

2021 BASEBALL

O-ZONE, MINOR & COACH PITCH

(Updated 12-30-20)

Rules

O-Zone (11-12)

Section 1. The Game-In General

- A. All players must be registered with their participating recreation organization.
- B. No player can turn thirteen (13) years of age before April 30th of the current year.
- C. The home team shall furnish one (1) new baseball and the visiting team shall furnish one (1) approved playable baseball.
- D. The home team will occupy the first base dugout
- E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
- F. The visiting team is responsible for keeping the official pitch count. (Both teams are required to keep pitch count)
- G. Participating recreation organizations will be responsible for recording wins/losses for each team.
- H. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.
- I. Batting line-ups must be exchanged by teams no later than ten (10) minutes prior to the scheduled game time. Line-up cards will be provided to teams by their recreation organization.
- J. **Teams must notify the opposing team's official scorer of any line-up changes.**
- K. Umpires have the authority to clear each field five (5) minutes prior to the scheduled game start time.
- L. Teams must have a minimum of nine (9) players present to start a game.
- M. Coaches are to instruct their players to hustle on and off the field at all times.

Section 2. The Playing Field and Equipment

- A. Baselines shall be seventy (70) feet
- B. Pitching distance shall be fifty (50) feet
- C. Five (5) ounce-nine (9) inch baseballs will be used for all game play. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization
- D. The barrel of all aluminum, metal alloy, composite, multi-piece wood bats or single-piece wood bats shall not exceed 2 5/8" inches in diameter nor exceed 33" inches in length
- E. **Approved Bats - All non-wood bats and multi-piece wood bats must be stamped with the USA Baseball mark signifying that the bat meets the bat performance standard established by USA Baseball. USA Baseball is the national governing body of amateur baseball in the United States. Solid wood bats made from a single piece of wood do not require the USA Baseball mark but must meet the specifications in Rule 1.10(a). All bats stamped "BPF 1.15" will not be legal for play in all age divisions beginning January 1, 2018.**
 - 2 5/8" bats that are -3 BBCOR certified bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard which do not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 30 ounces may be used in regular season or tournament play.)
- F. Helmets must be worn by any offensive player on the playing field. Chin straps must be worn if snaps are provided on the helmet. Face guards are optional
- G. All catchers must wear full protective equipment during game play. (Including throat protectors, no matter what style mask is being used) Two (2) piece style helmets are not allowed.
- H. Metal cleats are not allowed during local league play.

Section 3. Regulation.

- A. The completion of six (6) innings or eighty (80) minutes constitutes a complete game (no new inning can begin with five (5) minutes or less remaining).
- B. Mercy Rule: A team is winning by ten (10) runs or more after both teams have completed four (4) innings (three and one-half (3 ½) innings if the home team is winning) constitutes a regulation game.
- C. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season.
 - **DURING POST-SEASON PLAY ONLY:** Games will continue and the “International Tie-Breaker Rule” will apply. ***International Tie-Breaker Rule: each team starts the inning with the player who completed the last official at bat as a base runner on second base and with one (1) out.**
- D. Games interrupted due to weather or any other reason will be rescheduled and finished from the point of interruption unless four (4) innings have been completed (home team **must** complete their half of the fourth inning).
- E. All decisions made by the umpires are final.

Section 6. Batter/Line-up

- A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense and any offense thereafter. *Note – Slinging of the bat will be the sole judgment of the umpire*
- B. Dropped 3rd Strike
Uncaught/Dropped Third Strike Rule (**O-ZONE ONLY**) - If the catcher drops or misses strike three, the batter can run to first, unless occupied with less than two (2) out, and must be thrown or tagged out.
- C. Teams will use a continuous batting order (bat their entire roster) during regular season play.
 - **DURING POST-SEASON PLAY ONLY**, teams will have the option to use a continuous batting order or after batting their entire lineup once, teams may revert to their top nine (9) batters for the remainder of the post-season game. This decision must be made before the start of the game and shared with the opposing team and officials.

Section 7. Runner.

- A. The runner cannot slide into first base. The runner will be called out for sliding into first base.
- B. The runner cannot slide head first into any base. The runner will be called out for sliding head first into any base. Runners may only slide head first when returning to a base.
- C. The runner can lead off or steal any base.
- D. The runner will be called out for running past a base without touching the base.
- E. It is mandatory that a courtesy runner is used for the catcher when there are two outs. The courtesy runner is the last batted out or any player not currently in the line-up

Section 8. Defense.

- A. Each team will play nine defensive positions, including a pitcher, catcher, four infielders, and three outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield. Free defensive substitution will be allowed

Section 9. Pitcher.

Dixie Youth Pitch Count Limits and Mandatory Rest Rules

League Age	Pitches Allowed Per Day
11 – 12	85

Warm up pitches do not count towards the pitch count.

If a pitcher reaches his max pitch count during an at-bat, the pitcher is allowed to continue until any of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning

A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that calendar day.

Any player who has played the position of catcher in any part of four (4) or more innings in a game is not eligible to pitch on that calendar day. (Catching a single pitch in an inning constitutes catching in that inning. Warm up pitches do not count.)

- If a player pitches sixty-six (66) pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches forty-six to sixty-five (46-65) pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches thirty-one to forty-five (31-45) pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches one to thirty (1-30) pitches in a day, no (0) calendar day of rest must be observed.

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur: That batter reaches base; that batter is put out; the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 30 cumulative pitches in the previous game or games on the same calendar day.

Pitches in suspended/regulation tie games charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at the time the game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

Coaches are allowed three (3) total visits to the mound before removing that pitcher with a maximum of two (2) in an inning. On the third visit in an inning, that pitcher must be removed. On the fourth visit over multiple innings, the pitcher must be removed.

*Note: A day's rest for a pitcher does not begin until the following day after a player has pitched. (Ex. Player X throws sixty (60) pitches on Monday night. Player X is not eligible to pitch again until Thursday) *

Sections 10. Coaches.

- A.** Only the head coach may represent or speak for the team.
- B.** There will be a maximum of four (4) coaches in the dugout at any time during game play. There must be at least one coach in the dugout at all times.
- C.** Two (2) offensive coaches will be allowed on the field during game play, first base coaching position and third base coaching position (base coaches may be either coaches or players).
- D.** One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

Minor (9-10)

Section 1. The Game-In General

- A. All players must be registered with their participating recreation organization.
- B. No player can turn eleven (11) years of age before April 30th of the current year.
- C. The home team shall furnish one (1) new baseball and the visiting team shall furnish one (1) approved playable baseball.
- D. The home team will occupy the first base dugout.
- E. The home team is responsible for keeping the official scorebook. (Both teams are required to keep a scorebook)
- F. The visiting team is responsible for keeping the official pitch count. (Both teams are required to keep pitch count)
- G. Participating recreation organizations will be responsible for recording wins/losses for each team.
- H. Every effort will be made to have two (2) umpires present at all games including regular and post-season games. However, games shall be played if only one (1) umpire is present.
- I. Batting line-ups must be exchanged by teams no later than ten (10) minutes prior to the scheduled game time. Line-up cards will be provided to teams by their recreation organization.
- J. **Teams must notify the opposing team's official scorer of any line-up changes.**
- K. Umpires have the authority to clear each field five (5) minutes prior to the scheduled game start time.
- L. Teams must have a minimum of nine (9) players present to start a game.
- M. Coaches are to instruct their players to hustle on and off the field at all times.

Section 2. The Playing Field and Equipment

- A. Baselines shall be sixty (60) feet.
- B. Pitching distance shall be forty-six (46) feet.
- C. Five (5) ounce-nine (9) inch baseballs will be used for all game play. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization.
- D. The barrel of all aluminum, metal alloy, composite, multi-piece wood bats or single-piece wood bats shall not exceed 2 5/8" inches in diameter nor exceed 33" inches in length
- E. **Approved Bats - All non-wood bats and multi-piece wood bats must be stamped with the USA Baseball mark signifying that the bat meets the bat performance standard established by USA Baseball. USA Baseball is the national governing body of amateur baseball in the United States. Solid wood bats made from a single piece of wood do not require the USA Baseball mark but must meet the specifications in Rule 1.10(a). All bats stamped "BPF 1.15" will not be legal for play in all age divisions beginning January 1, 2018.**
 - 2 5/8" bats that are -3 BBCOR certified bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard which do not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 30 ounces may be used in regular season or tournament play.
- F. Helmets must be worn by any offensive player on the playing field. Chin straps must be worn if snaps are provided on the helmet. Face guards are optional.
- G. All catchers must wear full protective equipment during game play. (Including throat protector, no matter what style mask is being used). Two (2) piece style helmets are not allowed.
- H. Metal cleats are not allowed during local league play.

Section 3. Regulation.

- A. The completion of six (6) innings or eighty (80) minutes constitutes a complete game. (No new inning can begin with five (5) minutes or less remaining)
- B. There is a seven (7) run max per inning. More than seven (7) runs may be scored when, an over the fence home run or ground-rule double forces runs to score. This applies to all innings. Unless the mercy rule or the time limit is reached. If the final inning is reached by time limit and a team is down by eight (8) runs or more the game will continue until the seventy-five (75) minute mark is reached. This will be a drop-dead rule; once the seventy-five (75) minute mark is reached the game will be called.
- C. If the sixth (6th) inning is reached, the max run rule will be lifted and the inning will only be completed once three (3) outs are recorded.
- D. Mercy Rule: A team is winning by ten (10) runs or more after both teams have completed four (4) innings (three and one-half (3 1/2) innings if the home team is winning) constitutes a regulation game
- E. If the game is tied at the end of a regulation game, the game will be declared a tie during the regular season.

- **DURING POST-SEASON PLAY ONLY:** Games will continue and the “International Tie-Breaker Rule” will apply. *International Tie-Breaker Rule: each team starts the inning with the player who completed the last official at bat as a base runner on second base and with one (1) out.
- F. Games interrupted due to weather or any other reason will be rescheduled unless three innings have been completed (home team **must** complete their half of the third inning).
- G. All decisions made by the umpires are final.

Section 6. Batter.

- A. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense and any offense thereafter. *Note – Slinging of the bat will be the sole judgment of the umpire.
- B. Dropped 3rd Strike – Will not be played in the minor division. If the 3rd strike is not caught by the catcher the batter is simply a recorded out
- C. Teams will use a continuous batting order (Bat Entire Roster).

Section 7. Runner.

- A. The runner cannot slide into first base. The runner will be called out for sliding into first base.
- B. The runner cannot slide head first into any base. The runner will be called out for sliding head first into any base. Runners may only slide head first when returning to a base.
- C. The runner can steal any base. The runner will be called out for leaving the base before the ball reaches home plate
- D. The runner will be called out for running past a base without touching the base.
- E. It is mandatory that a courtesy runner is used for the catcher when there are two outs. The courtesy runner is the last batted out.

Section 8. Defense.

- A. Each team will play ten (10) defensive positions, including a pitcher, catcher, four infielders and four outfielders. All outfielders must position themselves on the grass area, which signifies the beginning of the outfield.

Section 9. Pitcher.

Dixie Youth Pitch Count Limits and Mandatory Rest Rules

League Age	Pitches Allowed Per Day
9 - 10	75

Warm up pitches do not count towards the pitch count.

If a pitcher reaches his max pitch count during an at-bat, the pitcher is allowed to continue until any of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning

A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that calendar day.

Any player who has played the position of catcher in any part of four (4) or more innings in a game is not eligible to pitch on that calendar day. (Catching a single pitch in an inning constitutes catching in that inning. Warm up pitches do not count.)

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occur: That batter reaches base; that batter is put out; the third out is made to complete the half-inning.

- If a player pitches sixty-six (66) pitches in a day, three (3) calendar days of rest must be observed.

- If a player pitches forty-six to sixty-five (46-65) pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches thirty-one to forty-five (31-45) pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches one to thirty (1-30) pitches in a day, no (0) calendar day of rest must be observed.

The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

A pitcher shall be allowed to pitch in two or more games on the same calendar day provided he/she does not throw more than 30 cumulative pitches in the previous game or games on the same calendar day.

Pitches in suspended/regulation tie games charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at the time the game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.

Coaches are allowed three (3) total visits to the mound before removing that pitcher with a maximum of two (2) in an inning. On the third visit in an inning, that pitcher must be removed. On the fourth visit over multiple innings, the pitcher must be removed.

*Note: A day's rest for a pitcher does not begin until the following day after a player has pitched. (Ex. Player X throws sixty (60) pitches on Monday night. Player X is not eligible to pitch again until Thursday) *

Sections 10. Coaches.

- A.** Only the head coach may represent or speak for the team.
- B.** There will be a maximum of four (4) coaches in the dugout at any time during game play. There must be at least one coach in the dugout at all times.
- C.** Two (2) offensive coaches will be allowed on the field during game play, first base coaching position and third base coaching position (base coaches may be either coaches or players).
- D.** One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.

Coach Pitch (7-8)

Section 1. The Game-In General.

- A. All players must be registered with their participating recreation organization.
- B. No player can turn nine (9) years of age before April 30th of the current year.
- C. The home team shall furnish three baseballs and the visiting team shall furnish two baseballs for all regular season games. All baseballs used during the course of the game must be approved by the umpire.
- D. The home team will occupy the first base dugout. (Both teams are required to keep a scorebook)
- E. Every effort will be made to have two (2) umpires present at all games including regular season and post-season games. However, the game shall be played if only one umpire is present.
- F. Participating recreation organizations will be responsible for recording the win/loss for each team.
- G. Batting line-ups must be exchanged by the teams no later than ten (10) minutes prior to the scheduled game time. Line-up cards are provided to teams by their recreation organization.
- H. Teams will use a continuous batting order for the entire game. In the event a player is injured, the opposing team official scorer will be notified and said player will be out for the remainder of said game with no penalty in the batting order. **Each team must notify the opposing team official scorer of any line-up changes.**
- I. Teams may play with a minimum of eight (8) players with the penalty of the ninth (9th) batter being an automatic out.
- J. Umpires have the authority to clear each field at least five (5) minutes prior to the scheduled starting time of the game. If the second game is a late start, then the game will begin as soon as possible after the first game has concluded.
- K. Coaches are to instruct their players to hustle on and off the field at all times.

Section 2. The Playing Field and Equipment.

- A. Baselines shall be sixty (60) feet.
- B. A coach of the batting team will pitch to his/her team.
- C. There will be a twelve (12) foot diameter circle pitching area. The center of the circle will be forty-six (46) feet from the back edge of home plate.
- D. Five (5) ounce-nine (9) inch baseballs will be used for all game play. One (1) dozen practice balls and one (1) dozen game balls are provided to teams by their recreation organization.
- E. The barrel of all aluminum, metal alloy, composite, multi-piece wood bats or single-piece wood bats shall not exceed 2 5/8" inches in diameter nor exceed 33" inches in length

Approved Bats - All non-wood bats and multi-piece wood bats must be stamped with the USA Baseball mark signifying that the bat meets the bat performance standard established by USA Baseball. USA Baseball is the national governing body of amateur baseball in the United States. Solid wood bats made from a single piece of wood do not require the USA Baseball mark but must meet the specifications in Rule 1.10(a). All bats stamped "BPF 1.15" will not be legal for play in all age divisions beginning January 1, 2018.

- 2 5/8" bats that are -3 BBCOR certified bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard which do not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot be less than 30 ounces may be used in regular season or tournament play).

- F. Helmets: Must be worn by any offensive player on the playing field. Chin straps must be worn if snaps are provided on helmet. Face guards are optional.
- G. All catchers must wear full catcher protective equipment during game play. The catcher may use a fielder's glove or catcher's mitt. The catcher must be in the catcher's box and in the squat position when the ball is pitched.
- H. Metal cleats will not be allowed during game play.

Section 3. Regulation.

- A. The completion of six (6) innings or seventy-five (75) minutes constitutes a regulation game (no new inning can begin with five (5) minutes or less).
- B. Mercy Rule: A team is winning by ten (10) runs after both teams have completed four innings (three and one-half innings (3 1/2) if the home team is winning) constitutes a regulation game.
- C. If the game is tied at the end of a regulation game, the game will be declared at tie.

- **DURING POST-SEASON PLAY ONLY:** Games will continue and the “International Tie-Breaker Rule” will apply. *International Tie-Breaker Rule: each team starts the inning with the player who completed the last official at bat as a base runner on second base and with one (1) out.
- D. Games interrupted due to weather or any other reason will be rescheduled unless four (4) innings have been completed (home team **must** complete their half of the fourth inning).
- E. All decisions made by the umpires are final.

Section 4. Live Ball and Timeout.

- A. The ball becomes live, once the batter puts the ball into the field of play by hitting the ball with the bat. Runners may not advance or leave their occupied base until the ball is hit by the batter.
- B. Timeout must be granted by the umpire for the ball to be considered dead.
- C. Timeout may be called by the umpire when:
 - a. The player pitcher has possession of the ball inside the pitcher’s circle
Or
 - b. The umpire at his/her discretion may call time, after each play comes to its natural end. (Example: Lead runner has abandoned any effort to advance further)
- D. If a base runner is past the halfway mark between the bases, when timeout is granted by the umpire, the runner will be awarded the next base. If not, the runner will return to the previous base. Unless forced to advance by a trailing runner.
- E. If a player is struck by a thrown or batted ball and in the opinion of the umpire, the impact of the ball striking the player is sufficient enough to injure or incapacitate the player, the game will cease. At that point, immediate attention will be given to the injured player and all runners will advance one base if the umpire feels the runners would have advanced to that base had not an injury occurred. Play will resume only when the umpire declares.

Section 5. Inning.

- A. There will be a five (5) run max per inning. More than five (5) runs may be scored when, an over the fence home run or ground-rule double forces runs to score. This applies to all innings. Unless the mercy rule or the time limit is reached. If the final inning is reached by time limit and a team is down by six (6) runs or more the game will continue until the seventy (70) minute mark is reached. This will be a drop-dead rule; once the seventy (70) minute mark is reached the game will be called.

Section 6. Batter.

- A. The batter will be allowed five (5) pitches or three (3) swings before being called out (there will be no walks). On the fifth (5th) pitch, if the pitch is fouled off, a sixth (6th) pitch will be granted. The batter must put the sixth (6th) pitch in fair play or the batter will be called out.
- B. The batter cannot bunt. A bunt is defined as an obvious attempt by the batter to bunt the ball, including but not limited to “squaring to bunt.” The batter shall be warned if the batter does not make contact, the batter will be called out if the batter makes contact and the ball will be dead.
- C. The batter cannot sling the bat. The batter shall be warned on the first offense, the batter will be called out on the second offense and any offense thereafter.

Section 7. Runner

- A. The runner cannot slide into first base. The runner will be called out for sliding into first base.
- B. The runner cannot slide head first into any base. The runner will be called out for sliding head first into any base.
- C. The runner cannot lead off or steal any base. The runner will be called out for leaving the base before the batter makes contact with the ball.
- D. If a defensive player throws the ball to a defensive player at any base and the ball is overthrown and is not catchable, the runner(s) may advance one base only **with the risk of being put out**. The play is still live and all runners have the chance of being put out or tagged out. The play is dead once the runners reach the **ONE** extra base.
- E. The runner will be called out for running past a base without touching the base
- F. Two runners may not occupy a base, but if, while the ball is live, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- F. A three (3) foot chalk line perpendicular to the base path will be drawn halfway between first base and second base, halfway between second base and third base and halfway between third base and home plate. When the ball is

- declared dead, the runner will advance to the next base if they are past the halfway three (3) foot chalk line and the base is unoccupied.
- G. It is mandatory that a courtesy runner is used for the catcher when there are two outs. The courtesy runner is last player that has been called out, even if it occurred in the prior inning.

Section 8. Pitcher

- A. **Definition of Terms:**
1. "Coach-pitcher" is the offensive coach who operates the pitching coach for the players on his/her team.
 2. "Player-Pitcher" is the defensive player playing the pitching position, except he/she does not pitch to the batter.
- B. The Coach-pitcher shall pitch from anywhere within the pitching circle to his/her team.
- C. The Coach-pitcher shall squat down on all batted balls, so as to minimize being a distraction to the defensive team. He shall remain within the pitching area unless required to move to avoid interference.
- D. The Coach-pitcher shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If the coach-pitcher intentionally interferes, the ball will be declared dead and the batter will be out. If the coach-pitcher unintentionally interferes, the ball will be declared dead and the pitch will be replayed.
- F. The Coach-pitcher may encourage the batter, but cannot instruct or coach while on the field. This shall be deemed as unsportsmanlike conduct. The coach-pitcher will not be allowed to call time out to talk to offensive players or other coaches. If the defensive team calls time out, the Coach-pitcher will be allowed to talk to offensive players and other coaches during the time out.

Section 6. Defense.

- A. Each team will play ten (10) defensive positions and every player must play at least every other inning in the field (no player shall sit in the dugout two (2) consecutive innings).
- B. All outfielders must be positioned at similar radius and must be positioned on the grass.
- C. There will be no "infield fly rule."
- D. **To decrease the sharing of equipment, teams will not field the position of catcher and must play five (5) outfielders**
- E. Infielders are not allowed to play in the baselines or on top of the base with runners trying to advance. All defensive infielders must play even with or behind the bases. The baseline belongs to the runner
- F. **Obstruction** – Umpire shall call or signal "OBSTRUCTION." (Example: First Baseman standing on top of the bag)
a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance with out liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.

Sections 7. Coaches.

- A. Only the head coach may represent or speak for the team.
- B. There will be a maximum of five (5) coaches in the dugout at any time during game play. There must be at least one (1) coach in the dugout at all times.
- C. Three (3) offensive coaches will be allowed on the field during game play, the "Coach-pitcher" position, first base coaching position and third base coaching position (base coaches may be either coaches or players).
- D. One (1) of the dugout coaches may serve as the scorekeeper. If not, the scorekeeper cannot sit in the dugout.
- E. Two (2) defensive coaches may be in the field. One (1) in the outfield for player direction and one (1) behind the catcher to assist with the retrieval of pitched balls.
- F. Coaches may not touch a player or the ball during live play. If a defensive coach touches a player or the ball during live play, the ball will be declared dead and all runners will advance one base. If an offensive coach touches a base runner during live play the runner will be declared out. Defensive coaches shall not touch a batted or thrown ball until the ball is declared dead. Interference will be declared at the discretion of the umpire. If a coach intentionally interferes, the ball will be declared dead and the batter will be out. If a coach unintentionally interferes, the ball will be declared dead and the pitch will be replayed. The coach shall be warned on the first offense, the coach will be ejected on the second offense.