Managers and coaches should familiarize themselves with the official baseball regulations as published by Little League International. The following items are intended to clarify those rules and to identify local Mukilteo Little League rules.

## General Rules Applicable to all Divisions

1. Mukilteo Little League complies with the mandatory play rule (Regulation IV (i)) of the Official Regulations and Playing Rules. The penalty imposed for not meeting the Little League standard shall be that the player involved shall start the next scheduled game and play no less than twelve (12) consecutive defensive outs and two (2) at bats. The manager will be subject to disciplinary actions per Little League recommendations.
2. Umpires are expected to start games on time. Infield warm-ups are to be limited to ten (10) minutes for each team. The home plate umpire is responsible for ensuring the game is played within the allotted time interval to the extent that unnecessary delays are not allowed between innings.
3. Conduct of managers, coaches, assistants, umpires, and parents should set an example for the players. Alcohol or smoking will not be allowed anywhere in the Little League Complex, on any school grounds, Paine Field Community Park, Phil Johnson, or anywhere else in the vicinity of Little League games or practices. The umpire and League officials shall have the authority to remove a manager, coach, player, or spectator for inappropriate behavior. Umpires shall report any ejection to the Umpire-in-Chief within 24 hours. Any ejected manager, coach, player, or spectator will be suspended for the team's next scheduled game and is subject to additional penalties upon review by the Board of Directors. Additional disciplinary action may be taken depending on the nature and circumstance of the ejection, but in the case of coaches and managers a minimum requirement to participate as an umpire in another team's game before returning to coaching/managing will be enforced at the discretion of the UIC subject to review from the Executive Committee.
4. Only one (1) adult (usually the manager) will be in charge of their team during a game. Game management communications with the umpire (appeals/roster changes/etc.) should be through the team manager or head coach identified at the pre-game plate meeting. Appeals will not be accepted from assistant coaches.
5. Adults may coach both first and third base as long as there is an adult coach in the dugout. It is not necessary to have team members coach the bases.
6. The home team is responsible for preparing the field (dragging, raking, lining, etc.) a reasonable time before the game, and for supplying game balls for use during the game. The visiting team shall be responsible for cleaning up and storing all League equipment after the game. Every effort should be made to leave the field as clean as possible.
7. No one is allowed behind the umpire or the backstop immediately behind home plate, besides scorekeeper/score board operator/game managers/league officials in the Scorer's Box. All persons in the Scorer's Box should refrain from coaching batters, relaying information on pitches to coaches, etc. All requests for information from coaches should come through the umpire.
8. Should a player be benched from a game for disciplinary reasons, the manager or coach must notify the Player Agent before the game.
9. To avoid accidents to bystanders, players below the Intermediate division shall not take warm-up swings on any field. Warm-up pitches will be allowed only in designated areas at the Little League Complex or where a fence separates the warm-up area from spectators and other players. Players can take a few warm-up swings immediately before approaching the plate to bat. When entering a
game, the pitcher will be allowed as many warm-ups throws from the mound as the umpire deems necessary.
10. Inter-league Play: During inter-league games, only the District 1 Interleague League Playing Rules shall apply. Mukilteo Little League Local Playing Rules will not apply.
11. All managers are expected to report game results and pitch counts to the respective Division Vice President within 24 hours of the completion of the game. Each Division Vice President should determine how scores are reported. Failure to comply with this rule could result in forfeiture of games at the discretion of the Board of Directors.
12. Parents and coaches will sign an online Code of Conduct form applicable to them. Players are required to sign Player Code of Conduct forms prior to their first practice. The coach will maintain these forms with him at all practices and games in conjunction with the signed medical release forms. Failure to sign the Code of Conduct form will result in player suspension until such time that the form is signed and in the possession of the team coach.

## Pool Players

1. Player Pool Rules for all divisions:
1.1. Intent: The intent of maintaining and using a pool of replacement players for Intermediate, Majors, Minors, and Farm Divisions is to avoid forfeiture of games only, not to enhance a roster for a more competitive team at the expense of regular rostered players.
1.2. A pool of volunteer players from each division will be solicited and kept by the division player agent. This pool will be made up by asking every player in that division before the season begins if they are willing to be part of the player pool. Players from different divisions can never participate in the player pool for a different division (i.e., a Minors player may never substitute in Majors or Farm).
1.3. This player pool will be "randomized" once all names are compiled. This randomized list will be shared with the League President, Division Vice President, and the counterpart Player Agent.
1.4. When pool players are requested, granted, and utilized, the player pool list will be marked as such and shared with the Board Members mentioned above.
1.5. Players will be called starting from the top of the player pool list until a player is found eligible and available for that particular game/date.
1.6. Once a pool player has been activated for a game, that pool player then rotates to the bottom of the available player pool list.
1.7. 11- and 12 -year-old Major League players are eligible to player pool for the Intermediate League.
2. Game Rules for use of Pool Players:
2.1. A team manager may request pool players for a regular season game when he has information to believe that he will be down to 9 or fewer regular rostered players. The maximum number of pool players allowed per team/per game is 2 . However, the maximum total roster using pool players may not exceed 10 total players. For instance, if a team is down to 8 regular roster players, 2 pool players may be added to the roster, bringing it to 10 total players. If a roster is at 9 regular roster players, only 1 pool player may be added to bring the total rostered players for that game to 10 .
2.2. If a regular rostered player shows up by game time and adding pool players would bring the total rostered players above 10, the pool player(s) must still meet the required playing time listed in \#3. For this reason, team managers should make all attempts at confirming their rostered player's absence.
2.3. Pool players must play the minimum Little League Regulation V Playing time for Pool Players (9 consecutive defensive outs and 1 at bat), but may not pitch in a game.
2.4. When teams have 10 players including a pool player, that pool player must be in the rotation of substitutes (i.e., may not play the entire game at the expense of a regular rostered player sitting out).
2.5. Pool players must bat in the bottom $1 / 3$ of the batting order (Positions $7 / 8 / 9$ in Majors, or 7/8/9/10 in a continuous batting order for Minors/Farm) in order to maximize at bats for regular rostered players.

## Tee Ball Baseball Playing Rules

## 1. Game Preliminaries (Supplements LL Rule 3.00)

1.1. The philosophy of the Tee Ball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
1.1.1. No player may play any position for more than two (2) innings total per game.
1.1.2.No player may be on the bench for two consecutive defensive innings per game.
1.1.3. No player shall sit out three innings unless every player has sat for at least two full innings.
1.1.4. All players should play, as close as possible, the same number of innings per week.
1.2. All biological male players are required to wear a protective cup.
1.3. Tee Ball should be played with a Safe-T Ball (i.e., Baden T-Ball - Safety Level 1)
1.4. The Defensive team shall consist of the 5 infield positions ( $P, 1 B, 2 B, S S, 3 B$ ). Additional players may be positioned in outfield positions (coaches should avoid players on the bench).
1.5. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

Table 1 - Tee Ball Sample Lineup \& Position Rotations by Roster Size

| Eight Player Roster | Seven Player Roster | Six Player Roster |
| :---: | :---: | :---: |
| P | P | P |
| 1B | 1B | 1B |
| Outfield LF | Outfield RC | 2B |
| 2B | 2B | Outfield |
| SS | SS | SS |
| Outfield CF | Outfield LC | 3B |
| 3B | 3B |  |
| Outfield RF |  |  |

Rotation use: Once a manager has determined the playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager with a copy of their defensive rotation upon request.

Table 2 - Example Lineup Rotation 8-Players

| Lineup <br> Position | Player Name | Inning 1 <br> Position | Inning 2 <br> Position | Inning 3 <br> Position | Inning 4 <br> Position |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  | P | OF RF | $3 B$ | OF CF |
| 2 |  | $1 B$ | P | OF RF | $3 B$ |
| 3 |  | OF LF | $1 B$ | P | OF RF |
| 4 |  | $2 B$ | OF LF | $1 B$ | P |


| 5 |  | SS | 2 B | OF LF | 1 B |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 6 |  | OF CF | SS | $2 B$ | OF LF |
| 7 |  | $3 B$ | OF CF | SS | $2 B$ |
| 8 |  | OF RF | $3 B$ | OF CF | SS |

Because games are limited to 4 innings, the grid above is used for three consecutive games to ensure each player gets to play all five infield positions. This is achieved by rotating player names in the lineup positions.
1.6. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
1.7. Managers shall provide the home plate umpire and opposing manager a complete line-up card. Each batter shall bat in the order in which they are listed.
1.8. Unlimited player substitutions are allowed.
1.9. One fielding coach may take the field with the defensive team. The fielding coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive/defensive players or interfere with play while on the field of play.
2. Starting \& Ending the Game (Supplements LL Rule 4.00)
2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
2.2. Games will consist of a maximum of four (4) innings.
2.3. Each player shall bat every inning. Once every player has had a turn at bat, the inning is over.
2.4. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases.
2.5. Time Limits: No new inning shall start after 45 minutes from the time the game was officially scheduled to start. All games must end at 60minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.

## 3. Putting the Ball in Play - Live Ball (Supplements LL Rule 5.00)

3.1. All players must hit from the batting tee for the first four (4) games of the season. After the $4^{\text {th }}$ game the coach pitch option goes into effect.
3.2. Coach Pitch Option.
3.2.1.The manager, coach, or other background checked adult designated by the manager shall pitch to their own team. The adult pitcher shall not coach their offensive players, distract the defensive players, or interfere with play while on the field of play.
3.2.2.Coach Pitching should be executed from a kneeling position 23-25 feet from home plate.
3.2.3.Coach Pitch will consist of a maximum of three (3) pitches per batter. After the third pitch the ball shall be hit off the batting tee.
3.2.4.A batter cannot be walked and will not be awarded first base when struck by a ball.
3.2.5.The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base.
3.2.6.The use of Pitching Machines is not allowed in the Tee Ball Division.
3.3. Batted balls fielded by the defense should be limited to the following plays:
-Throw to First Base
-Tag of a Base Runner
-Tag of a Base on a Force Play
The intention of restricting fielded balls to these three options is to simplify the options for the young players. The rules of Baseball are complicated and can be overwhelming for young players to learn.

## 4. The Batter (Supplements LL Rule 6.00)

4.1. The infield fly rule is not applicable.
4.2. A 10 -foot arc shall be chalked in front of home plate to determine fair/ foul balls. Batted balls destined to come to rest within this arc shall be declared foul by the umpire.
4.3. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

## 5. The Runner (Supplements LL Rule 7.00)

5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare "no play." The runner must return to the base and the batter will resume their at bat with an unchanged pitch count.
5.2. Sliding into a base is not allowed at any time.
5.3. Base runners may not advance on an overthrow, to any base.
5.4. Base runners may advance only one base per batted ball. On the final batter of every half inning, there is no base limit.
5.5. All base runners are subject to be put out on any attempts at advancement.

## Rookie Baseball Playing Rules

1. Game Preliminaries (Supplements LL Rule 3.00)
1.1. The philosophy of the Rookie Baseball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
1.1.1.No player may be on the bench for two consecutive defensive innings per game.
1.1.2.No player shall sit out two innings unless every player has sat for at least one full inning.
1.1.3. Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield.
1.1.4.All players should play, as close as possible, the same number of innings per week.
1.2. All biological male players are required to wear a protective cup.
1.3. Rookie Ball should be played with a Safe-T Ball (i.e., Baden Safety 5 - Safety Level 5)
1.4. Teams shall have the option to field ten (10) defensive positions (six infielders and four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines.
1.5. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

Table 3 - Rookie Baseball Sample Lineup \& Position Rotations by Roster Size

| Twelve Player Roster | Eleven Player Roster | Ten Player Roster | Nine Player Roster |
| :---: | :---: | :---: | :---: |
| P | P | P | P |
| RF | RF | RF | C |
| C | C | C | RF |
| 1B | 1B | 1B | 1B |
| LC | LC | LC | 2B |
| BENCH | BENCH | 2B | CF |
| 2B | 2B | LF | SS |
| LF | LF | SS | 3B |
| SS | SS | 3B | LF |
| 3B | 3B | RC |  |
| RC | RC |  |  |
| BENCH |  |  |  |

Rotation use: Once a manager has determined the playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager with a copy of their defensive rotation upon request.

Table 4 - Example Lineup Rotation 12-Players

| Lineup <br> Position | Player Name | Inning 1 <br> Position | Inning 2 <br> Position | Inning 3 <br> Position | Inning 4 <br> Position | Inning 5 <br> Position | Inning 6 <br> Position |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  | P | BENCH | OF RC | $3 B$ | SS | OF LF |
| 2 |  | OF RF | P | BENCH | OF RC | $3 B$ | SS |
| 3 |  | C | OF RF | P | BENCH | OF RC | $3 B$ |
| 4 |  | OF LC | $1 B$ | C | OF RF | P | BENCH |
| OF RC |  |  |  |  |  |  |  |
| 5 |  | BENCH | OF LC | $1 B$ | C | OF RF | P |
| 6 |  | $2 B$ | BENCH | OF LC | $1 B$ | OF RF | P |
| 7 |  | OF LF | $2 B$ | BENCH | OF LC | C | OF RF |
| 8 |  | SS | OF LF | $2 B$ | BENCH | OF LC | 1B |
| 9 |  | $3 B$ | SS | OF LF | $2 B$ | BENCH | OF LC |
| 10 |  | OF RC | $3 B$ | SS | OF LF | $2 B$ | BENCH |
| 11 |  | BENCH | OF RC | $3 B$ | SS | OF LF | $2 B$ |
| 12 |  |  |  |  |  |  |  |

Because games are limited to 6 innings, the grid above is used for consecutive games to ensure each player gets to play all six infield positions. This is achieved by rotating player names in the lineup positions.
1.6. Umpire Coverage: The home team should provide the Home Plate Umpire; the visiting team should provide the Base Umpire.
1.7. Before each game, managers shall provide the Home Plate Umpire and opposing manager with complete line-up card. Each batter shall bat in the order in which they are listed.
1.8. Unlimited player substitutions are allowed between innings.
1.9. Scorebook: The Rookie Baseball division is an instructional league, but a scorebook will still be kept by the home team. Regardless of the score, both halves of every inning will be played, subject to time limit requirements.
1.10. One fielding coach may take the field with the defensive team. The Fielding Team's coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive/defensive players or interfere with play while on the field of play.

## 2. Starting \& Ending the Game (Supplements LL Rule 4.00)

2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04)
2.2. Six (6) players are required to start a game.
2.3. Games will consist of a maximum of 6 innings.
2.4. The first of either three (3) outs or five (5) runs ends a half inning.
2.5. In compliance with Little League Rule 8.03, coaches \& umpires must strive to minimize downtime between half innings to one (1) minute or less.
2.6. One adult manager, coach, or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases.
2.7. Time Limits: No new inning shall start after 90 minutes from the time the game was scheduled to start. All games must end at 110 minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.

## 3. Putting the Ball in Play - Live Ball (Supplements LL Rule 5.00)

3.1. There is no player pitching in the Rookie Baseball division; all pitching will be machine pitch. 3.1.1.The manager, coach, or other background checked adult designated by the manager shall pitch to their own team using the machine. The adult pitcher/operator shall not coach the offensive players, distract the defensive players, nor interfere with play while on the field of play.
3.1.2. The pitching machine must be placed in front of the pitching rubber and must be at least 40 feet from home plate.
3.1.3. Each player will receive five (5) machine pitches to put the ball in play. If the batter fouls their $5^{\text {th }}$ pitch, they will continue to receive pitches until they put the ball in play or strike out (the at bat will not end on a foul ball).
3.1.4.A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with their swing.
3.1.5.The adult pitcher/operator must make a reasonable effort to avoid contact with a live ball. A batted ball that strikes the adult pitcher or pitching machine is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (does not come in contact with the adult pitcher or pitching machine) is a live ball.
4. The Batter (Supplements LL Rule 6.00)
4.1. The infield fly rule is not applicable.
4.2. Bunting is not allowed. If a player bunts the ball, it shall be declared "no pitch" and the batter will resume their time at bat with the pitch count in effect when the bunted pitch was made.
4.3. If a player throws a bat, their team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

## 5. The Runner (Supplements LL Rule 7.00)

5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare "no play." The runner must return to the base and the batter will resume their at bat with an unchanged pitch count.
5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the runner to slow down to avoid a collision. This is a judgment call by the umpire.
5.3. On any fair ball hit to the outfield:
5.3.1. The batter is allowed to advance a maximum of two bases.
5.3.2.When a batted ball reaches the outfield, existing base runners' advancement is unlimited until the batted ball is returned to the infield. If a runner is between bases when the ball reaches the infield, the runner may continue to the base they are attempting to reach. The ball is considered to have entered the infield when it breaks the plane between the bases, whether the ball is controlled or not.
5.3.3.All base runners are subject to be put out on any attempts at advancement.
5.4. Base runners may not advance on an overthrow, to any base.
5.5. Sliding is allowed (feet first only, Rule 7.08(a)(4)).
5.6. A special pinch runner is allowed for a catcher that gets on base or is on base with two outs to help expedite the game. The special pinch runner will be the player that made the last out in the current at bat.

## Farm Baseball Playing Rules

1. Game Preliminaries (Supplements LL Rule 3.00)
1.1. The philosophy of the Farm Baseball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
1.1.1.No player may be on the bench for more than two consecutive defensive innings per game.
1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.
1.1.3. Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield. Exception: If a team does not have enough players willing to play the catcher position, a catcher may play up to three (3) innings at that position.
1.1.4.All players should play, as close as possible, the same number of innings per week.
1.2. All biological male players are required to wear a protective cup.
1.3. Farm Ball should be played with regulation Little League baseballs.
1.4. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
1.5. Managers shall provide the home plate umpire and opposing manager a completed lineup card. Each batter shall bat in the order in which they are listed. All ineligible pitchers must be included on the lineup card.
1.6. Teams shall have the option to field ten (10) defensive positions (six infielders \& four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines
1.7. Unlimited player substitutions are allowed.
1.8. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The Home team's scorebook shall be the official record of the game.

## 2. Starting \& Ending the Game (Supplements LL Rule 4.00)

2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
2.2. Games will consist of a maximum of 6 innings.
2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
2.4. In compliance with Little League Rule 8.03, coaches \& umpires must strive to minimize downtime between half innings to one (1) minute or less.
2.5. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
2.6. The $10 / 15$ run rule (4.10(e)) shall not be used.
2.7. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
2.8. Time Limits: No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.
2.9. At the end of the game managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.
3. Putting the Ball in Play - Live Ball (Supplements LL Rule 5.00)
3.1. Pitching Progression
3.1.1.All innings will be coach pitch for the first two (2) weeks of the season.
3.1.2.After the first two (2) weeks of the season, coaches will pitch the first two (2) innings and players shall pitch for the remaining four (4) innings of the game.
3.1.3. The last two weeks of the regular season, players shall pitch all innings of the game.
3.2. Coach Pitch Innings
3.2.1.The manager, coach, or other background checked adult designated by the manager shall pitch to their own team. The adult pitcher shall not coach the offensive players, distract the defensive players, or interfere with play while on the field of play.
3.2.2.The adult pitcher must pitch from a distance no closer than $40^{\prime}$ from home plate and starting no closer than the front of the pitcher's mound. To provide the best pitch recognition development experience, adult pitchers must throw overhand and should throw from a kneeling position.
3.2.3.There are no called strikes. However, a batter still gets a strike if they hit a foul ball or swing at and miss a pitch. A batter can strike out if they swing and miss on their third strike.
3.2.4. A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with their swing.
3.2.5. Each player will receive up to five (5) coach pitches to put the ball into play. 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.
3.2.6. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (does not come in contact with the adult pitcher) is a live ball.

### 3.3. Player Pitch Innings

3.3.1.There are no walks granted, upon the occurrence of ball four (4), a coach shall enter the game and pitch up to three additional pitches to the batter. Strikes on the batter carry forward to coach-delivered pitches. Coach pitch rule 3.2.3 applies to all coach delivered pitches

## 4. The Batter (Supplements LL Rule 6.00)

4.1. The infield fly rule (6.05(d)) will not be enforced.
4.2. The dropped third strike rule (6.05(b)(2)) shall not be used.
4.3. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.
4.4. Bunting is allowed only during player delivered pitches. Bunting foul on a third strike is an out. A Batter will be called out for illegal action if he/she fakes a bunt and then takes a full swing.

## 5. The Runner (Supplements LL Rule 7.00)

5.1. A player may steal bases per normal little league rules with the following exceptions:
5.1.1.Base runners cannot advance on pitch legally caught by the catcher.
5.1.2.Base runners cannot advance when the ball is being returned to the pitcher from the catcher.
5.1.3.There is no stealing during coach-delivered pitches.
5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the runner to slow down to avoid a collision. This is a judgment call by the umpire.
5.3. For overthrows that go outside the field of play (dead balls), runners may advance only to the next base. The award is made based on the position of the runners at the time that the ball leaves the field of play.
5.4. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.
5.5. Sliding is allowed (feet first only, LL Rule 7.08(a)(4)).

## 6. The Pitcher (Supplements LL Rule 8.00)

6.1. Pitch counts must be recorded for all innings pitched.
6.2. Pitchers are restricted to 35 pitches per day.
6.3. Managers must remove pitchers when the player reaches the pitch limit. The player may remain in the game in another position. If a pitcher reaches his limit while facing a batter, the pitcher may continue until that at bat is complete
6.4. All Regulation $\mathrm{VI}(\mathrm{d})$ rest rules apply (Regulation VI (d) Exception also applies).

- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
- NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
6.5. Balks shall not be called.
6.6. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon third visit per inning or fourth visit in a game.
6.7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (Regulation $\mathrm{VI}(\mathrm{c})$ ).
6.8. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. (Regulation $\mathrm{VI}(\mathrm{a})$ )
6.9. No 12-year-old players can pitch in the Farm Baseball division.


## Minors AAA Baseball Playing Rules

## 1. Game Preliminaries (Supplements LL Rule 3.00)

1.1. The philosophy of the Minors AAA division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
1.1.1. No player may be on the bench for more than two consecutive defensive innings per game.
1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.
1.1.3. Players shall not play more than two innings at the same defensive position (except pitcher and catcher), and each player must play two (2) innings in the infield.
1.1.4.All players should play, as close as possible, the same number of innings per week.
1.2. All biological male players are required to wear a protective cup.
1.3. Minor baseball shall be played with Little League baseballs. Rule 1.09
1.4. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
1.5. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be included on the lineup card.
1.6. Teams shall field nine (9) defensive positions (six infielders \& three outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines
1.7. Unlimited player substitutions are allowed. Managers shall clear substitutions with the home plate umpire.
1.8. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The home team's scorebook shall be the official record of the game.
2. Starting \& Ending the Game (Supplements LL Rule 4.00)
2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
2.2. Games will consist of a maximum of 6 innings.
2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
2.4. In compliance with Little League Rule 8.03. Coaches \& umpires must strive to minimize downtime between half innings to one (1) minute or less.
2.5. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate Umpire will advise both managers
before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
2.6. The $10 / 15$ run rule (4.10(e)) shall not be used.
2.7. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
2.8. Time Limits:
2.8.1.A game will start no later than 15 minutes from its scheduled start time.
2.8.2.No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)). Time limits must be strictly adhered to.
2.9. At the end of the game managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.
3. The Batter (Supplements LL Rule 6.00)
3.1. The infield fly rule (6.05(d)) will be enforced.
3.2. The dropped third strike rule (6.05(b)) shall not be used.
3.3. Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if they fake a bunt and then takes a full swing.
4. The Runner (Supplements LL Rule 7.00)
4.1. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.

## 5. The Pitcher (Supplements LL Rule 8.00)

5.1. Pitch counts must be recorded for all innings pitched.
5.2. Pitchers shall be limited in accordance with Regulation VI (c).

- League Age 11-12 players: 85 pitches per day
- League Age 9-10 players: 75 pitches per day
- League Age 7-8 players: 50 pitches per day
5.3. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches $36-50$ pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches $1-20$ pitches in a day, no ( 0 ) calendar days of rest are required.
- NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
5.4. Managers must remove pitchers when the player reaches the pitch limit for their age group. The player may remain in the game in another position. If a pitcher reaches their limit while facing a batter, the pitcher may continue until that at bat is complete.
5.5. Balks shall not be called.
5.6. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon third visit per inning or fourth visit in a game.
5.7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (Regulation $\mathrm{VI}(\mathrm{c})$ ).
5.8. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a))
5.9. No 12 -year-old players can pitch in the Minors AAA Baseball division.


## Majors Baseball Playing Rules

1. Game Preliminaries (Supplements LL Rule 3.00)
1.1. Minimum Play Time (Regulation IV(i))
1.1.1.Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
1.2. All biological male players are required to wear a protective cup.
1.3. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
1.4. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be indicated on the lineup card.
1.5. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The home team's scorebook shall be the official record of the game.

## 2. Starting \& Ending the Game (Supplements LL Rule 4.00)

2.1. Games will consist of a maximum of 6 innings.
2.2. Batting Progression: Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
2.3. Managers shall notify the home plate umpire of pitcher and catcher substitutions.
2.4. In compliance with Little League Rule 8.03. Coaches \& umpires must strive to minimize downtime between half innings to one (1) minute or less. To meet this, warmup pitches may be lessened from the standard of 8.
2.5. The 10 -run rule ( $4.10(\mathrm{e}$ )) shall be in effect after 4 innings ( $31 / 2$ if the home team is ahead). The 15 -run rule shall not be used.
2.6. Time Limits:
2.6.1.A game will start no later than 15 minutes from its scheduled start time.
2.6.2.No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)). The official clock (whose watch/phone/etc.) will be clarified at the plate meeting.
2.7. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.
2.8. One adult manager, coach, or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
2.9. At the end of the game, managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.
3. The Batter (Supplements LL Rule 6.00)
3.1. The infield fly rule (6.05(d)) will be enforced.
3.2. The dropped third strike rule (6.05(b)) will be enforced.
3.3. Batter's Box rule ( 6.02 (c)) will be enforced. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
4. The Runner (Supplements LL Rule 7.00)
4.1. Special pinch runners are allowed subject to Tournament Rule 3(d) (rule 7.14). NOTE: Does not apply during games utilizing continuous batting orders.
4.2. Per Rule 7.14(b), a courtesy runner can be used for the pitcher or catcher on base with 2 outs. During the continuous batting order portion of the season, that courtesy runner must be the player in the batting order with the last out. The courtesy runner ( $w$ /o continuous batting order) will be a player from the bench and cannot be the same player for both the catcher and pitcher.

## 5. The Pitcher (Supplements LL Rule 8.00)

5.1. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon second visit per inning or third visit per game.
5.2. Pitch counts must be recorded for all innings pitched.
5.3. Pitchers shall be limited in accordance with Regulation VI (c).

- League Age 11-12 players: 85 pitches per day
- League Age 9-10 players: 75 pitches per day
- League Age 7-8 players: 50 pitches per day
5.4. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches $36-50$ pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches $21-35$ pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.
- NOTE: Under no circumstances shall a player pitch in three (3) consecutive days
5.5. Managers must remove pitchers when the player reaches the pitch limit for their age group. The player may remain in the game in another position. If a pitcher reaches his limit while facing a batter, the pitcher may continue until that at bat is complete.
5.6. Balks shall not be called.
5.7. A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (Regulation $\mathrm{VI}(\mathrm{c})$ ).
5.8. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a)).


## Intermediate, Juniors \& Seniors Baseball Playing Rules

## 1. District 1 Interleague League Playing Rules shall apply.

## Rookie Softball Playing Rules

## 1. Game Preliminaries (Supplements LL Rule 3.00)

1.1. The philosophy of the Rookie Softball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
1.1.1. No player may be on the bench for two consecutive defensive innings per game.
1.1.2.No player shall sit out two innings unless every player has sat for at one full inning.
1.1.3. Players shall not play more than two (2) innings at the same defensive position, and each player must play two (2) innings in the infield.
1.1.4.All players should play, as close as possible, the same number of innings per week.
1.2. Eleven Inch ( $11^{\prime \prime}$ ) safety softballs shall be used for all games.
1.3. Teams shall have the option to field ten (10) defensive positions (six infielders and four outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines.
1.4. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

Table 5 - Rookie Softball Sample Lineup \& Position Rotations by Roster Size

| Twelve Player Roster | Eleven Player Roster | Ten Player Roster | Nine Player Roster |
| :---: | :---: | :---: | :---: |
| P | P | P | P |
| RF | RF | RF | C |
| C | C | C | RF |
| 1B | 1B | 1B | B |
| LC | LC | LC | 2B |
| BENCH | BENCH | 2 B | CF |
| 2B | 2B | LF | SS |
| LF | LF | SS | 3B |
| SS | SS | 3B | LF |
| 3B | 3B | RC |  |
| RC | RC |  |  |
| BENCH |  |  |  |

Rotation use: Once a manager has determined the playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager with a copy of their defensive rotation upon request.

Table 6 - Example Lineup Rotation 12-Players

| Lineup <br> Position | Player Name | Inning 1 <br> Position | Inning 2 <br> Position | Inning 3 <br> Position | Inning 4 <br> Position | Inning 5 <br> Position | Inning 6 <br> Position |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  | P | BENCH | OF RC | $3 B$ | SS | OF LF |
| 2 |  | OF RF | P | BENCH | OF RC | $3 B$ | SS |
| 3 |  | C | OF RF | P | BENCH | OF RC | $3 B$ |
| 4 |  | OF LC | 1B | C | OF RF | P | BENCH |
| 5 |  | BENCH | OF LC | $1 B$ | C | OF RF | P |
| 6 |  |  |  | OF RF | P | BENCH | OF RC |


| 7 |  | $2 B$ | BENCH | OF LC | $1 B$ | $C$ | OF RF |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 8 |  | OF LF | $2 B$ | BENCH | OF LC | $1 B$ | C |
| 9 |  | SS | OF LF | $2 B$ | BENCH | OF LC | $1 B$ |
| 10 |  | $3 B$ | SS | OF LF | $2 B$ | BENCH | OF LC |
| 11 |  | OF RC | $3 B$ | SS | OF LF | $2 B$ | BENCH |
| 12 |  | $B E N C H$ | OF RC | $3 B$ | SS | OF LF | $2 B$ |

Because games are limited to 6 innings, the grids above should be used for consecutive games to ensure each player gets to play all six infield positions. This is achieved by rotating player names in the lineup positions.
1.5. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
1.6. Managers shall provide the home plate umpire and opposing manager completed line-up card. Each batter shall bat in the order in which they are listed.
1.7. Unlimited player substitutions are allowed between innings.
1.8. Scorebook: The Rookie Softball division is an instructional league, yet a scorebook will still be kept by the home team. Regardless of the score, both halves of every inning will be played, subject to any time limit requirements.
1.9. One fielding coach may take the field with the defensive team. The fielding coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive/defensive players or interfere with play while on the field of play.
2. Starting \& Ending the Game (Supplements LL Rule 4.00)
2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04)
2.2. Six (6) players are required to start a game
2.3. Games will consist of a maximum of 6 innings.
2.4. The first of either three (3) outs or five (5) runs ends a half inning.
2.5. In compliance with Little League Rule 8.03. Coaches \& umpires must strive to minimize downtime between half innings to one (1) minute or less.
2.6. One adult manager, coach, or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases.
2.7. Time Limits: No new inning shall start after 90 minutes from the time the game was scheduled to start. All games must end at 110 minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.
3. Putting the Ball in Play - Live Ball (Supplements LL Rule 5.00)
3.1. Pitching Progression
3.1.1.All innings will be coach pitch for the first six (6) weeks of the season.
3.1.2.The remainder of the games, players will pitch the first three (3) innings and coaches shall pitch for the remaining four (4) innings of the game. This will not apply to interleague games.
3.2. Coach Pitch Innings
3.2.1.The manager, coach, or other background checked adult designated by the manager shall pitch to their own team. The adult pitcher shall not coach the offensive players, distract the defensive players, or interfere with play while on the field of play.
3.2.2.The adult pitcher must start the pitch from a point between the regulation Softball Minors distance of 35 ' from home plate and the front of the pitching circle. The pitching circle should be 8 feet in diameter around the pitching rubber.
3.2.3.There are no called strikes. However, a batter still gets a strike if she hits a foul ball or swings and misses a pitch. A batter can strike out if she swings and misses a third strike.
3.2.4.A batter cannot be walked and will not be awarded first base when struck by a ball. A batter will be awarded first base if the catcher interferes with her swing.
3.2.5. Each player will receive up to five (5) coach pitches to put the ball into play. In the event the batter fouls the 5th pitch, they will continue to receive pitches until putting the ball in play or striking out.
3.2.6. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base. A batted ball that passes through the pitching area without obstruction (does not come in contact with the adult pitcher) is a live ball.
3.3. Player Pitch Innings
3.3.1.The standard three strikes (called or swinging) and the batter is out applies.
3.3.2.There are no walks granted, upon the occurrence of ball four (4), a coach shall enter the game and pitch up to three additional pitches to the batter. Strikes on the batter carry forward to coach-delivered pitches.
3.3.3.Pitchers shall not pitch more than 2 innings per game. Delivery of a single pitch constitutes having pitched in an inning.

## 4. The Batter (Supplements LL Rule 6.00)

4.1. The infield fly rule is not applicable.
4.2. Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if they fake a bunt and then take a full swing.
4.3. If a player throws a bat, her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

## 5. The Runner (Supplements LL Rule 7.00)

5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare "no play." The runner must return to the base and the batter will resume the at bat with an unchanged pitch count.
5.2. The runner shall be declared safe if a defender is standing or otherwise obstructing first base causing the running to slow down to avoid a collision. This is a judgment call by the umpire.
5.3. On any fair ball hit to the outfield:
5.3.1. The batter is allowed to advance a maximum of two bases
5.3.2. When a batted ball reaches the outfield, existing base runners' advancement is unlimited until the batted ball is returned to the infield. If a runner is between bases when the ball reaches the infield, the runner may continue to the base she is attempting to reach. The ball is considered to have entered the infield when it breaks the plane between the bases, whether the ball is controlled or not.
5.3.3.All base runners are subject to be put out on any attempts at advancement.
5.4. Base runners may not advance on an overthrow, to any base.
5.5. Sliding is allowed (feet first only, Rule 7.08(a)(4)).
5.6. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.

## Minors AAA Softball Playing Rules

## 1. Game Preliminaries (Supplements LL Rule 3.00)

1.1. The philosophy of the Minors (AAA) Softball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
1.1.1.No player may be on the bench for more than two consecutive defensive innings per game.
1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.
1.1.3. Players shall not play more than two innings at the same defensive position (except Pitcher and Catcher), and each player must play two (2) innings in the infield.
1.1.4.All players should play, as close as possible, the same number of innings per week.
1.2. Eleven Inch (11") softballs will be used for all games.
1.3. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
1.4. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be included on the lineup card.
1.5. Teams shall field nine (9) defensive positions (six infielders \& three outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines.
1.6. Unlimited player substitutions are allowed. Managers shall clear substitutions with the home plate umpire
1.7. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The home team's scorebook shall be the official record of the game. Keeping score via GameChanger is allowed in lieu of paper scorebook, but records will need to be kept for possible AllStar qualifications.

## 2. Starting \& Ending the Game (Supplements LL Rule 4.00)

2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
2.2. Games will consist of a maximum of 6 innings.
2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
2.4. In compliance with Little League Rule 8.03. Coaches \& umpires must strive to minimize downtime between half innings to one (1) minute or less.
2.5. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time limit, the game is ended, and the final score will revert to the previous inning's score.
2.6. The $10 / 15$ run rule ( $4.10(\mathrm{e})$ ) shall not be used.
2.7. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
2.8. Time Limits: There is no time limit unless a following game is scheduled: 2.8.1.A game will start no later than 15 minutes from its scheduled start time.
2.8.2. When a following game is scheduled on a field; No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)).

## 3. The Batter (Supplements LL Rule 6.00)

3.1. The infield fly rule (6.05(d)) will be enforced.
3.2. The dropped third strike rule (6.05(b)) shall not be used.
3.3. Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if she fakes a bunt and then takes a full swing.
4. The Runner (Supplements LL Rule 7.00)
4.1. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.
5. The Pitcher (Supplements LL Regulation VI and Rule 8.00)
5.1. Pitchers shall not pitch more than 9 innings per week.
5.2. Delivery of a single pitch constitutes having pitched in an inning.
5.3. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory Delivery of a single pitch constitutes having pitched in an inning.
5.4. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon second visit per inning or third visit in a game
5.5. An illegal pitch is defined by Little League Rule 8.01

## Majors \& Juniors Softball Playing Rules

1. District 1 Interleague League Playing Rules shall apply.
