



Little League Charter 346-05-03 American  
Little League Charter 346-05-14 National  
Little League Charter 194-71-3 Softball

## **MECHANICSVILLE LITTLE LEAGUE DIVISION PLAYING RULES**

### **ALL GENERAL RULES APPLY**

It is the policy of Little League to play all players on a regular basis. Every effort should be made to play each player in each game. The following rules will be followed to maintain this policy.

**“T-Ball (4-5 year old Boys) (4 Year Old Girls)  
“NO SCOREBOARD IN OPERATION”**

**Note: All players are required by Little League International to play at least one (1) year in T-Ball.**

The T-Ball division is designed to introduce new players into the sport of baseball. The main focus of this division is to teach players the important skills of baseball, Fielding, Throwing, and hitting in a non-competitive environment.

1. All teams will have a maximum seven (7) players per team. Note: Registration numbers could cause this number to shift slightly.
2. Only infield positions will be played during games.
3. Time limit will be one (1) hour for practices and games.
4. Offensive Play:
  - a. All Players Present will be in the batting order at all times.
  - b. The players position in the batting order will not change during a game:
    - i. Players 1 thru 7 will bat each inning in that order.
    - ii. Lineups will change every game, giving players the chance to bat in every batting position.
  - c. There is no taking of practice swings. Players **MUST** not pick up a bat while in the dugout until they are headed to the batter's box.
  - d. A 15' area from the plate extending into fair territory will be drawn. A player must hit the ball to the line or beyond for the ball to be considered a fair ball. Balls hit that do not reach the line will be called a foul ball. There will be no limit on the number of foul balls.
  - e. After the third (3<sup>rd</sup>) out, the offensive team must clear all base runners. Offensive continues to bat until the end of the batting order.
  - f. Last batter of the inning, play will continue (base running) until an out is made or the ball is controlled by the infield. **DO NOT** continue to run players around the bases.
  - g. Offensive Team's coach must be at home plate to place ball on tee for batter.
  - h. Base coaches must be adults.
5. Defensive Play:
  - a. Only standard infield positions will be played.
  - b. Players must be rotated every inning to a different defensive position

- c. Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings, provided your full team is in attendance.
- d. Coaches will be allowed in the field when their team is on defense.

**6. General:**

- a. Soft Tee-Ball will be used – not a baseball.
- b. Infield Fly Rule not in effect.
- c. No Stealing (at any base).
- d. Throwing of the bat will result in the batter being out at the discretion of the Manager / Coach.
- e. Coaches will serve as umpires for their games.

**7. Uniforms:**

- a. All players must wear MLL issued shirts and caps.
- b. Managers and coaches should coordinate appropriate attire including shirts and caps.

**8. Protective Equipment (Applies to practices and games):**

- a. Catchers must wear helmet / mask, shin guards, and chest protector while on defense. All catcher helmets (including hockey style mask) must have protective throat guard.
- b. All batters and base runners must wear a helmet with protective face cage.
- c. All defensive players must use a baseball glove.



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**“A” Division BASEBALL (6 year old)  
“NO SCOREBOARD IN OPERATION”**

- 1. Time Limit: Game ends after Six (6) innings or 1 1/2 hours from scheduled game time.**
  - a. Complete Game is (3) completed innings or one (1) hour of play should there be weather issues.**
  - b. Teams must be off the field and out of the dugout after 1 3/4 hours.**
- 2. Offensive Play:**
  - a. All players present will be in the batting order at all times.**
  - b. The players position in the batting order must change every game.**
  - c. There is no taking of practice swings. Players MUST not pick up a bat in the dugout until they are headed to the batter’s box.**
  - d. The offense coach will pitch 5 or less pitches to the batter. If the last pitched ball is fouled, the batter will continue to bat until the ball is put into play, misses, or does not swing. If the batter misses or does not swing, the ball will be placed on the tee. The batter will then hit the ball into play off the tee.**
  - e. Every player bats in an inning.**
    - i. The most bases a batter can be awarded is a double. A double can be awarded if the ball is hit past the outfielders and a play is not made on the ball. A play is defined as an outfielder while attempting to field a batted ball puts a glove on a ball.**
    - ii. A ball batted off the tee cannot be awarded a double.**
  - f. After the third (3<sup>rd</sup>) out, the offensive team must clear all base runners. Offensive continues to bat until the end of the batting order.**
- 3. Defensive Play:**
  - a. Ten (10) players may play defense at one time.**
  - b. Infielders must play standard infield positions and all outfielders (4) must play in the grass.**
  - c. Players must be rotated every inning to a different defensive position, outfield to infield, etc.**
  - d. Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance.**
- 4. General:**
  - a. Infield Fly Rule not in effect.**
  - b. No Stealing (at any base).**
  - c. Throwing of the bat will result in the batter being out at the discretion of the coaches.**
  - d. Managers are responsible for being the umpires during the game.**
  - e. At any time a throw is made to a base, each runner may advance only to the base they are going to at their own risk. Players may not advance on an overthrow.**

5. Uniforms:
  - a. All players must wear MLL issued shirts and caps.
  - b. Managers and coaches should coordinate appropriate attire including shirts and caps.
6. Protective Equipment (Applies to practices and games):
  - a. Catchers must wear helmet / mask, shin guards, chest protector and protective cup while on defense. All catcher helmets (including hockey style mask) must have protective throat guard.
  - b. All batters and base runners must wear a helmet with protective face cage.
  - c. All defensive players must use a baseball glove.



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Note: These rules only in effect when playing other MLL teams. If participating in inter-league play with neighboring leagues, the rules as outlined in the little league rule book will be followed.

### AA7 / AA8 (Machine Pitch) BASEBALL

1. Time Limit: Game ends after Six (6) innings or 1 1/2 hours from scheduled game time.
  - a. Complete Game is (4) completed innings or one (1) hour of play should there be weather issues.
  - b. Teams must be off the field and out of the dugout after 1 3/4 hours.
2. General Playing Rules:
  - a. A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat. When the fifth (5<sup>th</sup>) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3<sup>rd</sup>) out is made as defined by LL rules.
  - b. No Walks are allowed. The batter must put the ball in play or strike out.
  - c. Each batter gets a maximum of five (5) pitches. A batter will not be called out on strikes prior to the fifth (5<sup>th</sup>) pitch, If the fifth (5<sup>th</sup>) pitch is fouled off, the batter will continue until the ball is put in play, the batter strikes out, or does not swing. The machine operator will announce to the batter upon reaching the fifth (5<sup>th</sup>) pitch. The batter may get ONE additional pitch if the fifth (5<sup>th</sup>) pitch is deemed to be unhittable by both managers.
  - d. The machine operator may not coach nor address any offensive player once the player enters the playing field. The machine operator may not interfere with any defensive player.
  - e. The pitching machine will be set to 35mph and will be placed 43 feet from the rear point of home plate for the first three weeks of the season. The machine will be set to 38mph and placed 46 feet from rear point of home plate for the remainder of the season.
  - f. If the machine malfunctions, play will continue with a coach / machine operator only pitching.
  - g. Base Stealing is not allowed. Runners may not advance bases on passed ball by the catcher. Any player leaving the base early will be sent back to the previous base.
  - h. Runners will be allowed to advance one (1) base on an overthrow not to include home plate.
  - i. The ball will be considered in play until an umpire calls time to end a play or when the offensive team has returned the ball to the pitcher within the circle of the pitching mound. Players may advance while the ball is live until a play is made to stop the advance of the runners up to third base. Runners may not advance to home other

than by being forced by a hit by the batter. There is no advance home on an overthrow to third base.

- j. There is no practice batting allowed on the field with the pitching machine prior to the start of a regular season game.

**3. Offensive Play:**

- a. All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup.
- b. The players position in the batting order must change every game. No player shall bat last in consecutive games, unless that player arrives late.
- c. There is no taking of practice swings. Players **MUST** not pick up a bat in the dugout until they are headed to the batter's box.
- d. All batters will wear a Little League approved batting helmet with a face mask.
- e. If a batted ball hits the machine or the operator, the batter is awarded first (1<sup>st</sup>) base and the ball is dead at that time/ All runners may advance one base.
- f. Bunting will be allowed after the third game. No "slash-bunting" is allowed and the batter will be called out if it is attempted. The pitcher may not advance toward home plate upon a batter squaring up to bunt. They must wait until the ball is in play before leaving the pitching circle.

**4. Defensive Play:**

- a. Nine (9) players may play defense at one time.
- b. No defensive player may be removed from a defensive position during an inning, except for an injury.
- c. Infielders must play standard infield positions and all outfielders must play in the grass.
- d. A player placed in the position of pitcher is to be placed on either side of the pitching machine, with both feet in the dirt, if playing on a grass field. If playing on a dirt field, an eight (8) foot circle will be marked around the machine and the pitcher must have one (1) foot in the circle. No pitcher may be located in front of the machine for safety.
- e. Players must be rotated every inning to a different defensive position, outfield to infield, etc.
- f. Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance. Players may not play the same position more than two (2) innings total in a game.
- g. If a team does not have enough players to field a full 9 player roster, a manager may draft a player from another MLL team within their age group (7-8 year olds) to make a complete 9 player roster.

**5. Coaches / Umpires / Scorekeepers:**

- a. There will be (4) approved coaches per team. Two (2) adult base coaches, one (1) adult coach in the dugout and one (1) coach to operate the pitching machine.
- b. There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
  - i. All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
- c. The pitching machine operator should be as consistent as possible when putting the ball in the machine (same way every time).
- d. The pitching machine operator will be responsible for calling outs on base runners if so agreed upon by both coaches, in lieu of an umpire.
- e. There may be one umpire assigned on the field (optional).

- f. The Home Team is responsible for providing a volunteer to keep the score book, and this individual must sit in the score box during the game.
- g. The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.



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Note: These rules only in effect when playing other MLL teams. If participating in inter-league play with neighboring leagues, the rules as outlined in the little league rule book will be followed.

### AAA9 / AAA10 Minor (Kid Pitch) BASEBALL

1. Time Limit: Game ends after Six (6) innings or 1 1/2 hours from scheduled game time.
  - a. Complete Game is (4) completed innings.
  - b. Teams must be off the field and out of the dugout after 1 3/4 hours.
2. General Playing Rules:
  - a. A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat. When the fifth (5<sup>th</sup>) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3<sup>rd</sup>) out is made as defined by LL rules.
  - b. Walks are allowed.
  - c. Stealing is allowed.
  - d. Player Pitch Count rules are in effect as outlined in LL Rulebook.
    - i. Manager will be responsible for keeping pitching affidavit filled out after each game, signed by opposing manager and official scorekeeper.
    - ii. In any two (2) consecutive games, a team must have a minimum of 30 pitches thrown by a player that is not league age 10. Penalty for not abiding to the rule will be:
      - First Offense: Manager suspended for a game.
      - Second Offense: Manager will not be eligible to participate in the post season.
  - e. Coaches are not allowed to warm up pitchers, in either the standing or squatting position. Only a player with a catcher's face mask can warm up pitchers.
    - i. This applies for both the field of play, bullpen, or other warm-up areas.
3. Offensive Play:
  - a. All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup. No shifting of batting order once game starts.
  - b. The players position in the batting order must change every game. No player shall bat last in consecutive games, unless that player arrives late.
  - c. There is no taking of practice swings. Players MUST not pick up a bat in the dugout until they are headed to the batter's box.
6. Defensive Play:
  - a. Nine (9) players may play defense at one time.
  - b. No defensive player may be removed from a defensive position during an inning, except for an injury.
  - c. Infielders must play standard infield positions and all outfielders must play in the grass.



- d. Players may not play more than two (2) consecutive innings in the infield or outfield. They may become a substitute or they may move to a field position they have not played in the previous inning. If removed for substitution, they will sit no more than that one (1) inning at a time and no player shall sit more than one (1) inning total until all players have taken a turn as a substitute.
    - i. Exception: A pitcher may remain as pitcher as long as they have not reached their allowed pitch count limit as noted in LL Rulebook.
  - e. Any player not starting on one game must start the next available game.
    - i. Exception: players that show up after game has started will be worked into the game the next inning.
7. Coaches / Umpires / Scorekeepers:
- a. There will be (3) approved coaches per team. Two (2) adult base coaches and one (1) adult coach in the dugout.
  - b. There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
    - i. All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
  - c. The Home Team is responsible for providing a volunteer to keep the score book, and this individual must sit in the score box during the game.
    - i. Upon reaching the maximum pitch count, the scorekeeper shall notify the home plate umpire of such. It is the manager's responsibility to adhere to the pitch count rules, as outlined in the LL Rulebook.
  - d. The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.



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### **“MAJOR” Division BASEBALL (11-12 year old)**

- 1. Time Limit: Game ends after Six (6) innings or 1 1/2 hours from scheduled game time based on field availability.**
  - a. Complete Game is (4) completed innings.
- 2. General Playing Rules:**
  - a. There is no run limit.
  - b. Dropped third strike rule is in effect as outlined in the LL Rulebook.
  - c. Stealing is allowed for all bases.
  - d. Player Pitch Count rules are in effect as outlined in LL Rulebook.
    - i. Manager will be responsible for keeping pitching affidavit filled out after each game, signed by opposing manager and official scorekeeper.
    - ii. In any two (2) consecutive games, a team must have a minimum of 30 pitches thrown by a player that is not league age 12. Penalty for not abiding to the rule will be:
      1. First Offense: Manager suspended for a game.
      2. Second Offense: Manager will not be eligible to participate in the post season.
- 3. Offensive Play:**
  - a. All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup. No shifting of batting order once game starts.
  - b. The players position in the batting order must change every game. No player shall bat last in consecutive games, unless that player arrives late.
  - c. There is no taking of practice swings. Players **MUST** not pick up a bat in the dugout until they are headed to the batter's box.
- 4. Defensive Play:**
  - a. Nine (9) players may play defense at one time.
  - b. No defensive player may be removed from a defensive position during an inning, except for an injury.
  - c. Infielders must play standard infield positions and all outfielders must play in the grass.
  - d. Players may not play more than two (2) consecutive innings in the infield or outfield. They may become a substitute or they may move to a field position they have not played in the previous inning. If removed for substitution, they will sit no more than that one (1) inning at a time and no player shall sit more than one (1) inning total until all players have taken a turn as a substitute.

- i. Exception: A pitcher may remain as pitcher as long as they have not reached their allowed pitch count limit as noted in LL Rulebook.
- e. Any player not starting on one game must start the next available game.
  - i. Exception: players that show up after game has started will be worked into the game the next inning.
- 5. Coaches / Umpires / Scorekeepers:
  - a. There will be (3) approved coaches per team. Two (2) adult base coaches and one (1) adult coach in the dugout.
  - b. There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
    - i. All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
  - c. The Home Team is responsible for providing a volunteer to keep the score book, and this individual must sit in the score box during the game.
    - i. Upon reaching the maximum pitch count, the scorekeeper shall notify the home plate umpire of such. It is the manager's responsibility to adhere to the pitch count rules, as outlined in the LL Rulebook.
  - d. The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.