Texas District 38 Little League

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2026 Baseball and Softball Coach Pitch Rules

The official Little League Rule Book shall govern play except as modified below.

Rule #1: These players are 7 & 8 years old. Please remember this at all times!

All players will play on defense.

Batting/Batter:

- Each batter will be allowed a maximum of five (5) pitches or three (3) swinging strikes.
- A batter may not be called out swinging on a foul ball.
- A batter hit by a pitched ball will not be awarded 1st base. The pitch will count toward his/her five (5) maximum pitches.
- Practice swings in the batter's box are strictly prohibited. Each team will receive one warning. After the warning, every practice swing in the batter's box will be called a strike.

Pitching:

- **Baseball:** The pitching Coach shall deliver the ball **overhanded** either standing **or** kneeling **anywhere between** *The Pitcher's Mark* (5 feet in front of the pitching circle) and the rubber.
- **Softball:** The Pitching Coach shall deliver the ball **underhanded** to the batter from **the pitching rubber**
- The Pitching Coach may coach/give instruction to the batter when the coach is in possession of the ball. When the pitching coach gives instruction to anyone other than the batter (ex. runner):
  - 1st time is a warning
  - 2nd time pitching coach must leave the mound for the remainder of the game
- A Pitching Coach may be substituted but only at the beginning of an inning.
- The player in the pitcher position must wear a full protective batter helmet (face mask/shield is not required).
- The player in the Pitcher position must begin play with one foot inside the Pitchers Circle (**Baseball:** 10' diameter circle, **Softball:** 8' radius circle).
- If a pitched ball is not hit in fair territory, it becomes a dead ball and runners may not advance. The umpire or a coach from the fielding team shall field any pitch not caught or blocked by the catcher and return it to the Pitching Coach. If a catcher catches or blocks a pitch that he or she can easily retrieve, the catcher is encouraged to throw the ball to either the pitcher or the Pitching Coach. The intent of this rule is to speed up the game and give each team more opportunities to bat.

Time Limit, Runs, and Ties:

- The time limit for a coach pitch game is one hour and ten minutes (70 minutes).
- A new inning may not start after the one hour and ten-minute mark (70 minutes).
- No inning may begin after 10:00PM (LL curfew rule).
- If the game is a tie at the end of regulation, the game ends in a tie (regular season games).
- Coach Pitch teams have an inning limit of five (5) runs. These are cumulative during the game.

Stopping a Play

- The ball is dead, and TIME is called when the lead runner is stopped.
- The lead base runner will determine when the play is stopped. If the lead base runner is stopped by a defensive player, that runner will not initiate advancement toward the next base. The other runners must immediately attempt to advance or return to base. When all runners have stopped, the umpire shall call TIME.
- The defense should not throw the ball to the Pitching Coach until TIME has been called. Otherwise, base runners may advance at will until TIME is called, or the Pitching Coach is in possession of the ball.

Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities.