

Coach Pitch Interleague Rules



Approved for Play
01/11/2026

2026

Coach Pitch Baseball Interleague
and Special Games Tournament
Rules



Coach Pitch Interleague Rules

I. Purpose

Interleague play provides teams the opportunity to play regular season games against other teams within the district. These interleague rules afford teams from different leagues to play by the same general guidelines which will apply to all fields of play. These rules differ from “ground rules”, whereas a ground rule is a specific issue associated with the local playing field. For example, at Rarick Field in Niceville, there is a tree that overhangs the center field fence. If a batted ball hits the tree, the ensuing action is dictated by the ground rules of Rarick Field. These ground rules shall be identified and discussed during the pre-game plate conference between the game UIC and Managers of both teams.

II. Age Specific Regulations for Special Games

The coach pitch division will consist of players league age 6-8. Any player who is league age 9 shall not be allowed to participate in the coach pitch division during a special games tournament. Each team shall submit an affidavit verifying each player’s league age before being allowed to participate in the special games tournament. Any team found to have a player that is not of the correct league age will be disqualified from the tournament and the manager shall not be permitted to manage or coach in any additional tournaments to include Sanctioned International tournament games.

III. Approval

These 2026 Florida District 1 Little League supplemental regulations and playing rules were developed by league and district officials to clarify and/or expand regulations and playing rules not otherwise addressed in the 2026 Little League official regulations and playing rules. These supplemental regulations and rules are not intended to and shall not supersede official Little League regulations and playing rules. The layout and format mirror the parent document for convenient cross reference. This supplement shall not duplicate or conflict with existing regulations and playing rules and therefore is not a stand-alone document. This supplement must be used in conjunction with the 2026 Little League official regulations and playing rules and available for reference at each game. These supplemental regulations and playing rules were approved by each leagues President of the Board of Directors and signed by the District Administrator on 01/11/2026.

IV. Playing Regulations

1. Regulation III (The Teams):

Only teams from the same division shall participate in interleague games. The teams will be from chartered Little League programs, unless otherwise approved under special games provisions by the District Administrator.

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Each team shall maintain a complete and accurate scorebook throughout the season. The scorebooks will be made available for review by opposing managers prior to each game if requested.

Each team will play with 10 players on the field. The defensive team will have 4 outfielders all playing at outfield depth (no closer than 8-10' from the infield dirt on a normally skinned infield. No short fielder or extra fielder will be allowed. If a team cannot field 10 players, they may play with 9 or 8 players. No game shall be allowed to continue with less than 8 players on each team. Borrowing players from the other team for defense will not be allowed.

2. Time Limits:

- a. Regular Season Games: no new inning shall begin after 1 hour and 30 minutes.
- b. Park Day Special Games: a drop-dead time limit may be imposed to allow for multiple game scheduling. The League President from both parks must agree to the drop-dead time and be approved by the District Administrator one week before the park day. This drop-dead time shall not be less than 1 hour and 20 minutes.
- c. Special Games Tournaments: time limits may be set during special games tournaments. If a time limit is set, it shall not be less than 1 hour and 45 minutes to start a new inning. No drop-dead time limit will be allowed for special games tournaments.

3. Safety:

- a. No fielder shall be closer than 30 feet away from the batter's box until the ball crosses the plate or is hit. A solid or dashed 30' arc will be striped for reference. Unintentional violation by a fielder will be ruled a no pitch to the batter. At the Umpire's discretion, bases may be awarded to the batter/runner(s) for any intentional or repeated violations of the 30' arc by a fielder.
- b. The player pitcher on the team in the field does not pitch; he/she is a fielder only. The player pitcher must begin each pitch at a distance from the plate even with the 6-foot pitching line. The player pitcher will stand either on the right or left side of the coach pitcher with both feet in contact with the pitching line. For safety reasons, he/she cannot leave this position, even on an attempted bunt, until the ball is released by the coach pitcher. The player pitcher may choose to wear a batting helmet

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which meets NOCSAE standards. A facemask, if worn, must be permanently attached to the helmet using the manufacturers' guidelines. No "softball" player masks will be permitted to be worn on defense. Pursuant to rule 1.17; Skull Caps are not permitted for use.

V. Playing Rules

1. Placement of the Coach Pitcher (see attachment 1):

- a. A 6-foot pitching line will be drawn 36 feet from the point of home plate. The coach pitcher will deliver all pitches with at least one foot on or behind the 6-foot pitching line.
- b. A 10-foot radius circle shall be drawn round the center of the pitching line. At no time shall any defensive player (except the pitcher) be stationed inside the circle.

2. Rules involving the Coach Pitcher:

- a. The coach pitcher shall be an approved volunteer with an up-to-date background check on file with the local league. **Note:** during the special games tournament, it is recommended that each team bring a designated coach pitcher (suggested 2). Their only purpose is to pitch while the team is on offense.
- b. All pitches shall be delivered overhand. An errant pitch on the last pitch of an at bat is the responsibility of the coach pitcher and will not be deemed a "no pitch" by the umpire.
- c. The coach pitcher shall not coach in any manner during the offensive half of the inning. **Penalty:** a warning for the first offense, any subsequent offense will result in immediate ejection of the coach pitcher from the game.
- d. If in the judgement of the umpire, the coach pitcher interferes with a play in progress, the umpire will declare a "dead ball" situation and will take such action as the umpire deems appropriate to nullify the interference.

3. Rules involving the 10-foot Circle:

- a. It is the responsibility of the defense to return the ball to the pitcher while he/she is inside the 10-foot radius circle.
- b. No play is dead until the player pitcher has control of the ball inside the circle, **or** the umpire has called "time".

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- c. If a runner has passed a base when the player pitcher gains possession of the ball (or the umpire calls “time”), the runner may advance to the next base or choose to return to the previous base at their own risk. *Runners will not be allowed to “stop and bait” the player pitcher into making a play after the player pitcher has secure possession of the ball inside the circle. If, in the judgement of the umpire, this is occurring, the runner will be returned to the last base legally acquired.*
- d. At no time shall any defensive player be stationed in front of the 6-foot pitching line before a pitch is thrown. All defensive players shall remain behind the line until the ball is released by the Coach Pitcher.

4. Infield Fly (rule 2):

Infield fly rule is not in effect for this division of play.

5. The Batter (rule 6):

- a. Continuous batting order shall be followed for all games – no exceptions.
- b. The batting team will be retired when they have accumulated three outs of five runs in the offensive half-inning (whichever comes first). During special games tournament play, the five-run limit will be suspended for the 6th inning and any subsequent inning as needed.
- c. Each batter will receive 4 pitches or 3 strikes to successfully put the ball in play. There will be no called balls or walks. It is the responsibility of the coach pitcher to deliver hittable pitches to their batters.
- d. Missed swings and foul balls count as strikes just as in Little League Baseball. Foul balls on the 3rd strike or 4th pitch do not count against the batter, just as in Little League Baseball.
- e. Bunting will be allowed. If a 3rd strike or 4th pitch is bunted foul, the batter is out.

6. The Runner (rule 7):

- a. Runners will not be allowed to advance unless the ball is put into play by the batter.
- b. No special pinch runners are allowed due to the continuous batting order. A courtesy runner will be permitted for the catcher of record (only)

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when there are two outs to allow the catcher time to get ready for the next defensive inning.

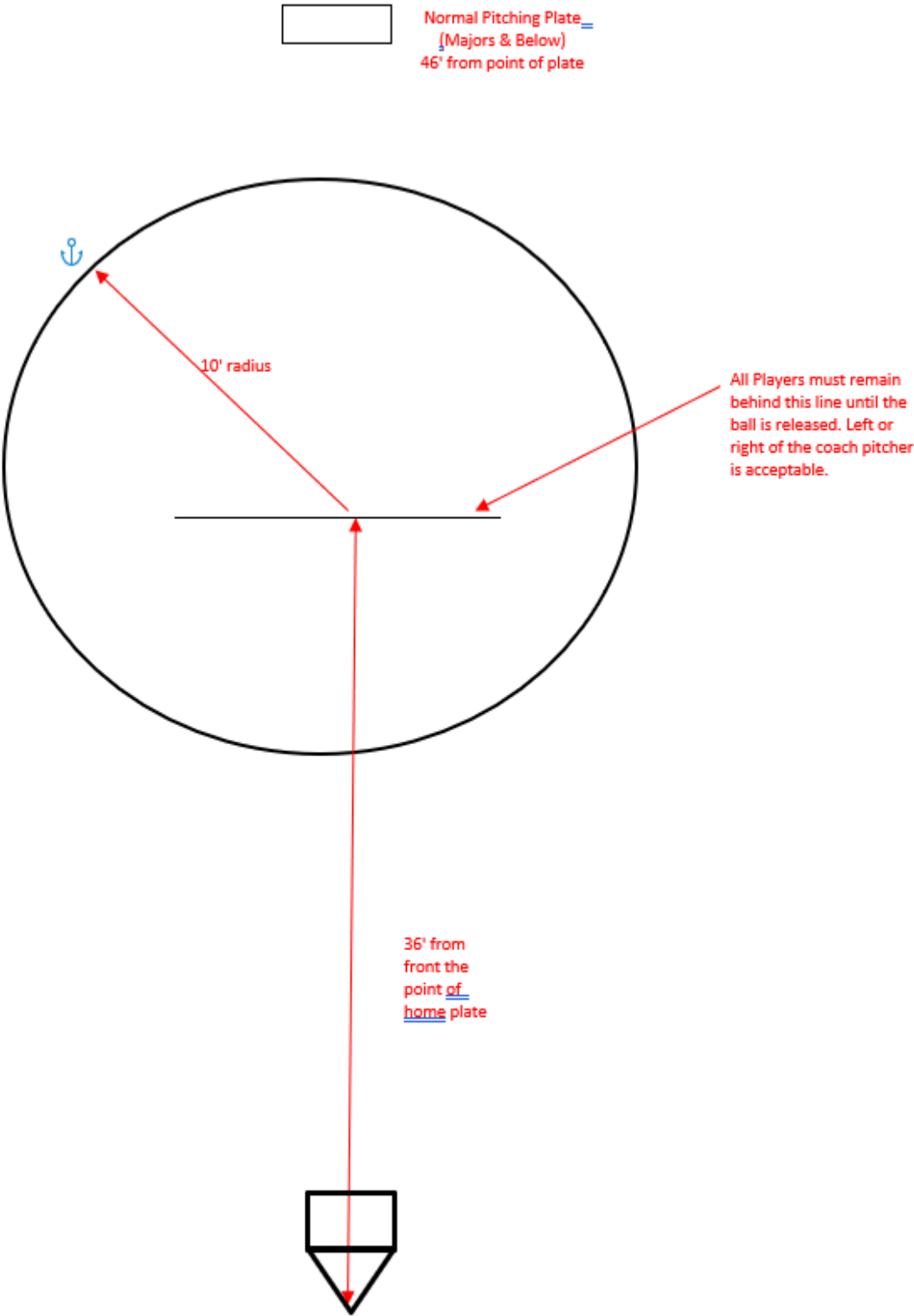
- c. Pursuant to rule 7.10; all appeals shall be made while the ball is live. Once the ball is handed to the adult pitcher (or any other dead ball situation), the following procedure shall be followed of the defense to request an appeal for a failure to retouch or missed base:
 - a. The defensive coach shall request time to talk to the umpire and explain that he wants to make an appeal.
 - b. The umpire shall instruct the coach pitcher to hand the ball to the player pitcher. The player pitcher must be positioned as outlined in section 3(b) of these supplemental rules. Once the player pitcher has possession of the ball, and is in the proper position, the umpire shall signal "play".
 - c. The defense must then make a proper appeal in accordance with rule 7.10.

Approved By:

//Signed//

Windell Carnley
District 1 Administrator
01/11/2026

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Attachment 1