



Supplemental Rules

Coach Pitch

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of regular season tournament. The League Player Agent (LPA), or their board-assigned proxy, has final authority regarding any disputed rule. Lines highlighted in yellow denote supplemental rule changes for the season.

Length of Games

1. Games shall last 6 innings or 1 hour 30 minutes, whichever comes first. An inning officially starts at the completion of the previous inning. **No Inning will start within the last 5 minutes of official game time.** Any inning started prior to the 1 hour 30 minute time limit shall be completed. Completion of that inning shall be defined as (a) the Visiting Team having the lead after 3 outs are made on the Home Team in the bottom half of the inning, or (b) the Home Team having the lead at any point during the bottom half of the inning.
2. No inning shall start after 10pm

General Rule Enforcements

3. Infield Fly Rule is **NOT** in effect.
4. Drop 3rd Strike is **NOT** in effect
5. Lead Offs and Balks are **NOT** in effect.
6. Stealing is **NOT** in effect.
7. Bunting is **NOT** permitted.
8. On Deck batters are **NOT** permitted.
9. When on offense, a courtesy runner is permitted for the catcher when there are two outs.
10. The pitcher position player must wear a helmet
11. Each batter will be allowed five pitches or three (3) swings from the pitching coach.
12. Play is over when the defense has control of the ball and has stopped the advancement of the lead runner or the pitcher has control of the ball in the pitching circle (mound). The umpire will call time at that point.

Run Rules and Limits

13. A 5-run limit shall be in place for all innings.
14. The 15-run rule after the 3rd inning, 10-run rule after the 4th inning, and 8-run rule after the 5th inning shall be in effect. – **Rule 4.10(e)**

Scoreboard & Scorebook

15. Home Team will supply a volunteer to keep the score book
16. Visiting Team will supply a volunteer to maintain the score board
17. Both volunteers must sit in the field's press box during the game
18. If either team violates either rule 15-17 the violating team forfeits the game.

Lineups and Rosters

19. Teams shall play 10 defensive players
20. A team may start a game with as few as 8 players. In the event a team plays with 8 players, they must take an automatic out each time the unoccupied 9th spot in the line-up is due up at bat.
21. Teams shall bat in a continuous lineup rather than an active lineup.
22. There are two imaginary lines to either side of the pitching rubber (46' from the back of home plate) and immediately to the side of the mound. The pitcher must stand in one of these two positions while the ball is being pitched.
23. The outfielders must stay behind the infield/outfield grass line until the ball is hit.
24. Players that arrive late for a game may be added to the lineup in the next available spot in the batting order – **Rule 4.01 Note 2**
25. When a player is injured, becomes ill, or must leave the game site after the game has started may be skipped over without penalty assuming that the team still has 9 other players in the continuous lineup. – **Rule 4.04 Note 2**



Foul Balls

26. Foul balls are identical to conventional baseball with one exception. A batted ball will be considered foul if it does not travel past the grass portion of the field.

Throwing to First Base

27. An imaginary center line will exist from the back point of home plate to the center field fence that passes through the center of 2nd base. Balls batted to the left of that imaginary line require that the ball be thrown to 1st base to record an out. Balls hit to the right of the centerline may either be thrown to 1st to record the out or the batter may be tagged on their way to 1st base to record the out.
28. There is no tag/throw rule for any other base.

Suspended and Regulation Games

29. Any game suspended due to curfew, weather conditions, or field conditions, shall be rescheduled and resumed at the exact point at which it was suspended, unless the game has reached Regulation status.
30. To be considered Regulation, a game must complete any **one** of the following:
 - a. 4 innings, or 3-1/2 innings if the home team is ahead
 - b. Current inning once the 1 hour 30 minute time limit is reached
 - c. Shortened by a run rule (see Run Rules and Limits)

Metal Cleats

31. Metal spikes or cleats are **NOT** permitted in this division.

Coaching/Volunteer Placement

32. Four (4) coaches/volunteers are permitted inside the gates of the field.
33. An adult volunteer must be stationed in the dugout at all times. A team on offense may have 1 pitching coach, 2 base coaches, and the 4th volunteer must stay in the dugout with the offensive team.
34. Defensive team coaches/volunteers are not permitted outside their team dugout unless granted time by an umpire to leave the dugout area.
35. The pitching coach will throw overhand from in front of the pitcher's mound. The pitching coach should be positioned between 35' from home plate. Coach must throw with foot starting on rubber. The Coach may throw from a knee or a standing position.
36. **The pitching coach must make every attempt to vacate the field of play immediately once the ball has been put in play.** If the pitching coach intentionally interferes with a batted ball, the batter will be called out. If unintentional contact is made by the pitching coach, the ball is dead and all runner's advance one base if forced. This is an umpire's judgment call.

Mandatory Play

37. Each player present at the start of the game shall have one (1) offensive at bat and play six (6) defensive outs. Failure of a player to meet their mandatory play will result in that player starting the next scheduled game, playing any requirements not completed in the previous game as well as their full mandatory requirements for the next game before being removed from the next game. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. – **Regulation IV(i)**
38. The penalty for the manager may be waived for a shortened game, but the next game requirement for the player that did not reach their mandatory will still be enforced. – **Regulation IV(i)**
39. Within the first 3 innings of each game, every defensive player must play 3 consecutive outs or 1 inning in an infield position.

Pick-Up Players

40. A team may request the use of up to 2 players from a team not participating in the game in order to reach up to (9) players..
41. The player(s) must be a registered player in the same division
42. The player(s) must be requested through the LPA. Requests should be made no later than 3pm on the day of the game in which the team will be short.
43. The player(s) must bat at the end of the batting lineup and play the outfield the entire game.
44. The use of pick-up players is suspended for any end of regular season tournament play.