

Plainview Little League

General Local Rules and Playing Rules
as of March 2018



Plainview Little League

Description of Document

This document is intended to describe local modifications to the official Little League rules for intramural baseball divisions only. These rules do not apply to softball, to games between teams with players older than Little League age 12 or to travel baseball games.

Both spring and fall intramural season rules are covered in this document. There is no longer a separate document for each season.

For general rules, please refer to the official Little League rule book (the “Green” book). For any situations not contemplated in this document, refer to the Green book. Note that if a rule is not included in this document nor in the Green book, the rule does not exist.

In any situation in which a modification noted in this document needs to be interpreted, the modification should be interpreted in such a manner as to promote and safeguard the integrity of the intramural program and to, as much as possible, benefit all players regardless of skill level.

Plainview Little League Little League

Pitching Restrictions

Summary Sheet

All children who are enrolled in the Plainview Little League Baseball programs will be required to comply with the following pitching restrictions and mandatory rest periods detailed in this section.

Pitching Week is considered **Sunday – Saturday**.

Pitch Counts

Grades	Pitches Allowed Per Day	Spring Divisions Affected
6 & 7	75 Pitches	Majors
5	65 Pitches	Triple AAA
4	60 Pitches	Double AA
2 & 3	50 Pitches	Single A & Rookie (2nd-half)

Grades	Pitches Allowed Per Day	Fall Divisions Affected
5, 6, & 7	75 Pitches	Majors (5-7)
3 & 4	50 Pitches	Minors (3-4)

Rest Periods

Number of Pitches Thrown in One Day	Mandatory Rest Period
66 or More Pitches Thrown	Four Calendar Days
51-65 Pitches Thrown	Three Calendar Days
36-50 Pitches Thrown	Two Calendar Days
21-35 Pitches Thrown	One Calendar Day
1-20 Pitches Thrown	Zero Calendar Days

If a pitcher reaches the limits imposed, the pitcher may continue to pitch until any one of the following occurs: (1) the batter reaches base or (2) the batter is out.

The effective pitch count for the purposes of rest are considered to be final count. This includes all pitches regardless of how many the pitcher started with for their final batter faced.

Innings Limits

- No child may pitch more than six (6) innings per week.
- In all divisions (Spring and Fall) except Triple AAA and Spring Majors, no child may pitch more than three (3) innings per game.
- In the Triple AAA and Spring Majors division, pitchers will be limited to pitch no more than six (6) innings per game.

Additional Restrictions

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. This includes players “drafted” up.
- A player who has played the position of catcher for three (3) or more innings cannot pitch on that day.
- Managers are to perform a pitch-count reconciliation after each half-inning and agree on final pitch-count at the conclusion of each game.
- 1 pitch = 1 inning pitched.
 - With regard to innings pitched, there are **no fractions** of innings in Little League baseball. Ex: in Single A or Double AA baseball, a player enters the game as a pitcher with 2 outs in the 2nd inning.
 - He/she may finish the 2nd inning, pitch the 3rd and 4th innings (subject to pitch count restrictions) but may not return to the mound for the first out of the 5th inning even if he/she has not reached the pitch limit for the division.
- Effective rest based on pitch counts and pitching eligibility based on innings played at catcher shall also be enforced across games pitched with Plainview Travel and Interleague programs.
 - If a child pitches or catches in a Plainview Intramural program game, the effective rest and eligibility should apply to any subsequent Plainview Travel or Interleague game played.
 - If a child pitches or catches in a Plainview Travel or Interleague game, the effective rest and eligibility should apply to any subsequent Plainview Intramural game played.
 - Managers for intramural teams and managers for travel and interleague teams must share pitch count and catching innings information so that the appropriate rest and eligibility can be enforced.
- Any player that play on a club or travel team outside of Plainview intramural and travel programs during an intramural season will be ineligible to pitch in intramural games during the affected season.
 - **Exception:** A waiver may be granted by the board if the player (and player’s parents) commits to never pitching for their outside club or travel team.
 - Violations of this rule will result in an immediate revocation of pitching eligibility for the remainder of the season.

- The rules regarding pitch counts, days of rest and pitching/catching on the preceding page are no longer directly correlated to the Green book. These local rules supersede the Green book.

General Rules - All Divisions

Below are the “local playing” rules of Plainview Little League (PLL). These rules are specific for this league only. Whatever rules not covered here, refer to the Official Williamsport Little League Rule Book (commonly known as the “Green” book).

Unless specified, rules shall apply for both Spring and Fall Intramural Seasons. Division specific rules documented in the next section after will supersede general rules for that division.

Starting The Game (Spring Season)

- Forfeit time will be 20 minutes after the scheduled starting time.
- A team that cannot field eight players (seven in Single A) at forfeit time will forfeit the game. Injury only after the start of a game causing seven players is permissible. Less than seven players is considered a forfeit.
- Both teams are responsible for ice packs and ice must be present before a game may start. Line-ups must be exchanged before the game starts and are "frozen" after the first pitch. A player must be "on the bench" in order to be in the submitted lineup. Late arriving players must be inserted at the end of the lineup. Scorebooks must clearly indicate for each player the number of innings pitched, fielded, and times at bat.
- Each competitive team in Single A and higher may only have 1 Manager and 3 coaches in the dugout. No parents, siblings or friends are allowed in the dugout. No manager or coach may be on the field during live play unless coaching a base. The manager or coach must remain in the dugout.
- Home team gets 3rd base dugout.

Starting The Game (Fall Season)

- A team that cannot field eight players at game time will borrow from the other team.
 - **Note:** there are no forfeits in Fall Intramurals
- Both teams are responsible for ice packs and ice must be present before a game may start. Line-ups must be exchanged before the game starts and are "frozen" after the first pitch. A player must be "on the bench" in order to be in the submitted lineup. Late arriving players must be inserted at the end of the lineup. Scorebooks must clearly indicate for each player the number of innings pitched, fielded, and times at bat.
- Each competitive team in Minors (3-4) and Major (5-7) may only have 1 Manager and 3 coaches in the dugout. No parents, siblings or friends are allowed in the dugout. No manager or coach may be on the field during live play unless coaching a base. The manager or coach must remain in the dugout.
- Home team gets 3rd base dugout.

Time Limits (General)

- No inning may start more than one hour and fifty minutes (1:50) past the time of the first pitch of the game. Any inning started will be allowed to complete unless called for darkness or weather-related conditions.
- Playoffs: There are no time limits for playoffs in any division.

Time Limits (Evening Games)

- The applicable time limit for all games played on non-lighted fields shall be as follows:
 - Up to and including May 15 or after September 15 no inning may start after 7:45 p.m. and no bottom of an inning may start after 8:00 p.m. Note: When playing on a lighted field, this rule does not apply, subject to the hour and fifty-minute time limit.
 - After May 15 or up to and including September 15 no inning may start after 8:00 p.m. and no bottom of an inning may start after 8:15 p.m. Note: When playing on a lighted field, this rule does not apply, subject to the hour and fifty-minute time limit.
- Any inning that has started prior to the time limit will be played to completion, if possible.
- The umpire will notify the managers as to the exact starting time of the game.
- Evening games continue until the umpire declares darkness. Rules for suspended games apply if darkness prevents the official completion of a game.

Time Limits (Doubleheaders)

- A doubleheader is a weeknight game where two games are played back to back on the same field and the scheduled start time of the second game is within 2 ½ hours (or less) of the scheduled start of the first game.
- The time limit for the first game of the doubleheader shall be no inning may start one hour and fifty minutes (1:50) past the **scheduled start of the game**.
 - **Exception:** Any game where the starting time is delayed by weather or a late arrival by the umpire will revert to normal time limit rules as based on the actual start time for the game.
- The second game is subject to normal time limit rules.

Official Game

- For the Spring Season, prior to Sat. May 16, a weekday (Mon. through Fri.) game shall be official after three innings (or two and a half if the home team is ahead).
- For the Fall Season, any weekday (Mon. through Fri.) game shall be official after three innings (or two and a half if the home team is ahead).
- Otherwise, refer to Official Williamsport Little League Rule Book.

- **Rule 4.10 c:** *If a game is called, it is a regulation game:*
 - (1) *If four innings have been completed;*
 - (2) *If the home team has scored more runs in three and one-half innings than the visiting team has scored in 4 completed half innings;*
 - (3) *If the home team scores one or more runs in its half of the fourth inning to tie the score;*
- Mercy Rule: refer to Official Williamsport Little League Rule Book
 - **Rule 4.10 e:** *If after four (4) innings, three and one-half 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: if the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.*

Suspended Games

- Refer to Official Williamsport Little League Rule Book for procedures regarding resuming or restarting a game.
 - **Rule 4.12:** *TIE games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game.*
 - During the regular season, a suspended game will be played until an official game is completed.
- Playoff and Championship games will go the full 6 innings (5 ½ if the home team is ahead). No time limits will be effect for either the playoff or Championship games.

Umpire Procedures

- Umpires must be notified of weather-related cancellations at least 30 minutes prior to game time, if possible, or a "travel fee" is incurred. The Division Director must be informed and shall contact the Umpire-In-Chief or Umpire Dispatcher regarding any cancellations or schedule changes.
- If no umpire appears by game time, wait 5 minutes and then start the game using any mutually acceptable adult who will umpire from behind the pitcher. Please make sure that the volunteer umpire is willing to work the entire game before starting. If the assigned umpire appears late, then he/she should assume his/her duties at the beginning of an inning. If no volunteer is available, then the game must be rescheduled.
- All serious complaints about an umpire should be reported to the respective Division Director who should then notify the Umpire-in-Chief.
- Post-game report, including finals scores, pitch-counts, umpire evaluations, and other required administrative tasks as required/instituted by the league and/or Division Director must be submitted by both managers within 48 hours of the completion of a scheduled game.

Rescheduled Games

- All such games must be arranged through your Division Director.
- Games may be rescheduled only due to **conflicts with school functions or inclement weather.** (No Exceptions!)

Discipline

- Refer to the Plainview Little League "Code of Conduct" to which every player and parent agrees during the registration process.
- All Managers, official coaches, unofficial third coaches and any volunteers age 18+ in contact with players must have a background application completed and approved by the board of the directors prior to participating in practice or games with the team. No person under the age of 18 may be an official or unofficial coach.
- "Crowd-Control"—the manager is responsible for his/her teams' spectators' behavior. After a warning to the manager, the umpire may eject the spectator, eject the manager or forfeit the game.
- Division Directors, upon advice from the affected manager and confirmed by the umpire, may declare a suspended game or forfeit if "unsportsmanlike" tactics are employed. Examples include (but are not limited to) stalling tactics, bench jockeying, and intentional or unintentional wild pitching in the final inning being played which the umpire deems as stalling tactics.

Safety and Equipment

- Please see the Plainview Little League Safety Manual as required to be distributed and to all individuals who volunteer within the PLL. This safety manual can be found on the *Documents and Forms* page of the League Web site.
- Teams will combine helmets. Batters, runners, must wear helmets at all times. All equipment will be kept off the playing field in an area near the bench. Personal helmets need not be shared with team members.
- The use of "safety bases" in all divisions through Double AA is mandatory.
- **No On-Deck batters are permitted.**
 - On-Deck batter rule violation: After a warning to the manager, each subsequent violation by that particular team shall result in a "team out" being assessed by the umpire. The batter/batting order does not change.
 - **At no time can a bat be swung during a game except in the batter's box.**
- The "*Pete Rose Rule*" will be enforced when a runner does not slide and contact is made with a fielder attempting to make a tag. The fielder must have possession of the ball to attempt a tag. The runner will be called out and if, in the umpire's opinion, such action prevented a double play, the umpire shall call a second out on the other player involved. A runner who deliberately runs into a fielder holding the ball will also be ejected from the game.

- **Note:** the runner does not have to slide but rather he/she must avoid contact.
- Batters shall exercise safety when releasing control of the bat after hitting a ball into play.
 - If the umpire feels that a batter has "thrown" his or her bat as he or she leaves the batter's box in such a manner that it has, or could have caused injury had it made contact with another player, coach, umpire, or spectator, he/she shall issue a warning to the team at bat at the conclusion of the play.
 - Each subsequent similar offense by that team in that game will result in the offending batter being immediately called out and the ball dead. All runners must return to their bases.
 - If a catcher or other fielder hit by a "thrown" bat is unable to make a play on a batted ball or throw because he or she has been injured, the batter is immediately called out for interference, even if this was the first offense. The ball is dead and runners return to their bases.
- No slash bunting allowed in any division
 - Any batter who executes a slash bunt (square to bunt, pull the bat back, then swing away attempting to put the ball in play) shall be ruled out, the ball is dead, and all base runners return to the last safely occupied base at the time of the pitch.
 - Definition- The 'slash bunt' is defined as a half or full swing or an attempt at a half or full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter's box the batter squares or pivots as if to bunt, the batter must bunt, or attempt to bunt the ball or let the pitch go.
 - Players are allowed to square and pull back to take the pitch.
- If a player hits a ball with an illegal bat, the batter is out and the ball is dead. The bat must be removed from the game. This rule shall apply only if the legality of the bat is challenged before the next batter comes to bat.
- For safety reasons: use of USABat compliant bats in all Boys competitive divisions (Single A, Double AA, Triple AAA, Spring Majors, Fall Minor (3-4), and Fall Majors (5-7)) is mandatory during all games and practices.
 - Refer to Official Williamsport Little League Rule Book and Little League Website for procedures regarding the specification and eligibility of permitted bats.
 - **Rule 1.10:** *The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).*
 - **Little League Website:** *Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches for these divisions of play. Additional information is available at LittleLeague.org/batinfo.*

- *Minor/Major Divisions:*
 - *It shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.*
- *NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.*
- **Exception:** Wood bats used in any division may not exceed 2 $\frac{1}{4}$ inches in diameter.

Coaching Eligibility

- An individual who has a child who plays in PLL and for another baseball team, not affiliated with the PLL, during that season may not be an official manager/coach for that child's PLL team. He/she may however serve as an unofficial third coach.
 - **Note:** that same individual may be considered for placement as an official Manager/Coach of a PLL team of one of his/her other children in another division as long as that child does not play for another outside team.
- An individual may not be an official manager or coach on more than one PLL team.
 - **Exception:** A manager/coach may also manage/coach a Mini Hawks or Lil Hawks team in addition to an intramural team.

Pitching Rules

- Violation of any pitching rule shall result in automatic forfeiture of the regular season game(s) if the infraction is discovered before any playoffs begin.
 - See Plainview Little League (PLL) Pitching Rules Summary Sheet, Page 3.
- During the playoffs, forfeiture shall result if discovered before the following round begins.
- No intentional walks are permitted in Single A, Double AA or Triple AAA.
- Teams in the Majors are permitted one intentional walk per game per team.
- The pitches must be thrown and the ball is live during the intentional walk.
- Any player on a regular season team may pitch subject to the pitching restrictions above.
- A player may not pitch in more than one game in a day regardless of how many pitches are thrown in the first game.
- All restrictions regarding pitching and catching apply to players "called up"
 - Example: a player cannot throw 45 pitches in a game for his/her Triple AAA team and then catch for a Majors team later in the day.
- Mound visits: refer to Official Williamsport Little League Rule Book
 - **Rule 8.06:** *This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.*
(a) A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning,

Pitcher B would be allowed two visits in that inning before being removed on the third visit.

(b) A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed three visits in that game before being removed on the fourth visit, subject to the limits in (a) above.

(c) The manager or coach is prohibited from making a third visit while the same batter is at bat.

(d) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

A.R. 1— At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

A.R. 2— A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

Call-Up Rules (Spring Season Only)

- Teams in all competitive divisions, may "call up" players to prevent the likelihood of a forfeit:
 - Division Directors must notify players that are eligible for call up before the season begins.
 - **Note:** called up players must be chosen from a list created by the Division Director prior to the start of the season.
 - A manager may call up only when he/she expects 7, 8 or 9 players of his/her own at game time.
 - Once a player is called up, he/she must be allowed to play in the game subject to the call-up rules.
 - A maximum of two (2) players may be called up for a game and the Director must be notified.
 - A team may not call up nor, in any way, use the same player more than once during the season without the permission of the Director and no call ups are allowed for any playoff or championship game.
 - Called up players must bat at the end of the lineup.
 - **Exception:** players arriving at a game after it starts must be placed after the drafted player(s)
 - Called up players must play any scheduled or make-up game that day with their regular team from start to completion.
 - No call up player may catch unless their official manager is consulted.
 - No called up player shall pitch.

- No called up player may play more innings than regular team players present at game time.
- Violations of any call up rules will result in a forfeit and the manager may be suspended by the Board of Directors.

Playoff Structure

- One-division leagues: All teams shall participate based on regular season final standings. The structure will be as follows:
 - 10-team division:
 - Round 1:
 - 7 vs. 10, the winner becoming the 7th seed.
 - 8 vs. 9, the winner becoming the 8th seed.
 - Then follow rules for 8-team division below.
 - 9 team division:
 - Round 1:
 - 8 vs. 9. Winner of this game is now the 8th place team.
 - Then follow rules for 8-team division below.
 - 8 team division:
 - Round 1:
 - 8 vs. 1.
 - 7 vs. 2.
 - 6 vs. 3.
 - 5 vs. 4.
 - Round 2:
 - The lowest-seed winner from round two will play the highest-seed winner from round two.
 - The other two winners will also similarly play each other.
 - Championship
 - Two remaining winners play.
 - 7 team division:
 - Round 1
 - 1st place team draws a bye.
 - 7 vs. 2.
 - 6 vs. 3.
 - 5 vs. 4 .
 - Round 2
 - Lowest-seed winner from Rd.1 plays the 1st place team.
 - The other winners similarly play each other.
 - Championship
 - Two remaining winners play.

- 6 team division:
 - Round 1:
 - First and Second place team receive byes
 - 3 vs. 6
 - 4 vs. 5
 - Round 2:
 - 1st place plays the lowest remaining seed.
 - 2nd place plays the higher remaining seed.
 - Championship
 - Two remaining winners play.
- 5 team divisions:
 - Round 1:
 - 5 vs. 4. Winner of game is now 4th place team.
 - Then proceed as in 4-team division.
- 4 team division:
 - Round 1:
 - 4 vs. 1.
 - 3 vs. 2.
 - Championship
 - Two remaining winners play.
- The 3 and 4 team division playoff structure may be modified at the discretion of the Division Director and VP.
- Fall playoffs may be modified at the discretion of the Division Director and VP.
- Every round, the highest seed team will always be the home team with 3rd base dugout.

Minimum Play

- All Divisions: All team members shall follow a continuous batting order (universal batting) and shall play in the field at least every other complete inning.
 - **Players may not sit two (2) consecutive innings.**
 - **A player must play a minimum of four (4) innings during a six-inning game.**
- Spring Single A, Double AA, and Fall Minors (3-4) Divisions: **All players must play a minimum of two (2) innings in the infield.**
 - **Note:** This may include pitcher and/or catcher.
 - **Exception:** In the event that a game cannot be played to four (4) innings or more, then each player must play a minimum of one (1) inning in the infield.
- Spring Triple AAA, Majors and Fall Majors (5-7) Divisions: **All players must play a minimum of one (1) inning in the infield.**
 - **Note:** This may include pitcher and/or catcher.

- **No player may sit the bench more than one inning, unless all other players have been on the bench for an inning.**
- Managers not adhering to the minimum play rules will be referred to the Board of Directors for discipline which may include forfeiture of the game.
- If a player is removed due to injury or sickness while at bat then the next player in the order assumes the "count."
 - If he/she reaches base, the order continues.
 - If not, then the player bats again before the order continues.
- If a player is not present for his at bat, no out shall be called. Rather, the batting order shall continue with the next batter.
 - Managers are encouraged to make the opposing manager and the home plate umpire aware of any players who will be leaving.
 - Any manager deemed to be abusing this rule to gain an advantage by not having a weaker batter come to bat shall be subject to disciplinary action up to, and including, removal.
- Once a half-inning begins, fielding positions may not be changed with the exception of injury or pitching change.
- If a pitcher is replaced during an inning by a player from the bench, the pitcher must take that player's place on the bench. The removed pitcher may not move to another position in the field with that player leaving the game.
 - **Note:** The removed pitcher may sit out the following inning without violating the consecutive inning restriction.
 - The player who replaced the pitcher may not sit out the following inning.
 - The pitcher may stay in the field if he/she is replaced by a player already in the field. In that situation, the pitcher, fielder and other players already in the field may swap positions.

Standings

- All Competitive Divisions: Two points will be awarded for a win and one point for a tie.

Standings Tiebreakers

- **First:** The team with the better record against the other ("head-to-head") will be declared the winner.
 - Best records in games played against each other will separate "three-way" ties.
- **Second:** If still tied, the teams will then compare records against the team with the best record in the division (not including themselves).
 - If still tied, the same process will continue- comparing records against teams-one at a time-with the next best records in the division. "Skip" any comparison if uneven numbers of games were played with the tied teams.

- Ties between teams not in playoff/trophy contention will be broken (only if needed) according to the tiebreaker sequences.
- Do not compare records against the "playoff" tied teams in the second sequence.
- **Third:** If still tied, a coin toss will be the deciding factor.

All Star Game Procedures – Spring Competitive Divisions Only

- Date of game determined by PLL Board.
- Each division shall field two teams. Each Manager shall nominate the same number of players. Each regular season team must have at least one player selected to an All-Star team and final approval of the teams by the Division Director/VP and President is required.
- The All-Star team managers shall be the managers of the teams in 1st and 2nd place at a date to be determined by each division director based upon the date of the All-Star game.
 - The managers of the other teams in the division shall serve as the All-Star team coaches.
 - **Note:** Unless expressly authorized by the division director, no other regular season official or unofficial coach shall coach an All-Star team.
- For divisions with an even number of teams, the players from half of the teams in the division shall form one All-Star team with the remaining players forming the other All-Star team
- For divisions with an odd number of teams, half of the players from each regular team shall form one All-Star team with the remainder of the players forming the other All-Star team.
- All-star teams should be constructed to ensure that both teams have adequate pitching and that, on paper, the teams are equal
- All games are 6 innings except Majors which will be 7 innings.
- For all divisions, pitchers may pitch a maximum of 2 innings or PLL pitch limit whichever comes first.
- A Division Director may reduce the number of All Star Players with the approval of the VP.

Division Rules

T-Ball

- This is a non-competitive instructional division.
- All rules in this section apply for both Spring and Fall Seasons.

Division Overview/Summary

Bases Distance:	40 Feet
Ball Type	Soft Tee Ball
Bat Type	No restrictions
Batting Order:	All players
Outfielders:	As needed
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No

Structure and Division Specific General Rules

- Batting tee will be used for the entire season.
- **No child or adult will pitch** in T-Ball under any circumstances.
- Soft Tee balls will be used.
- A safety base must be used at first base.
- Players fielding the pitcher position must wear a batting helmet.
- Time for each scheduled session should be adequately split between instruction and “game” play.
 - Specifics on how/when to split time will be determined by the division director.

Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Leading is **not** permitted. Runners must remain on base until ball is put into play.
- Bunting is **not** permitted.

Game Play and Minimum Play

- The number of batters per ½ inning are at the manager's discretion.
- Teams are encouraged to play two games simultaneously in order to maximize the players' participation.
- All players must rotate and play equally in "pitching", infield and outfield positions.
- All Players will play in the field each inning.
- Base runners may advance one (1) base at a time on any ball in play.
- The opposing team does NOT leave the field until the final runner has crossed home plate.

Standings/Playoff Structure

- No records/standings are kept.
- No playoffs are played.
- All players will receive Participation trophies.

Boys Clinic

- This is a non-competitive instructional division.
- All rules in this section apply for both Spring and Fall Seasons.

Division Overview/Summary

Bases Distance:	50 Feet
Ball Type	Soft Tee Ball
Bat Type	No Restrictions
Batting Order:	All players
Outfielders:	As needed
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No

Structure and Division Specific General Rules

- Coaches **only** will pitch throughout the season.
 - **Note:** Coaches should strive to pitch from the batter's height. I.e. pitch from their knees or from a seated position on a bucket.
- All players will receive Participation trophies.
- A safety base must be used at first base.
- Players fielding the pitcher position must wear a batting helmet.
- Soft Tee balls to be used.
- Time for each scheduled session should be adequately split between instruction and "game" play.
 - Specifics on how/when to split time will be determined by the division director.

Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Leading is **not** permitted. Runners must remain on base until ball is put into play.
- Bunting is **not** permitted.

Game Play and Minimum Play

- 1st Half of Season: At Director's discretion and depending on team size, teams may bat a maximum of six (6) players per inning provided each team has a similar number of players. The next group of six (6) players would hit in the second inning. Managers need to use discretion and work together.
 - **Note:** If there are enough players, managers may opt to play two separate games simultaneously by splitting the squad and playing one game in an area in the outfield.
- 2nd half of the season, "games" may be played where each half inning will end after three (3) outs or four (4) runs (whichever comes first)
- All players must rotate and play equally in "pitching", infield and outfield positions.
- All players will play in the field each inning.
- Base runners may advance one (1) base at a time on any ball in play hit the infield.
- Base runners may advance two (2) bases from the start of the play if the ball is clearly hit into the outfield.
- Batters will go to first base if the ball is not put in play after five (5) swings or manager's discretion.
- The opposing team does **not** leave the field until the final runner has crossed home plate.
- Infielders may **not** play in more than 5 feet from the closest point on the baseline.
- Outfielders must be least 10 feet from the closest point on the baseline.

Standings/Playoff Structure

- No records/standings are kept.
- No playoffs are played.
- All players will receive participation trophies.

Boys Rookie

- This is a non-competitive instructional division.
- All rules in this section apply for only the Spring Season.

Division Overview/Summary

Pitching Distance:	36 Feet
Bases Distance:	60 Feet
Ball Type	Little League Hard Ball
Bat Type	No Restrictions
Innings pitched:	2 innings/game OR 50 pitches (whichever comes first) 4 innings/week
Batting Order:	All players
Outfielders:	Four (4)
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No
Walk Count:	Start of inning: 4 Balls After 2 walks: 6 balls

Structure and Division Specific General Rules

- A safety base must be used at first base.
- When playing “games” managers will designate an umpire from their own coaching staff to officiate when their team is in the field.
 - Designated Umpires are required to officiate from behind the pitcher.
 - **Note:** strike zones are encouraged to be a bit generous in order to encourage swinging and keep game play moving.
- Time for each scheduled session should be adequately split between instruction and “game” play.
 - Specifics on how/when to split time will be determined by the division director.

Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Leading is **not** permitted. Runners must remain on base until ball is put into play.
- Bunting is **not** permitted.

Game Play and Minimum Play

- All players must rotate and play equally in “pitching”, infield and outfield positions during the coach-pitch portion of the season.
 - **Note:** Minimum play rules detailed in the General Rules section (pages 14-15) will apply once player pitching begins.
- Pitching in games will be at the discretion of the manager.
 - **Note:** all players are encouraged to be provided the opportunity to pitch during practices.
- No player may sit the bench more than one (1) inning, unless all other players have been on the bench for an inning.
- There will be three (3) outs per inning or a maximum number of four (4) runs scored in any given half-inning (except the last official inning) Accordingly, as soon as four (4) runs have been scored in any given inning, the team at bat will move to the field even if there are less than three (3) outs at the time the fourth run is scored.
- Games 1-7 (First 50% of scheduled games) will be **coach pitch** only.
 - Coaches pitch from 36 feet to their own team.
 - **Note:** Coaches should strive to pitch from the batter’s height. I.e. pitch from their knees or from a seated position on a bucket.
 - Coaches should call balls and strikes.
- Games 8-10 (Next 20% of games) – **coach/player pitch** hybrid.
 - Player will start an inning pitching. If they walk three (3) batters (does not have to be consecutive), coach comes in to pitch the rest of the inning.
 - 6-balls to walk batter after two (2) walks in an inning
 - A player removed due to three walks in an inning is allowed re-entry in the subsequent inning
 - When a player starts an inning, and is removed due to three (3) walks, this counts as an inning pitched for the player (regardless of the number of outs he recorded)
 - Players cannot throw more than 50 pitches in a game and cannot throw more than two (2) innings per game.
 - When the coach pitches...
 - The player pitcher will play the pitcher position, behind and slightly to one side of the coach (if a batted ball hits a coach pitcher, the batter is awarded first base and each runner on base can only advance one base)

- 6-ball /3-strike rule applies (it is expected that coaches will be able to throw three (3) strikes or allow a ball to be hit in play, and coach-pitch walks should be extremely rare)
 - If a coach walks a player, a new coach needs to come in to pitch (this should be extremely rare)
 - Once the inning is over (four [4] runs scored, or three [3] outs), kid-pitch resumes the next inning
- Games 11-14 (Last 30% of games) will be **player pitch** only.
 - Single-A rules apply with the exception of pitching distance (36 feet for Rookies), innings pitched requirements (2 innings), and coach umpiring.
- All infielders must start their play just inside the “lip” or edge of the grass in the infield.
 - **Note:** Infielders may not play “in” i.e. advance inward towards the batter from the “lip” until after the ball is put into play.
- All outfielders (4) must be at least 30 feet from the closest point on the baseline.

Standings/Playoff Structure

- No records/standings are kept.
- No playoffs are played.
- All players will receive Participation trophies.

Single A

- This is a competitive division.
- All rules in this section apply for only the Spring Season.

Division Overview/Summary

Pitching Distance:	1 st Half of Season: 40 feet 2 nd Half of Season: 42 feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules Page 10-11)
Innings pitched:	3 innings/game OR 50 pitches (whichever comes first) 6 innings/week (see Pitching Restrictions Summary on Page 3-4)
Batting Order:	All players
Outfielders:	Four (4)
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No
Walk Count:	Start of inning: 4 Balls After 2 walks: 6 balls

Structure and Division Specific General Rules

- Minimum play rules detailed in the General Rules section (pages 14-15) are in effect for this division.
- Standings, Playoffs and All-Star Game procedures are in effect for this division as described in the General Rules section (pages 15-16).
- A safety base must be used at first base.
- No Infield-fly rule.
- No tagging up.
- There shall be a maximum number of four (4) runs scored in any given half-inning.
 - **Note:** As soon as four (4) runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the fourth run is scored.

- **Exception:** The last official inning shall not be subject to a run limit.
 - **Note:** The uncapped run limit inning should be announced by the umpire prior to the start of the inning.
- All infielders must start their play just inside the “lip” or edge of the grass in the infield.
 - **Note:** Infielders may not play “in” i.e. advance inward towards the batter from the “lip” until after the ball is put into play.
- Maximum of four (4) infielders (excluding the pitcher and catcher).
- All outfielders (4) must be at least 30 feet from the closest point on the baseline.
- On a routine out from an infield batted ball on the ground, runners on base may advance only one (1) base from their original bases.
 - Once the runners have advanced one (1) base, the ball is considered dead and no further advancement is allowed.
- On an infield batted ball hit that does not result in a routine out:
 - The batter is allowed to advance one (1) extra base at his/her own risk upon any error or wild throw at any base.
 - If batter makes second, the player may not advance to third on any subsequent error or wild throw.
 - Once the batter has advanced the additional base, the ball is considered dead and no further advancement is allowed.
 - Any runners on base may advance a maximum of two (2) bases from their original base at their own risk.
 - This includes any play where a wild throw or error occurred. There are no additional bases allowed if subsequent errors or wild throws occur (even if the ball stays in fair territory).
 - Once the runners have advanced two (2) bases, the ball is considered dead and no further advancement is allowed.
- On a batted ball that reaches the outfield:
 - The batter and any runners on base may advance as many bases as they can (at their own risk) until the ball is returned to the infield.
 - Once the ball is returned to the infield **and** an infielder is in possession of the ball the batter and any runner may advance to the next available base at their own risk.
 - No additional advancement is allowed even if there is a resulting error or wild throw on the play.
 - **Example:** With a runner on second base the batter hits a ground ball past the shortstop into leftfield. The runner on second is able to reach third before the leftfielder throws it to the shortstop standing on the infield. The runner on third may advance to home at their own risk, while the batter may advance to second at his/her own risk. The shortstop attempts to make a play at home but the throw is errant and the runner scores from third. At this point the play stops and the batter may not advance farther than second base.

- Any batter or runner who advances too far on any play will be returned to the prior base.
- A batter may **not** be thrown out at first base on a ball hit to right field.
- Timeouts may be requested by a fielder during play only if the ball is secured in the infield.

Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Secondary leading is permitted.
 - Runners must remain on the bag until the ball crosses the plate.
 - If the runner leaves the bag too early a warning shall be issued to the team.
 - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
 - If a runner leaves the bag and the ball is not put into play, that runner is at risk and can be thrown out if he does not return to the bag safely.
 - **Note:** The runner may not advance under any circumstances.
- Bunting is **not** permitted.
 - A bunted ball is considered dead.
 - All runners return to their original bases.
 - No ball or strike is charged to the batter.
 - No pitch is counted against the pitcher's total.

Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 3-5) are in effect for this division.
 - Pitcher may pitch a maximum of three (3) innings in a game or 50 pitches, whichever comes first (one pitch constitutes an inning pitched).
- The pitching distance shall be 40 ft. from the front of the rubber to the rear of home plate for the first half of the season.
 - The pitching distance will be changed to 42 feet for the second half of the season.
 - The Division Director will announce when the change will occur.
- After two (2) walks occur in an inning, regardless of any pitching change there will be a 6-ball walk count.
 - **Note:** A hit by pitch is not counted as a walk for the above purposes, yet the batter is awarded first base.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- No intentional walks are permitted.

- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.

Double AA

- This is a competitive division.
- All rules in this section apply for only the Spring Season.

Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules Page 10-11)
Innings pitched:	3 innings/game OR 60 pitches (whichever comes first) 6 innings/week (see Pitching Restrictions Summary on Page 3-4)
Batting Order:	All players
Outfielders:	Four (4)
Stealing:	Yes (see details below)
Bunting:	Yes (see details below)
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No
Walk Count:	Start of inning: 4 Balls After 2 walks: 6 balls

Structure and Division Specific General Rules

- Minimum play rules detailed in the General Rules section (pages 14-15) are in effect for this division.
- Standings, Playoffs and All-Star Game procedures are in effect for this division as described in the General Rules section (pages 15-16).
- A safety base must be used at first base.
- No Infield-fly rule.
- No tagging up.
- All infielders must start their play just inside the “lip” or edge of the grass in the infield.
 - **Note:** Infielders may not play “in” i.e. advance inward towards the batter from the “lip” until after the ball is released by the pitcher.
- Maximum of four (4) infielders (excluding the pitcher and catcher).

- All outfielders (4) must be at least 30 feet from the closest point on the baseline.
- On a routine out from an infield batted ball on the ground, runners on base may advance only one (1) base from their original bases.
 - Once the runners have advanced one base, the ball is considered dead and no further advancement is allowed.
- On an infield batted ball hit that does not result in a routine out:
 - The batter is allowed to advance one (1) extra base at his/her own risk upon any error or wild throw at any base.
 - If batter makes second, the player may not advance to third on any subsequent error or wild throw.
 - Once the batter has advanced the additional base, the ball is considered dead and no further advancement is allowed.
 - Any runners on base may advance a maximum of two (2) bases from their original base at their own risk.
 - This includes any play where a wild throw or error occurred. There are no additional bases allowed if subsequent errors or wild throws occur (even if the ball stays in fair territory).
 - Once the runners have advanced two bases, the ball is considered dead and no further advancement is allowed.
- On a batted ball that reaches the outfield:
 - The batter and any runners on base may advance as many bases as they can (at their own risk) until the ball is returned to the infield.
 - Once the ball is returned to the infield **and** an infielder is in possession of the ball the batter and any runner may advance to the next available base at their own risk.
 - No additional advancement is allowed even if there is a resulting error or wild throw on the play.
 - **Example:** With a runner on second base the batter hits a ground ball past the shortstop into leftfield. The runner on second is able to reach third before the leftfielder throws it to the shortstop standing on the infield. The runner on third may advance to home at their own risk, while the batter may advance to second at his/her own risk. The shortstop attempts to make a play at home but the throw is errant and the runner scores from third. At this point the play stops and the batter may not advance farther than second base.
- Any runner who advances too far on an out will be returned to the prior base.
- A batter may **not** be thrown out at first base on a ball hit to right field.

Stealing/Leading/Bunting

- Stealing is permitted.
 - Maximum of three (3) successful steals per 1/2 inning.
 - A walked batter may **not** steal 2nd base until after the next pitch.
 - Only steals of second and third are permitted.
 - No player may score during any steal situation.
 - Only one base may be stolen during a steal attempt and no player may proceed to the next base on an overthrow by the catcher. The ball is dead.
 - Double steals are **not** permitted
 - Delayed steals are **not** permitted.
 - **Note:** A "delayed" steal is on the return throw from the catcher to the pitcher.
 - On all steal attempts, the runner must not "hesitate" after he breaks for the next base. If he does and is "safe", the umpire shall have the runner return to the original base. If "out", then the runner is out.
 - If any unauthorized steal is successful then ALL runners must be returned. If any such runner is "out", then he/she will be called out and all the other runners must return to their original bases.
- Secondary leading is permitted.
 - Runners must remain on the bag until the ball crosses the plate.
 - If the runner leaves the bag too early a warning shall be issued to the team.
 - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
 - If a runner leaves the bag and does not attempt to steal or there are no steals available when the ball is not batted into play, that runner is at risk and can be thrown out if he does not return to the bag safely.
 - **Note:** The runner may not advance if there is an error or wild throw on the pickoff attempt.
 - Bunting is permitted.
 - **Note:** slash bunting is strictly prohibited as detailed in the General Rules Safety and Equipment section (pages 9-11)

Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 3-5) are in effect for this division.
 - Pitcher may pitch a maximum of three innings in a game or 60 pitches, whichever comes first (one pitch constitutes an inning pitched).
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- After two (2) walks occur in an inning, regardless of any pitching change there will be a 6-ball walk count.

- **Note:** A hit by pitch is not counted as a walk for the above purposes, yet the batter is awarded first base.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- No intentional walks are permitted.
- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.

Triple AAA

- This is a competitive division.
- All rules in this section apply for only the Spring Season.

Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules Page 10-11)
Innings pitched:	6 innings/game OR 65 pitches (whichever comes first) 6 innings/week (see Pitching Restrictions Summary on Page 3-4)
Batting Order:	All players
Outfielders:	Three (3)
Stealing:	Yes (see details below)
Bunting:	Yes (see details below)
Infield Fly rule:	Yes
Safety base:	Not Required
Tagging up:	Yes
Intentional Walks:	No
Walk Count:	4 Balls

Structure and Division Specific General Rules

- Minimum play rules detailed in the General Rules section (pages 14-15) are in effect for this division.
- Standings, Playoffs and All-Star Game procedures are in effect for this division as described in the General Rules section (pages 15-16).
- Infield-fly rule applies.
- Tagging up is permitted
- Maximum of four (4) infielders (excluding the pitcher and catcher).
- All outfielders (3) must be at least 30 feet from the closest point on the baseline.

Stealing/Leading/Bunting

- Stealing is permitted.
 - Unlimited stealing – 2nd and 3rd base only.
 - Stealing of home is **not** permitted.
 - A "walked" batter may **not** steal 2nd base until after the next pitch.
 - Double steals are permitted.
 - Delayed steals are **not** permitted.
 - A "delayed" steal is on the return throw from the catcher to the pitcher.
- Secondary leading is permitted.
 - Runners must remain on the bag until the ball crosses the plate.
 - If the runner leaves the bag too early a warning shall be issued to the team.
 - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is permitted.
 - **Note:** slash bunting is strictly prohibited as detailed in the General Rules Safety and Equipment section (pages 9-11)

Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 3-5) are in effect for this division.
 - Pitcher may pitch a maximum of six (6) innings in a game or 65 pitches, whichever comes first (one pitch constitutes an inning pitched).
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- No intentional walks are permitted.
- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.

Majors Baseball

- This is a competitive division.
- All rules in this section apply for only the Spring Season.

Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules Page 10-11)
Innings pitched:	6 innings/game OR 75 pitches (whichever comes first) 6 innings/week (see Pitching Restrictions Summary on Page 3-4)
Batting Order:	All players
Outfielders:	Three (3)
Stealing:	Yes (see details below)
Bunting:	Yes (see details below)
Infield Fly rule:	Yes
Safety base:	Not Required
Tagging up:	Yes
Intentional Walks:	Yes (see details below)
Walk Count:	4 Balls

Structure and Division Specific General Rules

- Minimum play rules detailed in the General Rules section (pages 14-15) are in effect for this division.
- Permitted bats are subject to Williamsport Rulebook **Rule 1.10** detailed in the General Rules section (pages 10-11).
 - **Note:** Wood bats are additionally restricted to 2¼ inch barrels.
- Standings, Playoffs and All-Star Game procedures are in effect for this division as described in the General Rules section.
- Infield-fly rule applies.
- Tagging up is permitted
- Maximum of four (4) infielders (excluding the pitcher and catcher).
- All outfielders (3) must be at least 30 feet from the closest point on the baseline.

- Optional Catcher Courtesy Runner- with two (2) outs, when catcher is on base, the catcher may have a courtesy runner.
 - The courtesy runner must be the last batted out.
 - If the speed up rule is used, the replaced runner must catch the next inning, otherwise, the game is subject to forfeit.
- Batters will be encouraged to stay in the batter's box for the duration of their at-bat.
- There will be no more than two (2) offensive timeouts per ½ inning.
- Pitcher warm ups- pitchers are allowed five (5) warmup pitches between innings. A new pitcher is allowed eight (8) pitches on initial entry.

Stealing/Leading/Bunting

- Stealing is permitted.
 - Unlimited stealing – 2nd, 3rd, and Home.
 - A "walked" batter may not steal 2nd base until after the next pitch.
 - Double steals, stealing of Home is allowed.
 - Delayed steals are permitted.
 - A "delayed" steal is on the return throw from the catcher to the pitcher.
 - **Exception:** Delayed steals of home are **prohibited**.
- Secondary leading is permitted.
 - Runners must remain on the bag until the ball crosses the plate.
 - If the runner leaves the bag too early a warning shall be issued to the team.
 - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is permitted.
 - **Note:** slash bunting is strictly prohibited as detailed in the General Rules Safety and Equipment section (pages 9-11)

Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 3-5) are in effect for this division.
 - Pitcher may pitch a maximum of six (6) innings in a game or 75 pitches, whichever comes first (one pitch constitutes an inning pitched).
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).

- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.
- Intentional walks are permitted.
 - **Note:** One (1) walk per team per game and the pitches must be thrown.

Fall Minors (3-4)

- This is a competitive division.
- All rules in this section apply for only the Fall Season.

Division Overview/Summary

Pitching Distance:	40 feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules Page 10-11)
Innings pitched:	3 innings/game OR 50 pitches (whichever comes first) 6 innings/week (see Pitching Restrictions Summary on Page 3-4)
Batting Order:	All players
Outfielders:	Four (4)
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No
Walk Count:	Start of inning: 4 Balls After 2 walks: 6 balls

Structure and Division Specific General Rules

- NO FORFEITS – Teams may share/borrow players as necessary.
- Minimum play rules detailed in the General Rules section (pages 14-15) are in effect for this division.
- Standings and Playoffs procedures are in effect for this division as described in the General Rules section (pages 15-16).
 - **Note:** There is no All-Star game for this division.
- A safety base must be used at first base.
- No Infield-fly rule.
- No tagging up.
- There shall be a maximum number of four (4) runs scored in any given half-inning.

- **Note:** As soon as four (4) runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the fourth run is scored.
- **Exception:** The last official inning shall not be subject to a run limit.
 - **Note:** The uncapped run limit inning should be announced by the umpire prior to the start of the inning.
- All infielders must start their play just inside the “lip” or edge of the grass in the infield.
 - **Note:** Infielders may not play “in” i.e. advance inward towards the batter from the “lip” until after the ball is put into play.
- Maximum of four (4) infielders (excluding the pitcher and catcher).
- All outfielders (4) must be at least 30 feet from the closest point on the baseline.
- On a routine out from an infield batted ball on the ground, runners on base may advance only one (1) base from their original bases.
 - Once the runners have advanced one (1) base, the ball is considered dead and no further advancement is allowed.
- On an infield batted ball hit that does not result in a routine out:
 - The batter is allowed to advance one (1) extra base at his/her own risk upon any error or wild throw at any base.
 - If batter makes second, the player may not advance to third on any subsequent error or wild throw.
 - Once the batter has advanced the additional base, the ball is considered dead and no further advancement is allowed.
 - Any runners on base may advance a maximum of two (2) bases from their original base at their own risk.
 - This includes any play where a wild throw or error occurred. There are no additional bases allowed if subsequent errors or wild throws occur (even if the ball stays in fair territory).
 - Once the runners have advanced two (2) bases, the ball is considered dead and no further advancement is allowed.
- On a batted ball that reaches the outfield:
 - The batter and any runners on base may advance as many bases as they can (at their own risk) until the ball is returned to the infield.
 - Once the ball is returned to the infield **and** an infielder is in possession of the ball the batter and any runner may advance to the next available base at their own risk.
 - No additional advancement is allowed even if there is a resulting error or wild throw on the play.
 - **Example:** With a runner on second base the batter hits a ground ball past the shortstop into leftfield. The runner on second is able to reach third before the leftfielder throws it to the shortstop standing on the infield. The runner on third may advance to home at their own risk, while the batter may advance to second

at his/her own risk. The shortstop attempts to make a play at home but the throw is errant and the runner scores from third. At this point the play stops and the batter may not advance farther than second base.

- Any batter or runner who advances too far on any play will be returned to the prior base.
- A batter may **not** be thrown out at first base on a ball hit to right field.
- Timeouts may be requested by a fielder during play only if the ball is secured in the infield.

Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Secondary leading is permitted.
 - Runners must remain on the bag until the ball crosses the plate.
 - If the runner leaves the bag too early a warning shall be issued to the team.
 - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
 - If a runner leaves the bag and the ball is not put into play, that runner is at risk and can be thrown out if he does not return to the bag safely.
 - **Note:** The runner may not advance under any circumstances.
- Bunting is **not** permitted.
 - A bunted ball is considered dead.
 - All runners return to their original bases.
 - No ball or strike is charged to the batter.
 - No pitch is counted against the pitcher's total.

Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 3-5) are in effect for this division.
 - Pitcher may pitch a maximum of three innings in a game or 50 pitches, whichever comes first (one pitch constitutes an inning pitched).
- The pitching distance shall be 40 ft. from the front of the rubber to the rear of home plate.
- After two (2) walks occur in an inning, regardless of any pitching change there will be a 6-ball walk count.
 - **Note:** A hit by pitch is not counted as a walk for the above purposes, yet the batter is awarded first base.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- No intentional walks are permitted.

- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.

Fall Majors (5-7)

- This is a competitive division.
- All rules in this section apply for only the Fall Season.

Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules Page 10-11)
Innings pitched:	3 innings/game OR 75 pitches (whichever comes first) 6 innings/week (see Pitching Restrictions Summary on Page 3-4)
Batting Order:	All players
Outfielders:	Three (3)
Stealing:	Yes (see details below)
Bunting:	Yes (see details below)
Infield Fly rule:	Yes
Safety base:	Not Required
Tagging up:	Yes
Intentional Walks:	Yes (see details below)
Walk Count:	4 Balls

Structure and Division Specific General Rules

- NO FORFEITS – Teams may share/borrow players as necessary.
- Minimum play rules detailed in the General Rules section (pages 14-15) are in effect for this division.
- Permitted bats are subject to Williamsport Rulebook **Rule 1.10** detailed in the General Rules section (pages 10-11).
 - **Note:** Wood bats are additionally restricted to 2¼ inch barrels.
- Standings and Playoffs procedures are in effect for this division as described in the General Rules section (pages 15-16).
 - **Note:** There is no All-Star game for this division.
- Infield-fly rule applies.
- Tagging up is permitted
- Maximum of four (4) infielders (excluding the pitcher and catcher).

- All outfielders (3) must be at least 30 feet from the closest point on the baseline.
- Optional Catcher Courtesy Runner- with two (2) outs, when catcher is on base, the catcher may have a courtesy runner.
 - The courtesy runner must be the last batted out.
 - If the speed up rule is used, the replaced runner must catch the next inning, otherwise, the game is subject to forfeit.
- Batters will be encouraged to stay in the batter's box for the duration of their at-bat.
- There will be no more than two (2) offensive timeouts per ½ inning.
- Pitcher warm ups- pitchers are allowed five (5) warmup pitches between innings. A new pitcher is allowed eight (8) pitches on initial entry.

Stealing/Leading/Bunting

- Stealing is permitted.
 - Unlimited stealing – 2nd, 3rd, and Home.
 - A "walked" batter may not steal 2nd base until after the next pitch.
 - Double steals, stealing of Home is allowed.
 - Delayed steals are permitted.
 - A "delayed" steal is on the return throw from the catcher to the pitcher.
 - **Exception:** Delayed steals of home are **prohibited**.
- Secondary leading is permitted.
 - Runners must remain on the bag until the ball crosses the plate.
 - If the runner leaves the bag too early a warning shall be issued to the team.
 - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is permitted.
 - **Note:** slash bunting is strictly prohibited as detailed in the General Rules Safety and Equipment section (pages 9-11).

Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 3-5) are in effect for this division.
 - Pitcher may pitch a maximum of three (3) innings in a game or 75 pitches, whichever comes first (one pitch constitutes an inning pitched).
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).

- A pitcher must be removed from the game as a pitcher after hitting a third batter during the game.
- Intentional walks are permitted.
 - **Note:** One (1) walk per team per game and the pitches must be thrown.

Ground Rules

Phipps Lane

- Left side of field: Line shall be drawn from end of backstop fence to end of fence in foul territory.
- Right side of field: Line shall be drawn from end of backstop fence to telephone pole in foul territory.
- Misc: Any ball going onto the basketball court shall be considered dead:
 - The batter shall be awarded a "ground rule double"
 - Baserunners shall advance two bases from the start of the play.
- Any ball going into outfield shrubbery shall be considered in play.

Hollywood

- Left side of field: Line shall be drawn from end of backstop fence to base of tree closet to the foul line. Draw a line from the base of the tree straight out. The trees overhang into both fair and foul territory on the left field side. A ball touching any part of the trees shall be declared dead. If a ball is foul, it shall count as a strike. If the ball is fair it shall be considered no pitch (a do over). A ball cannot be caught after striking a tree.
- Right side of field: Line shall be drawn from end of backstop fence to telephone pole in foul territory.

Sally Lane

- Everything inside the fences is in play.

Pool Field (LL)

- Everything inside the fences is in play.
- The ball can leave the playing field through a gate in center field. The gate is not movable. The sides are open and a ball can get out. Any ball going out either the right or left opening shall be considered dead. The umpire shall award the batter the base he/she is going to plus another base, depending on said batter's position when the ball becomes dead. Runners shall advance the same number of bases as the batter.
- No sunflower seeds permitted in the dugouts.

Lincoln

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

Fern Place

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

Stratford Rd (SB)

- Left side of field: Line shall be drawn from end of backstop fence straight out.
- Right side of field: Line shall be drawn from end of backstop fence straight out.

Stratford Rd (BB)

- Left side of field: Line shall be drawn from end of backstop fence to far end of shed. Line from bleachers shall extend straight out.
- Right side of field: Line shall be drawn from end of backstop fence to left side of gate located approximately 30 feet from home plate (gate opening is in dead area).

Old Bethpage (Front)

- All spectators must sit on the 3rd base side or behind the fence on the 1st base side.

Old Bethpage (Back)

- All spectators must sit on the 3rd base side.

Haypath Rd

- No sunflower seeds permitted in the dugouts.

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