

EXHIBIT A
Local Arcadia Little League Rules
BASEBALL

The official rules for Arcadia Little League division play for baseball are covered in the Little League Rule Book (LL Rulebook App). All managers and coaches are encouraged to download this app and are required to become knowledgeable about the rules. Ages listed for divisions are based on Little League age, not actual age. The following is intended to clarify key regulations and provide additional guidelines for Arcadia Little League division play.

General Rules (Applicable to All Divisions)

Section 1 – Field/Game Set-up

1(a). The Home team is responsible for field and equipment setup and take-down, and for keeping the official score in divisions where scoring is kept. The Visiting/ Away team is responsible for dragging and watering the field after the game.

1(b). The Home team will occupy the third base dugout. The Visiting/ Away team will occupy the first base dugout.

1(c). As permitted by other scheduled games, each team will have exclusive use of the field for 10 minutes of warm-up before each game. The visiting team's warm-up period shall begin 25 minutes before game time. The home team's warm-up period shall begin 15 minutes before game time.

1(d). Each team is responsible for cleaning its dugout after the game. The home team is responsible for general field cleanup, the return of equipment, and the adjacent spectator areas.

1(e). Each manager is responsible for the behavior of his/her team's parents and spectators as well as that of his/her team's players and coaches at all times while at Little League games (see ARLL Code of Conduct).

1(f). Use of an on-deck circle is prohibited. All offensive players other than the batter and any base runner shall remain in the dugout. This rule does not apply to defensive players, including a pitcher and a catcher (wearing a catcher's mask), engaged in pitching warm-up activities in a bullpen, as expressly permitted by other rules.

1(g). A continuous batting order shall be utilized for all divisions. If a player arrives late for a game, she shall be placed at the bottom of the order. All players, while at bat or on base, shall wear a batting helmet.

1(h). All players, while at bat or on base, shall wear a batting helmet.

1(i). All players shall remain on the playing field or in the dugout at all times during a game.

1(j). Sliding headfirst is prohibited.

T-BALL (4-5)

Section 2 – Game Rules

2(a). The batter shall strike the ball from an approved tee.

2(b). Score shall not be kept.

2(c). The half-inning duration shall be concluded only when one full rotation of the batting roster has occurred.

2(d). The three-out rule does not apply.

2(e). The game ends after three innings or after one hour and 15 minutes, whichever comes first.

2(f). All players may occupy the field at one time. The manager shall use his/her best efforts to arrange the players effectively to teach both infield and outfield positions.

2(g). All players on the roster will bat in rotation.

Farm A Coach Pitch (6)

Section 2 – Game Rules

2(a). Score shall not be kept.

2(b). The half-inning duration shall be concluded only when one full rotation of the batting roster has occurred.

2(c). The three-out rule does not apply. Halfway through the season, the runner will be called out if the play deems it necessary.

2(d). The game ends after three (3) innings or after one hour and 15 minutes, whichever comes first.

2(e). All players may occupy the field at one time. The manager shall use his/her best efforts to arrange the players effectively to teach both infield and outfield positions.

2(f). A Runner may not advance on an overthrow to any base.

Section 3 – Coach Pitching

3(a). Coach Pitch: Coach shall pitch to his/ her own team—normal pitching release, no underhand. Batter gets five (5) hittable pitches with a tee being used after failing to put the ball in play. Batter gets one swing off the tee. A batter cannot strike out.

3(b). The pitching coach may offer assistance to the batter, and then only regarding positioning the batter relative to the plate (i.e., the pitching coach may only direct the batter to move closer to the plate, or further from the plate, or deeper in the batter's box, or forward in the batter's box).

Farm AA (7)

Section 2 – Game Rules

2(a). Managers are encouraged to fill out a game roster before the start of the game. The roster should list each player's batting order and defensive position. The roster can be changed as circumstances warrant (e.g., player injury, illness, early departure) during a game.

2(b). Score shall be kept. Standing will not be kept. Both teams are encouraged to keep track of score. In the event of discrepancies, the home team will serve as the official scorekeeper.

2(c). Games shall be five innings or approximately one hour and 30 minutes in length. No new inning may be started after one hour and 15 minutes. Any inning started shall be completed.

2(d). A half inning shall consist of three outs or five runs scored, whichever occurs first.

2(e). The field coaches will act as umpires as needed. The coach/umpire closest to the play will have the final decision on a call, unless he defers to another coach/umpire with a better view. No appeals or protests of a call are allowed due to the instructional nature of Farm. When in doubt, plays are to be decided in favor of the defense.

Section 3 – Playing Rules (Defense)

3(a). The defense shall consist of not more than ten (10) players: a pitcher, catcher, first baseman, second baseman, shortstop, third baseman, leftfielder, left center fielder, right center fielder, and right fielder. If a team is unable to field ten (10) players, the team may play with eight (8) players using two outfielders. Games may not be played with fewer than eight (8) players. To field a team of only eight (8) players, a temporary additional player from the opposing team may be used for defense.

3(b). Every player shall play one of the first four (4) innings in the infield. No player may play a third inning in the infield until all players have played two (2) innings in the infield. For purposes of this rule, the infield positions are: pitcher, catcher, first base, second base, shortstop, and third base.

3(c). No player shall sit out two (2) defensive innings until every player has sat out one (1) defensive inning. No player shall sit out three (3) defensive innings until every player has sat out two (2) defensive innings.

3(d). The pitcher will stand within ten (10) feet of the coach pitcher and no closer to the batter than the coach pitcher.

3(e). While on defense, each team may station no more than two (2) coaches in the field and one (1) coach immediately outside the team's dugout entrance. The field coaches shall assist in positioning the fielders. The coaches are to remain behind the positioned outfielders during play on pitches or batted balls.

Section 4 – Playing Rules (Offense)

4(a). All players on the roster will bat. If a player arrives late, he/she will be placed at the bottom of the batting order.

4(b) A player may not bunt the ball

4(c) A batted ball that clears the outfield fence on a fly is a home run. A batted ball that clears the outfield fence on a bounce is a ground rule double. All base runners advance two (2) bases.

4(d). If no fence is present, batters can advance on balls to the outfield as many bases as they can, subject to the rule

4(e). Base stealing is not permitted.

4(f). Base runners will not advance on a thrown pitch not put into play by a batter (i.e., a wild pitch or a passed ball).

4(g). Baserunners cannot leave their base until the batter hits the ball.

4(h). A half inning is over after five (5) runs are scored. If a team has scored four (4) runs (or fewer) and there are runners on the bases, and a batter hits the ball over the fence, then all runs will count. If a batter hits a ground rule double, all runs will count. At that point, the half inning is over. The offensive team may have scored more than five (5) runs during that half inning as a result of the home-run or ground rule double (only if there is a fence)

4(i). In the final inning, the visitor team may score up to five (5) runs or take up to a five-run lead, whichever is more. The home team may score as many runs as they can. In no inning, including the last inning, will any player be able to hit more than once. The inning is over after an entire lineup has hit.

4(j). Advancement of the base runners is stopped when an infielder has possession of the ball in hand or glove and is positioned inside the real or imaginary lines connecting the bases of the infield diamond (ultimately, the determination of this line is at the discretion of the coach/umpire). The base runner may still be put out while attempting to advance or retreat with no risk of error by the defensive team. If the base runner is deemed by the umpire to have advanced beyond the midpoint between bases when the infielder gained possession of the ball, the base runner may advance only as far as the next base past the midpoint, but at his own risk of being put out by the defensive team and with no risk of error by the defensive team. If the umpire finds that the base runner had not advanced beyond the midpoint between bases when the infielder gained possession of the ball, the base runner is still at risk of being put out while advancing or retreating with no risk of error by the defensive team, and may not advance to the next base past the midpoint. However, in any event, the baserunner is allowed to advance one base from an original starting point regardless of infield control. For example, if there is a runner on third base and the ball is hit to an infielder and controlled, this base runner may still advance one base (to home) even if he has not passed the midpoint before infield control. The exception to this is in 3(d). The batter and/or any base runners will be awarded one base on any overthrow at first base that leaves the field of play (including entering the dugout). The base runners may advance one additional base only with the liability of being put out on an overthrow at first base that remains in the field of play. The defense may attempt to put the runner out without penalty for a bad throw, missed catch, or missed tag.

Section 5 – Pitching

5(a). Coaches pitch to their teams for all games.

5(b). A batter shall receive a maximum of five (5) swings or 10 pitches maximum at bat. A batter shall receive additional pitches only when the batter fouls on the fifth swing or later pitches. A batter may not run to first base on a dropped third strike. There will be no called balls and strikes.

5(c). If a batted ball strikes the pitching coach (buckets, lids, etc., are part of the coach) and this was unavoidable, the play shall be ruled dead. The batter will be awarded first base, and all other base runners will advance one base.

5(d). If a batter's ball that strikes the pitching coach was avoidable or no effort was made to avoid contact with the ball, the batter will be out, and all runners must go back to the base from where they began the play.

5(e). Before the ball is pitched, the pitcher player shall not be any closer to home plate than the pitching coach and within 5 feet to the first or third base side of the coach pitcher and up to five (5) feet behind the pitcher.

5(f). Any defensive play on the third base side of the pitching coach that results in a throw unavoidably striking the pitching coach who remains upright or in the line of the throw being attempted shall result in the base runners remaining in the position they were in before the play, and the batter shall be deemed out.

5(g). The coach pitcher will not field the position and will do his/her best to avoid any balls hit in his/her direction.

5(h). The pitching coach will pitch from a 30-foot distance. If the pitching coach chooses to pitch from a kneeling position, at least one foot must be in contact with the 30-foot distance. Pitches will be overhand, and coaches are encouraged to pitch the ball as flat as possible.

Farm AAA (8)

Section 2 – Game Rules

2(a). Managers are encouraged to fill out a game roster before the start of the game. The roster should show the batting order and defensive positions for each player. The roster can be changed as necessitated by changing circumstances (e.g., player injury, illness, early departure) during a game.

2(b). Score shall be kept. The Home team is required to maintain a game score, and the Visiting team is required to maintain the pitch count log for each pitcher for inclusion in the League pitch count log book. Both teams are encouraged to keep track of the score. In the event of discrepancies, the home team will serve as the official scorekeeper. The away team is the official pitch count.

2(c). Games shall be five (5) innings or approximately one hour and 30 minutes in length. No new inning may be started after one hour and 15 minutes. Any inning started shall be completed.

2(d). A half inning shall consist of three (3) outs or five (5) runs scored, whichever occurs first.

2(e). The coaches in the field will act as umpires as needed. The coach/umpire closest to the play will have the final decision on a call, unless he defers to another coach/umpire with a better view. No appeals or protests of a call are allowed due to the instructional nature of Farm; when in doubt, plays are to be decided in favor of the defense.

Section 3 – Playing Rules (Defense)

EXHIBIT A

3(a). The defense shall consist of not more than ten (10) players: a pitcher, catcher, first baseman, second baseman, shortstop, third baseman, leftfielder, left center fielder, right center fielder, and right fielder. If a team is unable to field 10 players, the team may play with eight (8) players, using two (2) outfielders. Games may not be played with fewer than eight (8) players. To field a team of eight (8) players only, a temporary additional player from the opposing team may be used for defense.

3(b). No player shall sit out two (2) defensive innings until every player has sat out one (1) defensive inning. No player shall sit out three (3) defensive innings until every player has sat out two (2) defensive innings.

3(c). The pitcher will stand within five (5) feet of the coach pitcher and no closer to the batter than the coach pitcher.

3(d). The batter and/or any base runners will be awarded one (1) base on any overthrow at first base that leaves the field of play (including entering the dugout). The base runners may advance one (1) additional base only with the liability of being put out on an overthrow at first base that remains in the field of play. The defense may attempt to put the runner out without penalty for a bad throw, missed catch, or missed tag.

3(e). While on defense, each team may station no more than two (2) coaches in the field and one (1) coach immediately outside the team's dugout entrance. The field coaches shall assist in positioning the fielders. The coaches are to remain behind the positioned outfielders during play on pitches or batted balls.

Section 4 – Playing Rules (Offense)

4(a). All players on the roster will bat. If a player arrives late, he/she will be placed at the bottom of the batting order.

4(b) A player may not bunt the ball

4(c). A player who throws a bat during a game will receive a warning from a coach/umpire. A player who throws a bat for a second time during a game after having received a warning will be declared out.

4(d). Base stealing is not permitted. Base runners will not leave the base until the ball has been put in play by the batter.

4(e) A batted ball that clears the outfield fence on a fly is a home run

4(f) A batter and/or base runners may advance one base only on a batted ball hit that remains in the infield. A batted ball that clears the outfield fence on a bounce is a ground rule double. All base runners advance two bases.

EXHIBIT A

4(g). A batter and/or base runners may advance one or two bases on a batted ball that ends up in the outfield grass, unless the ball is hit on the fly over the outfield fencing and is declared a home run. The outfield is the grass area beyond the infield dirt. For example, a runner on first may advance on a hit that ends up in the outfield no further than third base. Play shall stop, and the ball shall be declared dead when the base runners have advanced two bases.

4(h). Base runners will not advance on a thrown pitch not put into play by a batter (i.e., a wild pitch or a passed ball).

4(i). In the event of an overthrow, a runner may advance at her own risk to the next base only. There is no penalty to the defense if the defensive player attempts to throw out the runner advancing to the next base due to the overthrow. For example, with a runner on first, the batter hits the ball to the second baseman, who attempts to throw out the batter at first. The ball is overthrown, so the runner starting on first advances to second on the hit and may try, at her own risk, to advance to third on the overthrow. The batter, having reached first base, may attempt to advance to second on the overthrow. The defensive player may try to throw out either advancing runner with no further penalty because the runners cannot advance more than one extra base. An overthrow is defined as any throw that goes three or more feet from the player covering a base. A dropped ball, a bobbled ball, or a ball that stays within approximately three feet of the defensive player covering the base is not an overthrow.

4(j). A half inning is over after five (5) runs are scored. If a team has scored four (4) runs (or fewer) and there are runners on the bases, and a batter hits the ball over the fence, then all runs will count. If a batter hits a ground rule double, all runs will count. At that point, the half inning is over. The offensive team may have scored more than five (5) runs during that half inning as a result of the home run or ground rule double.

4(k). In the final inning, the visitor team may score up to five (5) runs or take up to a five-run lead, whichever is more. The home team may score as many runs as they can. In no inning, including the last inning, will any player be able to hit more than once. The inning is over after an entire lineup has hit.

4(l). Advancement of the base runners is stopped when an infielder has possession of the ball in hand or glove and is positioned inside the real or imaginary lines connecting the bases of the infield diamond (ultimately, the determination of this line is at the discretion of the coach/umpire). The base runner may still be put out while attempting to advance or retreat with no risk of error by the defensive team. If the base runner is deemed by the umpire to have advanced beyond the midpoint between bases when the infielder gained possession of the ball, the base runner may advance only as far as the next base past the midpoint, but at his own risk of being put out by the defensive team and with no risk of error by the defensive team. If the umpire finds that the base runner had not advanced beyond the midpoint between bases when the infielder gained possession of the ball, the base runner is still at risk of being put out while advancing or retreating with no risk of error by the defensive team, and may not advance to the

next base past the midpoint. However, in any event, the baserunner is allowed to advance one base from an original starting point regardless of infield control. For example, if there is a runner on third base and the ball is hit to an infielder and controlled, this base runner may still advance one base (to home) even if he has not passed the midpoint before infield control. The exception to this is in 3(d). The batter and/or any base runners will be awarded one base on any overthrow at first base that leaves the field of play (including entering the dugout). The base runners may advance one additional base only with the liability of being put out on an overthrow at first base that remains in the field of play. The defense may attempt to put the runner out without penalty for a bad throw, missed catch, or missed tag.

4(m). Feet-first sliding is allowed. Head first sliding is not.

Section 5 – Player (Kid) Pitch with Coach Rescue

5(a). For the first two innings, all at-bats shall begin with player-pitched balls. This division uses a kid pitch with a coach-rescue format for instructional purposes.

5(b). A batter shall receive a maximum of three (3) strikes and/or four (4) balls from a player-pitcher. Balls and strikes will be determined by the coach of the team that is batting and should follow a standard Little League strike zone. Foul balls from the batter off the player pitcher will follow standard baseball rules (if the batter has two strikes and fouls off the third or subsequent pitch, an additional pitch will be thrown by the player pitcher until a third strike or fourth ball is reached). A batter will be called out after three strikes (swinging or looking).

5(c). If the batter has not reached the strike limit (3 strikes – swinging or looking), and after four (4) balls are thrown, a coach from the team that is batting shall enter to complete the at-bat. The coach may throw up to three (3) additional pitches to the batter. These pitches are intended to be hittable and instructional. If the batter fouls the third pitch, an additional, hittable pitch will be thrown.

5(d). If the batter does not put the ball in play after the coach pitches, the batter shall be declared out. There shall be no walks in this division.

5(e). Coach pitches are not scored as player pitches and do not count toward the pitch count.

5(f). The pitching coach shall make every reasonable effort to avoid interfering with play and shall not intentionally field batted balls. Please refer

5(f)i If a batted ball strikes the pitching coach (buckets, lids, etc., are part of the coach) and this was unavoidable, the play shall be ruled dead. The batter will be awarded first base, and all other base runners will advance one base.

5(f)ii If a batter's ball that strikes the pitching coach was avoidable or no effort was made to avoid contact with the ball, the batter will be out, and all runners must go back to the base from where they began the play.

5(g). Before the ball is pitched, the pitcher player shall not be any closer to home plate than the pitching coach and within five (5) feet of the first or third base side of the pitcher.

5(h). Any defensive play on the third base side of the pitching coach that results in a throw unavoidably striking the pitching coach who remains upright or in the line of the throw being attempted shall result in the base runners remaining in the position they were in before the play, and the batter shall be deemed out.

5(i). The mound distance shall be 42-foot distance.

5(j). If the pitching coach chooses to pitch from a kneeling position, at least one foot must be within the 42-foot distance. Pitches will be overhand, and coaches are encouraged to pitch the ball as flat as possible.

Section 6 – Pitch Counts and Player Safety

6(a). Pitching limits shall comply with Little League Baseball pitch count regulations for players league age seven (7) and eight (8). No player shall exceed fifty (50) pitches in a calendar day.

6(b). Required rest based on pitch count shall be as follows:

- One (1) through twenty (20) pitches: no rest required
- Twenty-one (21) through thirty-five (35) pitches: one (1) full calendar day of rest
- Thirty-six (36) through fifty (50) pitches: two (2) full calendar days of rest

6(c). A pitcher who reaches the maximum pitch count while facing a batter may complete that batter.

6(d). Any player who throws forty-one (41) or more pitches in a day may not play catcher for the remainder of that day.

6(e). Pitch counts shall be tracked by the official scorekeeper and verified by both managers.

Section 7 – Pitcher Usage and Rotation

7(a). No player shall pitch more than two (2) innings in a single game and must adhere to the pitch count rest requirements in section 7(b). Regardless of the days of rest noted in 6(b), serious efforts should be made to avoid pitching any player on back-to-back days.

7(b). Managers are expected to use a rotational pitching model and shall make reasonable efforts to provide all interested players with opportunities to pitch during the season.

7(c). Repeated reliance on a limited number of pitchers to gain competitive advantage is discouraged in this developmental division.

7(d). The Player Agent and/or Board reserves the right to review pitch usage and address patterns inconsistent with the instructional intent of the division.

Section 8 – Defensive Player Rotation

8(a). No player shall sit out two (2) defensive innings until every player has sat out one (1) defensive inning.

8(b). No player shall sit out three (3) defensive innings until every player has sat out two (2) defensive innings.

8(c). All players shall be provided opportunities to play both infield and outfield positions throughout the season.

8(d). No player shall play more than two (2) consecutive innings at the same defensive position, barring injury, safety concerns, or other extenuating circumstances.

Section 9 – Catcher Safety

9(a). Any player who plays catcher for **three (3) innings in a game shall not pitch in that game.**

9(b). Managers are encouraged to rotate catchers regularly to support player development and reduce risk of injury.

Section 10 – Pitching Machine

10(a). Pitching Machine Setup: Distance: 42.5 feet (rubber to plate).

10(b). Machine dial settings: Top Left and Top Right between 3–4, Bottom between 5-6. Coach's discretion allowed on setting.

10(c). Each batter receives: 7 total pitches from the machine (excluding 1 alignment pitch if needed). 3 swings = 1 out, regardless of contact.

10(d). If the batter has 2 strikes and fouls off pitches, the at-bat continues until: A strikeout (swing and miss), or the ball is put in play and results in an out. A ball that hits the machine during play is a dead ball; all runners advance 1 base.

10(e). No dropped third strike rule applies in this division.

10(f). The Coach operating the machine must maintain a steady pace, with defense ready before each pitch.

10(g). Pitcher position player must stand to the left or right of the machine, not behind it.

10(h). Home runs hit over the fence count in full, even if they push the total beyond the 5-run limit.

10(i). Everything is scored as a hit; errors will not be recorded (TBD if this changes).

10(j). Bat throwing is not tolerated: First offense = warning. Second offense = automatic out, and all baserunners must return to their previous base.

Section 11 Tournament IN PROGRESS

Section 11 – Tournament Format Options

The league may select either **a single-elimination or double-elimination format** based on team count, field availability, and scheduling needs.

Option A – Single Elimination Tournament

11(a). Teams shall be randomly seeded or seeded by blind draw.

11(b). A loss results in elimination from championship contention.

11(c). All teams shall be guaranteed at **least one (1) tournament game.**

11(d). The final game shall determine the tournament champion.

Option B – Double Elimination Tournament

11(e). Teams shall be randomly seeded or seeded by blind draw.

11(f). A team shall be eliminated after two (2) losses.

11(g). A winners' bracket and losers' bracket shall be used.

11(h). The championship game may require the undefeated team to be beaten twice, consistent with the standard double-elimination format.

11(i). All teams shall be guaranteed at least two (2) tournament games, unless weather or scheduling constraints prevent completion.

Section 12 – Seeding

12(a). Because regular-season standings are not maintained, tournament seeding shall be determined by:

- Blind draw, or
- Random selection conducted by the league, or
- An equitable method approved by the Commissioner of AAA, Player Agent, and League President.

12(b). Coaches shall not have input into seeding to avoid any perception of competitive manipulation.

Section 13 – Game Rules During Tournament

13(a). All regular season division rules shall remain in effect during tournament play, including but not limited to:

- Pitch count limits
- Rest requirements
- Pitcher rotation expectations
- Defensive rotation requirements
- Batting all players
- Coach-rescue pitching format

13(b). No special tournament exceptions shall be made to pitch counts, playing time, or safety rules.

13(c). Games shall continue to follow the division's instructional philosophy.

Section 14 – Conduct and Sportsmanship

14(a). All coaches, players, and spectators shall adhere to the league's Code of Conduct during tournament play.

14(b). Tournament play does not alter the expectations for behavior, instructional tone, or positive coaching.

14(c). Umpires and league officials retain full authority to address conduct issues.

Fall Minors Readiness Division Rules

Section 2 - GAME STRUCTURE

2(a) Games will be six (6) innings or until it becomes too dark to continue.

2(b) Each half-inning ends after three (3) outs or five (5) runs, whichever comes first. In the final inning, the Away team may score up to five (5) runs or take a 5-run lead without recording three (3) outs or batting through their line-up. The home team may score as many runs as necessary to win, without receiving three (3) outs or batting through their line-up once.

2(c). Ties after six (6) innings or darkness will be recorded as a tie in the standings.

2(d). In the playoffs, a tied game will resume the following day exactly where it left off.

Section 3 -PREGAME / FIELD SETUP

3(a). The first coach to arrive at the field must turn on the sprinkler, located to the left of the third base dugout, when facing the dugout.

3(b). Please allow the sprinkler head two complete rotations, then begin warm-ups.

3(c). Do not use the batter's box for warmups. Teams will share the infield during warm-ups.

3(d). The home team is responsible for field setup before the game and cleanup after.

3(e). Homeplate mat (cover) must be replaced after all weekday games.

Section 4 - PITCHING & BATTING

4(a). Pitching Machine Setup: Distance: 42.5 feet (rubber to plate).

4(b). Machine dial settings: Top Left and Top Right between 3–4, Bottom between 5-6. Coach's discretion allowed on setting.

4(c). Each batter receives: 7 total pitches from the machine (excluding 1 alignment pitch if needed). 3 swings = 1 out, regardless of contact.

4(d). If the batter has 2 strikes and fouls off pitches, the at-bat continues until: A strikeout (swing and miss), or the ball is put in play and results in an out. A ball that hits the machine during play is a dead ball; all runners advance 1 base.

4(e). No dropped third strike rule applies in this division.

4(f). The Coach operating the machine must maintain a steady pace, with defense ready before each pitch.

4(g). Pitcher position player must stand to the left or right of the machine, not behind it.

4(h). USA Baseball bats only — USSSA, BBCOR, or any other bats are prohibited. Any player using an illegal bat is automatically out, and all baserunners must return to their previous bases.

4(i). Home-runs hit over the fence count in full, even if they push the total beyond the 5-run limit.

4(j). Everything is scored as a hit; errors will not be recorded (TBD if this changes).

4(k). Bat throwing is not tolerated: First offense = warning. Second offense = automatic out, and all baserunners must return to their previous base.

Section 5 - DEFENSE & FIELDING

5(a). A maximum of nine (9) players on the field at one time.

5(b). No defensive coaches are allowed on the field; they must remain in or outside the dugout.

5(c). Catchers must be fully geared and ready at the start of each defensive inning. Protective gear (jockstrap/cup) is required for any player catching.

5(d). During the Season, a player should not sit out two (2) defensive innings until every player has sat out one (1) defensive inning. No player shall sit out three (3) defensive innings until every player has sat out two (2) defensive innings.

5(e). Not every player must play every position — safety is the guiding factor. Coaches will use their judgment based on experience, size, and skill.

5(f). A player may not play the same position for more than three (3) total innings.

5(g). No arguing of any call will be tolerated — period

5(h). Any tie or too-close-to-call play is awarded as an out to the defense. Base coaches make all calls: First base = 1B coach, Third base = 3B coach, Second base = pitching machine coach

Section 6 - BASE RUNNING & STEALING

6(a). A courtesy runner for the catcher is allowed at any time to speed up play.

6(b). No stealing is allowed before Fall Break.

6(c) No stealing home under any circumstances.

6(d). No head-first slides

6(e). No advancing on overthrows during a steal attempt.

6(f). Only one stolen base per inning per player.

6(g). No leading off.

6(h). After Fall Break, runners may steal only if the pitch is not caught cleanly by the catcher (e.g., passed ball or drop).

6(i). A runner may not attempt to advance once an infielder has secured the ball and is no longer making a baseball move.

Section 7 - GROUND RULES

7(a). A ball that:

- Gets stuck in the outfield fence = Ground rule double.
- Leaves the field of play via LF or RF gate = Ground rule double.
- One base maximum on overthrows, even if the ball remains in play.

DUGOUT & SAFETY RULES

7(b). No on-deck hitters.

7(c). All players must remain in the dugout until it's their turn to hit or take the field.

7(d). No swinging bats outside the dugout or along the sides of the dugout.

7(e). Unauthorized parents are not allowed in the dugout or on the field of play.

Section 8 - GAME TRACKING & STATS

8(a). The Game Changer app must be used by all teams to track:

8(b). Wins, losses, ties, home runs, etc.

8(c). Home team is responsible for Game Changer entry.

8(d). If the home team lacks enough coaches, the away team may assist.

8(e). One coach must be assigned to run Game Changer each game.

8(f). A Home Run Champion Award will be presented at the end of the season.

Section 9 - LINEUPS & PARTICIPATION

9(a). Every player must bat (continuous batting order).

9(b). Home team occupies the 3B dugout.

Section 10 - SNACK STAND & CLEAN-UP RESPONSIBILITIES

10(a). Each team is required to volunteer for two (2) games in the concession stand. These can occur during your own games or during another team's games.

10(b). Teams must clean up their dugout area after each game.

10(c). Parents are encouraged to throw away their own trash and keep the complex clean

Minors (9-10)

Section 2 – Game Rules

2(a). All Little League rules in “Official Regulations and Playing Rules” of Little League Baseball (also known as the "Green Book") shall apply.

2(b). Managers are required to fill out a batting lineup card with player positions before the start of the game. The lineup card is exchanged at home plate with the umpire present before the first pitch.

2(c). Games will be six innings.

(i) For games played Monday through Thursday and Sunday, no new inning may be started after 1 hour and 30 minutes. Any inning started shall be completed.

(ii) For games played Friday or Saturday, no new inning may be started after 1 hour 45 minutes. Any inning started shall be completed. During the End-of-Year Tournament, all games shall be played to a full six innings.

2(d). A half inning consists of three outs or a maximum of five (5) runs. If the batter hits a home run over the outfield fence, all runs are counted, including the batter's run. During the top half of the last inning, the visiting team is allowed to score enough runs to tie the current score plus score five (5) more runs maximum, with only batting through their batting order one time. During the bottom half of the last inning, the run rule is waived, allowing the home team to win a game by batting through their order only once. Both Managers and the umpire agree on the last inning before it starts. No intentional walks will be allowed for any of the final three (3)

batters in the last inning. The final three (3) batters refer to the last three (3) batters that would result in every batter in the lineup coming to bat in that inning.

2(e). The Home team is required to maintain a game score, and the Visiting team is required to maintain the pitch count log for each pitcher for inclusion in the League pitch count log book.

2(f) Score must be kept, but standings are not.

Section 3 - Playing Rules (Defense)

3(a). Any pitcher who hits three (3) batters in an inning or four (4) batters in a game will be removed from the mound.

Section 4 – Playing Rules (Offense)

4(a). All players on the roster will bat in order. If a player arrives late, that player will be placed at the bottom of the batting order.

4(b). A runner may steal a base at his own risk. A runner may not lead off from the base. A runner may not leave the base until after the pitched ball has crossed home plate. Headfirst slides are prohibited.

4(c). For the first half of the year, the following rule is in place to encourage catchers to attempt to throw out base runners. If a catcher attempts to throw out a baserunner who is stealing, the runner cannot advance any additional bases on that play. Other runners can only advance if they break for their next base before the fielder misses the ball. (i.e., if you have a 1st and 3rd situation and the runner breaks to 2nd, the runner at 3rd can go home on the throw only if they break for home before the 2nd baseman or shortstop misses the ball).

Section 5 - Regular Season Roster Guidelines

5(a). During the Season, Managers will provide every player with the opportunity to play an infield position within the first three (3) innings for at least one (1) full inning during every game or risk an ejection. This guideline is in place to ensure that every player in the Minor Division has the opportunity to play multiple defensive positions throughout the season, thereby learning new baseball skills and gaining a more enjoyable Little League experience. It is not acceptable for Managers in this League to execute game strategies that do not include player rotations that meet the spirit of this guideline.

5(b). During the Season, a player should not sit out two (2) defensive innings until every player has sat out at least one (1) defensive inning. No player will sit out three (3) defensive innings. No player shall sit out three (3) defensive innings until every player has sat out two (2) defensive innings.

Majors (11-12) (46/60)**Section 2 – Game Rules**

2(a). All Little League rules in “Official Regulations and Playing Rules” of Little League Baseball (LL Rulebook App) shall apply.

2(b). Managers are required to fill out a batting lineup card with player positions before the start of the game. The lineup card is exchanged at home plate with the umpire present before the first pitch.

2(c). During the Season, a player should not sit out two (2) defensive innings until every player has sat out one (1) defensive inning. No player shall sit out three (3) defensive innings until every player has sat out two (2) defensive innings.

2(d). Games will be six (6) innings.

(i) For games played Monday through Thursday and Sunday, no new inning may be started after one hour and 45 minutes. Any inning started shall be completed.

(ii) For games played Friday or Saturday, no new inning may be started after two (2) hours. Any inning started shall be completed. During the End-of-Year Tournament, all games shall be played to a full six (6) innings, with no time limit.

2(e). The runner may not lead off the base. The runner may steal a base at his own risk; however, the runner may not leave the base until after the pitched ball has crossed home plate. Headfirst slides are prohibited.

2(f). Metal spikes are not allowed.

2(g). Only USA bats are allowed.

50/70 (11-12)**Section 2 – Game Rules**

2(a). All Little League 50/70 rules in “Official Regulations and Playing Rules” of Little League Baseball (LL Rulebook App) shall apply.

2(b). Managers are required to fill out a batting lineup card with player positions before the start of the game. The lineup card is exchanged at home plate with the umpire present before the first pitch.

2(c). During the Season, a player should not sit out two (2) defensive innings until every player has sat out one (1) defensive inning. No player shall sit out three (3) defensive innings until every player has sat out two (2) defensive innings.

2(d). Games will be six (6) innings.

(i) For games played Monday through Thursday and Sunday, no new inning may be started after one hour and 45 minutes. Any inning started shall be completed.

(ii) For games played Friday or Saturday, no new inning may be started after two (2) hours. Any inning started shall be completed. During the End-of-Year Tournament, all games shall be played to a full six (6) innings, with no time limit.

2(e). Leading Off: Runners can take a lead-off from their base at any time.

2(f) Stealing: Runners may steal at any time once the ball is live.

2(g) Balks: Because leading off is allowed, pitchers must abide by balk rules. A balk results in a dead ball, and runners advance one base.

2(h) Dropped Third Strike: Allowed.

2(i) Stealing Home: Permitted.

2(j) Headfirst Slides: Allowed, unlike in some lower divisions.

2(k). Metal spikes are not allowed.

2(l). Only USA bats are allowed.

2(m). Inning is played until three (3) outs. Run rule applies.

Inning Thresholds:

- **15 runs:** After 3 innings (or 2.5).
- **10 runs:** After 4 innings (or 3.5).
- **8 runs:** A 5 innings (or 4.5)