

Tee Ball Division

Objective: The Tee Ball Division is intended to be FUN, for the learning and development of its players and parents. It is the beginning of learning the basic fundamentals, but most importantly to capture the player to have fun playing and want to play the next year. Managers, Coaches and parents need to understand this. Managers and coaches are to work together educating players about the game but first and foremost for the kids to run around and have fun. Obviously no score is kept.

Batting

- Entire roster that is present will bat in the order.
- One coach should be at home plate and help players when they come to bat
- Offensive coaches should be at first base and third base at a minimum (use cleared parents to help)
- One coach or cleared parent should remain in dug-out at all times and help line up players in batting order (sit on bench in order)
- All helmets should be on while teams are at bat
- All Bats should be lined up away from players and out of their hands. If bats are in players hands they are required to drag the bat on the ground until they reach the batting tee where a coach is located.
- There is never an “on-deck batter” with a bat in hand. This is against Little League Rules through Majors; Player will get bat when it is his/her turn to hit.
- Runners Advance one base at a time. Except for the last batter or a hard batted ball to the outfield.
- No stealing or leading. Please stress base running and proper technique so the players can learn the basics for the future.
- NO PITCHING – THE LEAGUE, MANAGERS, COACHES ARE NOT COVERED BY INSURANCE IF THERE IS PITCHING AND WE COULD LOSE OUR CHARTER.
- Batting Tees must be used as well as the provided mat. Players must be taught to learn how to line up their feet and get into an athletic batting

stance by themselves eventually. Coaches must help teach the player how to line up their feet. Soon the child will be able to do it themselves.

- Although stepping and swinging is not needed for timing, players should learn to step and swing at the Tee. They will need to do so in Rookie Ball at the next level and for the rest of their career.
- All players on roster will bat each inning
- Batting order can change each inning (think of using jersey numbers, lowest to highest, reverse, odds, evens, etc. Change is good and evening things out and reversing order is better).
- The last batter of each inning runs out a “Home Run” no matter where the ball is hit. Last batter must be announced to the defense. All players on base at the time must also run to home plate. Defense should attempt to make an out. Defense remains on the field attempting to make an out; Defense should not return to their dugout until all base runners have crossed home plate.

Fielding

- Coaches are on the field during play.
- Defense should always attempt to make a play and NOT always to first base. Play
- An inning ends when all players have batted.
- Time Limit no more than 1 Hr 20 minutes. The LIMIT is NOT playing 2 innings. If Managers and Coaches are capable, based upon the correct number of players per team, several innings should be played.
- At the end of each game, Teams should, if possible, (based upon all players and coaches mental status), play a relay race. Teams have lines at Home Plate and Second Base. One team starts the relay at home plate and one at second base. The players run with a ball from the starting point (i.e Home Plate) through four bases (i.e. back to Home Plate) and hands a ball to their teammate who then runs four bases and hands it to the next teammate. When a player has completed their turn they run toward the pitcher’s mound and sit down with their team and cheer. This continues until all players have run four bases. If a team is short, select one player to run twice.
- Teams line up and shake hands at the end of each game.

Rookie Division

Objective: The Rookie Division is intended to be FUN and for the learning and development of its players, coaches and parents. It is a continuation of learning the basic fundamentals, but most importantly to make the player have fun and want to return the next season. Managers, Coaches and parents need to understand this. Managers and coaches are to work together educating players about the game and situations. No score is kept and players are to be protected but unless a safety issue must play all positions. No player should play more than two consecutive innings in the outfield or in one position other than first base. Coaches and Managers should randomly ask defensive players specifically where the play is going if the ball comes to them prior to each pitch and provide guidance; get players ready to be successful.

Batting

- Entire roster that is present will bat in the order.
- There is never an “on-deck batter” with a bat in hand. This is against Little League Rules through Majors; Player will get bat when it is his/her turn to hit. Players should never have a bat in their hands unless they are dragging it to the batter’s box. There should never be practice swings.
- Three outs and then clear the bases but continue to bat the entire roster for the inning. After the entire roster bats, the teams will change from offense to defense.
- All teams will play with a “10-5-3” rule.
 - 10 = after 10 batters, the ½ inning is over (if team doesn’t have 10 players, bat through the lineup)
 - 5 = 5 runs are scored by batting team
 - 3 = 3 outs are recorded by the fielding team
- This Rule is play for ALL ROOKIE TEAMS
- If a player is hurt during a game and the player cannot bat, the spot will be skipped and no out will be recorded.
- NO stealing or leading
- NO batting tees! NO Bunting
- Play must be moved along to keep players and parents interested
- See *Mandatory Pitching Requirements, Pitch counts, soft toss*

Fielding

- It is intended that every child gets to play the infield- Work it out with the opposing Manager on who and when to place a player if there are potential safety issues.
- Players should play no more than 2 consecutive innings in the outfield
- Each player must play at least one inning in the outfield
- No child should sit any more innings than any other child unless hurt or they have a good reason to request it.
- Only 9 players may play the field – there is no 4th outfielder

Play

- Free Substitution
- All players must play half a game at a minimum.
- A player cannot sit for 2 consecutive innings.
- No score is kept or recorded
- Speed Up Rule – if the next inning’s catcher (if there is one) is on the base paths when two outs are recorded, the catcher must be removed from the base paths and be replaced with the last batted out.
- Play is dead when the pitcher (kid position) is in control of the ball at or near the mound. For purposes of this rule, runners who are already half way to the next base (before the pitcher has the ball at or near the mound) may continue to advance at their own risk. If not half way, they may retreat to the last occupied base without risk. If a runner advances and is not more than halfway to the next base, the play will be ruled “dead” and the runners will be required to return to the last occupied base. (The runner may not continue running past the base to which he is advancing when the pitcher has the ball at or near the mound.) If the pitcher throws the ball in an attempt to get the runner who is advancing to a base, the ball is back in play and all runners may advance at their own risk ONE base.

Pitching

- NO kid pitching
- COACHES PITCH FROM A KNEE OR USE THE MECHANICAL PITCHING MACHINE – MANDATORY- IF A COACH CANNOT OR IS NOT CAPABLE TO PITCH FROM A KNEE AND A PITCHING MACHINE IS NOT AVAILABLE, THEN THE OPPOSING TEAM COACHES SHOULD BE ASKED TO PITCH. IT IS IMPERATIVE THAT ALL COACHES ALWAYS PITCH FROM A KNEE. IF A

COACH IS NOT ATHLETIC ENOUGH OR CAPABLE ENOUGH TO PITCH FROM A KNEE FIND A TEAM PARENT, AND GET THEM CLEARED.

- ALL PITCHERS MUST HAVE A BASEBALL MITT ON FOR SAFETY.
- COACH PITCHERS MUST THROW THE PITCH “ON A LINE” OR “LIKE A DART” AND NOT LOB THE BALL LIKE A RAINBOW. THE CHILD WILL EVENTUALLY TIME THE PITCH AND HIT IT EVEN THOUGH IT MAY BE A HARDER THROWN BALL. NO CHILD CAN HIT A “SLOW PITCH SOFTBALL THROW” AND WILL LEARN POOR HABITS OF UPPER CUTTING VS A LEVEL SWING.
- PITCH COUNTS-
- A coach can ONLY throw 7 pitches MAXIMUM to each player. After pitches the batter will get 3 Soft-Toss pitches. After that, the batter retires and goes back to the bench as an out.
- Players MUST learn how many opportunities (pitches) they will have – teach them
- Coaches MUST stick to this number count to keep the game moving (the boys will adjust)
- Coaches MUST use their HEADS to encourage players that constantly struggle (provide additional opportunities periodically but keep the game moving)
- Coaches MUST use their HEADS to call a ball “Fair” when near foul, if a player is significantly struggling and move play along.
- COACHES Pitch approximately 30 to 46 feet from home plate or farther depending upon the player and capability. Challenge and encourage your players positively. Do not throw like slow pitch softball.

Minor League Division

Objective: This league is the last step before the Majors and it is intended for the Managers and Coaches to make this the best learning and fun experience a child might have. All kids are to pitch in this division. All Little League Rules will apply except as noted below:

Batting

- Entire roster that is present will bat in the order
- There is never an “on-deck batter” with a bat in hand. This is against Little League Rules through Majors; Player will get bat when it is his/her turn to hit.
- The sides should retire with 3 outs, 5 runs, or 10 batters, whatever comes first. No more than 5 runs can be scored in a ½ inning.
- Fake bunt and hit is not allowed. Any attempt to fake bunt and hit will result in the batter out and the ball being declared dead.
- There are walks/base on balls but coaches should encourage kids to swing and not hope for a walk.
- If a player is hurt during a game and the player cannot bat, the spot will be skipped and no out will be recorded.
- Batting orders should Change
- Hybrid batting – for the first 5 weeks, bottom three players will be eligible for Coach Pitch only. This is at the discretion of the coach.
- Hit by Pitch – If a batter is hit by pitch while facing COACH PITCH, the batter should remain in the batter's box and continue to hit. Walks are not allowed when the coach is pitching.

Fielding

- It is intended that every child get to play the infield- Work it out with the opposing Manager on who and when to place a player if there are potential safety issues.
- Players should play no more than 2 consecutive innings in the outfield
- Each player must play at least one inning in the outfield by the end of the fifth inning
- No child should sit any more innings than any other child unless hurt or they have a good reason to request it.
- Free substitution
- Players can only steal 3rd base.

- No stolen base on a second over throw on the same play.
- No infield fly rule
- No dropped third strike rule
- If you are going to be short players contact the player agent for replacement players and notify the opposing team manager for pre approval. If a team shows up and are short players, that team can borrow a player from the other team. A borrowed player(s) cannot pitch. Replacement players should be of similar or of lesser skills than players being replaced. Games cannot be requested to be rescheduled.
- Games can start with 8 players. Teams should use two outfielders in this case.
- Ten run rule is in effect after 4 innings (3 ½ if home team leads) are completed.
- Speed up rule for catcher is in effect (the next innings' catcher). It must be two outs and the runner will be the last batted out. If a new pitcher is entering the next half inning and on base, speed up rule also applies.
- Every player plays a minimum of two innings. A player cannot sit for 2 consecutive innings.
- All scheduled home teams occupy the 1st base dugout, and Visitors occupy the 3rd base dugout.
- Unlimited steals of 3rd Base. No stealing of home.
- Score is kept in Minor, as well as standings. Wins are only rewarded if done the correct way by playing all players in different positions and using pitchers. If a team does not move any players around during a regular season game it should be reported to the VP Baseball and Player Agent.
- Games may end in a tie
- A coach is permitted in the field, but must remain in the outfield grass

Pitching

- Any rostered player is eligible to pitch. All kids are to get a chance to pitch in this division.
- Hybrid Pitching – Players will pitch in innings 1,2, and 4,5. Coaches will pitch innings 3 and 6. As the season progresses, we would hope that players are pitching the entire game. Pitch counts are still used and recorded for all players. When replacing a pitcher during the regular season, a coach will finish out the inning to keep the game moving. For playoffs, when replacing a pitcher in a kid pitch inning, a player should be used to continue pitching. Coaches should not finish innings in playoffs.
- * Player Pitcher will have a max of 4 walks per innings; after 4 walks, pitcher will continue to pitch until 4 balls which at that time, the coach will come in and complete the at bat. Batters must put the ball in play or strike out. No walks or HBP are allowed.

- **Once a player hits his pitch limit in an inning, a coach will finish pitching the inning.
- *** The Defensive Coach will complete the inning when pitch limits are hit and/or the player hits his walk limits.
- In the event a player is struggling to reach or cannot throw strikes, after 20 pitches, the defensive coach may elect to finish the inning. Both managers must discuss and agree prior to a coach taking over. This pitching outing will be logged as this players league required minimum. *This does not limit the player from pitching at a later time.*
- Little League Pitching Rules apply in addition to RLL Specific Pitching Rules outlined below.
- Pitch Counts must be agreed to by both Managers every half inning and reported to the Umpire. Umpire will make the final decision if the Managers cannot come to an agreement. All arguments with the umpire's decisions on pitch counts will be reported to the VP Baseball.
- Pitch counts – total pitch counts per player must be reported through the RLL Management System Website under Managers Tab, Enter Pitch Counts.
- Although travel pitch counts are not required to be recorded for Little League, Managers should use their HEADS and follow Little League pitching rules for the 9 and 10 year old boys they are coaching
- There are no intentional walks.
- Pitch Count per Day for 7/8 year olds is 50 total pitches
 - Pitch Limits until first Saturday in May: (See RLL Pitching Rules below)
- Pitch Count per Day for 9/10 year olds is 75 total Pitches
- Pitch Count per Day for 11/12 year olds is 85 total Pitches
 - Pitch Limits until first Saturday in May: (See RLL Pitching Rules below)
 - 1-20 Pitches = 0 Days Rest
 - 21-35 Pitches = 1 Days Rest
 - 36-50 Pitches = 2 Days Rest
 - 51-65 Pitches = 3 Days Rest
 - 66+ Pitches = 4 Days Rest
- Pitch counts must be recorded on the RLL Management Website as soon as possible but prior to your next game. If not the subsequent game(s) won may be vacated. Managers and coaches can be designated to enter scores and pitch counts into the RLL Management Website.

Major League Division

Objective: This league is Majors and it is intended for the Managers and Coaches to make this the best learning and fun experience a child might have. It is intended to maintain the love of baseball for the players and encourage them to continue to play. Children grow at different paces and it all changes as they progress. A coach's job is to keep a child enthusiastic and around the game of baseball so they continue to play the next year. All kids are to pitch in this division. ALL Little League MAJOR RULES ARE IN EFFECT as defined by the Little League Rule Book but MUST also comply with RLL Specific Pitching Rules. Any negligent disregard for RLL or Little League Rules will result in suspension of the Manager (or if Manager is not present the lead Coach) for a minimum of One Game.

Batting

- Entire roster that is present will bat in the order
- There is never an "on-deck batter" with bat in hand. This is against Little League Rules through Majors; Player will get bat when it is his/her turn to hit.
- Fake bunt and hit is not allowed. Any attempt to fake bunt and hit will result in the batter out and the ball being declared dead.
- Batting orders should change periodically by game.
- If a player is hurt during a game and the player cannot bat, the spot will be skipped and no out will be recorded.
- Fielding
- It is intended that every child get to play the infield- Work it out with the opposing Manager on who and when to place a player if there are potential safety issues.
- Players should play no more than 2 consecutive innings in the outfield
- Each player must play at least one inning in the outfield by the end of the fifth inning
- No child should sit any more innings than any other child unless hurt or they have a good reason to request it.

Play

- Free substitution

- Infield fly is in effect
- If you are going to be short players contact the player agent for replacement players and notify the opposing team manager for pre-approval. If a team shows up and are short players, that team can borrow a player from the other team. A borrowed player(s) cannot pitch. Replacement players should be of similar or of lesser skills than players being replaced. Games cannot be requested to be rescheduled. Be sure to follow the Little League Green Book Rules for Official Games.
- 10 run rule is in effect after 4 innings (3 ½ if home team leads) are completed.
- There is no dropped third strike.
- Speed up rule for catcher is in effect (the next innings' catcher). It must be two outs and the runner will be the last batted out. If a new pitcher is entering the next half inning and on base, speed up rule also applies.
- Every player plays a minimum of two innings. A player cannot sit for 2 consecutive innings.
- All scheduled home teams occupy the 1st base dugout, and Visitors occupy the 3rd base dugout.
- Pitch counts must be recorded on the RLL website as soon as possible (within 24 hours) but prior to your next game. If not, the subsequent game(s) won will likely be vacated. Managers and coaches can be designated to enter scores and pitch counts.
- Unlimited Steals including home.

Pitching

- Any rostered player is eligible to pitch. All kids are to get a chance to pitch in this division.
- *Little League Pitching Rules apply in addition to RLL Specific Pitching Rules outlined below*
- Pitch Counts must be agreed to by both Managers every half inning and reported to the Umpire. Umpire will make the final decision if the Managers cannot come to an agreement. All arguments with umpire's decisions on pitch counts will be reported to the VP Baseball and board.
- Pitch counts – total pitch counts per player must be reported through Blue Sombrero immediately after the game (within 24 hours) and prior to the next game.
- Although travel pitch counts are not required to be recorded for Little League, Managers should use their HEADS and follow Little League pitching rules for the 11 and 12 year old boys they are coaching

RLL Specific Pitching Rules

- All Little League International Pitching Rules are in effect
- All Children in Majors and Minors will pitch a minimum of one complete inning unless a specific exclusion is requested by parents; this should only be a Safety consideration. This parent request must be sent directly to the Player Agent from the parent.
- No Child can throw more than 40 pitches in a game until after the First Saturday in May.
- PRIOR to the First Saturday in May, the pitcher can complete pitching to that batter if at agreed pitch 39 or fewer but MUST record ALL pitches thrown (even if declared the final batter the pitcher is pitching to). (For example, if at Pitch 39, and the Manager declares the last batter, the pitcher proceeds to throw 8 more pitches in the agreed total, the official and submitted pitch count will be 47 pitches NOT 39.
- PRIOR to First Saturday in May, if a pitcher has an agreed total of 35 or less pitches and the manager declares the final batter prior to 36 pitches, the pitcher can complete pitching to that batter but if goes over pitch 35 MUST record ALL pitches (even if declared the final batter the pitcher is pitching to). (For example, if at Pitch 33, and the Manager declares the last batter, the pitcher proceeds to throw 8 more pitches in the agreed total, the official and submitted pitch count will be 41 pitches NOT 35).
- **After the FIRST SATURDAY IN MAY (5/2/2026), only Little League International Pitching Rules will apply**
- Pitch Count per Day for 7/8 year olds is 50 total pitches
 - Pitch Limits until first Saturday in May: (See RLL Pitching Rules below)
- Pitch Count per Day for 9/10 year olds is 75 total Pitches
- Pitch Count per Day for 11/12 year olds is 85 total Pitches
 - Pitch Limits until first Saturday in May:
 - 1-20 Pitches = 0 Days Rest
 - 21-35 Pitches = 1 Days Rest
 - 36-50 Pitches = 2 Days Rest
 - 51-65 Pitches = 3 Days Rest
 - 66+ Pitches = 4 Days Rest
- Pitch counts must be recorded on the RLL Management Website as soon as possible but prior to your next game. If not the subsequent

- Pitch counts must be recorded on the RLL Management Website as soon as possible but prior to your next game. If not the subsequent game(s) won may be vacated. Managers and coaches can be designated to enter scores and pitch counts into the RLL Management Website.

Park Rules

Tantum Park Field 1 & 3

- 6:00 pm game with 8:00 pm game following
- Start the game on time
- 7:45 pm – No New Inning
- 7:50 pm – DROP DEAD (Except for specific Interleague Games, Documented Playoffs or no 8 pm game)
- 6:00 pm game with NO 8:00 pm game following – Drop Dead is 8:00 pm
- 8:00 pm
- 9:45 pm – No New Inning
- 10:00 pm – DROP DEAD
- 6:00 pm games MUST always start on time. No Matter when it started, 6:00 pm games DROP DEAD at 7:50 pm (Except for specific Interleague Games or Documented playoffs or there is no 8 pm game). If the inning is not completed the score reverts back to the prior inning to decide the winner. If there is no 8 pm the game drops dead at 2 hours still with no new inning at 1:45 hours into the game. There is no new inning started for the 6:00 pm games after 7:45 pm. If you play the 8pm game, the drop dead time is 10:00 pm so you can play for the full 2 hours. Lights off at 10:00 pm sharp! If at 10:00 pm (drop dead time) the inning has not finished you will revert to the last completed inning of the home team. If there is no 8:00 pm Game play can proceed until 8:00 pm or the complete 2 hours if delay was caused by umpires.
 - Special Note: If an 8pm game is scheduled and can not start by 8:20pm, the game will be rescheduled. This applies to the Playoffs only.

Tantum Park Field 2 & 4

- 6:00 pm games should always start on time. No Matter when started, 6:00 pm games should end when unsafe due to darkness. If the inning is not completed the score reverts back to the prior inning to decide the winner.
- There is no new inning started for the 6:00 pm games after 7:45 pm.
- Sharon Fields
- 6:00 pm games should always start on time. No Matter when started, 6:00 pm games should end when unsafe due to darkness. If the inning is not completed the score reverts back to the prior inning to decide the winner.
- There is no new inning started for the 6:00 pm games after 7:45 pm.

Guest / Substitute Player Guidelines

ALL LLI BASEBALL RULES MUST BE ALWAYS BE FOLLOWED- ALWAYS Little League International Requires Nine Players for a regulation game. This is mandatory for Majors and AAA and anyone trying out for a District All Star Team – 9/10, 11, 11/12. This is a LLI Rule and is in the LL Baseball Rule Book and will be followed at all times. Guest/Substitute Players are allowed. However there are specific LLI and RLL Rules and Guidelines that must be followed:

- Players can play ONE “doubleheader” per week (for example a player can play in the 6:00 pm and 8:00 pm Majors Games)
- Players must be replacement players “In Kind” based upon skill. Do NOT replace a less skilled player with a District All Star or equivalent. Replacement players can be of lesser skill. Games must be played and not cancelled especially just because your best players cannot attend. Work it out with the other managers but play the game. If desperate, and only significantly more talented replacement players are available have them bat opposite to normal or they must bunt each at bat- boys do have fun batting opposite but this is only as a last resort.
- Players CANNOT pitch at all for the guest team.
- Players can ONLY catch a maximum of 2 Innings for the guest team. The reason is if they catch more than a certain number of innings for the

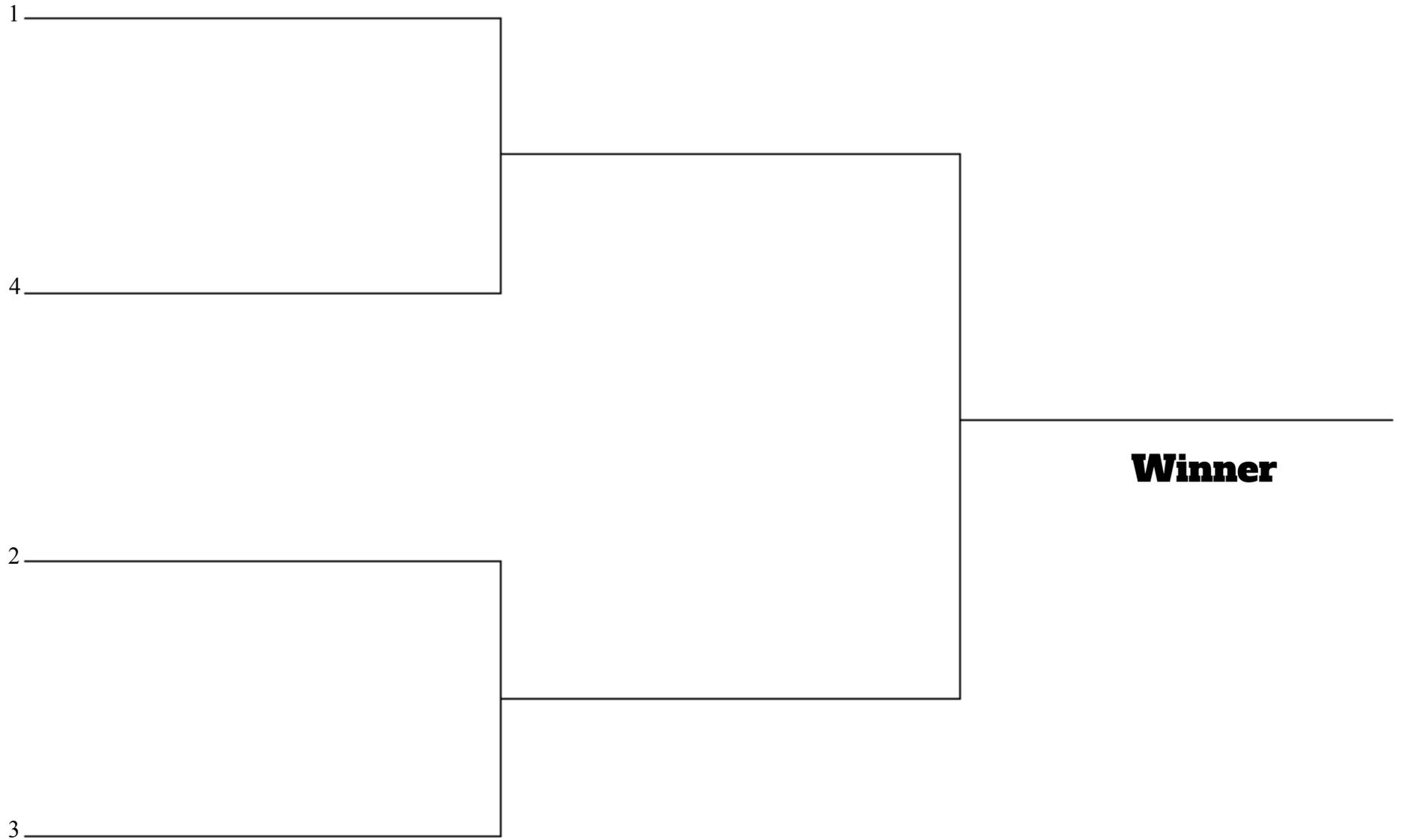
guest team per LLI Rules they cannot pitch that day for their original team.

- Players should NOT be moved in front of Guest Team Players unless due to safety concerns
- Players should be placed at the end of the Batting Order
- Managers MUST notify opposing RLL Managers (does not apply to interleague games) and obtain concurrence for use of a Guest Player. Notification must copy Player Agent and VP Baseball or President. Opposing Manager CANNOT disapprove or negotiate use of a Guest Player(s) as long as it is reasonable. Managers must use their heads and be reasonable as the goal is to ensure a REGULATION GAME can occur and count for BOTH TEAMS. Winning is not the goal. We need to be positive role models for the boys. Parents must understand the need to play all games and make them Regulation Games so boys can be considered Eligible Players at the end of the season so they can try out for post season District Teams. League Player Agent will be made aware of all requests.
- Guest players can play any position but pitcher, that said your rostered players should take priority. Prime positions are to be rotated, they should not be consistently played by subs.

Playoffs Breakdown

- Major and Minors will be only divisions to play in the playoffs.
- All regular season rules apply.
- 4 Team Bracket (Single Elimination)
 - GM 1 - #1 Seed vs #4 Seed
 - GM 2 - #2 Seed vs #3 Seed
 - Winners advance to championship
 - Higher seed will be the home team
- 5 Team Bracket (Single Elimination)
 - #1 Seed will receive a First Round Bye
 - GM 1 - #4 Seed vs #5 Seed
 - GM 2 - #2 Seed vs #3 Seed
 - GM3 – GM1 winner will play the #1 Seed
 - GM 2 and GM 3 Winners advance to the championship
 - Higher Seed will be the Home team

4 Team Single Elimination



5 Team Single Elimination

