

4T Rules

Revised 2023

Our 4 year old tee ball league is an introduction to baseball. This league is meant to be fun for our youngest players. Every child will have the same amount of at bats and defensive plays.

Game Info:

- Game Length: 1 hour and 30 minutes or 4 complete innings.
- Score keeping and reporting is not required.
- No umpires in this age division.

Uniform:

- Players need to be in complete uniform.
 - Jersey with number and Little League patch on sleeve.
 - Team hat
 - Baseball cleats

Offense:

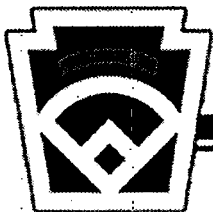
- Players must use a bat that is designated as a Tee Ball bat.
- Players get 5 swings at the tee to advance the baseball.
- An arch will be placed in front of the plate and the ball must go outside of the arch to be a fair ball. Anything inside the arch is considered a foul ball.
- Runners cannot leave the base until the ball is hit.

Defense:

- All players will be on the field during defense.
- Align players into the correct positions. (Pitcher, 1st, 2nd, SS and 3rd Base) Additional players can fill in just behind the infielders. Rotate players into different positions each inning.

Coaches:

- We encourage having at least two coaches on the field to help direct the defense.
- On offense, one coach will assist the batter, one 1st base coach, and one coach at 3rd base.



6U Rules

Revised 2023

Our 6U division is a hybrid version of tee ball. This league is an introduction to baseball, but this league introduces competitive play. The rules listed below will govern play with the Coosa Little League.

Game Info:

- Game Length: 1 hour and 30 minutes.
- The team listed first on the schedule is the home team.
- Home team is responsible for keeping the book and reporting the score to the league coordinator.

Run Rule Information:

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

Uniform:

- Players need to be in complete uniform.
 - Jersey with number and Little League patch on sleeve.
 - Team hat
 - Baseball cleats

Offense:

- Bat the entire lineup.
- All batters will receive 3 pitches from the coach. If the batter does not hit the ball into the field of play within the 3 pitches, the batter will get 2 opportunities from the tee. If the batter does not put the ball into play on the second attempt from the tee, the batter is out. Foul balls will not prolong the at bat.
- The foul arch will only be valid during attempts from the tee. Balls hit in this area during coach pitch are considered live.
- The play is live until the defensive player stops the lead runner.
- Runners cannot leave the base until the ball is hit.
- No infield fly rule.
- No bunting.

Inning Run Limit

- A team may score a maximum of 7 runs per inning.

Defense:

- The coach pitcher must leave the field of play once the ball is put into play. If the coach pitcher is hit with the baseball, the ball is dead and the batter is awarded a single. If the coach pitcher intentionally interferes with the batted ball, the ball is dead and the batter is out. Base-runners will return to the base occupied at the time of the pitch.
- Pitcher Information:
 - The pitcher must remain in the circle until the ball is hit. Failure will result in a warning. Repeated failures will result in an awarded base to the batter.
 - To be considered inside the circle the pitcher must have one foot inside the circle.
 - The pitcher may run and tag 2nd or 3rd base for an out.
 - The pitcher may run or tag a base runner at 1st only if the ball is hit on the first base side. The pitcher must throw the ball to first for an out if it is hit to the third base side.
- The defensive player in the pitcher position may not leave the circle until the ball is hit by the batter. The pitcher must have one foot inside the circle to be considered legal.
- Each team may have a total of 11 players on defense. Consisting of 6 infielders and 5 outfielders. Teams are not allowed to play extra players in the outfield.
- Free defensive substitutions

Coaches:

- On offense, one coach will assist the batter (Only During Live pitches), one 1st base coach, and one coach at 3rd base. Coaches can not touch/assist baserunners.
- On defense ONLY 2 coaches may stand in the outfield grass as long as they do not interfere.

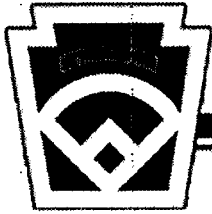
Playing Time:

Coaches are encouraged to ensure that every player receives adequate playing time. The league requires that all players enter the game by the third inning. Ensuring that every player gets at least one defensive inning.

No Tolerance Policy:

All Coosa players, coaches, team officials, league administrators and parents are expected to conduct him/herself in a respectful and sportsmanlike manner at all times before, during and after any sanctioned events. Good conduct is expected to be extended to umpires, game officials, spectators, as well as to opposing players, coaches and parents.

Failure will result in removal from the game/park.



8U Rules

Revised 2023

Our 8U division is coach pitch. The rules listed below will govern play within the Coosa Little League.

Game Info:

- Game Length: 1 hour and 30 minutes.
- The team listed first on the schedule is the home team.
- Home team is responsible for keeping the book and reporting the score to the league coordinator.

Run Rule Information:

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

Uniform:

- Players need to be in complete uniform.
 - Baseball pants
 - Jersey with number and Little League patch on sleeve.
 - Team hat
 - Baseball cleats

Offense:

- Batters will receive 5 pitches, or 3 strikes. If the 5th pitch is fouled off the bat continues.
- The play is live until the defensive player stops the lead runner.
- Courtesy runner for the catcher ONLY.
- Runners cannot leave the base until the ball is hit.
- The play is live until the defensive player stops the lead runner.
- No infield fly rule.
- No bunting.
- No bat requirements

Inning Run Limit

- A team may score a maximum of 7 runs per inning.
- The run limit is increased to 10 runs in the 6th inning.

Defense:

- The coach pitcher must pitch from the designated pitching location.
- The coach pitcher must leave the field of play once the ball is put into play. If the coach pitcher is hit with the baseball, the ball is dead and the batter is awarded a single. If the coach pitcher intentionally interferes with the batted ball, the ball is dead and the batter is out. Base-runners will return to the base occupied at the time of the pitch.
- Pitcher Information:
 - The pitcher must remain in the circle until the ball is hit. Failure will result in a warning. Repeated failures will result in an awarded base to the batter.
 - To be considered inside the circle the pitcher must have one foot inside the circle.
- The defensive player in the pitcher position may not leave the circle until the ball is hit by the batter. The pitcher must have one foot inside the circle to be considered legal.
- Each team may have a total of 10 players on defense. Consisting of 6 infielders and 4 outfielders. Teams are not allowed to play extra players in the outfield.
- Free defensive substitutions

Field Information:

- The coach pitch line will be set at 27 feet
- Base distance: 60 feet.

Coaches:

- On offense, one coach will assist the batter, one 1st base coach, and one coach at 3rd base.
- On defense the coaches may stand outside the dugout as long as they do not interfere.

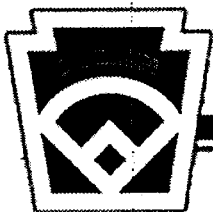
Playing Time:

Coaches are encouraged to ensure that every player receives adequate playing time. The league requires that all players enter the game by the third inning. Teams must ensure that every player receives one at bat and one defensive inning.

No Tolerance Policy:

All Coosa players, coaches, team officials, league administrators and parents are expected to conduct him/herself in a respectful and sportsmanlike manner at all times before, during and after any sanctioned events. Good conduct is expected to be extended to umpires, game officials, spectators, as well as to opposing players, coaches and parents.

Failure will result in removal from the game/park.



10U Rules

Revised 2023

Our 10U division is kid pitch. The rules listed below will govern play within the Coosa Little League.

Game Info:

- Game Length: 1 hour and 30 minutes.
- The team listed first on the schedule is the home team.
- Home team is responsible for keeping the book and reporting the score to the league coordinator.

Run Rule Information:

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

Uniform:

- Players need to be in complete uniform.
 - Baseball pants
 - Jersey with number and Little League patch on sleeve.
 - Team hat
 - Baseball cleats

Offense:

- Courtesy runner for the catcher ONLY.
- Runners cannot leave the base until the ball is hit.
- No infield fly rule.
- No bat requirements for the 2023 spring season in 8U.
- Runners can not advance home on a passed ball
- No Dropped 3rd Strike

Inning Run Limit

- A team may score a maximum of 7 runs per inning.
- The run limit is increased to 10 runs in the 6th inning.

Defense:

- Free defensive substitutions

Field Information:

- Pitching distance: 46 feet.
- Base distance: 60 feet.

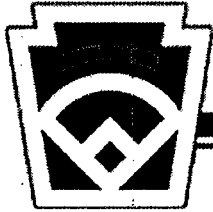
Playing Time:

Coaches are encouraged to ensure that every player receives adequate playing time. The league requires that all players enter the game by the third inning. Teams must ensure that every player receives one at bat and one defensive inning.

No Tolerance Policy:

All Coosa players, coaches, team officials, league administrators and parents are expected to conduct him/herself in a respectful and sportsmanlike manner at all times before, during and after any sanctioned events. Good conduct is expected to be extended to umpires, game officials, spectators, as well as to opposing players, coaches and parents.

Failure will result in removal from the game/park.



12U Rules

Revised 2023

Our 12U division is kid pitch. The rules listed below will govern play within the Coosa Little League.

Game Info:

- Game Length: 1 hour and 30 minutes.
- The team listed first on the schedule is the home team.
- Home team is responsible for keeping the book and reporting the score to the league coordinator.

Run Rule Information:

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

Uniform:

- Players need to be in complete uniform.
 - Baseball pants
 - Jersey with number and Little League patch on sleeve.
 - Team hat
 - Baseball cleats

Offense:

- Courtesy runner for the catcher ONLY.
- Runners cannot leave the base until the ball is hit.
- USA Bats are Required in Spring 12U.
- Dropped 3rd Strike is LIVE

Inning Run Limit

- A team may score a maximum of 7 runs per inning.
- The run limit is increased to 10 runs in the 6th inning.

Defense:

- Free defensive substitutions

Field Information:

- Pitching distance: 46 feet.
- Base distance: 60 feet.

Playing Time:

Coaches are encouraged to ensure that every player receives adequate playing time. The league requires that all players enter the game by the third inning. Teams must ensure that every player receives one at bat and one defensive inning. Teams must bat through their entire line up.

No Tolerance Policy:

All Coosa players, coaches, team officials, league administrators and parents are expected to conduct him/herself in a respectful and sportsmanlike manner at all times before, during and after any sanctioned events. Good conduct is expected to be extended to umpires, game officials, spectators, as well as to opposing players, coaches and parents.

Failure will result in removal from the game/park.