

2024 Murfreesboro Little League Rules of Play

These rules supersede any related rules in the Little League International Rule Book. All other rulings will follow the Little League International Rule Book.

Changes from 2023 MLL Rules are highlighted in **YELLOW**

GENERAL RULES

- All players on roster will bat with continuous batting order.
- There will be a 15-minute break between each scheduled game unless the preceding game ends early. Games will not start earlier than scheduled, however, teams are expected to be in the dugout and head coach at the plate meeting 5 minutes before game time.
- Teams must have 6 of their own players and at least 8 players total to avoid a forfeit (excluding Tee Ball & CP MN; Tee Ball & CP MN games can be played with as little as 6 players).
 - i. Teams with 6 players must call up 2 players from the division directly below them. Call ups must play outfield and bat last in the order.
 - ii. Teams with 7 players must call up 1 or 2 players from the division directly below them. Call ups must play outfield and bat last in the order.
 - iii. Teams with 8 players have the option to call up 1 player from the division directly below them. Call ups must play outfield and bat last in the order.
- If a team starts a game w/8 players, the 9th spot in the order is an automatic out the 1st time through the order. That spot is skipped the remainder of the game unless additional players arrive.
- Late arriving players are added to the end of the lineup w/o penalty.
- If a player becomes injured or ill and leaves during the game, there is no penalty as long as the team still has at least 9 players in the lineup. If that leaves a team w/8 players, the missing player's spot is an automatic out the next time up. That spot is then skipped the remainder of the game.

- Home teams will use the first base dugout and are responsible for keeping the official scorebook. Visiting teams will use the third base dugouts and are responsible for providing a scoreboard operator in the press box. **Games will not be started without an official scorebook and scoreboard operator present.**
- Teams must start all plays on defense with no more than 6 players in the infield.
- In all divisions, teams have the option of using a courtesy runner for the pitcher or catcher of record at any time. The courtesy runner will be the last recorded out.
- In CP MAJ & above, in the event of a tie at the end of regulation, extra innings will be played as normal until the tie is broken or the time limit is met. **If an inning ends within 5 minutes of the time limit being reached**, whether in extra innings or in regulation, if the game is still tied, one more inning will be played under the Inning After Time Limit Rule below.
- Inning After Time Limit (CP MAJ and above): Both teams will start with one out and a runner on second base, which will be the last batter of the previous inning. At the end of that inning, if the game is still tied, the tie will be recorded as the outcome of the game. **FALL: No innings will be played after the time limit.**
- All regular season championship games and postseason tournament games will be completed and will not be shortened by rain or curfew. If a game is unable to be completed, it will be suspended to be completed the next day possible. Regular season championship games and tournament championship games do not have a time limit, a full regulation game will be played with run rules in effect.
- No innings can be started after 10:00 PM for all divisions. An inning is considered started the moment the third out of the preceding inning is made.
- All coaches must have registered and completed background checks with MLL. Coaches include any adult in the dugout or on the field. There will be a list of approved coaches at the field for umpires to check. Teams may have as many

approved coaches as they would like to use during the season, but a maximum of 5 are allowed for any individual game in CP MAJ and below. A maximum of 4 coaches are allowed for any individual game for KP MN and above. If a coach that has not been approved by the league coaches in a game, the head coach will receive a warning. If it happens a second time, the head coach receives a 1-game suspension. A third occurrence will result in a 1-year suspension for the head coach.

- Any player that steps into the batter's box with an illegal bat is ruled an automatic out, and the head coach will receive a warning. If it happens a second time with any player on the same team, the batter is once again ruled out, and the manager is ejected from the game and will serve an automatic 1-game suspension. If the illegal bat is discovered after the play is dead, the opposing manager has the option to accept the outcome of the play or deem it as no play and have the player ruled as an automatic out. Regardless of the opposing manager's decision, the offending team's manager will receive a warning (first offense) or ejection and 1-game suspension (second offense).
- Standings Tiebreakers (used for determining regular season championship game participants and postseason tournament seeding)
 - i. Winning Percentage
 - ii. Head-to-Head Record
 - If more than two teams are involved in the tie, combined head-to-head games played must be the same number of games for all teams involved in the tie, or this tiebreaker is skipped.
 - iii. Runs Allowed Per Game Played
 - iv. Runs Scored Per Game Played
 - v. Coin Flip
- Divisions
 - Players that wish to play up one league age must register for the correct division for their league age and email mborollinfo@gmail.com before registrations close to seek approval to play up one league age.
 - 2024 Spring Season (Use the player's age on 8/31/24 to determine league age)
 - Tee Ball – Ages 4-5 on 8/31/24 are eligible.

- Coach Pitch Minor – Age 6 on 8/31/24 is eligible.
- Coach Pitch Major – Ages 7-8 on 8/31/24 are eligible.
- Kid Pitch Minor – Ages 9-10 on 8/31/24 are eligible.
- Kid Pitch Major – Ages 11-12 on 8/31/24 are eligible. All players that are age 12 on 8/31/24 will play in KP MAJ.
- Intermediate – Age 13 on 8/31/24 is eligible.
- Senior – Ages 14-16 on 8/31/24 are eligible.
- 2024 Fall Season (Use the player’s age on 8/31/25 to determine league age)
 - Tee Ball – Ages 4-5 on 8/31/25 are eligible.
 - Coach Pitch Minor – Age 6 on 8/31/25 is eligible.
 - Coach Pitch Major – Ages 7-8 on 8/31/25 are eligible.
 - Kid Pitch Minor – Ages 9-10 on 8/31/25 are eligible.
 - Kid Pitch Major – Ages 11-12 on 8/31/25 are eligible. All players that are age 12 on 8/31/25 will play in KP MAJ.
 - Intermediate – Age 13 on 8/31/25 is eligible.
 - Senior – Ages 14-16 on 8/31/25 are eligible.

Pitch Limits

<u>League Age</u>	<u>0 days rest</u>	<u>1 day rest</u>	<u>2 days rest</u>	<u>3 days rest</u>	<u>4 days rest</u>	<u>Max Pitches per Day</u>
<u>9-10</u>	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-75 pitches	75
<u>11-12</u>	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-85 pitches	85
<u>13-14</u>	1-20 pitches	21-35 pitches	36-50 pitches	51-65 pitches	66-95 pitches	95
<u>15-16</u>	1-30 pitches	31-45 pitches	46-60 pitches	61-75 pitches	76-95 pitches	95

- If a pitcher reaches any limit while facing a batter, the pitcher may continue to pitch until the end of that at bat. The pitcher's pitch total will be rounded back down to the limit reached during that at bat.
- Pitchers that are removed from the mound are not eligible to return as pitcher during that game. Exception: Pitchers in Intermediate and SNR divisions can return to the mound once per game if the pitcher remained on defense in the game at another position.
- Under no circumstances shall a player pitch on 3 consecutive days.

- If a pitcher throws more than 40 pitches, that player is ineligible to play the catcher position the remainder of the day.
- Any player that catches more than 3 innings is not eligible to pitch on that day.
- Any player that catches 3 innings or less, moves to pitcher and throws more than 20 pitches (30 pitches for league ages 15-16), is ineligible to return to catcher that day.
- If an ineligible pitcher throws a pitch in any game, that game is automatically forfeited, and the head coach receives an automatic 1-game suspension (first offense) or 1-year suspension (second offense) pending Board review. Whether the use of an ineligible pitcher is discovered during the game or hours/days/weeks later has no impact on the penalties imposed.
- If a coach attempts to play a player that is not registered for the current season with Murfreesboro Little League, that game is automatically forfeited, and the head coach receives an automatic 1-year suspension pending Board review. Whether the use of an ineligible player is discovered before/during the game or hours/days/weeks later has no impact on the penalties imposed.

TEE BALL

- 45 minute time limit, game will end immediately when time expires.
- All players on roster will bat with continuous batting order every inning. All players allowed on defense. 2 coaches allowed in the field on defense (must remain in the grass during live play).
- No leading off or stealing. No bunting.
- If 3 outs are recorded, the bases are cleared, but the batting team continues to bat.
- Player pitcher, catcher, and all batters must wear helmet with a face mask.
- Player pitcher must begin each play with at least one foot in the circle.
- No head first slides (while advancing). Players can slide head first if they are going back to bag.
- No On Deck circle
- Soft/Flex Baseballs will be used.
- All bats are legal.

COACH PITCH MINOR

- Games are 6 innings. 1 hour 15 min time limit, game will end immediately when time expires.
- All players allowed on defense – 2 coaches allowed in the field on defense (must remain in the grass at all times).
- 5 run limit per inning.
- No leading off or stealing. No bunting.
- Batter gets 5 pitches per at bat, then one swing on a tee. There are no strikeouts unless the batter swings and misses on the tee.
- CP MN Postseason tournament will be played using the following rule from CP MAJ to replace the Batter rule above: Batter gets 7 pitches per at bat. There are only swinging strikes, no called strikes. The 7th and final pitch must be fouled to remain at bat. If the 7th pitch is not swung at, the batter is out. 3 swinging strikes and the batter is out.
- 3 outs per inning. Once 3 outs are recorded, the sides are changed.
- Player pitcher must wear a face mask (either helmet with face mask or just face mask with hat). Catcher must wear helmet with a face mask.
- Player pitcher must begin each play with at least one foot in the circle.
- Coach pitcher must begin each play with at least one foot on the pitcher's line at 25 feet and must exit the field of play immediately after the ball is hit. Coach pitcher must throw overhand; underhand throwing is not allowed.
- Batted ball that hits Coach pitcher is ruled a dead ball and no pitch, however, batter is ruled out if interference is called on the Coach pitcher.
- No head first slides (while advancing) Players can slide head first if they are going back to bag.
- No On Deck circle
- Regulation Baseballs will be used.
- All USA bats are legal.
- Score and scoreboard will be kept but will not be recorded for official standings on website.
- "Inning After Time Limit" rule will apply for CP MN Postseason tournament games

COACH PITCH MAJOR

- Games are 6 innings. Regulation after 4 innings (3 ½ innings if home team is ahead). 1 hour 15 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 10 players allowed on defense. 2 coaches allowed in the field on defense (must remain in the grass at all times).
- No player may sit out more than 1 inning in a game until all players have sat out 1 inning.
- 5 run limit per inning. 10 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead); 15 run mercy rule in effect after 3 innings.
- No leading off or stealing. No bunting.
- Batter gets 7 pitches per at bat. There are only swinging strikes, no called strikes. The 7th and final pitch must be fouled to remain at bat. If the 7th pitch is not swung at, the batter is out. 3 swinging strikes and the batter is out.
- Player pitcher must wear a face mask (either helmet with face mask or just face mask with hat). Catcher must wear helmet with a face mask.
- Player pitcher and Coach pitcher must begin each play with at least one foot in the circle. Coach pitcher must exit the field of play immediately after the ball is hit. Coach pitcher must throw overhand; underhand throwing is not allowed.
- Batted ball that hits Coach pitcher is ruled a dead ball and no pitch, however, batter is ruled out if interference is called on the Coach pitcher.
- Bats must be USABat approved and must be 2 1/4" or 2 5/8" barrel and at least 26" in length. Tee ball bats are not allowed.
- No head first slides (while advancing) Players can slide head first if going back to bag.
- No On Deck circle
- Regulation Baseballs will be used

KID PITCH MINOR

- Games are 6 innings. Regulation after 4 innings (3 ½ innings if home team is ahead). 1 hour 30 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play at least 2 innings on defense.
- 7 run limit per inning. 10 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead) ; 15 run mercy rule in effect after 3 innings.
- Dropped 3rd strike rule is NOT in effect. 3rd strike is an out.
- No leading off. Runners can leave the base once the pitched ball reaches **the batter**. Base stealing is allowed.
- Pitch count rules are in effect and listed in the rule book.
- Teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire prior to a pitch being thrown. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.
- Once a pitcher is removed from the mound that pitcher cannot return to the mound in that game
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- **A player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.**
- Catchers must wear protective cup and throat guard.
- Metal cleats are not allowed.
- Bats must be USABats approved and must be 2 1/4" or 2 5/8" barrel.
- No head first slides (while advancing) Players can slide head first if going back to bag.
- No On Deck circle

KID PITCH MAJOR

- Games are 6 innings. Regulation after 4 innings (3 ½ innings if home team is ahead). 1 hour 30 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play 2+ innings on defense.
- SPRING: 10 run limit per inning. FALL: 7 run limit per inning.
- 10 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead); 15 run mercy rule in effect after 3 innings (2 ½ innings if home team is ahead).
- Dropped 3rd strike rule IS in effect. Batter may attempt to advance to first on a dropped 3rd strike with 2 outs or with less than 2 outs and first base unoccupied.
- No leading off. Runners can leave the base once the pitched ball reaches the batter. Base stealing is allowed.
- Pitch count rules are in effect and listed in the rule book.
- Teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire prior to a pitch being thrown. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.
- Once a pitcher is removed from the mound that pitcher cannot return to the mound in that game.
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- A player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.
- Catchers must wear protective cup and throat guard.
- Metal cleats are not allowed.
- Bats must be USABats approved and must be 2 1/4" or 2 5/8" barrel.
- No head first slides (while advancing) Players can slide head first if going back to bag.
- No On Deck circle

INTERMEDIATE

- Games are 7 innings. Regulation after 5 innings (4 ½ innings if home team is ahead). 1 hour 45 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play at least 2 innings on defense.
- SPRING: 10 run limit per inning. FALL: 7 run limit per inning.
- 10 run mercy rule in effect after 5 innings (4 ½ innings if home team is ahead); 15 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead)
- Pitch count rules are in effect and listed in the rule book.
- Teams are not able to elect to intentionally walk a batter without throwing pitches. Four balls must be thrown.
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- A player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.
- Catchers must wear protective cup and throat guard.
- Bats must be BBCOR approved and no more than a 2 5/8" barrel. Players can use bats that are USABats approved and must be 2 1/4" or 2 5/8" barrel.

SENIOR

- Games are 7 innings. Regulation after 5 innings (4 ½ innings if home team is ahead). 1 hour 45 min time limit. If an inning starts before time expires, that inning will be finished as long as either team still has a chance to tie or win. An inning is considered started the moment the third out of the preceding inning is made.
- 9 players allowed on defense – all players must play at least 2 innings on defense.
- SPRING: 10 run limit per inning. FALL: 7 run limit per inning.
- 10 run mercy rule in effect after 5 innings (4 ½ innings if home team is ahead); 15 run mercy rule in effect after 4 innings (3 ½ innings if home team is ahead)
- Pitch count rules are in effect. 95 pitches maximum.
- Teams are not able to elect to intentionally walk a batter without throwing pitches. Four balls must be thrown.
- A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher in that game.
- A catcher that catches four innings is ineligible to pitch on that day. 1 caught pitch is considered an inning.
- A player may be intentionally walked by opposing manager's request to the umpire once per game. The appropriate number of pitches will be added to the pitch count. This does not restrict a team from throwing 4 balls to this player at another time during the game.
- Catchers must wear protective cup and throat guard.
- Bats must be BBCOR approved and no more than a 2 5/8" barrel. Players league age 13-14 can use bats that are USABats approved and must be 2 1/4" or 2 5/8" barrel.