

## BASEBALL RULES SUMMARY FOR THE 2023 CAPITOL LITTLE LEAGUE SEASON

Division	T-BALL	AA (Machine pitch)	MINORS	MAJORS	U13 Intermediate & U15 JR
# of innings	4	6	6	6	7
End of inning	Bat the roster once per team	3 runs or 3 outs	<b>3 runs or 3 outs, last inning 5 runs/3 outs. Last inning must declared.</b>	<b>5 runs or 3 outs last inning 6 runs/3 outs. Last inning must declared.</b>	<b>5 runs or 3 outs last inning 6 runs/3 outs. Last inning must declared.</b>
# of fielders	All team members present.	10-12 if available -4 outfield 1 extra infield	9 <b>May play with 8 no penalty</b>	9 <b>May play with 8 no penalty</b>	9 <b>May play with 8 no penalty</b>
Minimum play	Equal playing time for those present at game	Equal playing time for those present at game	<b>6 defensive outs not continuous Unlimited substitutions</b>	<b>6 defensive outs not continuous Unlimited substitutions</b>	<b>6 defensive outs not continuous Unlimited substitutions</b>
Pitcher	Batter hits from tee Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Pitching Machine used Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch. <b>NO PLAYER WHO HAS ATTAINED 12<sup>TH</sup> BIRTHDAY CAN PITCH</b>	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch. <b>NO PLAYER WHO HAS ATTAINED 13<sup>TH</sup> BIRTHDAY CAN PITCH</b>	Pitcher to catcher can't pitch more than 40 (threshold) per day. Catcher plus 3 innings can't pitch- <b>NO PLAYER WHO HAS ATTAINED 15<sup>TH</sup> BIRTHDAY CAN PITCH INTER. 16<sup>TH</sup> IN JR</b>
Catcher	Recommend don't use	Recommend use	See catcher to pitcher rule.	See pitcher to catcher rule.	See pitcher to catcher rule.
Pitch count	Does not pitch	Does not pitch	USE LITTLE LEAGUE PITCH COUNT RULES Cannot reenter same game as pitcher Pitches for intentional walk count to pitch count	USE LITTLE LEAGUE PITCH COUNT RULES Cannot reenter same game as pitcher Pitches for intentional walk count to pitch count.	USE LITTLE LEAGUE PITCH COUNT RULES. JR May pitch in 2 games same day. JR & Intermediate IF doesn't leave field may return to mound. Pitches for intentional walk count to pitch count
Base Running	No base stealing No leading off Runners advance one base at time unless ball hit to outfield	No base stealing No leading off Runners advance one base at time unless ball hit to outfield	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner can't advance until pitched ball reaches batter.	If pitcher is on rubber with the ball and the catcher is in catcher's box ready to receive ball, runner can't advance until pitched ball reaches batter.	Base stealing allowed. Head first sliding allowed
Advanced Base Running	No advancing on overthrows If a coach is hit by batted ball, ball is dead and batter is awarded first base, all other runners advance one base	No advancing on overthrows If a coach is hit by batted ball, ball is dead and batter is awarded first base, all other runners advance one base	May advance on overthrows. No leading off allowed. <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>	May advance on overthrows. No leading off allowed. <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>	Leading off allowed <b>Courtesy runner allowed for pitcher/catcher with 2 outs must be batter who made last out.</b>
Batting	Continuous batting order Players arriving after start of game go to end of batting order	Continuous batting order Players arriving after start of game go to end of batting order	<b>Continuous batting order Players arriving after start of game go to end of batting order</b>	<b>Continuous batting order Players arriving after start of game go to end of batting order</b>	<b>Continuous batting order Players arriving after start of game go to end of batting order</b>
Advanced Batting	No bunts No Walks Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference ON DECK BATTER stays in dugout	No bunts No Walks even if hit by pitch NO ON DECK BATTER ON FIELD Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference May use T or coach soft pitch after 5 attempts.	Bunts allowed. <b>NO SLASH BUNTING.</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout <b>Batter must remain in batter box thru out at bat.</b>	Bunts allowed. <b>NO SLASH BUNTING.</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit. ON DECK BATTER stays in dugout <b>Batter must remain in batter box thru out at bat.</b>	Bunts allowed <b>SLASH BUNTS ALLOWED.</b> First base awarded on Hit by pitch walk unless player does not make effort to avoid being hit On deck batter allowed on Field. <b>Batter must remain in batter box thru out at bat.</b>
Equipment	Batting Tee Safety Baseballs	Pitching machine Safety 5 Baseballs	Regular hard ball. RS or RST	Regular hard ball. RS or RST	Regular hard ball. RS or RST
10 run rule	Not applied	Not applied	<b>Applied after 4 innings</b>	<b>Applied after 4 innings</b>	<b>Applied after 5 innings</b>
Time Limit & Double headers	<b>No new inning after 75 minutes</b> No double headers Dugout adults unlimited	<b>No new inning after 90 minutes</b> No double headers Dugout adults unlimited	<b>No new inning after 1hr 45 min</b> Double headers allowed 3 HR max. Incomplete game reverts to score of last completed inning. 3 adults in dugout.	<b>No new inning after 1hr 45 min</b> Double headers allowed 3 HR max. Incomplete game reverts to score of last completed inning. 3 adults in dugout.	<b>No new inning after 2 hrs.</b> Dbl headers allowed 3 ½ HR max.. Incomplete game reverts to score of last completed inning. 3 adults in dugout.