

# Walton County

## Parks & Recreation

### Youth Softball / Baseball

#### Rules & Regulations

Revised: January 25, 2010

#### **Governing Body**

The Walton County Parks & Recreation Department will make all final decisions concerning league rules, age control dates, rule interpretations, scheduling practice sessions & games, officials, registration fees, protest, team drafts, or any matter concerning the youth baseball and softball league.

#### **The following staff members will assist the volunteers:**

Administrative Office	770-266-1680 770-266-1683 770-266-1681	Jody Johnson Brad Huff Kathy M. Leasure
Central Walton Park Office	770-266-1795 770-266-1767 770-266-1768	Ben Grzesik Ray Higginbotham Deedra Kilburn
West Walton Park Office	770-266-1603 770-266-1602 770-266-1604 770-266-1615	Vernon Temple Valerie Urmetz Jane Beeco Brandon Talbird
South Walton Park Office	770-464-3374	Kennith Freeman Pam Smith
Criswell Park Sports Hot-Line	770-267-7525	recorded message information on rain-out games
West Walton Park Sports Hot-Line	770-266-1650	recorded message information on rain-out games
South Walton Park Sports Hot-Line	770-464-3150	recorded message information on rain-out games

#### **Board of Directors**

The Walton County Little League & ASA Board of Directors will assist the Department to ensure that the rules of Little League Baseball and ASA Softball are being followed. They will also coordinate post season play, pictures, and act as a booster club for each league.

## **Baseball Rules**

The current Little League Rule Book will be used with the exceptions found in this handbook.

## **Softball Rules**

The current ASA Rule Book will be used with the exceptions found in this handbook.

## **Local Rules**

1. All players will be placed in the batting order.  
A continual batting order will be used throughout the game.  
Any player that arrives late will be added to the end of the batting order.  
Any player injured or leaving the game may be skipped without penalty if the umpire, scorekeeper, and opposing manager are notified prior to the next batter.
2. All players must play a mandatory six (6) outs defensively. It is recommended that managers rotate defensive players every inning. It is also recommended that players should not sit two (2) consecutive innings.
3. Helmets are mandatory in all age divisions.  
A face-mask is mandatory for co-ed age 4, T-ball boys & girls ages 5-6, and softball ages 7-18. A face-mask is optional in baseball ages 7-18, however is recommended for safety purposes.
4. The "Head-First Slide" is illegal in all age divisions, except boys ages 15-18.  
Players will be called out for advancing a base with a "Head-First Slide".  
Players will be allowed to dive head-first back to a base.  
All runners must follow the 3-G Rule: "Get-Down" (feet first)  
"Go-A-Round" (attempt to miss contact)  
"Give-Up" (allow themselves to be tagged out)  
Primarily, this rule is enforced on plays at home-plate.
5. Cleats with metal spikes will only be allowed in the junior 13-14 & senior 15-17 boys baseball divisions. All other divisions will wear soft-molded cleats or tennis shoes.
6. Teams in baseball & softball age divisions 5-18 must have eight (8) players present to start a game. Any time a team goes below eight (8) players, a forfeit will occur.  
Teams that play a game with eight (8) players will receive an out each time the ninth spot in the line-up is scheduled to bat.  
  
Teams having less than the required number of players to begin a game may pick-up a registered player from the same age division or the immediate younger age division in order to play a practice / scrimmage game. Pitches thrown will count toward the week's total (if applicable).
7. Each team shall have an adult scorekeeper age 16 or older. This position may be shared. Home team will provide a scoreboard operator.....Visiting team will provide an adult to keep the official score book.

The scorekeepers (board & book) must sit in the designated score area. They should report to this area 10 minutes prior to game time.

8. All teams are restricted from meeting more than three (3) times per week preceding school days. Friday & Saturday events do not count, but should be optional practices. This includes games, practice sessions, parties, and gatherings of any kind.
9. Time Limit: No new inning will start after the time limit has expired. Games that are tied after the time limit or number of required innings, will remain a tie.
10. Shirts and caps for all age divisions will be standard league issue, unless approved by the Walton County Parks & Recreation Department. Proper names will be allowed on shirts / jerseys. Names of sponsors will not be allowed without prior authorization from the Parks & Recreation Department.

Pants & socks will be purchased by individual players. Managers will advise players in selecting the color & style. Cost must be held to a minimum.

11. All male catchers must wear a protective cup, face mask w/ attached throat protector, chest protector, and shin guards.

All female catchers must wear chest protectors approved for fast-pitch softball, shin guards, and face mask w/ throat guard.

12. Run Rule:	<b><u>Softball Age 5-6</u></b>	<b><u>Baseball Age 5-8</u></b>
	15 run lead after 3 innings	11 run lead after 4 innings
	11 run lead after 4 innings	
		<b><u>Baseball Ages 9-12</u></b>
	<b><u>Softball Age 7-18</u></b>	10 run lead after 4 innings
	15 run lead after 4 innings	
	10 run lead after 5 innings	<b><u>Baseball Ages 13-18</u></b>
		10 run lead after 5 innings

13. Games not completed due to weather or uncontrollable circumstances (i.e., light failure) will not be rescheduled, unless a team has more than two (2) game cancellations.
14. Mis-Conduct: A coach / player that does not adhere to proper conduct will receive one (1) warning and then game(s) suspension.
15. On defense, One (1) coach will be allowed outside the dugout within arms reach. All other coaches must remain inside the dugout. Exception: 5-6 division.

**Player Eligibility**

All boys ages 4-18 prior to May 1<sup>st</sup> of the current year and girls ages 4-18 prior to January 1<sup>st</sup> of the current year are eligible to participate during the regular season games.

**Note:**

Only registered players who reside in the Walton County Little League District are eligible to participate in Little League All-Star Tournaments.

Players, living outside of Walton County, interested in being eligible for post-season play, must notify the Walton County Parks & Recreation Office prior to the first game of the season. This does not guarantee eligibility.

### **Player Eligibility continued:**

All players must play within their age division unless approved by the Athletic Division Manager.

Four (4) year olds must play one (1) season before moving up.

A player will not be allowed to move up an age division unless there is an opening after registration has ended.

### **Coaches**

Each team is allowed to have one (1) manager and two (2) assistant coaches in the dug-out during games. Ages 4-8 boys & girls may have one (1) additional coach to assist with the batters.

Individuals appointed to be managers or assistant coaches are required to:

- submit an application and pass a criminal background check
- attend a certification clinic sponsored by the Recreation Department
- attend a rule clinic sponsored by the Recreation Department
- managers & assistant coaches must be approved by the current Walton County Little League Board

Managers and assistant coaches shall instruct their players in proper conduct and shall maintain proper sportsmanship at all times.

Managers pulling his / her team from the field during a game will be subject to suspension.

Managers using a player, not on their team's official roster, will forfeit the game in which the player was used.

Failure to adhere to proper conduct could result in suspension.

Ejected managers or assistant coaches will be suspended for the remainder of the game in progress and their team's following scheduled game. Suspensions will not be over-turned under any circumstances.

### **Umpire Procedure for Coaches, Players, and Spectators**

- Coaches may ask the umpire, that makes a call, to ask for help from his / her partner if the coach feels something happened on the play that created a situation where the other umpire may have had a better view. If the umpire that made the call chooses to ask his / her partner for help, the umpires may change the original call.  
No one is allowed to say anything negative to or about umpires, coaches, or players.
- Teams are responsible for cleaning out their dugout after each game.
- Concerns about umpires should be directed to the Recreation Office in a written form.

### **Protest**

Judgment calls by the umpires cannot be protested.

All protest of rule infractions will be handled in accordance with Little League Baseball Rules and ASA Softball Rules.

**Innings / Time Limit / Distance Table**

<b>Division</b>	<b>Age</b>	<b>Innings</b>	<b>Time Limit</b>	<b>Bases</b>	<b>Pitching Rubber</b>
Co-Ed	4	2	1 hr.	50'	-----
Girls T-Ball	5-6	5	55 mins. + 1 inning	50'	25'
Girls Pee-Wee	7-8	6	55 mins + 1 inning	50'	28'
Girls Minor - Machine	9-10	6	1 hr. 10 mins. + 1 inning	60'	40'
Girls Minor - Live	9-10	6	1 hr. 20 mins. / finish inning	60'	35'
Girls Major	11-12	7	1 hr. 20 mins. / finish inning	60'	40'
Girls Junior	13-14	7	1 hr. 20 mins. / finish inning	60'	40'
Girls Senior	15-18	7	1 hr. 20 mins. / finish inning	60'	40'
Boys T-Ball	5-6	5	55 mins. + 1 inning	50'	30'
Boys Pee-Wee	7-8	6	55 mins. + 1 inning	50'	40'
Boys Minor	9-10	6	*1 hr. 30 mins.	60'	46'
Boys Major	11-12	6	*1 hr. 30 mins.	60'	46'
Boys Junior	13-14	7	*1 hr. 45 mins.	80'	54'
Boys Senior	15-16	7	*1 hr. 45 mins.	90'	60' 6"
Boys Big League	17-18	7	*1 hr. 45 mins.	90'	60' 6"

\* May not start a new inning after the time limit has expired. A new inning is considered to have started once the 3<sup>rd</sup> out of the previous inning is made.

All divisions with maximum run limits per inning, must have a declared last inning.  
The +1 inning is the last inning and must be declared prior to the visiting team bats.

# T-Ball Rules

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## **Division: Co-Ed Age 4**

1. This division will be totally non-competitive. It will be the responsibility of each manager to make sure this rule is adhered to. Managers and assistant coaches should not mention winning.
2. All players will bat at least two (2) times. Sides will change after each team has batted through the line-up.
3. Managers may pitch one (1) pitch to each player. This pitch may be over-handed or under-handed.

After one (1) pitch, the ball will be hit-off the tee. Adjusting the batter's position in the batter's box is allowed.

4. Each player will hit-off the tee until they have hit a fair ball.
5. Games will be one (1) hour in length. Teams may play a 3<sup>rd</sup> inning if 20 minutes are left in the time-limit.
6. Runners should not advance after the ball is controlled inside the base-path. Managers should use their own judgement as to which base the runner should stay on.
7. All players play defense.....no catchers and five (5) infielders. All other players should play behind the base paths. Coaches should rotate players each game.

# Slow Pitch Softball Rules

**Division: Girls T-Ball Ages 5-6**

**Division: Girls Pee-Wee Ages 7-8**

1. Regulation Games:

T-Ball	Ages 5-6	55 mins. + 1 inning	5 innings	5 run limit – 1 <sup>st</sup> thru 4 <sup>th</sup> inning 10 run limit – declared last inning
Pee-Wee	Ages 7-8	55 mins. + 1 inning	6 innings	5 run limit – 1 <sup>st</sup> thru 5 <sup>th</sup> inning 10 run limit – declared last inning

All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

2. No new inning will begin after 9:00 PM.
3. Run Rule: Refer to Page 3.
4. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by the team will result in the batter being called out. Such a play would be a dead ball situation and no runners will be allowed to advance.
5. The playing field will be marked as follows:
  - Halfway lines between the bases will determine the runner's position when play stops.
  - There will be a 16' diameter circle around the pitcher's mound.
  - The pitching mark for T-Ball will be placed 25' from home plate.  
The pitching mark for Pee-Wee will be placed 28' from home plate.
  - T-Ball: A semi-circle foul line will be drawn 10' from home plate between the 1<sup>st</sup> & 3<sup>rd</sup> base foul lines.
6. The infield fly rule will not apply.
7. There will be no head-first slides allowed. Coaches should teach players to always avoid a collision on the base-path and to slide when necessary.
8. It is encouraged that pitchers and wing position players wear face-guards on defense.
9. T-Ball: The coach will pitch up to five (5) pitches to each batter. If a player fails to hit a fair ball on the first three (3) pitches, the 4<sup>th</sup> & 5<sup>th</sup> ball may be hit-off a batting tee. The 5<sup>th</sup> ball must be hit-off the tee into fair territory or the batter will be called out. Any motion with the bat towards the ball knocking the ball off the tee is considered a swing.

10. Pee-Wee: The coach will pitch five (5) pitches to each batter or three (3) called strikes. A foul ball will be considered a strike unless it is the 3<sup>rd</sup> strike. A batter will not be called out on strikes as long as she is fouling the ball.
11. T-Ball: There will be an adult catcher behind the plate.
12. T-Ball: If the ball stops inside the 10' area in front of home plate, it is foul. If the ball is touched by a defensive player inside the 10' area, whether moving or not, it is foul.
13. The coach / pitcher must move across the opposite foul line into dead ball territory as soon as a ball is hit. The coach / pitcher must remain there until the umpire calls time.
14. If the coach / pitcher is hit by a batted ball, the ball is dead and the batter will return to the plate with the same count.
15. All players will play on defense. T-Ball may have two (2) coaches positioned in the outfield grass. Defensive coaches must remain near the outfield fence. Defensive coaches must not interfere with base coaches. If a coach touches or is struck by a ball, or enters the infield, all base runners will be awarded an additional base after play has stopped.
16. No more than six (6) defensive players will be allowed in the infield prior to the ball being hit. This includes the catcher. Outfielders must remain in the outfield grass until the ball crosses the plate. No defensive player may stand closer to the batter than the circle player.
17. If the ball is in play, the umpire will call time when either:
  - The circle player has full control of the ball & steps inside the pitcher's circle with both feet.
  - When, in the umpire's judgement, all runners have stopped advancing.
  - The circle player is the only player that may call time in the circle.

If the player is attempting to make a play and runs through the circle, no time will be called by the umpire.
18. The circle player may stand behind the circle for her protection. If the circle player chooses to do so, the wing players must play behind the baselines. The circle player is the only player allowed in the circle prior to the ball being hit.
19. If the circle player catches a fly ball, it will be the umpire's judgement whether to call time immediately after the catch.
20. The player-pitcher will not be allowed to make an unassisted play on any runner until after they reach third base. For Example: Runners on first & second....the ball is hit to the player-pitcher, she cannot tag the runner from home to first, second to third, or touch a base unassisted for the forced out. She can, however, tag a runner going from third to home, or touch home plate for a forced out if the bases are loaded. If in the judgment of the umpire, a tag on the runner from home to first by the player-pitcher is the "natural play", it will be allowed.

21. An overhand throw must be made to first, second, and third base when attempting to get a base runner out. Judgment of the umpire will determine if an underhand toss is justified. Violation of this rule will result in the base runner being awarded the base at which the violation occurred. Any other base runners advancing toward the next base will be allowed to do so. At the time of the violation the ball becomes dead. Balls must be thrown...they cannot be rolled or grounded. The umpire will determine if a proper throw was made.
22. Softball Divisions: 5-6 & 7-8  
On a batted ball, if the initial throw to 1<sup>st</sup> base is overthrown, runners are allowed to advance no more than one (1) base. Runners will remain in jeopardy of being put-out and can be put-out if they advance more than one (1) base. However, once runners reach and maintain contact with a base, she can not be put-out. Instead, when time is called, she will be returned to the proper base.
23. Division: 7-8  
A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.

# Fast-Pitch Softball....Machine Rules

## Division: Girls Minor Ages 9-10

1. Regulation Game:

Minor Ages 9-10	1 hour 10 minutes + 1 inning	6 innings machine	5 run limit – 1 <sup>st</sup> thru 5 <sup>th</sup> inning 10 run limit – declared last inning
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1. All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.
2. No new inning will begin after 9:30 PM.
3. A team must field a minimum of eight (8) players. Less than eight (8) players shall constitute a forfeit. Refer to page 2, rule #6 & #7.
4. Players are not allowed to wear metal cleats, jewelry, hair clips, plastic visors, etc... Cloth caps or visors are optional.
5. Bats must be stamped "ASA Approved".
6. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by the team will result in the batter being called out. Such a play would be a dead ball situation and no runner will be allowed to advance.
7. A player may steal a base after the ball crosses the plate. Players may steal one (1) base at a time on the first pitch to the batter. Runners may not steal home. The batter may not advance to first-base on a dropped 3<sup>rd</sup> strike.
8. Intentional walks are not allowed. Count remains 3 & 2 until the ball is hit or a strike-out occurs.
9. Infield Fly Rule will not apply.
10. Look-Back Rule:
  - When a runner is legally off their base after a pitch, or as a result of a batter completing her turn at bat, she must attempt to advance to the next base or immediately return to the base left while the pitcher has the ball within eight feet (8') of the pitcher's plate. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake, or throw.
  - Failure to immediately proceed to the next base or return to the original base after the pitcher has the ball inside the eight foot (8') radius will result in the runner being called out.

- Once the runner has returned to any base for any reason, she will be declared out if she leaves said base unless: 1). A play is made on her or another runner. 2). The pitcher leaves the circle or drops the ball, or the pitcher releases the ball to the batter.
  - If two (2) runners are off base and two (2) different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base she left. It is not possible to obtain two (2) outs on this rule.
  - Additional stipulations per ASA Rule Book.
11. The pitching machine will be set forty feet (40') from home plate at 30-35 MPH. The coach should meet with the umpire prior to the first pitch thrown to verify that the speed is correct. The coach may make a suggestion to the umpire concerning the height of the pitch, however, it is the umpire's decision to adjust the machine.
  12. With two (2) umpires, the umpire will feed the machine.  
With one (1) umpire, the offensive coach will feed the machine.
  13. A batted ball that hits the machine, umpire / coach feeding the machine, or is altered by the cord will result in a dead ball. The batter will return to the plate with the same count.
  14. A thrown ball at the pitching machine will result in a dead ball and all runners will be awarded one (1) extra base. The runner must have reached a base to receive the next base.
  15. Defensive pitchers, while using the pitching machine, must remain six feet (6') from the machine and no closer than forty feet (40') from the batter and must keep both feet in the circle until the ball is released from the machine.
  16. Bunting is allowed. A line shall be drawn in the infield at the same distance as the pitching machine. No infielder is allowed in front of the restrictive line until after the ball is delivered through the machine.....outfielders remain on the outfield grass area, and the pitcher must remain in the half-circle.
  17. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.
  18. One (1) coach per team will be allowed outside the dugout.....NO MORE.  
The coach should remain within arms reach of the dugout entrance / exit.
  19. On-deck batters will stand in the on-deck circle located to the rear of the batter.
  20. Each team is responsible for cleaning their dugout before leaving the playing field.  
Team coaches & players must exit the area in a timely manner.

# Fast-Pitch Softball....Live Rules

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## Division: Girls Minor Ages 9-10

1. Regulation Game: 1 hour 20 minutes / finish inning
2. Games consist of six (6) innings, unless the above time limit is reached.  
Innings begin when the third out is made.
3. Games that end in a tie will remain a tie.
4. No new inning will begin after 9:30 PM.
5. Teams may play ten (10) players on defense, four (4) of which must be in the grass when the pitch is thrown.
6. There will be a continuous batting order.
7. If a player arrives late, she will be added to the bottom of the order. A player injured or leaving the game may be skipped without penalty (unless the team goes below 9 players).
8. Teams must have at least eight (8) players to play a game. The ninth batter will be an automatic out. Teams with less than eight (8) players will forfeit the game. However, the team may borrow enough players from WCRD to play a practice/scrimmage game in the allotted time.
9. Player substitutions on defense are unlimited. All players must play six (6) defensive outs.
10. Runs will be limited to three (3) in the first three (3) innings and five (5) in any remaining innings (no declared last inning).
11. Games will end if either team is ahead by twelve (12) runs after four (4) or eight (8) runs after five (5) innings.
12. Stealing:
  - Base runner may steal when the ball leaves the pitcher's hand.
  - Base runner may only steal one base at a time.
  - Base runner may not steal home.
  - Batter may not steal first (1<sup>st</sup>) on a drop third strike.
  - Base runner may not steal when the coach / pitcher is pitching.
  - No one may advance on an over-throw while stealing.
13. The "Infield-Fly" rule is in effect.
14. The "Look-Back" rule is in effect.
15. Players are not allowed to wear jewelry except for medical purposes.

#### 16. Pitching:

- Teams must use at least two (2) pitchers in every game.
- Starting pitcher is limited to three (3) innings.
- Starting pitcher may re-enter the game as a pitcher if she has not exhausted her three (3) innings.
- Batter may take her base if hit by pitcher in accordance with ASA rules.
- The “No-Walk” rules will be in effect.

In the event a player / pitcher throws four (4) balls to a batter, the batter will not be awarded first (1<sup>st</sup>) base. A coach / pitcher will enter the field after the previous play is ruled dead and pitch a maximum of two (2) pitches to the batter. No “called strikes” will be called when the coach / pitcher is pitching. The batter must hit one (1) of the pitches fair or she will be out, unless it results in a foul ball, which will not result in an out by the batter. The batter will continue until she either strikes out or puts the ball in play. Batters may not bunt off of a coaches’ pitch. Batter may not take her base if hit by a coach pitch.

#### 17. Umpire Procedure for Coaches, Players, and Spectators:

- Coaches may ask the umpire, that makes a call, to ask for help from his / her partner if the coach feels something happened on the play that created a situation where the other umpire may have had a better view. If the umpire that made the call chooses to ask his / her partner for help, the umpires may change the original call. No one is allowed to say anything negative to or about umpires, coaches, or players.
- Teams are responsible for cleaning out their dugout after each game.
- Concerns about umpires should be directed to the Recreation Office in a written form.

# Fast-Pitch Softball Rules

**Division: Girls Major Ages 11-12**

**Division: Girls Junior / Senior Ages 13-18**

1. Regulation Games:

Major Ages 11-12	1 hour 20 minutes / finish inning	7 innings	5 run limit – 1 <sup>st</sup> thru 3 <sup>rd</sup> inning no run limit – 4 <sup>th</sup> thru 7 <sup>th</sup> inning
Junior / Senior Ages 13-18	1 hour 20 minutes / finish inning	7 innings	5 run limit – 1 <sup>st</sup> thru 3 <sup>rd</sup> inning no run limit – 4 <sup>th</sup> thru 7 <sup>th</sup> inning

All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

2. No new inning will begin after 9:30 PM.
3. A team must field a minimum of eight (8) players. Less than eight (8) players shall constitute a forfeit. Failure to field eight (8) or more players will result in a 7-0 forfeit.
4. Players are not allowed to wear metal cleats, jewelry, hair clips, plastic visors, etc... Cloth caps or visors are optional.
5. Bats must be stamped "ASA Approved".
6. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runner will be allowed to advance.
7. Major / Junior / Senior Divisions: Players may steal when the pitcher releases the ball on any pitch.
8. Intentional walks are not allowed. If, in the umpire's judgement, a player is intentionally walked, the batter may be given the option of starting the at-bat over again or accepting the walk.

9. Major / Junior / Senior Divisions: The infield fly rule will apply.
10. Pitchers may not pitch with anything on the pitching wrist or hand, including band-aids.
11. The pitcher, at the start of each half inning, or when a pitcher relieves another, will get five (5) warm-up pitches.
12. Look-Back Rule: When a runner is legally off their base after a pitch, or as a result of a batter completing her turn at bat, she must attempt to advance to the next base or immediately return to the base left while the pitcher has the ball within the 8' radius of the pitcher's plate. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake, or throw.
  - Failure to immediately proceed to the next base or return to the original base after the pitcher has the ball will result in the runner being called out.
  - Once the runner has returned to any base for any reason, she will be declared out if she leaves said base unless: 1. a play is made on her or another runner, 2. the pitcher leaves the circle or drops the ball, or the pitcher releases the ball to the batter.
  - If two (2) runners are off base and two (2) different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base she left. It is not possible to obtain two (2) outs on this rule. Additional stipulations per ASA Rule Book.
13. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.
14. One (1) coach per team will be allowed outside the dugout.....NO MORE.  
The coach should remain within arms reach of the dugout entrance / exit.
15. On-deck batters will stand in the on-deck circle located to the rear of the batter.
16. Each team is responsible for cleaning their dugout before leaving the playing field.  
Team coaches & players must exit the area in a timely manner.

# Baseball Rules

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## Division: Boys T-Ball Ages 5-6

1. T-Ball teams are limited to no more than three (3) practices per week before the first game of the season. Teams are limited to three (3) events per week after their first game. Friday & Saturday events do not count, but should be optional.
2. Game time is 55 minutes + 1 inning. No new inning will begin after the last inning has been declared and played. No new inning will begin after 9:00 PM.

All games will end with a declared last inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

3. If a player is injured, becomes ill, or simply chooses not to bat, his turn will be skipped with no penalty until such time as he can re-enter the game. A player arriving late must be added to the bottom of the line-up.
4. The coach must start pitching from the pitching rubber. One foot must remain on the rubber until the pitch is released. Pitches may not be bounced across the plate. If a bounced pitch is hit, the pitch must be re-played.
5. All players present who are listed on the team roster will bat in a continuous batting order.
6. Coaches will pitch three (3) pitches to each batter. If a player fails to hit a fair ball on the three (3) pitches, then the 4<sup>th</sup> & 5<sup>th</sup> ball may be hit off a batting tee. The 5<sup>th</sup> ball must be hit into fair territory or the batter will be called out. Coaches may allow the player to receive 5 pitches. **Pitches must be thrown "over-hand"**.
7. The offensive team will be allowed one (1) time-out per batter.
8. There must be an adult catcher behind the plate.
9. There will be a 6' arc in front of home plate to designate foul territory. A batted ball must go past this line to be fair.
10. Game Ball: An "Official Little League" baseball will be used.
11. If the ball hits the coach who is pitching, it is considered a dead ball. The batter returns with the pitch not counted. The coach / pitcher must make every effort to move out of the path of a hit ball. It is required that he move across the opposite foul line into dead ball territory as soon as the ball is hit. The coach / pitcher must remain there until time is called by the umpire.

12. A runner must make an apparent attempt toward second base in order to be tagged out when rounding first base.
13. On all overthrows at first base, a runner may advance up to one (1) base at his own risk of being put-out.
14. Halfway lines between the bases will determine the runner's position when play stops.
15. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runner will be allowed to advance.
16. Upon completion of the play that scores five (5) runs, the inning and each inning thereafter for the team on offense is complete. Ten (10) runs will be allowed in the declared last inning.
17. There will be no base stealing or leaving the base prior to the batter's contact with the ball. If a runner leaves the base before the ball is hit, it will be handled as an appeal per Little League Baseball Rules.
18. All players present will play on defense. Outfielders must be positioned outside the base path. Teams may use only four (4) infielders plus a player in the circle. Two (2) coaches will be allowed in the outfield grass.
19. Time will be granted when the "circle player" has full control of the ball and steps inside the circle with both feet. The umpire may also call time if all base runners have stopped advancing.
20. No one is allowed in front of the hash marks between 1<sup>st</sup> & 3<sup>rd</sup> except the circle player. If the defense is out of position, time will be called for the coach to move players.
21. The defensive team will be allowed two (2) time-outs per game.
22. The player-pitcher will not be allowed to make an unassisted play on any runner until after they reach third base. For Example: Runners on first & second...the ball is hit to the player-pitcher, he cannot tag the runner from home to first, second to third, or touch a base unassisted for the forced out. He can, however, tag a runner going from third to home, or touch home plate for a forced out if the bases are loaded. If, in the judgment of the umpire, a tag on the runner from home to first by the player-pitcher is the "natural play", it will be allowed.
23. An overhand throw must be made to first, second, and third base when attempting to get a base runner out. Judgment of the umpire will determine if an underhand toss is justified. Violation of this rule will result in the base runner awarded the base at which the violation occurred. Any other base runners advancing toward the next base will be allowed to do so. At the time of the violation, the ball becomes dead. Balls must be thrown... they cannot be rolled or grounded. It will be the umpire's discrimination as to whether or not a proper overhand throw was made.

# Baseball Rules

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## Division: Boys Pee-Wee Ages 7-8

1. If at least one (1) umpire is present, game time for the first game on a weeknight is 6:00 PM. The visiting team may take the field for warm-up at 5:50 PM. The home team may take the field at 5:55 PM and remain on the field to begin the game at 6:00 PM. Game time is 55 minutes + 1 inning. No inning will begin after 9:30 PM.

All games will end with a declared inning. It is the umpire's responsibility to call the declared last inning. Games that are tied at the end of the declared last inning will remain a tie.

2. The offense will be allowed one (1) time-out per inning.
3. Games will consist of one (1) inning player pitch and five (5) innings machine pitch. A pitcher may pitch one (1) inning per week if the team is scheduled to play 1-2 games. A pitcher may pitch two (2) innings per week if the team is scheduled to play 3 games.
4. The last five (5) innings will be machine pitch. The umpire will feed the machine and call strikes. No walks. All players will receive three (3) strikes. All batters should be ready to hit when they enter the batter's box. A pitch thrown to establish timing will not occur. If the batter fouls the third strike, he will be awarded additional pitches until he either strikes-out or hits a fair ball. A foul 3<sup>rd</sup> strike bunt attempt is an out.
5. The pitching machine will be set at 40' from home plate.....32 – 36 MPH. The coaches should meet with the umpires prior to the first pitch thrown to verify that the speed is set correctly. The coaches may suggest to the umpire on the height of the pitch, however, it is the umpires decision to adjust the machine.
6. With two (2) umpires, the umpire will feed the machine.  
With one (1) umpire, the offensive coach will feed the machine.
7. Upon completion of the play that scores five (5) runs, the inning for the team on offense is complete. The last inning will have a run limit of ten (10) runs. The last inning will be declared after 55 minutes. No new inning will start after the last declared inning has been played.
8. The player-pitcher must remain 6' from the machine prior to the pitch.  
The player-pitcher may not play in front of the pitching machine.
9. There will be no base stealing or leaving the base prior to the batter's contact with the ball. If a runner leaves the base before the ball is hit, it will be handled as an appeal per Little League Baseball Rules.
10. Baseball Division 7-8: Time may be granted, when in the umpire's judgment, all runners have stopped advancing.

11. Initial Play at 1<sup>st</sup> Base:  
On an overthrown ball, the ball is live and the runners may advance a maximum of one (1) base at their own risk.
12. A ball thrown at the pitching machine will result in a dead ball and the runners will be awarded one (1) extra base. The runner must have reached a base to be awarded the next base.
13. Any action by a batter or runner that results in contact with a defensive player and which, in the opinion of the umpire, is intentional or malicious, shall result in the batter being called out. Other runners will be allowed to keep bases reached at the time of such incident, but further advancements shall not be allowed.
14. If a ball hits the umpire, the pitching machine or the cord (not on the ground, but off the ground leading up to the machine), the ball is dead and the batter will return to the plate with the same count.
15. Bunting is allowed.
16. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runners will be allowed to advance.
17. Ten (10) defensive players will be allowed on the field. Outfielders must be positioned outside the base path in the outfield grass. Teams may use four (4) infielders plus a pitcher and a catcher.
18. The infield fly rule will not apply.
19. The defense will be allowed one (1) time-out per inning. If two (2) time-outs are called in one (1) inning, the pitcher must be removed from the mound. A defensive time-out will not be credited if the coach removes the pitcher. Two (2) time-outs will not be granted after the first inning.
20. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.

# Baseball Rules

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**Division: Boys Minor Ages 9-10**

**Division: Boys Major Ages 11-12**

**Division: Boys Junior Ages 13-14**

1. If at least one (1) umpire is present, game time for that first game on a weeknight is 6:00 PM. The visiting team may take the field for warm-up at 5:50 PM. The home team may take the field at 5:55 PM and remain on the field to begin the game at 6:00 PM. No inning will begin after 9:30 PM in Minor & Major games. No inning will begin after 10:00 PM in Junior games.
2. The infield fly rule is in effect.
3. Unlimited runs in all innings.
4. Any action by a batter or runner that results in contact with a defensive player and which, in the opinion of the umpire, is intentional or malicious, shall result in the runner being called out. Other runners will be allowed to keep bases reached at the time of such incident, but further advancement shall not be allowed on the play. There will be no head-first slides allowed. Coaches should teach the players to always avoid a collision and to slide when necessary in order to do so.
5. The slinging of a bat which could cause injury to other players shall result in the team being warned by the umpire. Any further incident by that team will result in the batter being called out. Such a play would be a dead ball situation and no runners will be allowed to advance.
6. Defensive Time-Outs: refer to the Little League Rule Book, page 83, 8.06
7. Offensive Time-Outs:  
One (1) time-out per inning.
8. Team pitching charts must be signed after each game by the opposing head-coach.
9. Minor & Major Divisions: Pitchers may not re-enter as a pitcher.  
Junior Division: Refer to the official "Little League Rule Book".
10. Please refer to the attached "Pitching Regulations Chart" (page 18).
11. A courtesy runner may be used to run for the catcher. This is not mandatory, but is encouraged in order to speed-up the game. The courtesy runner will be the player making the last out prior to the catcher reaching a base.

# Little League Baseball

## Pitching Regulations Chart

League Age	# of Pitches Allowed Per Day	Rest Requirements
9-10 11-12 13-14 15-16	75 85 95 95	If a player pitches 61 or more pitches in a day.....three (3) calendar days of rest If a player pitches 41-60 pitches in a day.....two (2) calendar days of rest If a player pitches 21-40 pitches in a day.....one (1) calendar day of rest If a player pitches 1-20 pitches in a day.....zero (0) calendar days of rest
17-18	105	If a player pitches 76 or more pitches in a day.....three (3) calendar days of rest If a player pitches 51-75 pitches in a day.....two (2) calendar days of rest If a player pitches 26-50 pitches in a day.....one (1) calendar day of rest If a player pitches 1-25 pitches in a day.....zero (0) calendar days of rest