

# LOCAL LEAGUE RULES OF PLAY

1.1. Except as noted herein, Little League Official Regulations and Playing Rules will govern all play at Eugene Little League, including Interleague games.

## 1.2. **Game Time Limits**

Eugene Little League games will be subject to the time limits as set forth below:

A. Majors and Intermediate 50/70: No new inning will start after two hours of total playing time or six innings. In addition, games shall end after two hours and fifteen minutes of total playing time if a later game is scheduled on the same field (including make-up games).

B. Minors Player Pitch: No new inning shall start after one hour and forty-five minutes of total playing time or six innings, whichever comes first. All regular-season games shall have a two-hour drop-dead time limit.

C. Minor Coach Pitch: No new inning will start after one hour and forty-five minutes of total playing time or six innings, whichever comes first. If the home team is winning in the last inning and time permits, the home team should still bat the last half of the inning. All regular-season games shall have a two-hour drop-dead time limit.

D. Tee Ball: No new innings will start after forty-five minutes or after playing two innings. Drop-dead time limit is 1 hour.

F. There shall be no drop-dead time limit in the playoffs. However, no new inning shall start after one hour and forty-five minutes of playing time.

G. Divisions not utilising Little League Rule 4.10(c), teams shall continue to play up to the allowable time limits set forth above.

## 1.3. **Batting Lineup**

Eugene Little League will use a continuous batting lineup in all divisions of play, and all players must play in the field at least every other inning. All players must play a minimum of 50% of the game in the field.

Exception: All interleague play must abide by the 2025 Little League Baseball Rules and Regulations. There will be no house rules used in interleague play unless agreed upon by both head coaches and the umpires prior to game start.

#### **1.4. Majors and Intermediate 50/70**

A. Majors and Intermediate 50/70 shall play all standard rules as set in Little League Official Regulations and Playing Rules.

#### **1.5. Minors Player Pitch**

A. A half inning will be complete when the batting team has scored five runs or three outs are made, whichever occurs first. Any runs that score on the last play of an inning that exceed five for the inning will not count toward the game score. As allowed under the Little League Rule 4.10(e) Note (2), the 10-run mercy rule will NOT be utilised.

B. In the event an umpire is not available, each team shall provide a coach to call balls and strikes from behind the pitcher when that team is on the field. The coach calling balls and strikes also calls plays at second base and home plate. The base coaches shall call plays at their respective bases. The home team umpire will be considered the umpire-in-chief.

C. The infield fly rule will be in effect for Minors Player Pitch and above.

D. Stealing will be allowed. Runners are to remain on base till the ball passes home plate. Players leaving early will be given one warning. An out will be called after a warning is given.

E. There will be no taking (stealing) of home unless on an earned play. Earned play would be defined as a live ball that is hit or a pickoff attempt by a catcher. This does not include a passed ball or a throwback to the pitcher.

#### **1.6. Minors Coach Pitch**

A. This is a coach-pitch division. Each coach of their own team will pitch to their batters. A coach may pitch anywhere in the area of the pitcher's mound and may pitch standing up or taking a knee. There will be no "kid pitch" in this division.

B. The player pitcher will stand outside the pitcher's circle and to the side of the mound. The priority is to have the pitcher stand in a safe position.

C. A batter will receive no more than five pitches in an “at bat”, regardless of balls or strikes. If a hit has not occurred after 5 pitches, a tee will be used for the player to hit off of for 2 swings. After that, the batter is considered out, and the next batter is up.

D. Stealing and bunting will not be allowed in Minors Coach Pitch.

E. Base runners may, at their own risk, advance only one base on initial overthrow for a ball that remains in play. Runners may only advance one base for a ball ruled out of play. Play is considered dead when a pitcher within the pitcher’s circle has control of the ball.

F. Teams may play with ten defensive players, with the additional player positioned in the outfield. Catchers must wear full catcher's gear and a protective cup. A catcher's glove is not required, and catchers may use their own glove. Two defensive coaches are allowed on the field, positioned behind the infielders

G. A 30-foot estimated progression line will be used at every base. Once the ball is controlled inside the pitcher’s circle, a runner will be allowed to proceed to the next base if they have crossed the progression line. If the runner has not, they will be sent back to the previous base.

H. Teams will bat the entire lineup. An inning will be over when the last batter in the lineup has hit and the defensive team either earns an out or an infielder raises the ball in the infield in fair territory. Base runners shall not continue running the bases. If three outs are earned before the last batter has hit, the bases are cleared, and the number of outs is reset to zero.

### **1.7. Tee Ball**

A. There will be a maximum of four outfielders who must position themselves on the outfield grass approximately ten feet from the infield before play starts. Once the ball is hit, they may come forward to the infield area. Up to two defensive coaches are allowed in the outfield (behind 2nd and shortstop) and one on the infield near the pitcher.

B. For safety purposes, there will not be a catcher's position. The defensive team will end the play by throwing the ball to the pitcher, and the pitcher will toss the ball to the batting team's coach. The defensive team coach can stand near home plate with a glove to assist with bringing the ball in and giving directions to their team in the field. There are to be no plays at home.

C. An inning will be over when the last batter in the lineup has hit and the defensive team either earns an out or an infielder raises the ball in the infield in fair territory. Base runners shall not continue running the bases. If three outs are earned before the last batter has hit, the bases are cleared, and the number of outs is reset to zero.

D. A double will be the most bases that a batter can be awarded. A double can be awarded when the ball is hit past the outfielders and a play is not made on the ball.

E. Bunting and stealing are not allowed.

F. The infield fly rule will not be enforced.

G. Play will stop when an infielder raises the ball in the infield in fair territory. Runners more than half the distance to the next base when play stops will be allowed to occupy the next base. All others will return to the previous base unless they are forced to the next base.

H. The adult base coaches will umpire.

I. After obtaining the third out, the offensive team must clear all the base runners, but will continue through the end of the lineup.

J. All players must play one inning in the infield during the game.

## **2. PROTECTIVE EQUIPMENT**

**2.1.** Players must wear batting helmets when batting, running the bases, or coaching 1st or 3rd base during regular season play. This includes batting practice with any type of ball being thrown.

**2.2.** All male players must wear a protective cup.

**2.3.** A catcher's mask with throat guard and catcher's glove must be worn by any player warming up a pitcher in the bullpen area.

**2.4.** In addition, the ASAP Safety Plan is to be followed for all other equipment and safety protocols. The ASAP Safety Plan is to be posted and maintained on the Eugene Little League website.