

# AAA 2<sup>ND</sup> YEAR COACH PITCH FOR 1<sup>ST</sup> GRADERS (Revised 2026)

## Section 1 Age of Players

- 1.1 "AAA" is 6 - 7 year old players or 1<sup>st</sup> Graders. No player may turn 8 before May 1<sup>st</sup> of the current season to be eligible.

## Section 2 General Rules

- 2.1 The hidden-ball trick shall not be allowed.
- 2.2 The infield-fly rules shall not be enforced.
- 2.3 Saying "swing" is not allowed. No player or spectator may shout or verbalize swing to the batter after the time of the pitch.
- 2.4 No balks, walks, or HBP.
- 2.5 Base distances are 60' unless the field the teams are required to play on cannot accommodate that distance, then it will be as close to that distance as possible.
  - 2.5.1 The pitching circle is an 8' radius at the 40' mark from the home plate.
- 2.6 No base stealing or lead offs.
- 2.7 No running into other players.
- 2.8 Having fun is allowed and encouraged.
- 2.9 All players are to participate in the field of play when their team is on defense. There shall not be any more than 6 players on the infield. Players in the outfield are to be at least 30' behind the infielders.
- 2.10 The fields used by teams in this division may be mixed use fields. If teams play on a field with a 15' arc they will disregard the arc and all balls in fair territory will be considered in play.

## Section 3 Hitting & Pitching

- 3.1 Each team will have all kids in the lineup. No substitutions.
- 3.2 If a player must miss their turn in the batting order, then the team will go to the next player and the batter that is missed **is out**. A player is allowed to reenter the game.
- 3.3 Batted balls that hit a coach in the field of play are considered a dead ball and will be replayed.
- 3.4 The ball will be dead when a player has control at home plate, or the ball hits the infield dirt or is controlled by an infielder within the infield. Play will be stopped, EXCEPT FOR THE 9<sup>TH</sup> BATTER. THE BALL MUST BE KILLED AT HOME PLATE OR A 3<sup>RD</sup> OUT IS MADE.
- 3.5 Bunting is not permitted (players must take a full swing). If an umpire determines the hitter attempted to bunt they may call the play a "no pitch" and return all base runners and the hitter to their previous position.
- 3.6 Coaches must pitch overhand to their players. Players do not pitch in this division.
- 3.7 A coach may pitch from one knee provided that their back knee is in the pitching circle. This means a coach can pitch off their knee from inside the front circle.
- 3.8 Each batter will receive up to 6 pitches from the coach. **Strikeouts are on the 6<sup>th</sup> pitch only**. If the ball is not put in play on the 6<sup>th</sup> pitch, the batter is out. If a 6<sup>th</sup> pitch is fouled off, the coach will pitch again until the ball is put in play, the batter misses, or looks at a pitch.
- 3.9 The batter **will not** be awarded a base for being hit by a pitch (HBP). The play will be considered dead and replayed.

## Section

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**Scoring** Each team may send 9 batters to the plate or record 3 outs per at bat or half-inning, whichever comes first.

- 4.1 There is no run limit; the fielding team must get 3 outs to retire the side.

## Section 5 Coaches in the Field

- 5.1 Coaches are not allowed on the field when their team is on defense. No exceptions.

## **Section 6 Defensive Players**

- 6.1 While in the field, a team may play all on their roster; all extra players must play an OF position.
- 6.2 The pitcher must stay within a reasonable radius (5 feet) of the pitching rubber.
- 6.3 All outfielders must be a minimum of 30' behind the closest base or the closest infielder.

## **Section 7 Base Running**

- 7.1 When a ball is hit into the outfield, the following rules shall apply:
  - 7.1.1 Runners may advance until the ball hits the infield dirt or is controlled by an infielder within the infield (see rule 7.2 regarding overthrows from the infield).
  - 7.1.2 Runners who are less than halfway to the next base must return to the previous base once the pitcher controls the ball. Such runners may not be called out while returning to the previous base (or while running to the next base before being informed of the need to return to the previous base).
  - 7.1.3 Runners who are at least halfway to the next base once the ball is controlled by an infielder may continue to the next base at their own risk. The fielding team may make a play on the runner.
  - 7.1.4 The decision of whether a runner is halfway to the next base when the ball is controlled by an infielder shall be made by the umpire in his discretion. This is not an arguable rule.
  - 7.1.5 Runners may advance on an overthrow from the outfield at their own risk.
- 7.2 Runners may not advance an extra base on an overthrow to any base by an infielder.
- 7.3 There is no base stealing and no leadoffs. A runner may advance only after the ball is hit.

## **Section 8 Coaching Base Runners**

- 8.1 A base coach who physically assists a runner while a ball is in play will be given one warning. Upon a 2<sup>nd</sup> offense, the involved runner shall be declared out.
- 8.2 Only 2 coaches are allowed to assist on the bases.

## **Section 9 Umpires**

- 9.1 In the event that South Jeffco Sports Association (SJSA) umpires are unavailable, the game should be played with one parent volunteer from each team as umpires.
- 9.2 The Board shall determine the number of paid umpires that will normally be supplied for regular season and playoff games. Games in which 2 umpires are scheduled may be played with only 1 umpire.
- 9.3 Umpires must be in uniform.
- 9.4 SJSA employs teenagers to officiate games. The association will not tolerate abuse, verbal or otherwise. If you are thrown out of a game by an umpire, you must leave the leased premises completely and within a reasonable time. Any ejection will result in a board meeting and possible further suspension from future games or the rest of the season. The board will have ultimate decision on all matters as it relates to suspension and expulsion.

## **Section 10 Protests**

- 10.1 No protests.

## **Section 11 Tied Games**

- 11.1 There are no extra innings during the regular season. If the game is tied at the completion of the allowable number of innings, or time limit, the game shall be declared a tie.
- 11.2 No new inning shall not begin if a team has a 20 run lead after 4 innings or a 15 run lead after 5 innings.

## **Section 12 Game Time**

- 12.1 Games will be five (5) innings or one hour and fifteen minutes (1:15). No new inning will start within 10 minutes of the ending time of any game. Ex: If the game start time is 10:00, you may not start a new inning after 11:05. Once an inning is started, you must complete it. In other words: both teams will get their at bats, unless the home team is ahead and there isn't any danger from lightning. In that case you would make up any portion of the un-played inning.

12.2 Any games stopped due to inclement weather shall be deemed complete after 3 ½ innings if the home team is ahead.