

Monroe Little League

Baseball General Rules – 2008 Season

RULE 1 - PURPOSE

The purpose of Little League is to cultivate sportsmanship in young people and to help them play at their personal best. Conduct inconsistent with this standard is not permitted.

RULE 2 - OFFICIAL RULES

The Official Regulations and Playing Rules for Little League Baseball (aka “The Green Book”) shall apply unless otherwise specifically indicated in these rules.

RULE 3 – MINIMUM PLAYING TIME (all divisions):

- A. Each player must play in 3 innings. Please note that “in three innings” does not mean 9 defensive outs. The term was selected so that the Visiting team manager would not be penalized in a game in which he substitutes a player in the top of the 4th inning to bat and the player was precluded from being on the field for 9 defensive outs simply because the Home team was leading in the bottom of the 6th and the game ended without the Home team batting.
- B. If a game is shortened (for example, the teams only complete 5 innings because of the time limit rule) and this prevents a player from playing 3 innings then the player is to start the next game.
- C. NOTE: Since the purpose of the Little League program is to provide training and instruction for all players, except for the Majors division, **every player shall not play the same infield position more than 3 innings in any one game.** Also it is strongly suggested that a player not play three consecutive innings and then sit out the rest of the game. **No player is to sit on the bench a second time unless every player has already sat out at least once (accordingly, no player may sit 3 times until every player has sat twice).** **Violations are to be reported to the League Director and Umpire in Chief. Repeated violations can result in manager suspension.**

RULE 4 - BUNTING

Bunting is allowed in all divisions (except T-Ball and Rookie), although for player development it is not encouraged in the A division. No fake bunting and then swinging is allowed. This is because if the 3rd baseman is drawn in and then a batter swings, the 3rd baseman may not react fast enough to avoid possible injury. No bunting is allowed when a manager/coach is pitching.

Once a bunt is “offered” it must either be pulled back or left in place for a strike. If the bat is pulled back and the pitch was a strike then a strike will be called – if it was a ball then a ball would be called. If the bunt is offered then pulled back for a swing, the batter will be called out. If the ball is struck, the play will be called dead, the batter will be called out and all base runners returned to their last position. This is for the safety of our players.

RULE 5 - UNIFORMS

- A. It is mandatory that Players wear their full uniform for every game and must wear every part of the uniform in the manner in which it was intended. Males should be encouraged to wear cups. Catchers MUST wear cups.
- B. No jewelry is allowed to be worn in games/practices, this includes all chains, necklaces and bracelets (including bracelets such as the “Livestrong” bracelet and its equivalents)
- C. The proper playing attire for every player is the Team hat, the Team shirt, approved solid gray baseball pants, baseball socks and baseball cleats.
- D. Players who do not have solid gray baseball pants MUST obtain them in order to play in games.
- E. Sneakers are strongly discouraged for player safety. Use of metal spikes is prohibited.
- F. No person is allowed to order additional uniforms or hats without authorization. Any person doing so shall not be reimbursed.

RULE 6 – EQUIPMENT/BASEBALLS

- A. Batting helmets - All batters and base runners MUST wear batting helmets.
- B. The League provides each Manager with an equipment bag containing a first aid kit, and catcher’s gear. Each Manager will also be provided with a key to the JOBOX (includes umpire’s gear, bases, a few helmets and batting tees) behind the backstop of the field you are playing at. At the end of the season you will return your JOBOX key to your League Director. Unless another team in the next game is present, please close and lock the JOBOX before leaving the field.
- C. For health reasons the League no longer supplies helmets (each JOBOX will contain a few helmets which should be used only when necessary). Every player should bring their own helmet to each game/practice. The League can provide helmets to those people who cannot purchase them themselves.
- D. Baseballs are provided to Managers through your League Director. If additional baseballs are required, contact your League Director directly.
- E. No person is allowed to purchase any equipment, including baseballs. Only the President, Vice President of Baseball, Vice President of Softball, Treasurer and Equipment Manager are authorized to purchase equipment. Monroe Little League will not reimburse any unauthorized equipment/baseball purchase.

RULE 7 – UMPIRES

Umpires by Division:

- A. Majors Division - This division will have 1 paid patch adult umpire or high school student for every regular season game. The Umpire in Chief is responsible for coordinating the umpires for this division.
- B. AAA Division - Getting paid umpires for this league gets more difficult each year. Games are typically umpired by 13-15 yr olds, many former Monroe Little League All-stars. At times, parents in this league have been abusive causing many of the umpires to not return to umpire games. Consequently, there is typically an umpire shortage. The Umpire in Chief will be coordinating the umpires for this division. In the event of a shortage of umpires, AAA Managers should be prepared (on occasion) to umpire their own games. Whenever possible, there will be 1 plate umpire (non-patch) and 1 “bases” umpire. The plate umpire has jurisdiction over the game.
- C. AA Division – The League will strive to provide a paid umpire for these games, however if such an umpire is not available, the Manager/Coach from the batting team is the Umpire and will stand immediately behind the player-pitcher.
- D. A Division - There are no paid umpires for this division. Accordingly, the Manager/Coach from the batting team is the Umpire and will stand immediately behind the player-pitcher.
- E. Rookie / Tee-Ball Division – There are no umpires for these divisions.
- F. Umpire Judgment is Final. The judgment decision of the home plate umpire is final. For the AA division (to the extent a paid umpire is not present) and the A division, the home plate umpire is the Manager/Coach standing on the pitcher’s mound. Players, Managers and coaches are prohibited from objecting to such judgment decisions.

RULE 8 – PRE/POST GAME ACTIVITY

- A. Home Team. The home team has the field for 15 minutes for infield practice beginning 20 minutes prior to game time.
- B. Visiting Team. The visiting team has the field for 15 minutes for infield practice beginning 35 minutes prior to the scheduled game time.
- C. Not Enough Time: If time is not available for both participating teams to take infield practice, then the managers must work out an acceptable arrangement. All games shall begin as near as possible to their scheduled time but should not be delayed because of warm-ups.
- D. Pre-game Activity Allowed. The only activities allowed on the field prior to the game shall include infield practice, outfield practice, and warming up of the pitchers. **Under no circumstances shall players take batting practice, including soft toss or hitting off a tee on the field prior to the game (This includes the use of “hit-sticks). Batting practice is only allowed within the batting cages at Beardsley Field and shall not be held while a game is in progress.**
- E. Housekeeping. Each team will be responsible for cleaning its bench area [or dugout] and adjacent area outside the fence [or bench area] as well as the playing field from the backstop to the outfield after each game or practice. Players are to be reminded that candy and soda are not allowed in the bench area [dugout].

RULE 9 - GAME PROCEDURES

- A. Delayed Game. Any game delayed beyond 30 minutes of the scheduled starting time due to inclement weather or unplayable field conditions may, at the discretion of the umpire [managers], be postponed and rescheduled on another date.
- B. Postponed Game. In the event that a game is postponed, the Manager of the home team shall immediately notify its respective League Director.
- C. Schedule Deviations. The Field Coordinator will reschedule all games as soon as practicable.
- D. Late Afternoon Game Time Limits. No inning shall begin after the day's official sunset or 8:00 p.m., whichever occurs first. This rule does not relieve the home plate umpire [managers] of the responsibility to suspend or terminate a game when darkness or conditions create a hazard to the players, or of the authority to declare a game forfeited where there is obvious stalling by a team to gain an advantage of this rule.
- E. Unsafe Conditions. It is the responsibility of both the home and visiting team managers (Umpire if present) to determine when a game should be suspended due to unsafe playing conditions, which include field conditions, insufficient light and lightning. Under no circumstances will play be continued if lightning has been seen. When a game has been suspended because of lightning, it may be resumed when at least 20 minutes have passed without more lightning being sighted.
- F. Base Running. See individual rules for each Division. To ensure the safety of all players, running directly into a defensive player (i.e. including a catcher) holding the ball is not permitted. The runner shall be called out as soon as all play has stopped if this happens.
- G. Defensive Player. No defensive player, except while in possession of the ball or while fielding a batted ball, may stand in the base path. The defensive player may not stand in the base path to receive a throw in order to make a play at any base.

RULE 10: ACCIDENT AND INJURY REPORTING

It is the Manager's responsibility to report to the Player Agent all injuries or accidents requiring professional medical attention. Such reports shall be made within 24 hours of the injury or of obtaining knowledge of such injury or accident.

RULE 11: PROTESTS

Protests are only allowed in the Majors and AAA divisions. The procedure per Official Regulations and Playing Rules requires filing a protest prior to the next play occurring. There are no protests in the AA, A, Rookie, or T-Ball leagues.

RULE 12 - FORFEITURES

- A. Players Required to Start Game. A team that cannot field at least 8 players for a scheduled game will forfeit the game. In the event of a forfeit, the two teams should try and play a practice game and balance the number of players on each team.
- B. Time Limit. For the purpose of this rule, a team shall have 10 minutes beyond the scheduled starting time to field the required number of players. In the event that the start of a game is delayed due to an earlier game running long, the 10 minutes applies from the time that the Umpire declares the game ready to play.

RULE 13: PITCHERS

In 2007 National Little League instituted the Pitch Count Rule in lieu of innings pitched; this rule has been further revised for the 2008 season. The following applies to all levels of Monroe Little League play and is further clarified in Regulation VI of the Little League Rule Book:

- A pitcher who delivers one or more pitches in a game cannot play in the position of catcher for the remainder of that day.
- Maximum Pitches per day is 85 for players of League Age 11 or 12
- Maximum Pitches per day is 75 for players of League Age 9 & 10 and under
- Maximum Pitches per day is 50 for players of League Age 7 & 8
- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest and a game must be observed.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest and a game must be observed.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.
- If a player reaches their maximum pitch count while facing a batter, the pitcher shall be allowed to pitch until that batter's at-bat has been completed and then must leave the mound.
- A player may not pitch in consecutive games. Exception – a player may pitch in consecutive games if 40 or fewer pitches were delivered in the previous game.
- At the end of each ½ inning the scorekeeper from each team will confirm the number of pitches. In the event of a difference the average of the 2 counts will prevail.
- The winning manager (or in the case of a tie the Home Team manager) shall report pitch totals for both teams to their League Director copying the Vice President of Baseball and the opposing Manager. League Directors will keep track of the pitch counts and will provide information to managers upon request.
- Intentional walks are not permitted at any level of play.
- The distance from the BACK of home plate to the pitchers plate is 46 feet.

RULE 14 – Playoffs:

Playoffs are held in the Majors, AAA and AA Leagues. Final standings shall be determined by a points system accrediting 2 points for each win and 1 point for each tie.

Tie Breakers to be in the following order:

- Winning percentage
- Head to head
- Runs for differential
- Runs against differential

In the event that teams do not play an equal amount of games then the seeding shall be determined by dividing Wins by Wins plus losses. In the event of a tie the above tie breaker rules shall be re-applied; if a tie cannot be broken using this method then seeding of tied teams shall be determined by coin toss.

RULE 15 - Specific Rules of Each Division:

The proceeding pages contain the specific rules for each division.

Majors Division:

The Majors division follows the Little League Official Regulations and Playing Rules booklet with the following modifications:

Playing Time: Rule 3 Applies to all divisions.

Batting Order: The batting order is to include every player on the team (for teams with 12 players it means you have 12 batters in the batting order but only 9 defensive players).

Bunting: See rule #4

Stealing: See National LL Rules

Runs per Inning: See National LL Rules

Time Limit: See National LL Rules, Official Regulations and Playing Rules do not allow time limits in the Majors. See Regulation VII (h)

Mercy Rule: 15 Run lead after 4 innings

Pitching: See Rule #13

Protests: See Rule #11

Ties: See National LL Rules

Substitutions: See National LL Rules

Hit Batter Rule: Umpire's Discretion regarding removal of a pitcher and batter's ability to avoid a pitched ball.

Defensive Alignment: See National LL Rules

Catchers: See National LL Rules

Ball in Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. A ball out of play may not be caught for an out.

Base Running: See National LL Rules

AAA Division (10, 11 & exempted 12 Yr Olds)

The AAA division follows the Little League Official Regulations and Playing Rules booklet with the following modifications:

Playing Time: Rule 3 Applies to all divisions.

Batting Order: The batting order is to include every player on the team (for teams with 12 players it means you have 12 batters in the batting order but only 9 defensive players).

Bunting: See rule #4

Stealing: See National Little League Rules. Stealing of Home is only allowed on wild pitches, wild throws back to the pitcher or throws on another runner attempting to steal a base. Stealing of home while the catcher or pitcher is in possession of the ball is not permitted; this is to speed up the play of the game.

Runs per Inning: A 5 run limit is in place for each half-inning except the last inning.

- When the 5th run scores all play halts and the inning is over unless the struck ball is a Homerun (defined as a ball leaving play in the air in fair territory – only possible at fields B1, B2 and WP-4; in this case all runs crossing the plate shall be counted).
- A team will be allowed to score as many runs as required to TIE THE GAME in the final inning forcing either extra innings or the Home team to bat in the bottom of the inning.

Time Limit: Official Regulations and Playing Rules allow time limits in the Minors. See Regulation VII (h). No game may exceed 120 minutes in duration; however, any inning in progress at the expiration of 120 minutes from the time the umpire started the game may be completed. Notwithstanding the preceding sentence, no new inning may commence after the expiration of 110 minutes from the time the umpire starts the game.

Mercy Rule: 10 Run lead after 4 innings

Pitching: See Rule #13

- 12-Year Old Pitcher - Under Little League Rules, a 12 year old (as determined by the Little League age chart) is not allowed to pitch in this division.

Protests: See Rule #11

Ties: If a regular season game is tied at the end of regulation and the time limit above has not been reached, the game will continue until the earlier of the above time limit or a victory. If time runs out before a tie is broken, the game will end in a tie.

Substitutions: As all players are in the batting order, defensive substitutions are permitted and encouraged each inning. For example, you can have a player play defensively in innings 1, 3 and 5 by substituting for him in innings 2 & 4. This way a player doesn't sit for two consecutive innings.

AAA Division (10-12 Yr Olds) Continued:

Hit Batter Rule: Any batter hit by a pitch will be granted 1st base, provided such batter made a reasonable (as determined by the umpire) effort to avoid the pitch. Any failure to make a reasonable effort to avoid the pitch will result in a called ball and play continues. 2 hit batters in an inning or 3 in 1 game is automatic removal – pitcher may remain in game at any other position (except catcher).

Defensive Alignment: See National LL Rules

Catchers: See National LL Rules

Base Coaches: See National LL Rules

Ball in Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. At Wolfe Park Fields, any ball that proceeds beyond a fence line (the fence separating the playing field from the players' benches or the backstop) is no longer in play. The ball is in play until it leaves the playing field or is in possession of the Pitcher on the Pitcher's Plate (see base running below for further clarification). A ball out of play may not be caught for an out.

Base Running: There is to be a total of only one base on an overthrow that goes out of play – for this purpose, an overthrow is any ball that either leaves the playing area or proceeds beyond the “fence” that separates the playing field from the bench area (see above). This means that the runner get the base he or she was advancing to **plus** 1 base.

- Per National Rules “Slide or Avoid” applies to base running – This is an Umpires judgment call and is not arguable or grounds for protest.
- In regards to plays at bases (especially Home Plate), the runner must slide if there is a play being made on the runner. This is an Umpire's judgment call and is not arguable or grounds for protest.

AA Division (9 Yr Olds):

The AA division follows the “Minor League” rules of the Little League Official Regulations and Playing Rules booklet with the following modifications:

Playing Time: Rule 3 Applies to all divisions.

Batting Order: A continuous batting order will be used with all players batting in an order established at the beginning of the game regardless if they are in the field in any given inning. The batting order is to include every player on the team (for teams with 13 players, it means you have 13 batters in the batting order), although there are to be only 9 defensive players (3 of which are to be outfielders) allowed on the field. Once the batting order is formed, it cannot be altered. Tardy members will be placed at the end of the batting order.

Bunting: See rule #4 regarding “fake bunting”. Bunting when a coach is pitching is not permitted. Any attempt shall be considered a “foul ball”. If the ball is caught prior to it hitting the ground the batter is out (the ball is dead – no runner may advance or “tag-up”).

Stealing: Players are allowed to steal from 1st to 2nd or 2nd to 3rd only when the ball passes the batter. Stealing home plate is not allowed. There is no stealing when the Manager/Coach is pitching. Per Little League rules, leading is not allowed once the pitcher touches the pitcher’s plate. Players leaving the bag prior to the ball passing the batter will be returned to the base they started on if they were safe in their steal attempt or called out if they were unsuccessful in their steal attempt. **STEALING OF HOME AT ANY TIME IS NOT PERMITTED – INCLUDING WILD PITCHES, OVERTHROWS TO THE PITCHER OR PLAY ON RUNNERS STEALING A BASE; THIS IS FOR THE SAFETY OF THE RUNNER, BATTER AND CATCHER.**

Runs Per Inning: A 5 run limit is in place for each half-inning except the last inning.

- When the 5th run scores all play halts and the inning is over unless the struck ball is a Homerun (defined as a ball leaving play in the air in fair territory – only possible at fields B1, B2 and WP-4; in this case all runs crossing the plate shall be counted).
- A team will be allowed to score as many runs as required to TIE THE GAME in the final inning forcing either extra innings or the Home team to bat in the bottom of the inning.

Time Limit: Official Regulations and Playing Rules allow time limits in the Minors. See Regulation VII (h). No game may exceed 120 minutes in duration; however, any inning in progress at the expiration of 120 minutes from the time the game began, may be completed. Notwithstanding the preceding sentence, no new inning may commence after the expiration of 110 minutes from the time the game began

Mercy Rule: 10 Run lead after 4 innings

AA Division (9 Yr Olds) Continued:

Pitching: See Rule #13.

- a. First half of the season – a player pitches with NO walks and after “ball 4” is thrown the Manager/Coach of the batting team (who may be acting as umpire and therefore standing behind the pitcher), steps in and pitches to the batter until the batter either strikes out, makes an out or gets on base by hitting the ball. The pitcher then resumes pitching to the next batter. The pitcher plays the defensive pitching position when the Manager/Coach pitches. Manager/Coach pitcher **MUST SIMULATE ACTUAL PITCHING** from the mound, NO “LOBBING or AIMING FOR THE BAT”.
- b. Second half of the season - there is no Manager/Coach pitching. The pitcher will play by official rules and walks are allowed.
- c. Because some fields have multiple pitching rubbers, the pitcher must pitch from the rubber that is furthest from home plate (should be 46 feet +/-)

Protests: Protests are not allowed in this division

Ties: If a regular season game is tied at the end of regulation (6 innings) and the time limit above has not been reached, the game will continue until the earlier of the above time limit or a victory. If time runs out before a tie is broken, the game will end in a tie.

Substitutions: Free substitution will be used with the exception of the pitcher. Once a pitcher is removed from pitching, the player may not return as a pitcher but may play any other position (except catcher). Remember, each player **MUST** play in 3 innings in each game (note Rule 3 above). A player must play at least one inning in the infield during each game UNLESS the Manager/Coach determines the player is at risk of injury if they play an infield position.

Hit Batter Rule: Any batter hit by a pitch will be granted 1st base, provided such batter made a reasonable (as determined by the umpire) effort to avoid the pitch. Any failure to make a reasonable effort to avoid the pitch will result in a called ball and play continues. A batter hit by a ball pitched by a manager/coach will not be granted 1st base, rather a ball is called and play continues. 2 hit batters in an inning or 3 in 1 game is automatic removal – pitcher may remain in game at any other position (except catcher).

Defensive Alignment: Regardless of the number of players, a team is allowed to field only 9 defensive players (including the pitcher), of which **3 MUST** be outfielders. The outfielders must be evenly spaced in the outfield grass. No short fielders or extra infielders on the edge of the grass.

Catchers: In the event that 1 team does not have enough players, a catcher must be fielded and the defensive team is to short 1 player from another position. A team must have 8 players in order to start an official game.

AA Division (9 Yr Olds) Continued:

Base Coaches: Adult base coaches are required at 1st and 3rd base. The base coaches also act as umpires. The base coach is not permitted to interfere with play on the field including touching, holding or physically assisting a runner.

Infield Fly: The infield fly rule will not be in effect.

Ball In Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. At Wolfe Park Fields, any ball that proceeds beyond a fence line (the fence separating the playing field from the players' benches or the backstop) is no longer in play. The ball is in play until it leaves the playing field or is in control in the infield by a fielder (see base running below). A ball out of play may not be caught for an out.

Base Running: There is to be a total of only one base on an overthrow that goes out of play – for this purpose, an overthrow is any ball that either leaves the playing area or proceeds beyond the “fence” that separates the playing field from the bench area. Only 1 overthrow is to be called per play – after the overthrow, the play is to be called dead and the ball returned to the pitcher. For any infield overthrow that occurs and the ball stays in play, the runner(s) proceed at their own risk. Once the ball crosses the plane of the infield and is in control in the infield (by a fielder) there is no additional running. Once the ball (thrown from the outfield) crosses the plain of the infield, all base runners are allowed to proceed at their own risk, only if they were between bases and then must stop at the base they were proceeding to at the time the ball crossed the plain of the infield (No additional attempts to advance to another base may be made unless the ball leaves the playing field). Further, to improve the safety of all players running directly into a defensive player (i.e. including a catcher) holding the ball is not permitted. The runner shall be called out as soon as all play has stopped if this happens.

- Per National Rules “Slide or Avoid” applies to base running – This is an Umpires judgment call and is not arguable or grounds for protest.
- In regards to plays at bases (especially Home Plate), the runner must slide if there is a play being made on the runner. This is an Umpire’s judgment call and is not arguable.

A Division (8 Yr Olds):

Playing Time: Rule 3 Applies to all divisions.

Batting Order: A continuous batting order will be used with all players batting in an order established at the beginning of the game regardless if they are in the field in any given inning. The batting order is to include every player on the team (for teams with 13 players, it means you have 13 batters in the batting order), although there are to be only 9 defensive players (3 of which are to be outfielders) allowed on the field. Once the batting order is formed, it cannot be altered. Tardy members will be placed at the end of the batting order.

Bunting: Bunting is discouraged in this league. See rule #4 regarding “fake bunting”. Bunting when a coach is pitching is not permitted. Any attempt shall be considered a “foul ball”. If the ball is caught prior to it hitting the ground the batter is out.

Stealing: Not Permitted at this level

Runs Per Inning: A 5 run limit is in place for each half-inning except the last inning.

- When the 5th run scores all play halts and the inning is over unless the struck ball is a Homerun (defined as a ball leaving play in the air in fair territory – only possible at fields B1, B2 and WP-4; in this case all runs crossing the plate shall be counted).
- A team will be allowed to score as many runs as required to TIE THE GAME in the final inning forcing either extra innings or the Home team to bat in the bottom of the inning.

Time Limit: Official Regulations and Playing Rules allow time limits in the Minors. See Regulation VII (h). No game may exceed 120 minutes in duration; however, any inning in progress at the expiration of 120 minutes from the time the game began, may be completed. Notwithstanding the preceding sentence, no new inning may commence after the expiration of 110 minutes from the time the game began.

Mercy Rule: 10 Run lead after 4 innings

A Division (8 Yr Olds) Continued:

Pitching: See Rule #13.

- First half of the season – the batting team Manager/Coach will pitch. The Manager/Coach pitcher MUST SIMULATE ACTUAL PITCHING from the mound, NO “LOBBING or AIMING FOR THE BAT”. The pitcher plays the defensive pitching position when the Manager/Coach pitches. There are no walks allowed. Because some fields have multiple pitching rubbers, the pitcher must pitch from the rubber as designated for that respective field.
- Second half of the season - a player pitches with NO walks and after “ball 4” is thrown the Manager/Coach (who is acting as umpire and therefore standing behind the pitcher), steps in and pitches to the batter until the batter either strikes out, makes an out or gets on base by hitting the ball. The pitcher then resumes pitching to the next batter. The pitcher plays the defensive pitching position when the Manager/Coach pitches. Manager/Coach pitcher MUST SIMULATE ACTUAL PITCHING from the mound, NO “LOBBING or AIMING FOR THE BAT
- **Strike Zone:** The strike zone is that space over home plate, which is between the top of the batter's shoulders and middle of the knees when the batter assumes a natural stance. Additionally, the strike zone is increased by the width of one ball on either side of the plate. This rule is not applicable for Rookies and Tee-Ball divisions

Protests: Protests are not allowed in this division

Ties: Games can end in ties, if a regular season game is tied at the end of regulation (6 innings) and the time limit above has not been reached, the game will continue until the earlier of the above time limit or a victory. If time runs out before a tie is broken, the game will end in a tie.

Substitutions: Free substitution will be used with the exception of the pitcher (for the 2nd half of the season). Once a pitcher is removed from pitching, the player may not return as a pitcher but may play any other position (except catcher). Remember, each player MUST play in 3 innings in each game (note Section A. above). A player must play at least one inning in the infield during each game UNLESS the Manager/Coach determines the player is at risk of injury if they play an infield position.

Hit Batter Rule: Any batter hit by a pitch will be granted 1st base, provided such batter made a reasonable (as determined by the umpire) effort to avoid the pitch. Any failure to make a reasonable effort to avoid the pitch will result in a called ball and play continues. A batter hit by a ball pitched by a manager/coach will not be granted 1st base, rather a ball is called and play continues. Two (2) hit batters in an inning or 3 batters in a game is automatic removal – pitcher may remain in game at any other position (except catcher).

Defensive Alignment: Regardless of the number of players, a team is allowed to field only 9 defensive players (including the pitcher), of which **3 MUST** be outfielders. **The outfielders must be evenly spaced in the outfield grass. No short fielders or extra infielders on the edge of the grass.**

A Division (8 Yr Olds) Continued:

Catchers: A player shall be placed in the catcher's position wearing all appropriate gear. In the event of a passed ball a coach shall return the ball to the pitcher. In the event that 1 team does not have enough players a catcher must be fielded and the defensive team is to short 1 player from another position. A team must have 8 players in order to start an official game.

Base Coaches: Adult base coaches are required at 1st and 3rd base. The base coaches also act as umpires. The base coach is not permitted to interfere with play on the field including touching, holding or physically assisting a runner.

Coaches on the Field: Adult coaches are allowed on the field to help setup the defense, a maximum of two coaches are allowed on the field – 1 coach must remain at bench area at all times.

Infield Fly: The infield fly rule will not be in effect.

Ball In Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. At Wolf Park Fields and ball that proceeds beyond a fence line (the fence separating the playing field from the players' benches or the backstop) is no longer in play. The ball is in play until it leaves the playing field or crosses into the infield (see base running below). A ball out of play may not be caught for an out.

Base Running: There is to be a total of only one base on an overthrow that goes out of play – for this purpose, an overthrow is any ball that either leaves the playing area or proceeds beyond the “fence” that separates the playing field from the bench area. Only 1 overthrow is to be called per play – after the overthrow, the play is to be called dead and the ball returned to the pitcher. For any infield overthrow that occurs and the ball stays in play, the runner(s) proceed at their own risk. Once the ball is in control in the infield or (thrown from the outfield) crosses the plain of the infield, all base runners are allowed to proceed at their own risk, only if they were between bases and then must stop at the base they were proceeding to at the time the ball crossed the plain of the infield. Further, to improve the safety of all players running directly into a defensive player (i.e. including a catcher) holding the ball is not permitted. The runner shall be called out as soon as all play has stopped if this happens.

- Per National Rules “Slide or Avoid” applies to base running – This is an Umpires judgment call and is not arguable or grounds for protest.
- In regards to plays at bases (especially Home Plate), the runner must slide if there is a play being made on the runner. This is an Umpire's judgment call and is not arguable.

Rookie Division (6 & 7 Yr Olds):

Playing Time: Rule 3 Applies to all divisions.

Batting Order: The batting order is to include all players on the team (ex: for teams with 13 players, you have 13 batters in the batting order, yet only 9 defensive players). The batting order shall not consist of the same players in the batting order every game; the Manager must give all players the opportunity to bat at the top of the order. The inning ends once there are 3 outs.

Bunting: No bunting is allowed

Stealing: Not Permitted at this level

Runs Per Inning: A 5 run limit is in place for each half-inning except the last inning.

- When the 5th run scores all play halts and the inning is over unless the struck ball is a Homerun (defined as a ball leaving play in the air in fair territory – only possible at fields B1, B2 and WP-4; in this case all runs crossing the plate shall be counted).
- A team will be allowed to score as many runs as required to TIE THE GAME in the final inning forcing either extra innings or the Home team to bat in the bottom of the inning.

Time Limit: Official Regulations and Playing Rules allow time limits in the Minors. See Regulation VII (h). No game may exceed 90 minutes in duration; however, any inning in progress at the expiration of 90 minutes from the time the game began, may be completed. Notwithstanding the preceding sentence, no new inning may commence after the expiration of 75 minutes from the time the game began.

Mercy Rule: Does not apply

Pitching: There is Manager/Coach pitching allowed in this division. **After 3 swinging misses, all players MUST hit from the tee.** Coaches should pitch to their own team. It is strongly encouraged that the Manager/Coach pitcher kneels on one knee to throw the ball. This is recommended because the angle of the ball thrown by an adult to a small child often produces an “up-swing” as opposed to a level swing. The Manager/Coach pitcher is not permitted to field balls hit nor tag runners out. 1 player is to be placed in the “pitchers” position next to the pitching manager/coach. There are no walks.

Protests: Protests are not allowed in this division

Ties: Games can end in ties

Substitutions: There are unlimited substitutions.

Hit Batter Rule: Does not apply

Rookie Division (7 Yr Olds) Continued:

Defensive Alignment: 9 defensive players are allowed on the field, of which 4 must be outfielders, evenly spaced in the outfield. **Placing all players on the infield is NOT ALLOWED.**

Catchers: A coach shall act as catcher

Base Coaches: Adult base coaches are required at 1st and 3rd base. The base coaches also act as umpires. The base coach is not permitted to interfere with play on the field including touching, holding or physically assisting a runner.

Coaches on the Field: Adult coaches are allowed on the field to help setup the defense (maximum of 2 – 1 coach must remain at bench area at all times).

Infield Fly: The infield fly rule will not be in effect.

Foul ball: Coaches should mark a line from the 3rd base line to the 1st base line across the infield approximately 8-10 feet from home plate. Any ball that passes the line is fair and any ball, which does not pass the line, is foul.

Ball In Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. At Wolf Park Fields any ball that proceeds beyond a fence line (the fence separating the playing field from the players' benches or the backstop) is no longer in play. The ball is in play until it leaves the playing field or crosses into the infield (see base running below). A ball out of play may not be caught for an out.

Base Running: Outs will be called at this level and the inning ends when there are 3 outs. There are no additional bases awarded on an overthrow (even if it goes out of play). Further, to improve the safety of all players running directly into a defensive player (i.e. including a catcher) holding the ball is not permitted. The runner shall be called out as soon as all play has stopped if this happens. Per National Rules "Slide or Avoid" applies to base running.

Tee-Ball Division (6 Yr Olds):

Playing Time: Rule 3 Applies to all divisions.

Batting Order: The batting order is to include all players on the team (ex: for teams with 13 players, you have 13 batters in the batting order, yet only 9 defensive players). The batting order shall not consist of the same players in the batting order every game; the Manager must give all players the opportunity to bat at the top of the order.

Bunting: No bunting is allowed

Stealing: Not permitted at this level

Runs Per Inning: Score is not to be kept

Time Limit: Official Regulations and Playing Rules allow time limits in the Minors. See Regulation VII (h). No game may exceed 90 minutes in duration; however, any inning in progress at the expiration of 90 minutes from the time the game began, may be completed. Notwithstanding the preceding sentence, no new inning may commence after the expiration of 75 minutes from the time the game began.

Mercy Rule: Does not apply

Pitching: There is NO Manager/Coach pitching allowed in this division. All players **MUST** hit from the tee. 1 player is to be placed in the “pitchers” position; this player should be one that is able to defend himself.

As this is an “instructional league”, teams are to bat each and every inning until every batter has batted once regardless of number of outs made or number of batters in the batting order.

Protests: Protests are not allowed in this division

Ties: All Games end in ties

Keeping Score: The score of the game shall NOT be kept. For positive player re-enforcement, tell all players that the game ended in a tie. Remember, this is an instructional league.

Substitutions: Does not apply

Hit Batter Rule: Does not apply

Defensive Alignment: 9 defensive players are allowed on the field, of which 4 must be outfielders, evenly spaced in the outfield. **Placing all players on the infield is NOT ALLOWED.**

Tee-Ball Division (6 Yr Olds) Continued:

Catchers: No player is to field the position of catcher; a coach shall act as catcher.

Base Coaches: Adult base coaches are required at 1st and 3rd base. The base coaches also act as umpires. The base coach is not permitted to interfere with play on the field including touching, holding or physically assisting a runner.

Coaches on the Field: Adult coaches are allowed on the field to help setup the defense (maximum of 2 – 1 coach must remain at bench area at all times).

Infield Fly: The infield fly rule will not be in effect.

Foul ball: Coaches should mark a line from the 3rd base line to the 1st base line across the infield approximately 8-10 feet from home plate. Any ball that passes the line is fair and any ball, which does not pass the line, is foul.

Ball In Play: At Beardsley field the ball is in play while it is inside the fence lines. Once a ball passes outside the fence lines it is no longer in play and bases are or are not awarded in accordance with National Rules. At Wolf Park Fields any ball that proceeds beyond a fence line (the fence separating the playing field from the players' benches or the backstop) is no longer in play. The ball is in play until it leaves the playing field or crosses into the infield (see base running below). A ball out of play may not be caught for an out.

Base Running: In T-Ball players only advance 1 base per struck ball. On an overthrow that goes out of play players are to remain at the base they were attempting to reach. Further, to improve the safety of all players running directly into a defensive player (i.e. including a catcher) holding the ball is not permitted.