behind the coach, must not interfere with the coach pitcher, and not be any closer to the batter than even with the pitching rubber. **The player pitcher must wear a full batting helmet and face mask.** The player cannot leave the circle until the ball is hit. **Penalty- The offensive coach has the option of accepting a hit or taking a no pitch.**

If a runner has passed a base prior to the pitcher gaining control of the ball in the circle and does not stop, he/she may advance to the next base at his/her own risk. (8) With runners on base an umpire will call time out when the play comes to a natural end.

7. Rule I. (7)- The outfielders may play anywhere in the outfield but no closer than 20 feet behind the normal running base path. A chalked or painted line will be placed at the 20' point.

The Commissioner has ruled the outfielder cannot cross the 20' line until the ball is hit. Penalty for Violation: The Manager of the batting team has the option of taking a hit or taking a no pitch.

## 8. Other Points –

- The infield fly rule is not applicable in Coach Pitch
- Bunting is NOT allowed
- Base stealing is NOT allowed
- Intentional walks are NOT allowed
- Catchers must wear full gear including protective cup. Catcher may wear a baseball fielder's glove or catcher's mitt.
- The catcher must be in a squatting position behind home plate in a direct line with the pitcher and home plate when the ball is pitched

NOTE: All bats, except wood bats and the BBCOR -3 metal bat, must have the USA logo on it.