



McKinney Little League Baseball League

Specific Rules 2010



McKinney Little League

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Introduction

First of all, thank you for volunteering to coach a baseball team within McKinney Little League Baseball. Without your time, some of these children would not be able to play baseball. While coaching is sometimes frustrating, in the end, it will be one of the most rewarding and memorable experiences you will have with your child.

The information provided here is designed to supplement the rules as stated in The Little League Official Regulations and Playing Rules (Rule Book) book. So do not think that this is all that you need to read regarding the rules of the game. It is important that you read the Official Rule Book and understand the rules. Umpires can make mistakes and these mistakes sometimes have the ability to cost your team a game (rare as it is, it does happen). Rules are in place to allow for the successful protest of a call. You need to know them. After all, the opposing team may not be willing to help you out in this situation.

You may ask why we have rules in addition to those listed in the Rule Book. This is not a bad question. In a couple of cases, the explanation is simple (Little League Rules really only apply to 6 inning games, however due to field allocation limitations we must set time limits). In others it is more complicated and based upon Coaches feedback that will allow for a more competitive game. Or in the case of certain divisions, such as T-Ball, Coach Pitch, and Modified Kid Pitch, the Rule Book does not really specify how the format of games should be for this age level of player.

If you find a rules situation that needs addressing, please feel free to write an email regarding the situation and how you might think it can be resolved. At the end of each season, we have a rules committee that reviews these suggestions for potential incorporation into this supplement, so do not think you do not have a voice.

Again, thank you and we hope you have an enjoyable season,

McKinney Little League Board.

Code of Conduct

All coaches and players must read and follow the rules of Little League Baseball, along with any additional written rules adopted or added by McKinney Little League Baseball (MLLB)

All coaches and players must conduct themselves in a sportsman like manner. Head Coaches will take responsibility for the action of themselves, assistants, players, and parents at all Little League events in which they are participating.

No profanity or misconduct (i.e., fighting) is permitted or tolerated at Little League sponsored events

All umpire judgment calls will be honored and are not subject to protests. The Head Coach may protest the decision of an umpire if there is reasonable doubt that the umpire's decision may be in conflict with the Little League Baseball rulebook or provision contained within this document. (See Chapter 4.19 of the Little League Baseball Rules and Regulations regarding protests)

At the Chief of Umpire's discretion and in accordance with Little League rules, any coach, player, or fan can be ejected or asked to leave the game or playing area. Any person ejected or asked to leave a game must leave the playing field immediately. The Chief of Umpire will then file a return report to the League Director of Operations. If any coach, player, or fan is ejected, then a mandatory 1 game suspension, to be carried out on the next game, will apply.

The use of **ALCOHOL** (alcohol on the breath), **TOBACCO** products, or **DRUGS** is explicitly **PROHIBITED** at practices, games, or any other league sponsored events.

Rules of the Game

The Little League Official Regulations and Playing Rules govern McKinney Little League play. Modifications to these rules are listed below. These exceptions have been addressed to meet the goals of the league and to ensure that the focus of the game remains on the children that are playing Little League Baseball.

General Rules and Procedures

- Failure to field a team within 10 minutes after the official start of the scheduled game results in automatic forfeiture of the game. Officially posted schedules (or changes to approved game schedules) are the implicit source for game dates and times; i.e., word of mouth is not considered sufficient.
- A team with only eight players may start a game. Seven players or less will constitute a forfeiture of the game. When a game is started in which a team has only eight players in the lineup, the ninth position in the batting order will count as an automatic out.
- In order to promote good sportsmanship, both team's players and coaches will shake hands at the end of the game. Head Coaches are always responsible for showing good sportsmanship and encouraging good sportsmanship from each player. Head Coaches are also responsible for the conduct of the team's parents at the game to ensure appropriate fan conduct.
- The Head Coach should notify the League Commissioner if any player on the team misses 2 consecutive games with unexcused absences. It is at this time that consideration will be given to potential player replacements.
- An unreasonable number of absences from scheduled practices, scheduled games, or repeated demonstrations of inappropriate behavior by any player on the field warrants disciplinary action (benching) to be administered by the Coach. Parents, Division Commissioner and the League Board must be notified in writing prior to administering discipline. With the Commissioner and Board's approval, the player may be benched in the next game. Player attendance is mandatory at the game in which the discipline is being administered. The player must be in full uniform and seated on the bench during the game. The opposing Coach and Head Umpire must be notified that disciplinary action is being exercised during this game. Head Coaches are responsible for keeping parents well informed of any such actions.
- The "Code of Conduct" will be strictly enforced.
- The Chief of Umpire and opposing Coaches will be informed by the Head Coach prior to every game of any player having a known physical condition or limitation that might require additional safety measures. Examples are heart condition, epilepsy, hearing aids, etc.

- Games ending in a tie, count as a tie. The only exception to this rule is during the end of season tournament. During the tournament, a clear winner must be established. Therefore, games cannot end in a tie.
- The designated home team is responsible for:
 - Supplying an official scorekeeper. This scorekeeper is responsible for getting the Head Umpire to sign the scorebook upon completion of the game.
 - Placing bases on the field (if first game of the day) or putting bases away (if the last game of the night)
 - Supplying game balls.
- The Head Coach of the winning team is responsible for reporting the score within the McKinney Little League web site.
- If a game is stopped due to inclement weather prior to the completion of the 4th inning and is not resumed, a makeup date will be scheduled and the game will resume from the exact point where the play was halted if the game was played more than 1 inning. If less than 1 inning was played, the game will be completely restarted (see Rule 4.10 (d) in the Little League Rule Book) If four innings have been completed, then the game will be considered officially over. The team with the most runs will be declared the winner (not counting non-complete inning) Stoppage of started games is the Chief of Umpire decision.
- It is the responsibility of each head coach, before the start of an official game, to get with the Chief of Umpire and the opposing Head Coach to cover/agree on the following issues, as a minimum. If this is not done, then no protests will be accepted for these types of game situations.
 - Boundaries of the playing field. i.e., where is the ball out of play?
 - Conditions of the playing field
 - Any specific rules or conditions that the game will be played under.
 - Ground rule double conditions.
- **No Contact Rule:** The no contact rule is based upon Little League Rule 7.08. This rule explains when a runner is out. Part of this rule states the following: “Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.” In other words, if contact is made because a player did not slide, he will be called out. This rule is intended for the safety of all players.

➤ **Protesting a Game:** The guidelines for game protests shall be in accordance with Little League Rule 4.19. The general guidelines for a protest are those conditions where a rule is not being followed or administered correctly. As such, protests can only be considered for the violation or interpretation of a playing rule. **There are no protests in T-Ball.**

JUDGMENT CALLS, AS DEFINED IN THE LITTLE LEAGUE OFFICIAL REGULATIONS AND PLAYING RULES IN PARAGRAPH 9.02(a), BY THE UMPIRE ARE NOT GROUNDS FOR A PROTEST.

4 Year Old T-Ball Specific Rules

These rules are modifications for enabling fair and instructive play within the T-Ball Division while trying to make the first couple of years a fun experience. As such these rules take precedent over the Little League Official Regulations and Playing Rules.

Who Can Play?:

- Open to all 4 year olds by April 30 of the playing year.

Game Format:

Hitting

- The Batting Coach will place the ball on a tee. The batter will swing as many attempts needed to get a hit.
- Batters cannot strike out.
- No stealing is allowed

Coaches

- **Offense**
 - 3 Adult Coaches are allowed on the field. 2 within the coaches' boxes and one base coach behind 2nd base. Coaches are not allowed to touch the ball or player at anytime while the ball is in play.
 - 1 Batting Coach is allowed on the field to place a ball on the batting tee.
- **Defense**
 - 3 Defensive Coaches are allowed on the playing field. These coaches must be positioned in the outfield. They are not allowed to touch the ball or player at anytime while the ball is in play.

Game Logistics

Two game balls will be in the possession of the Batting Coach when the play begins with their half of the inning.

(4yr. old t-ball Cont.)

- The Batting Coach (On the Offensive Team) will bring the tee into play and place one of the balls on the tee to be hit. The batter will then get as many swings necessary to place the ball into play. Strikes do not count for calling a player out.

Other Specific Rules

- **Time Limit:** The time limit for the game will be 45 minutes. This means that no additional innings will start after this time has been reached. Once the time has expired, the teams will play out the inning.
- **Batting Order:** Every team must bat the entire roster in a specific order (Continuous Order). Only six players or half of the batting order will bat each inning, then the team that was batting will play defense. Then in the next inning, the next six players or remaining half will bat. In essence, each team should bat half of their players every inning. If a team bats out of order, that team will restore the correct order immediately and without any penalty.
- **Outs:** Offensive players can be put out by the defensive team. Once a player is put out, he should be removed from the playing field and directed back to the bench. While this is tough at this age, the defensive team should not be punished for making a play and we should teach the offensive players to respect good plays made by the defensive team.
- **Changing Sides:** The only time teams will change sides is after the Offensive Team has batted half of their order. Outs made by the defensive team will only remove players. Therefore, even if the defensive team makes 3 outs, the offensive team will continue to bat the rest of the players until half of their entire order has batted.
- **Players:** Every player will play defense each inning. The league encourages the Coaches to move players to different positions. However, do not place the players in positions that they cannot handle – due to injury considerations. The infield shall be the standard number of players with all extra players being placed in the outfield.
- **Dead Ball:** The ball is considered dead once a player has returned the ball to the infield (the area in side of the base paths) and a defensive player has (in the coaches' opinion) control of the ball. Once the ball is declared dead, no runner may advance farther than the last base reached.
- **Run Limit:** The Offensive Team can score as many runs as are allowed while batting only half of their order (roster).

Infield Fly: Infield fly rule does not apply.

(4yr. old t-ball Cont.)

- **Over Throws:** A runner may advance (at their own risk) one base and only one base on an over-throw, regardless of where the over-throw occurred or where the ball ended up.
- **Missed Bases:** There are no appeals allowed on missed bases. A missed base shall only be called by the coach, in which case, the runner must return to the missed base.
- **Catcher:** All players that play the position of catcher are required to wear a batting helmet. Further, it is encouraged to place the catcher very far back and off to one side while the batter is at the plate.
- **Bat Throwing:** If a bat is thrown and hits the fence, player, or coach, the player is automatically called out. No Exceptions. If in the opinion of the Coach, the player has thrown the bat; time shall be called in order to ensure that the player knows what has happened with a warning, that if the bat is thrown again during the game, the player will be called out.

T-Ball Specific Rules

These rules are modifications for enabling fair and instructive play within the T-Ball Division while trying to make the first couple of years a fun experience. As such these rules take precedent over the Little League Official Regulations and Playing Rules.

Who Can Play?:

- Open to all 5 and 6 year olds by April 30 of the playing year.

Game Format:

Pitching/Hitting

- Coaches will pitch 3 balls to their own players. If the player does not put the ball into play after the third pitch, the plate Coach will place the ball on a tee. The batter will swing as many attempts needed to get a hit.
- The Coach will pitch from a distance of approximately 20 feet.
- Batters cannot strike out.
- No stealing is allowed

Coaches

- Offense
 - 2 Adult Coaches are allowed on the field within the coaches' boxes.
 - 1 Coach is allowed on the field to pitch to his players.

1 Batting Coach is allowed on the field to retrieve pitched balls and to speed the transition from pitching to the tee

(T-Ball Cont.)

- Defense
 - 2 Defensive Coaches are allowed on the playing field. These coaches must be positioned in the outfield. They are not allowed to touch the ball or player at anytime while the ball is in play

Game Logistics

- Three game balls will be in the possession of the Offensive Pitching Coach when the play begins with their half of the inning.
- The Coach will pitch all balls to his batter. After each missed ball, the Batting Coach will retrieve and hold the ball so that that the Pitching Coach can deliver the next pitch.
- If the batter fails to place the ball into play after the 3rd pitch, the Batting Coach (On the Offensive Team) will bring the tee into play and place one of the missed balls on the tee to be hit. The Pitching Coach will leave the field of play while the tee is being set up and stand in foul territory.
- The batter will then get as many swings necessary to place the ball into play. Strikes do not count for calling a player out.

Other Specific Rules

- **Time Limit:** The time limit for the game will be 50 minutes. This means that no additional innings will start after this time has been reached. Once the time has expired, the teams will play out the inning.
- **Batting Order:** Every team must bat the entire roster in a specific order(Continuous Order). Only six players or half of the batting order will bat each inning, then the team that was batting will play defense. Then in the next inning, the next six players or remaining half will bat. In essence, each team should bat half of their players every inning. If a team bats out of order, that team will restore the correct order immediately and without any penalty.
- **Outs:** Offensive players can be put out by the defensive team. Once a player is put out, he should be removed from the playing field and directed back to the bench. While this is tough at this age, the defensive team should not be punished for making a play and we should teach the offensive players to respect good plays made by the defensive team.

Changing Sides: The only time teams will change sides is after the Offensive Team has batted half of their order. Outs made by the defensive team will only remove players. Therefore, even if the defensive team makes 3 outs, the offensive team will continue to bat the rest of the players until half of their entire order has batted.

(T-Ball Cont.)

- **Players:** Every player will play defense each inning. The league encourages the Coaches to move players to different positions. However, do not place the players in positions that they cannot handle – due to injury considerations. The infield shall be the standard number of players with all extra players being placed in the outfield.
- **Dead Ball:** The ball is considered dead once a player has returned the ball to the infield (the area in side of the base paths) and a defensive player has (in the coaches' opinion) control of the ball. Once the ball is declared dead, no runner may advance farther than the last base reached
- **Run Limit:** The Offensive Team can score as many runs as are allowed while batting only half of their order (roster)
- **Infield Fly:** Infield fly rule does not apply.
- **Over Throws:** A runner may advance (at their own risk) one base and only one base on an over-throw, regardless of where the over-throw occurred or where the ball ended up.
- **Missed Bases:** There are no appeals allowed on missed bases. A missed base shall only be called by the coach, in which case, the runner must return to the missed base.
- **Catcher:** All players that play the position of catcher are required to wear a batting helmet. Further, it is encourage placing the catcher very far back and off to one side while the batter is at the plate.
- **Bat Throwing:** If a bat is thrown and hits the fence, player, or coach, the player is automatically called out. No Exceptions. If in the opinion of the Coach, the player has thrown the bat, time shall be called in order to ensure that the player knows what has happened with a warning, that if the bat is thrown again during the game, the player will be called out.
- **Last at bat of the Inning:** When a team has their last batter of the inning up to bat, the Dead Ball rule shall apply to his at bat. (Example: The 6th batter or batter that represents half the order hits a single to the short stop. The short stop gets the ball under control. The batter will have to stop at 1st.)

Coach Pitch

These rules are modifications for enabling fair and instructive play within the Coach Pitch Division while trying to make the game an action packed fun experience. As such these rules take precedent over the Little League Official Regulations and Playing Rules.

Who Can Play?:

- Open to all 7 and 8 year olds by April 30 of the playing year.

Game Format:

Pitching/Hitting

- Each batter will receive a maximum of six pitches per at bat.
- Any foul balls and missed swings will count as strikes.
- If three strikes are attained or a legal hit is not attained prior to completion of the six pitches, the batter will be called out.
- The Coach will pitch from a minimum distance of 30 ft. and a maximum distance of 46 ft. from home plate.
- No stealing is allowed
- Coaches hitting a batter with a pitch will not result in the award of 1st base.

Coaches

- Offense
 - 2 Adult Coaches are allowed on the field within the coaches' boxes.
 - 1 Coach is allowed on the field to pitch to his players.
 - 1 Backstop Retriever is allowed on the field to retrieve pitched balls and to speed up play.
- Defense
 - 2 Defensive Coaches are allowed on the playing field: one positioned down the right field line past first base in foul territory and the other positioned down the left field line past third base in foul territory.

Game Logistics

- Three game balls will be in the possession of the Offensive Pitching Coach when the play begins in their half of the inning.
- The Coach will pitch all balls to his batter. After each missed ball, the Backstop Retriever will retrieve and hold the ball so that that the Pitching Coach can deliver the next pitch.
- After the first three balls have been delivered, the Backstop Retriever will toss all retrieved balls back to the Pitching Coach. To start the process again.
- If the batter fails to place the ball into play by the 6th pitch, the batter will be called out.

(Coach Pitch Cont.)

Other Specific Rules

- **Time Limit:** The time limit for the game will be 1 hour. This means that no additional innings will start after this time has been reached. Once the hour has expired, the teams will play out the inning.
- **Batting Order:** Every team must bat the entire roster in a specific order (Continuous Order). If a team bats out of order, Little League rule 6.07 shall be used to determine the outcome.
- **Players:** The maximum number of defensive players allowed on the playing field is 10. 1 catcher, 1 pitcher, 4 infielders, and 4 outfielders.
- **Player Rotation:** Coaches must rotate players off the bench with no player sitting longer than 3 outs and no player sitting out twice in the same game, unless every player on the team has sat once.
- **Dead Ball:** The ball is considered dead once a player has returned the ball to the infield (the area in side of the base paths) and a defensive player has (in the Chief Umpire's judgment) control of the ball. It is at this time, the Chief Umpire will call time to declare the ball dead. Once the ball is declared dead, no runner may advance farther than the last base reached provided the runner is less than half way to the next base. If the runner is further than half way between bases, the runner shall be able to continue towards the next base at their own risk.
- **Run Limit:** A team's time at bat will be limited to five runs per inning or three outs. The run limit is waived in the sixth inning. The run limit WILL NOT be waived the last inning of the game unless the last inning is the sixth inning.
- **Infield Fly:** Infield fly rule does not apply.
- **Over Throws:** An over-thrown ball by a defensive player into foul territory will result in base runners being able to advance one more base at their own risk. (i.e., the ball is overthrown at 1st or 3rd). A ball that is overthrown into fair territory (2nd base) is a live ball in which the runners can continue to advance at their risk until the ball is considered dead.
- **Catcher:** All players that play the position of catcher are required to wear a protective cup.

(Coach Pitch Cont.)

- **Bat Throwing:** If a bat is thrown and hits the fence, player, coach or umpire, the player is automatically called out. No Exceptions. If in the opinion of the Chief Umpire, the player has thrown the bat, time shall be called and the Coach informed, as a warning, that if the bat is thrown again during the game, the player will be called out.

- **Coach hit by batted ball:** If a batted ball hits the Offensive Pitching Coach, the play shall be ruled dead and the pitch as a no pitch. The coach will be allowed to re-try the pitch.

Modified Kid Pitch Specific Rules

These rules are modifications for enabling fair and competitive play within the Modified Kid Pitch (MKP) Division. As such these rules take precedent over the Little League Official Regulations and Playing Rules.

Who Can Play?:

- Open to all 8 year olds by April 30 of the playing year based upon the parents decision to play within this higher skill level

- 7 year old players by April 30 of the playing year can play within this division provided a Coach is willing to place this player on their Player Protection Form.

Game Format:

Pitching/Hitting

- Pitchers can strike out a batter

- The pitcher will pitch to the batter until there are 4 balls called by the umpire. There are no bases on balls, so (at this time) the coach will pitch to the batter until the player puts the ball into play or strikes out.

- The batter will have whatever count is on him from the player pitcher once the coach comes out to pitch.

- A batter will be allowed to foul off as many pitches as they can until the ball is put into play or strikes out. A fouled ball will not be considered a 3rd strike.

- Coaches get a maximum of 3 pitches to a batter.

- A batter must swing at a pitch thrown by a coach to count as a strike. (i.e., the batter can watch a pitch pass by from a coach without a strike being incurred)

- If the Pitcher hits a batter with a pitch, the batter is awarded 1st base.

- Coaches hitting a batter with a pitch will not result in the award of 1st base.

- No stealing will be allowed. Therefore, wild pitches and over throws back to the pitcher will not cause the ball to be live.

(MKP Cont.)

Pitching Distance

- The pitching distance shall be set at 40 feet from the plate, and the pitching will be done from a flat surface. The umpire and coaches will be responsible for marking off this distance before the game begins.
- Coaches pitch from a minimum distance of 38 feet and maximum distance of 46 feet.

Pitching Rules

- Pitching rules outlined in the Little League Official Regulations and Playing Rules handbook (section VI) shall be observed.
 - Pitchers are limited to 50 pitches per day
 - Pitchers pitching 41 pitches or more must observe 2 calendar days of rest along with one game of rest
 - Pitchers pitching 21-40 pitches must observe 1 calendar day of rest
 - Pitchers pitching 20 or less pitches require no day of rest.
 - Coaches must maintain a pitching log throughout the season.

Coaches

- **Offense**
 - 2 Adult Coaches are allowed on the field within the coaches' boxes.
 - 1 Pitching Coach is allowed on the field in the area of the pitcher in order to facilitate easy transition from youth pitcher to coach pitcher.
 - 1 "Back Stop Retriever" is to be supplied by the offensive team to act as a retriever for balls which get past the catcher. This is to be staffed with an adult
- **Defense**
 - 2 Defensive Coaches are allowed on the playing field: one positioned down the right field line past first base in foul territory and the other positioned down the left field line past third base in foul territory.

(MKP Cont.)

Game Logistics

- Three game balls will be in the possession of the Offensive Pitching Coach when the play begins. The Offensive Pitching Coach will be in a position close to the mound to facilitate the rotation of balls into the game and to speed their entry into the game after the 4th called ball is pitched by the pitcher.
- The youth pitcher gets a maximum of 5 warm-up pitches prior to the start of each half inning.
- Once all players have taken their positions and pitching warm-ups have concluded, the Offensive Coach performing the pitching will the youth pitcher a ball to be pitched.
- The pitcher will pitch the ball. If the catcher misses the ball, the Offensive Pitching Coach will hand the pitcher the next ball to be pitched. The Backstop Coach will hold the previously thrown ball out of play
- If the catcher catches the ball, he will toss the ball back to the pitcher.
- The Offensive Pitching Coach cannot distract the youth pitcher, so the coach must remain silent and cannot coach the batter nor runners while the youth pitcher is pitching the ball.
- When the Pitching Coach takes the pitching position on the field, the pitcher will take a position close to the Pitching Coach and be ready to field the ball. The Pitching Coach will then pitch up to 3 pitches to his batter (depending on the count). For example: if the count is 4-0, the coach gets 3 pitches; if the count is 4-1, the coach gets 2 pitches; if the count is 4-2, the coach gets 1 pitch.

Other Specific Rules

- **Time Limit:** The time limit for the game will be 75 minutes. This means that no additional innings will start after this time has been reached. Once 75 minutes have expired, the teams will play out the inning.
- **Batting Order:** Every team must bat the entire roster in a specific order (Continuous Order). If a team bats out of order, Little League rule 6.07 shall be used to determine the outcome.

Players: The maximum number of defensive players allowed on the playing field is 10. 1 catcher, 1 pitcher, 4 infielders, and 4 outfielders.

(MKP Cont.)

- **Player Rotation:** Coaches must rotate players off the bench with no player sitting longer than 3 outs and no player sitting out twice in the same game, unless every player on the team has sat once.
- **Dead Ball:** The ball is considered dead once a player has returned the ball to the infield (the area in side of the base paths) and a defensive player has (in the Chief Umpire's judgment) control of the ball. It is at this time, the Chief Umpire will call time to declare the ball dead. Once the ball is declared dead, no runner may advance farther than the last base reached provided the runner is less than half way to the next base. If the runner is further than half way between bases, the runner shall be able to continue towards the next base at their own risk.
- **Run Limit:** A team's time at bat will be limited to five runs per inning or three outs. The run limit is waived in the sixth inning. The run limit WILL NOT be waived the last inning of the game unless the last inning is the sixth inning.
- **Infield Fly:** Infield fly rule does not apply.
- **Over Throws:** An over-thrown ball by a defensive player into foul territory will result in base runners being able to advance one more base at their own risk. (i.e., the ball is overthrown at 1st or 3rd). A ball that is overthrown into fair territory (2nd base) is a live ball in which the runners can continue to advance at their risk until the ball is considered dead.
- **Catcher:** All players that play the position of catcher are required to wear a protective cup.
- **Bat Throwing:** If a bat is thrown and hits the fence, player, coach or umpire, the player is automatically called out. No Exceptions. If in the opinion of the Chief Umpire, the player has thrown the bat, time shall be called and the Coach informed, as a warning, that if the bat is thrown again during the game, the player will be called out.
- **Coach hit by batted ball:** If a batted ball hits the Pitching Coach while he is pitching or the youth pitcher is pitching, the play shall be ruled dead and the pitch as a no pitch. The coach will be allowed re-try the pitch (or the youth pitcher will be allowed to re-try the pitch if he was pitching).

Minors Specific Rules

These rules are modifications for enabling fair and competitive play within the Minors Division. As such these rules take precedent over the Little League Official Regulations and Playing Rules.

At this level of play, it is important to read the Little League Official Regulations and Playing Rules as the play of the game really starts to be governed by these rules. The specific rules addressed here are mainly exceptions to those rules or one that need to be highlighted. Highlighted rules will have the appropriate Little League reference.

Who Can Play?:

- Open to all 9 and 10 year olds by April 30 of the playing year.

Other Specific Rules:

- **Pitching:** At this level, pitching rules per the Little League Official Regulations and Playing Rules are in effect. These rules are listed under Section VI – Pitchers. Please review these rules so that an illegal pitcher does not enter the game. Also at this level, pitch counts need to be documented since Little League states eligibility by pitch count.
- **Pitcher Conferences:** Little League rule 8.06 governs the number of times a coach may confer with a pitcher. In essence, a coach may visit with a pitcher 2 times in an inning. On the third time within an inning, the pitcher must be removed. Total number of times a coach may visit with a pitcher in a game is 3 with the 4th visit resulting in the removal of the pitcher.
- **Time Limit:** The time limit for the game will be 1 hour and 30 minutes. This means that no additional innings will start after this time has been reached. Once the time has expired, the teams will play out the inning.
- **Warm-ups:** Little League rule 8.03 governs the amount of time it should take for warm-ups. It states that the pitcher shall receive 8 warm-up pitches for the first time he enters the game and 5 warm-up pitches in subsequent innings. In order to speed the play of the game, warm-ups should take no longer than a minute. Further, the total exchange between innings including warm-ups is not to exceed 2 minutes. If it takes longer to place players on the field, then the warm-up of the pitcher will suffer.

(Minors Cont.)

- **Over Throws:** An over-thrown ball by a defensive player into foul territory will result in base runners being able to advance one more base at their own risk. (i.e., the ball is overthrown at 1st or 3rd). A ball that is overthrown into fair territory (2nd base) is a live ball in which the runners can continue to advance at their risk until the ball is considered dead.
- **Catcher:** All players that play the position of catcher are required to wear a protective cup.
- **Bat Throwing:** If a bat is thrown and hits the fence, player, coach or umpire, the player is automatically called out. No Exceptions. If in the opinion of the Chief Umpire, the player has thrown the bat, time shall be called and the Coach informed, as a warning, that if the bat is thrown again during the game, the player will be called out.
- **Runner Restrictions:** Tight Bases are in force. Clarification: Base runners must be in contact with the base at the time the pitcher is on the rubber and has control of the ball. Runners must stay on the base until a pitched ball passes over home base. The runner(s) at their own risk may advance towards the next base once the ball has passed over home plate and until the runner hesitates, stops the advance, or reverses direction as a result of action by the defense. If an offensive player reverses direction towards the last obtained base and the defensive team makes a decision not to make a play by throwing the ball back to the pitcher who is located on the pitching mound, play will be deemed dead by the judgment of the umpire. Thus forcing the player to remain at his base.
- **Base Coaching:** New for the 2002 season, Little League has allowed each local league to adopt the ability to have 2 Adult base coaches
- **Batting Order:** Every team must bat the entire roster in a specific order (Continuous Order). If a team bats out of order, Little League rule 6.07 shall be used to determine the outcome.
- **Offensive Time Outs:** Per Little League Rule 5.10(d) "... Only one offensive time-out, for the purpose of a visit or a conference, will be permitted each inning."
- **Run Limit:** A team's time at bat will be limited to five runs per inning or three outs. The run limit is waived in the sixth inning. The run limit WILL NOT be waived the last inning of the game unless the last inning is the sixth inning.

(Minors Cont.)

- **Ten Run Rule** – Little League rule 4.10(e) states “If after four (4) innings, three and one half (3 ½) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning”
- **Player Rotation:** Coaches must rotate players off the bench with no player sitting longer than 6 outs and no player sitting out twice in the same game, unless every player on the team has sat once.

Majors Specific Rules

These rules are modifications for enabling fair and competitive play within the Majors Division. As such these rules take precedent over the Little League Official Regulations and Playing Rules.

At this level of play, it is important to read the Little League Official Regulations and Playing Rules as the play of the game really starts to be governed by these rules. The specific rules addressed here are mainly exceptions to those rules or one that need to be highlighted. Highlighted rules will have the appropriate Little League reference.

Who Can Play?:

- Open to all 11 and 12 year olds by April 30 of the playing year.

Other Specific Rules:

- **Pitching:** At this level, pitching rules per the Little League Official Regulations and Playing Rules are in effect. These rules are listed under Section VI – Pitchers. Please review these rules so that an illegal pitcher does not enter the game. Little League states eligibility by the number of pitches, so pitch counts need to be documented at this level. the number of pitches thrown in an inning can become quite high and can exceed what the player is capable of physically.
- **Pitcher Conferences:** Little League rule 8.06 governs the number of times a coach may confer with a pitcher. In essence, a coach may visit with a pitcher 2 times in an inning. On the third time within an inning, the pitcher must be removed. Total number of times a coach may visit with a pitcher in a game is 3 with the 4th visit resulting in the removal of the pitcher.
- **Time Limit:** The time limit for the game will be 1 hour and 45 minutes. This means that no additional innings will start after this time has been reached. Once the time has expired, the teams will play out the inning.
- **Warm-ups:** Little League rule 8.03 governs the amount of time it should take for warm-ups. It states that the pitcher shall receive 8 warm-up pitches for the first time he enters the game and 5 warm-up pitches in subsequent innings. In order to speed the play of the game, warm-ups should take no longer than a minute. Further, the total exchange between innings including warm-ups is not to exceed 2 minutes. If it takes longer to place players on the field, then the warm-up of the pitcher will suffer.

(Majors Cont.)

- **Over Throws:** An over-thrown ball by a defensive player into foul territory will result in base runners being able to advance one more base at their own risk. (i.e., the ball is overthrown at 1st or 3rd). A ball that is overthrown into fair territory (2nd base) is a live ball in which the runners can continue to advance at their risk until the ball is considered dead.
- **Catcher:** All players that play the position of catcher are required to wear a protective cup.
- **Bat Throwing:** If a bat is thrown and hits the fence, player, coach or umpire, the player is automatically called out. No Exceptions. If in the opinion of the Chief Umpire, the player has thrown the bat, time shall be called and the Coach informed, as a warning, that if the bat is thrown again during the game, the player will be called out.
- **Runner Restrictions:** Tight Bases are in force. Runners must stay on the base until a pitched ball passes over home base. Please refer to Little League rule 7.13.
- **Base Coaching:** New for the 2002 season, Little League has allowed each local league to adopt the ability to have 2 Adult base coaches.
- **Batting Order:** Every team must bat the entire roster in a specific order (Continuous Order). If a team bats out of order, Little League rule 6.07 shall be used to determine the outcome.
- **Offensive Time Outs:** Per Little League Rule 5.10(d) "... Only one offensive time-out, for the purpose of a visit or a conference, will be permitted each inning."
- **Run Limit:** A team's time at bat will be limited to five runs per inning or three outs. The run limit is waived in the sixth inning. The run limit WILL NOT be waived the last inning of the game unless the last inning is the sixth inning.

(Majors Cont.)

- **Ten Run Rule** – Little League rule 4.10(e) states “If after four (4) innings, three and one half (3 ½) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning”
- **Mandatory Play:** Every player on a team roster will participate in each game for a minimum of six (6) defensive outs.

Juniors Specific Rules

At this level of play, it is important to read the Little League Official Regulations and Playing Rules as the play of the game is governed by these rules. The specific rules addressed here are mainly exceptions to those rules or ones that need to be highlighted.

Who Can Play?:

- Open to all 13 and 14 year olds by April 30 of the playing year.

Other Specific Rules:

- Game time limit is 1 hour and 45 minutes. No inning shall start after this time has expired. Innings in progress when the “time expired” is issued by the umpire will be completed. Games that are tied after completing the inning after time is expired will be recorded as a tie in the standings.
- Teams can utilize the following regarding the batting order:
 - Bat 9 players with announced substitutions to the other team’s manager
 - Bat the entire order with free substitutions
 - Have an Additional Hitter (AH) – batting 10 players with free substitutions of those original 10 players. Subsequent substitutions must be announced to the other team’s manager

NOTE: No matter which batting order is utilized, it shall be ensured that each player has one time at bat and plays six defensive outs during the game.

NOTE: All pitching changes shall be announced to the other team’s manager and the scorekeeper so that the pitching log can be maintained.

NOTE: This division will not make use of the Designated Hitter (DH) option.

- Three coaches are permitted on the bench during the game. At least one coach will remain in the dugout at all times. If only two coaches are present, then only one coach will be permitted to coach the bases. The other base coach can be a player on the team that is wearing a helmet.
- Metal cleats are permitted in this division
- The on-deck batter is permitted to be outside the dug-out to warm up – a helmet is required.

NOTE: The on-deck batter is responsible to get all foul balls behind the plate to help speed up the game.

- Base runners will avoid contact with the other team’s players