

Mukilteo Little League - 2024 Playing Rules

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.

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, 1B, 2B, SS, 3B). 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

<u>Eight Player Roster</u>	<u>Seven Player Roster</u>	<u>Six Player Roster</u>
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 Position	Player Name	Inning 1 Position	Inning 2 Position	Inning 3 Position	Inning 4 Position
1		P	OF RF	3B	OF CF
2		1B	P	OF RF	3B
3		OF LF	1B	P	OF RF

4		2B	OF LF	1B	P
5		SS	2B	OF LF	1B
6		OF CF	SS	2B	OF LF
7		3B	OF CF	SS	2B
8		OF RF	3B	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 45minutes 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 4th 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.

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.