

ISSAQUAH LITTLE LEAGUE LOCAL RULES

Updated: March 03.09.2022



All baseball and softball games shall be played strictly by the Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC. as established for the current playing year. The priority of rules and regulations for this League shall be as follows:

1. Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC.
2. Operating Manual for LITTLE LEAGUE BASEBALL®, INC.
3. Washington District #9 District Policies as authorized and issued by the District Administrator
4. Issaquah Little League Local Rules and Policies

No rule or policy may be adopted within the League that is or may be in direct conflict with any rule, regulation or policy contained in publications of a higher priority as listed above.

SAFETY

1. Medical
 - a. Managers and coaches must have in their possession a completed medical release form for every player on their roster prior to the start of practices and games.
 - b. During the game/practice, teams must have at least one representative present who has attended the League's mandatory safety meeting.
 - c. Managers, Coaches, Umpires and League Officials should have some training in first aid. First-aid kits should be made available and stocked at all times.
 - d. When a player misses more than seven (7) continuous days of participation for an illness, injury, or sustains a suspected concussion or head injury, a physician or other accredited medical provider must give written permission for a return to full baseball/softball activity. Such written permission must be given to the League President, Commissioner of Baseball/Softball or Player Agent before the player can resume participation.
2. Protective Equipment
 - e. Equipment should be inspected regularly, especially for cracked or damaged helmets.
 - f. Batters must wear approved helmets during batting practice as well as during games.
 - g. Athletic protection – All male players must wear a protective cup.
 - h. The catcher must wear a long or short chest protector, shin guards, protective cup (baseball) and a catcher's helmet and mask with dangling throat guard.
3. Batter/Runner
 - i. No player other than the At-Bat-Hitter is allowed to have a bat in his or her hands inside or outside of the playing field fences. No "on-deck" batter is allowed in any level of baseball or softball from Majors or below. The player must go directly from the seat in the dugout to the batter's box. This rule does not apply to Junior /Senior League Baseball or Softball.
 - j. Except when a base runner is returning to a base, headfirst slides are not allowed. Runner will be called out.
4. Representatives from teams scheduled for practice or game play shall inspect the entire playing field to ensure it is free of debris and hazards that could reasonably lead to player or volunteer injury. If either manager or the game coordinator cannot conclude that the field is safe for play, the field shall not be used and the practice or game shall be cancelled.

PARTICIPANT CONDUCT

1. The use of abusive or profane language by anyone is prohibited. Any use of alcohol, drugs or tobacco on the playing field or in the dugouts is prohibited. Drinking of alcoholic beverages will not be allowed among spectators within the vicinity of any game at any division of LITTLE LEAGUE BASEBALL®, INC.
2. Ejection Rule. Issaquah Little League will absolutely not tolerate uncontrolled or unsportsmanlike conduct from managers, coaches, players or spectators.
 - a. If the umpire ejects a player, manager, or coach from a game, he/she shall leave the field and baseball facility immediately and take no further part in the game. He/she may not be recalled. Any manager, coach or player ejected from a game is suspended for his/her team's next physically played game. A second ejection in one season shall mean termination of participation in all Issaquah Little League activities.
 - b. If a parent or spectator is ejected from a ball game for whatever reason, he/she shall leave the baseball facility immediately and take no further part in the game. Failure to leave will result in the umpire suspending play until such time as the ejected party complies. If necessary; in the umpire's judgment, the game may be suspended for the day and resumed at a later date without the ejected party present. A game date/time will be worked in accordance with the League reschedule policy and will resume at the precise point at which it was suspended with all records; including pitching and hitting, counted. Any parent or spectator ejected twice in one season will not be allowed to attend any Issaquah Little League activities for the remainder of the season.
 - c. Any and all appeals shall be made to and heard by; the Issaquah Little League Board of Directors and the Board's decision shall be final.
3. The League President may protect the best interest of the players and/or League by taking immediate disciplinary action up to suspension until such time as a full hearing, against any manager, coach, player or spectator determined to be not conducting themselves in a manner consistent with League rules, spirit of the rules or other obligations of their position within the League.

UNIFORMS & EQUIPMENT

1. Players on the field must be in full uniform to include cap, uniform jersey and uniform pants. Shirts must be tucked in the pants and the shirt, pants and socks must match and fit properly.
2. The players shall care for uniforms during the season. Please wash them regularly according to the care instructions and mend them when necessary.
3. Players must not wear watches, rings, pins, jewelry or other metallic items. Exception: items displaying medical alert information.

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4. Shoes with metal spikes are not permitted in Majors or below.
5. Bats and balls used in any scheduled practice or game must comply with size, weight and performance specifications set forth by **LITTLE LEAGUE BASEBALL®, INC.** (Rule 1.10)
 - Competitive Divisions (Listed as AAA, Coast, Majors): 2BBLG or PRLI Baden Little League baseball or equivalent shall be used for all games and practices.
 - AA and A Division: SAF-5S Baden Level 5 Safety baseball or equivalent shall be used for all games and practices.
 - T-Ball: SAF-BST Baden Level 1 Safety baseball or equivalent shall be used for games and practices.
6. Composite Bats Rule 1.10
 - For regular season play and Tournament, composite bats are prohibited unless approved by Little League International. A list of approved and licensed composite bats can be found on the Little League website here: [Approved Composite and Wood Bats](#) All bats must follow the USA bat standard and have USA logo.
7. Illegal Bat. Rule 6.06(d)
 - A batter is out for illegal action when -
 - (d) The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.

Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:

 - 1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - 2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - 3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.
8. Catcher's Mitt. Required for Competitive Divisions. The use of a catcher's mitt is strongly recommended for AA and A Divisions. However, if the catcher's mitt does not fit or is not useable, a fielder's glove may be used.
9. Misuse of equipment by anyone will not be tolerated.

GAME PRELIMINARIES

1. Umpires. The League will assign umpires for AAA, Coast and Majors games.
 - a. In the event the league does not assign umpires, the home team will provide the home plate umpire and the visiting team the field umpire.
 - b. In the event the league assigns only Junior Umpires who are under 18 years old to the game, the home team will provide an adult to serve as Game Coordinator – it is suggested this be the adult who is the official scorekeeper. The Game Coordinator cannot be a coach or manager involved in the game. The Game Coordinator is not an umpire. The duties of the Game Coordinator, as detailed in the Little League rules, include being the sole determiner of when the field is not playable due to weather or darkness, ensuring that safety rules are being followed, and making sure that coaches, players, and spectators are behaving in a sportsmanlike manner. The Game Coordinator does not have the authority to make any calls on the field, or overrule or change calls made by umpires. The Game Coordinator does have the authority to eject coaches, players, and spectators.
2. Home Team Responsibilities:
 - a. Occupy the 3rd base dugout.
 - b. Prepare the baseball field - including raking/leveling and chalk lines.
 - c. Provide official scorekeeper and pitch counter for game - check at end of each inning.
 - d. Provide the umpire with at least two (2) balls suitable to the umpire for play. Provide additional balls as required.
 - e. Name an Adult as Game Coordinator when no adult Umpire present per 9.03(d)
3. Pre-Game Practice
 - a. Batting Practice.
 - i. Teams can hit Wiffle®, Pickle-ball® or Total Control Ball® (heavy balls) on their respective side of the infield or outfield. Pop up nets or sock nets may be used in the outfield only or beyond the fence at Dodd field. Dodd Field batting cages. Teams assigned to Dodd North should use the cage next to the equipment shed. Teams assigned to Dodd South should use the cage behind the outfield fence.
 - ii. In an effort to give equal time on the batting cages at Dodd, all teams are limited to 15 minutes from the time another team is present and notifies the coach or manager that they are waiting for the cage.
 - iii. No hitting or throwing in the common area of Dodd between fields.
 - b. The visiting team shall have infield practice for ten (10) minutes starting thirty (30) minutes before game time. The home team shall have infield practice for ten (10) minutes immediately following the visiting team. If normal infield practice time is shortened due to previous game running long, the teams shall equally split whatever time is available. Infield practice is not taken if time is not available.
4. Pre-Game Meeting. The pre-game meeting between managers, game coordinator, and umpires shall take place ten (10) minutes before game time:
 - a. Each manager shall determine that the condition of the field is acceptable.
 - b. Each team shall provide to each other and the official scorekeeper a copy of the starting line up at this time, and a lineup card shall also be given to the home plate umpire, if requested.
 - c. The home plate umpire shall give to the managers the pre-game instructions and review any and all ground rules particular to that field.
5. Players from both teams shall occupy their respective dugouts in the five (5) minutes prior to game time.

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GAME PLAY

1. Start of Game. All games shall start at the scheduled time except for changes approved by the League President or Commissioner of Baseball/Softball.
2. Minimum Number of Players. Nine (9) players are required to start or continue a Competitive Division game. If a manager knows in advance that they will be short players, then the game can be rescheduled 24 hours before the scheduled game time. If the game is called a forfeit, the game can be played as a practice game with pitch counts tracked. If a game is not rescheduled 24 hours before scheduled game time, then the game is a forfeit.
3. Managers and Coaches – Approved by the Board
 - Teams may elect to use two (2) adult base coaches, one (1) at first base and one (1) at third base. An adult coach is only permitted to occupy the first and/or third base coaches box if there is at least one adult manager or coach in the dugout.
 - No more than one (1) manager and two (2) coaches shall be allowed in the dugout. No other non-player shall be allowed in the dugout. The manager and coaches shall remain with the players at all times to supervise and direct player activity. Parents or other children are not allowed to mingle around the dugout and talk to the players or offer them food or drink.
 - Managers, coaches and players must remain in the dugout when not on the field playing or as a base coach during the game and may not leave without the permission of the umpire.
4. Time Outs – (LL Rules 8.06 a, b and d)
 - Offensive Time Out: Only one (1) offensive time out, for the purpose of a visit or a conference each inning.
 - Defensive Time Out:
 - i. A coach may visit a pitcher one time (1) in one inning (2 times for Minors). The second (2) time out (3rd time for Minors) the pitcher has to be removed.
 - ii. A coach may visit a pitcher two (2) times in a game (3 times for Minors). The third (3) time out (4th time for Minors) the pitcher has to be removed.
 - iii. A manager or a coach is prohibited from making a third visit while the same batter is at bat.
 - iv. A manager or coach may confer with any other players, including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
5. Player Substitutions
 - A continuous batting order shall be used which includes all players on the roster present for the game. Players arriving after submissions of the line-ups to the umpire shall be placed in the order after the last player named in the batting order. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the order without penalty. If the injured, ill or absent player returns they will be reinserted into their original spot in the batting order and the game continues.
 - A player may be entered and/or re-entered defensively into the game anytime with the exception of the pitcher. A player once removed as a pitcher may not re-enter that position.
6. Minimum Playing Time. All players shall play in each game for a minimum of three (3) full defensive innings. Substitutions shall be made no later than the bottom of the 3rd inning for the visiting team and top of the 4th inning for the home team.
 - Any game shortened by darkness, weather or mercy rule 4.10 (e) is not an excuse to not satisfy this minimum play.
 - When a violation of the mandatory play rule occurs the offended player(s) shall start the next scheduled game on defense, play any previous requirement not completed as well as the requirement for this game prior to being removed.
 - The Manager shall for the:
 - i. First Offense – receive a written warning.
 - ii. Second Offense – a suspension for the next scheduled game.
 - iii. Third Offense – a suspension for the remainder of the season
 - If violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. However, forfeiture of a game may not be invoked.
 - See AAA Division Local Rule #2 for more specific requirements rules for AAA division.
7. Mercy 4.10 (e) – AAA, Coast, Majors – If after four (4) innings, three and one-half (3-1/2) if the home team ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the least runs shall concede the victory to the opponent. If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.
8. Postponed or Suspended Games.
 - Regular season games at AAA, Coast and Major divisions are required to be made up or resumed if less than twelve (12) games will be played. Division Vice Presidents will monitor games played to ensure that the twelve (12) game minimum is achieved. Exceptions must be approved by Division Vice President as “unreasonable circumstances”.
 - Managers may reschedule a game through the division Vice President and League field scheduler. The League Umpire-in-Chief must be notified of the new date.
 - Regulation games halted while tied (as interpreted by the official rules) will not be finished but recorded as ties.
9. Protesting Game. Rule 4.19.
 - Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire’s judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for a protest.
 - The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.
 - Protests shall be made as follows:
 - i. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
 - ii. Following such notice, the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision conflicts with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.

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- Protests made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
- Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the local league president within 24 hours. The umpire-in-chief shall also submit a report immediately.
- A committee composed of the umpire-in-chief and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If the protest is allowed, resume game from exact point when the infraction occurred.

PITCHING

1. Unless otherwise noted, pitching shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Baseball. There is no limit to the number of pitchers a team may use in a game.
2. Managers or Coaches must not warm up a pitcher at home plate, bull pen, or anywhere else at any time. A substitute player not playing the field is encouraged to warm-up the pitcher. A catcher's mask must be worn.

SCOREKEEPING

1. Scorekeepers for both teams shall record all pitches in the League supplied scorebooks. The home scorekeeper's pitch count shall be the official count. Managers shall periodically consult with each other between innings during the game on pitch counts to avoid any violations of the pitching rules.
2. Competitive Divisions (AAA, Coast, Majors). Within 24 hours after each game, the home team manager shall confirm pitch counts with the opposing manager and record the pitch counts for every pitcher in the online tool. Home team manager will also report the game score to the Division VP.
3. The scorebooks of all teams shall be subject to inspection by the League and its representatives.

All LITTLE LEAGUE BASEBALL, INC. rules will apply except as follows:

Juniors Division

1. District 9 Local rules for the Inter-League Play for the Junior Baseball program will be followed.
2. The league allows the establishment of a pool of players from Intermediate level teams to play on Juniors division teams when needed.

Majors Division

3. Run Limit – No run limit per inning.
4. Time Limit. No time limit unless a following game is scheduled for the field:
 - No new inning may begin after two hours (2:00).
 - No pitch may be thrown after two hours and twenty minutes (2:20).
 - The game winner shall be determined as that team leading after the last full inning of play.
 - Exception: Any game tied at the end of six (6) innings may proceed with the following time limits:
 - i. No new inning after two hours and thirty minutes (2:30)
 - ii. No pitch after two hours and fifty minutes (2:50).
 - iii. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.
5. Tie-Breaker * If Time Allows or in Playoff Play - (extra inning rules) see ILL Tie Breaker Rule – Based on LL Tournament Rule 14
6. Uncaught Third Strike Rule 6.05(b)
 - If the catcher drops or misses strike three (3) the batter can run to first, unless occupied with less than two (2) out, and must be thrown or tagged out.

Coast Division - Minor League Division - Player Pitch

1. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
2. Run Limit - The inning or half inning will end when the offensive team scores five (5) runs or the defensive team 3 outs. No more than five (5) runs will be recorded per half inning. The five (5) run limit will not apply in the game's last inning. When the game time limit is approaching, the two managers and umpire shall agree which inning will be the last.
3. Time Limit. No time limit unless a following game is scheduled for the field:
 - a. No new inning may begin after two hours (2:00).
 - b. No pitch may be thrown after two hours and twenty minutes (2:20).
 - c. The game winner shall be determined as that team leading after the last full inning of play.
 - d. Exception: Any game tied at the end of 6 innings may proceed with the following time limits:
 - i. No new inning after two hours and thirty minutes (2:30)
 - ii. No pitch after two hours and fifty minutes (2:50).
 - iii. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.
4. Tie-Breaker * If Time Allows or in Playoff Play (extra inning rules) see ILL Tie Breaker Rule – Based on LL Tournament Rule 14

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AAA Division - Minor League Division - Player Pitch

1. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
2. Minimum Playing Time
 - a. No player shall sit out consecutive innings.
 - b. No player shall sit out defensively for a second inning until all players have sat out one inning.
 - c. No player shall sit out a third inning until all players have sat out a second inning.
 - d. Two (2) defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop)
3. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
4. Time Limit –
 - a. Games will be five (5) innings.
 - b. *However, no new inning shall start after 1 hour 40 minutes from the time the game was officially scheduled to start. All games must end at 1 hour 55 minutes with a hard stop. (Regardless of where you are at in the game). Time limits must be strictly adhered to.*
 - c. The game winner shall be determined as that team leading after the last full inning of play. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.
 - d. Exception: Playoff games will have no time limit unless a following game is scheduled. *No new inning shall start after 2 hours from the time the game was officially scheduled to start. All games must end at 2 hours 20 minutes with a hard stop. If the game reaches the 2 hours and 20 minutes time limit, the score of the game is reverted back to the last inning completed.*
5. Tie-Breaker * If Time Allows or in Playoff Play (extra inning rules) see ILL Tie Breaker Rule – Based on LL Tournament Rule 14
6. Games will be **coach pitch** for the **first 3 games of the season. Batters will receive 5 pitches maximum from hitting team's coach.** Unless 5th pitch is fouled, batters will not receive more than 5 pitches (no exceptions on 5 pitches even if pitches are out of strike zone, "bad" pitches, batter shall not receive more pitches unless 5th pitch is fouled). Batter will remain until they hit the ball in play, strikeout on three missed swings, or receive 5 pitches. A Batter that does not swing at any of the 5 pitches is a Strikeout. There are not called strikes for pitches the batter does not swing. Coaches can strikeout batters on 3 missed swings from the batter before or on 5th pitch.
7. ***After the 3rd game of the season, the remainder of the season Regular Season Games will be played with no-walk live-arm pitch only.***
8. Once live-arm pitching begins, batters will not advance to 1st as a result of 4 called balls. The batter will be awarded 1st if hit by pitch by the player pitcher. After 4 balls are called, **a hitting team's coach throws 3 pitches to the batter.** There are no additional pitches allowed for wild pitches, hit by pitch, etc. 3 "Bad" Pitches or 3 Pitches a Batter Does not swing at will be treated as if it was a Strikeout. The only instance which allows more than 3 coach pitches is foul balls. A foul ball will always result in another pitch. The strike count does not carryover from the 4-ball at bat, 3 pitches are thrown from coach to batter unless a ball is hit in play before the 3rd ball.
9. The pitching coach must throw from standing no less than 36' from plate when pitching to a batter. 36' is close, please pay attention coaches! It is incumbent upon Managers to teach pitching immediately to prepare players for live pitching and live hitting.
10. A batter will not advance to first on a coach pitched ball that hits the batter and the pitch counts against the batter.
11. There is no bunting a coach pitched ball. A bunt that results in a foul ball after strike 2 will result in a strikeout. (ie- a 3/2 count, bunt foul = strikeout).
12. The coach on mound must make a reasonable effort to avoid contact with the live ball and "get small" when the ball is hit to not block players vision (from 3rd to 1st, for example). If live ball hits coach on mound (without first being touched by a player), base runner(s) will advance one base. A batted ball that passes through the coach pitcher without obstruction (doesn't come in contact with the coach or umpire), or that is deflected off of a defensive player and subsequently hits the coach or umpire, is a live ball. Once the ball is hit into play, the pitching coach shall move into foul territory in a way to not interfere with the play.
13. A defensive player is positioned on the pitching mound (assuming the defensive position of a pitcher) and must have at least one foot positioned in contact with the pitching plate. If a defensive player is interfered by the pitching coach in making a play, the batter is out and the base runners can't advance bases, Base runners should be sent back to the base they occupied at the time the ball was hit into play. An umpire is allowed to rule this play.
14. ***After the Regular Season Games have ended, the remainder of the games (ie. Pool Play and Playoffs), will be played with live-arm Player pitch only. Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs. Bunting will be allowed during player pitch.***
15. **Stealing when live-arm pitching (players pitching)** – Second and Third base may be stolen (includes advancing on a passed ball or wild pitch), but a runner may not advance from Third to Home unless the ball is put into play by the batter or the runner on Third is forced or awarded Home by another base award (HBP, overthrow into dead ball territory, INT, etc.). A base runner may not advance from Third to Home on a passed ball or wild pitch or on a play on another runner. *However, runners are allowed to advance on overthrows. For overthrows that remain within the field of play (fair or foul territory), advancement is at the runners own peril with the exception from 3rd Base to Home as described above. For overthrows that go outside the field of play (dead balls) bases will be awarded as follows:*
 - a. *If thrown by an infielder, one base will be awarded the runner(s) as determined by the position of the runner(s) at the time the ball was pitched*
 - b. *If thrown by an outfielder, two bases will be awarded the runner(s) as determined by the position of the runner(s) at the time of the throw.*
 - c. Example 1 – Runners on First and Third. The runner from First advances to Second when the pitch reaches the batter. F2 overthrows the ball to Second, and the ball goes into the outfield. The runner on Third cannot advance Home. The runner now on Second cannot advance to Third as the base is occupied.
 - d. Example 2 – Runners on First and Third. Runner on First steps off base when pitch reaches the batter. F2 throws to First and the ball goes into dead ball territory. The runner on Third is awarded Home (due to overthrow into dead ball territory) and the runner on First is awarded Third.
 - e. Example 3 – Runner on First only. The runner from First advances to Second when the pitch reaches the batter. F2 overthrows the ball to Second, and the ball goes into the outfield. The runner advances to Third while the ball is still in the outfield. The runner cannot advance further.
16. **No Stealing when coach is pitching** - Base runners must be advanced by a batted ball. There will be no base 'stealing' – base runners can't advance from a wild pitch, passed ball, or when the ball is being returned to the pitcher from the catcher.

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17. When the pitcher is in possession of the ball and the catcher is in the catcher's box ready to receive the delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter. LL Rule 7.13 (page 107). It will be the umpire/coaches discretion to send players back to their base. "Dancing" on a base will not be allowed, as the runner should either try to steal or go back to their base. The offensive coach at the mound should receive the ball from the pitcher only when the play is deemed over.
18. Infield Fly Rule - The infield fly rule will not be applied.

AAA Rules Summary			
	Regular Season	Pool Play	Playoffs
# of Innings	5	Same as Regular Season	Same as Regular Season
End of inning	* 3 outs or 5 runs scored	*Same as Regular Season	*Same as Regular Season
# of Fielders	10 players (4 true outfielders; no rover)	Same as Regular Season	Same as Regular Season
Minimum Play	Equal playing time for all players. Two (2) defensive innings must be played at an infield position,	Same as Regular Season	Same as Regular Season
Pitcher	Hitting Team Coach pitches for first 3 games to own team. Players will get 5 pitches to hit the ball. No walks. Remaining games will be Player live pitch with hitting team coach pitch after 4 balls. Hitting Team's coach throws no more than 3 pitches unless foul ball on 3rd pitch.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.
Pitch Count	Pitch count rule applies	Same as Regular Season	Same as Regular Season
Baserunning	Steals allowed with Hard stop at 3rd base when players are pitching. Steals are not allowed when coach is pitching.	Same as Regular Season	Same as Regular Season
Advanced Baserunning	No Lead-offs. Runner advances at own risk once ball reaches batter when player is pitching. When coaches are pitching, baserunner is not allowed to advance unless ball is hit into play.	Same as Regular Season	Same as Regular Season
Batting	Bunting is allowed when players are pitching. Bunting is not allowed when coaches are pitching. Slash bunting is not allowed.	Same as Regular Season	Same as Regular Season
Scoring	*5 run limit per inning. 10 run mercy rule after the 4th inning.	*Same as Regular Season	*Same as Regular Season
Time Limit	Regular Season: 5 innings. No new inning after 1:40. No pitch after 1:55. Score reverts back to last completed inning.	Same as Regular Season	Playoffs: 5 innings. No Time Limit unless following game scheduled. No new inning after 2:00. No pitch after 2:20. Score reverts back to last completed inning.
*there is no 5 run limit for the last inning of the game during pool play and playoffs			

* ILL Tie Breaker / Extra Innings Rule

- Tie-Game – When the completion of six innings (Majors and Coast) 5 innings (AAA) and the score is tied, the following tie-breaker will be played to determine a winning team:
 - The extra inning (7th Majors and Coast) and (6th AAA) and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base. There will be zero (0) outs to begin the inning.

Example: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base.

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AA Division - Advanced Coach Pitch

1. Pre-Game Practice
 - a. The visiting team may have infield practice for five (5) minutes, starting fifteen (15) minutes before game time.
 - b. The home team shall have infield practice for five (5) minutes immediately following the visiting team.
2. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
3. Field Coaches - The defensive team may use two adult field coaches.
4. Minimum Playing Time
 - a. No player shall sit out consecutive innings.
 - b. No player shall sit out defensively for a second inning until all players have sat out one inning.
 - c. No player shall sit out a third inning until all players have sat out a second inning.
 - d. Two (2) defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop)
5. Run Limit - The inning or half inning will end when the offensive team scores five (5) runs or the defensive team three (3) outs. No more than five (5) runs will be recorded per half inning. The five (5) run limit will not apply in the games last inning. However, each hitter may only bat once in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
6. Time Limit – Games will be five (5) innings or ninety (90) minutes whichever is shorter.
7. Pitching - The entire season will be machine-pitch games using official Little League baseballs.
8. The pitching machine will be operated by the hitting team's coach. Both coaches should jointly check and agree on the location of the pitching machine before the game. Practice pitches should/can be taken before the game to ensure the ball is consistently in the "strike zone" appropriate for AA age kids. The machine may be checked and adjusted at the top of each inning in the presence of both managers.
9. A reasonable circle (approx. 10' in diameter) will surround the pitching machine. This area is a "free hit zone". Any batted ball that comes to rest in this area or that hits the machine or adult operator is a single base hit and the ball is dead. The adult operator must make a reasonable effort to avoid contact with the live ball. Any other base runner(s) will advance to the next base from their position at the time of the dead ball.
 - a. A batted ball that passes through the pitching circle without obstruction (doesn't come in contact with the machine, coach or umpire), or that is deflected off of a defensive player and subsequently hits the machine, is a live ball.
 - b. A defensive player is positioned on the outside of the circle (assuming the defensive position of a pitcher) and must have at least one foot positioned in contact with the circle (one foot in or on the circle, one foot out). A defensive player may be allowed to enter the circle if his momentum carries him/her inside the circle. An umpire is allowed to rule this play.
10. Each player will receive five machine pitches to put the ball into play. However, swinging third strike is an out. If pitches are obviously unhittable (in the dirt/ over their head) when the ball crosses the plate, the managers may agree to an additional pitch. In the event the batter fouls their 5th pitch, they will continue to receive pitches until they put the ball in play or strike out. In other words, the at-bat will not end on a foul ball.
11. A batter will not advance to first on a machine pitched ball that hits the batter.
12. The offensive coach feeding the pitching machine may not direct any base runners. He/she may only instruct the batter regarding positioning in the batter's box. A warning will be issued for the first infraction. After the 1st warning, the lead runner will be automatically called out whether safe on the play or not.
13. If the machine pitch is not available for any reason, an adult from the offensive team will pitch at all times but not closer than half the distance between home plate and the pitcher's plate (rubber). The defensive player assigned the pitching position shall stand within a 10 feet arc of the pitcher and a minimum of 40 feet from the home plate.
 - a. Each batter will receive no more than 7 pitches. This includes foul balls and bad pitches by the coach. Players not swinging at strikes should be strongly encouraged by the manager/coach to do so. A batting tee cannot be used to assist batters during an 'at bat'.
 - b. Hit by Pitch - Batters will not be awarded first base if hit by a pitch.
 - c. Strike Outs - Swinging strike out shall apply. There will be no called third strikes.
 - d. Walks - Walks will not be awarded.
14. Bunting - Bunting is not allowed.
15. Stealing - Stealing is not allowed.
16. Overthrows - Only one base is awarded on any overthrow, even if the ball remains in play and is not controlled. For example, if the first baseman throws to second and overthrows, only one base in total.
17. Infield Fly Rule - The infield fly rule will not be applied

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A Division - Beginner Coach Pitch

1. Pre-Game Practice
 - a. The visiting team may have infield practice for 5 minutes, starting 15 minutes before game time.
 - b. The home team shall have infield practice for 5 minutes immediately following the visiting team.
2. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
3. Field Coaches - The defensive team may use two adult field coaches.
4. Minimum Playing Time
 - a. No player shall sit out consecutive innings.
 - b. No player shall sit out defensively for a second inning until all players have sat out one inning.
 - c. No player shall sit out a third inning until all players have sat out a second inning.
 - d. Two (2) defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop)
5. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the games last inning. However, each hitter may only bat once in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
6. Time Limit – Games will be five (5) innings or ninety (90) minutes whichever is shorter.
7. Pitching - An adult from the offensive team will pitch at all times but not closer than half the distance between home plate and the pitcher's plate (rubber). The player assigned to the pitching position will stand within a ten (10) foot arc of the adult pitcher and a minimum of forty (40) feet from home plate.
 - a. Each batter will receive no more than 7 pitches. This includes foul balls and bad pitches by the coach. Players not swinging at strikes should be strongly encouraged by the manager/coach to do so. A batting tee cannot be used to assist batters during an 'at bat'.
 - b. Hit by Pitch - Batters hit by pitch will not be awarded first base.
 - c. Strike Outs - Swinging strike out shall apply. There will be no called third strikes.
 - d. Walks - Walks will not be awarded.
8. Bunting - Bunting is not allowed.
9. Overthrows - Only one base is awarded on any overthrow, even if the ball remains in play and is not controlled. For example, if the first baseman throws to second and overthrows, only one base in total.
10. Stealing - Stealing is not allowed.
11. Infield Fly Rule - The infield fly rule will not be applied.

T-Ball Division

1. Playing Field - The pitching mound shall be 40 ft. from home plate. The distance between bases shall be 50 ft.
2. Pre-Game Practice - The visiting team may have infield practice for 5 minutes, starting 15 minutes before game time. The home team shall have infield practice for 5 minutes immediately following the visiting team.
3. Minimum Playing Time – Every player shall play the entire game
4. Fielders – Each player on the roster will play defense each inning with a maximum of 6 infielders
5. Field Coaches - the defensive team may use two (2) adult field coaches.
6. Pitcher - The player assigned the pitching position will stand within a 10 ft. arc of the pitching mound and a minimum of 40 feet from home plate.
7. Catcher - There shall be no catcher at T-ball level.
8. Run Limit - Scores will not be kept.
9. Duration of Inning - Each batter will bat once each inning, regardless of the number of outs.
10. Time Limit - Games will be four (4) innings or ninety (90) minutes whichever comes first.
11. Batting - A batting tee shall be placed on home plate and the batter shall hit off a tee. The ball must travel at least 10 ft. to be called a hit, otherwise it is a considered a foul ball.
12. Batting Safety - a circle will be drawn on the first base side of home plate. Upon hitting the ball, the batter will be required to drop the bat into the circle on their way to first base. Any player who does not drop the bat in the circle will be given a verbal warning by the umpire and his/her manager. A second (or more) occurrence of missing the circle by the same player will result in the batter being called out, play to stop and all runners returned to their previous base.
13. Strikeouts - There shall be no strikeouts to batters.
14. Bunting - Bunting is not allowed.
15. Overthrow - No bases are awarded on any overthrow, even when the ball remains in play and is not controlled.
16. Stealing - Stealing is not allowed.
17. Infield Fly Rule - The infield fly rule will not be applied.

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2022 SEASON BASEBALL RULES SUMMARY

	T-Ball	A	AA	AAA	Coast	Majors
# of Innings	4	5	5	5	6	6
End of Inning	Each player bats once.	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs
# of Fielders	All players (max 6 infielders)	10 players (4 true outfielders; no rover)	10 players (4 true outfielders; no rover)	10 players (4 true outfielders; no rover) May Start Game with (8) Players	10 players (4 true outfielders; no rover) May Start Game with (8) Players	9 players - May start game with (8) Players
Minimum Play	Every player shall play the entire game.	Equal playing time for all players. Two (2) defensive innings must be played at an infield position.	Equal playing time for all players. Two (2) defensive innings must be played at an infield position.	Equal playing time for all players. Two (2) defensive innings must be played at an infield position.	3 full innings of defense.	3 full innings of defense.
Pitcher	Batter hits off a tee	Coach pitches to own team. Limit of 7 pitches/batter. No walks or hit-by-pitch. Swinging strike outs apply.	The entire season will be machine-pitch games using official Little League baseballs. Limit of 5 pitches/batter. No walks or hit-by-pitch. Swinging strike outs apply.	Hitting Team Coach pitches for first 3 games to own team. Players will get 5 pitches to hit the ball. No walks. Regular Season games will be Player live pitch with hitting team coach pitch after 4 balls. Hitting Team's coach throws no more than 3 pitches unless foul ball on 3rd pitch. Pool Play/Post season games will be Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.
Pitch Count	NA	NA	NA	Pitch count rules apply.	Pitch count rules apply.	Pitch count rules apply.
Baserunning	No steals. Runners stop once the ball has been returned to the infield. Runners may circle the bases on last batter.	No steals. Runners stop once the ball has been returned to the infield.	No steals. Runners stop once the ball has been returned to the infield.	Steals allowed with hard stop at 3rd base. No Steals when the Coach is pitching.	Steals allowed. Defense is responsible for stopping baserunners progress.	Steals allowed. Defense is responsible for stopping baserunners progress.
Advanced Baserunning	No bases may be taken on an overthrow.	One base is awarded on any overthrow.	One base is awarded on any overthrow.	No lead-offs. Runner advances at own risk once the ball reaches the batter.	No lead-offs. Runner advances at own risk once the ball reaches the batter.	No lead-offs. Runner advances at own risk once the ball reaches the batter.
Batting	Bunting is not allowed	Bunting is not allowed	Bunting is not allowed	Bunting is allowed. NO Slash Bunting	Bunting is allowed. NO Slash Bunting	Bunting is allowed. No Slash Bunting
Scoring	Scores will not be kept	5 run limit per inning*.	5 run limit per inning*.	5 run limit per inning, except for the last inning of the game. 10 run mercy rule after the 4 th Inning. (3-1/2 if Home Team is Ahead)	5 run limit per inning, except for the last inning of the game. 10-run mercy rule after the 4 th Inning. (3-1/2 if Home Team is Ahead)	No run limit per inning. 10-run mercy rule after the 4 th Inning. (3-1/2 if Home Team is Ahead.)
Time Limit	4 innings or 90 minutes, whichever comes first.	5 innings or 90 minutes, whichever comes first.	5 innings or 90 minutes, whichever comes first.	Regular Season: 5 innings. No new inning after 1:40. No pitch after 1:55. Stop.	No Time Limit unless following game scheduled: No new inning after 2:00. No pitch after 2:20.	No Time Limit unless following game scheduled: No new inning after 2:00. No pitch after 2:20.

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All-Star Baseball and Softball Travel Guidelines

ILL Executive Board retains the right to determine financial assistance for ILL Tournament Travel. The below along with District 9 Policy will provide guidelines and an outline for determining financial assistance.

District Tournaments

1. Managers/Coaches and Parents are responsible for all travel expenses to and from District Games.

State Tournaments

Close to Home – (within 150 mile of Tournament Site round trip).

1. The team will travel back and forth to the tournaments site. If parents and/or team decide to stay overnight near the tournament site they will be responsible for all expenses associated with staying overnight.

Distant from Home – (more than 150 miles of Tournament Site round trip)

1. Stay at Tournament location: The League has determined that the team should stay at the tournament site for the duration of the tournament or until eliminated (whichever comes first).
2. Housing: Washington State Tournament Hosts will NOT be providing housing to teams advancing to State Tournaments. The League should find a place to stay for the players/Manager/2 Coaches and should pay for that place to stay at the rate of 4 players per room and 2 coaches/manager per room. For example, if a team has 14 players and 3 adult coaches/manager, then the League would pay for 4 rooms for the players ($14/4 = 3.5$) and 2 rooms for the coaches/manager ($3/2 = 1.5$). The coaches/manager would split the two rooms furnished by the League at the rate of $\frac{1}{2}$ normal room rate per person. If they had spouses staying with them, then the League would only pay for $\frac{1}{2}$ the normal room rate per manager/coaches.
3. Family members: All parents/family members traveling with the team but not on the team are STRICTLY ON THEIR OWN AS TO ALL EXPENSES FOR THEM AND THEIR FAMILY. The League is not responsible for any expenses incurred by the parents/family members.

District, State, Regional and World Series Travel – reference chart below.

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General guidelines for cost responsibilities (additional details and specifics provide in text below):

Division	District	State	Regional	World Series
8/9/10 Baseball & Softball	League, uniforms	League Travel & Housing	n/a	n/a
9/10/11 Baseball & Softball	League, uniforms	League Travel & Housing	n/a	n/a
10/11/12 (Majors) Baseball	League, uniforms	League Travel & Housing	Travel & Housing by LLI	Travel & Housing by LLI
10/11/12 (Majors) Softball	League, uniforms	League Travel & Housing	Travel & Housing by LLI	Travel & Housing by LLI
Intermediate Baseball	League, uniforms	League Travel & Housing	League Travel & Housing	Travel & Housing by LLI
Juniors Baseball	League, uniforms	League Travel & Housing	League Travel & Housing	Travel & Housing by LLI
Juniors Softball	League, uniforms	League Travel & Housing	League Travel & Housing	Travel & Housing by LLI
Seniors Baseball	League, uniforms	League Travel & Housing	League Travel & Housing	Travel & Housing by LLI
Seniors Softball	League, uniforms	League Travel & Housing	League Travel & Housing	Travel & Housing by LLI