



2026 Hopkinton Little League Rule Book  
Version 1, Uploaded 3/28/2026

## Change Log

SECTION/LOCATION	CHANGE	DATE APPROVED
12U: Pitching (#1)	Inning pitch limit clarification	
Majors, Minors, Farm, 12U & 10U: Base Running	Added catcher pinch runner guidance and clarification on errant steals	
Majors & Farm: Fielding	Added fielding position requirements	
Farm: Fielding #6	Added 10 player / 4 outfielder option	
Majors, Minors & Farm: Fielding	Added game arrival time requirement	
10U: Base Running	Added steal cap with 8 run lead	
Majors, Minors, Farm, 12U & 10U: Game Duration	Added “mercy rule”	
Majors, Minors, Farm, 12U & 10U: General	Added attendance guidelines	
General: Safety	Added safety base requirement	
Farm: Fielding	Added 10 player / 4 outfielder guidelines	
Single & Farm: Pitching	Updated pitching rules	
All	Added clarification for orange safety base	1/9/26
All baseball (except Majors), 10U, 12U	Added clarification for dropped third strike	1/9/26
8U Softball	<ul style="list-style-type: none"> <li>● All players bat every inning.</li> <li>● There are outs made and players leave the bags but innings do not rotate until all batters have been up.</li> <li>● Batters are never out on strikes.</li> <li>● Coaches pitch 7 balls and if no hit switch to a Tee.</li> </ul>	4/9/26

# **2026 HLL General Rules**

## **HOPKINTON LITTLE LEAGUE'S MISSION STATEMENT:**

The intent of the game is for player involvement and skill development in a healthy competitive environment to foster team spirit and social atmosphere while teaching basic game concepts and rules.

## **SPORTSMANSHIP**

The Player and Parent Codes of Conduct are in force at all times during HLL events. Some general reminders:

1. There will be no throwing of helmets or bats.
2. There will be no arguing, yelling or discourteous treatment of umpires. Any issues that occur during a game will be brought to the attention of the umpire after the game by the head coach only.
3. Good sportsmanship between teammates and opposition is required during all games and practices.
4. Good sportsmanship will be enforced at all times.
5. There will be no negative talk or actions tolerated by the players or the coaches. The coaches will deal with any actions of this nature promptly.
6. Head coaches are responsible for the behavior of the players, assistant coaches, parents and fans at the game. Any discourteous treatment of players, umpires or coaches is unacceptable. Any such acts will be reported to the HLL Board of Directors and corrective action will be taken.
7. Only **head** coaches are allowed to discuss matters with an umpire during a game. Violation can result in an ejection as well as disciplinary action by the HLL Board of Directors.
8. Coaches should use their best efforts to avoid significantly lop-sided final scores in regular season games. When the score differential becomes high (i.e. 10 or more runs), coaches of the team that is ahead should implement strategies such as discouraging baserunners from stealing or advancing on past balls and overthrows when on offense, using a less experienced pitcher when on defense, or other strategies as appropriate for the situation.

## **KEEPING AND RECORDING SCORE**

1. Each team must keep an accurate score book for each game, with the exception of Tee Ball, Instructional and 6U.
2. The home team will maintain the official score book and must report the resulting score of the game on the HLL website at [www.hopkintonlittleleague.org](http://www.hopkintonlittleleague.org) within 24 hours after completion of the game.
3. Majors, Minors and Farm League baseball, and 12U and 10U softball leagues must input the data into the website.
4. Pitch counts must be reported on the HLL website by the head coach within 24 hours of completion of the game.

## **EQUIPMENT AND ATTIRE**

1. It is recommended that **NO** shorts be worn during practice due to the risk of injury. Sliding may be practiced and performed during baseball and softball practices. Shorts are **NOT** allowed to be worn during games.
2. All players must wear sneakers or plastic cleats. No metal cleats or other types of footwear can be worn for safety reasons.
3. All players must wear uniforms (shirt, pants, socks and hat) as directed by the Head Coach and/or the specific league rules.
4. No jewelry (other than medical alert tags) is to be worn by players during any game.
5. Catchers must wear an entire set of catcher's equipment during practice and games (this includes protective cups for all age groups in baseball).
6. No tobacco products or alcohol of any kind are permitted in the parks at any time.

## **TRIPS TO THE MOUND**

1. The coach may visit the pitcher two times in one inning, but on the third visit in that inning, the pitcher must be removed.
2. A coach may come out three times in one game to visit with the pitcher, but on the fourth visit, the player must be removed as pitcher.
3. A conference with the pitcher or any other player will constitute a trip to the mound.
4. A conference with the pitcher or any other player to evaluate the player's condition after an injury shall not be considered a visit for purposes of this rule.

## **2026 HLL General Rules (continued)**

### **PLAYERS ON THE BENCH**

1. No non-team member is permitted on the team bench or dugout during any game.

### **ON DECK BATTERS**

1. No on deck batters are permitted to swing a bat prior to their actual at bat.

### **SAFETY**

1. It is strongly recommended that each coach maintain a charged cellular telephone for emergency use during each game.
2. Slash bunting is not allowed at any level.
3. Each team is equipped with basic safety supplies. Replacement supplies can be found in the equipment sheds and/or dog houses.
4. If a player has suffered a concussion (confirmed by a medical professional) - from baseball/softball or any other activity - they are not allowed to participate in practices or games until the parent produces a signed note from a doctor clearing them to play. It is not the coach's responsibility to determine if a child has suffered a concussion. This should be determined by a medical professional.
5. Games may be halted by darkness at the discretion of the umpires.
6. Field Conditions Assessments: While the league endeavors to provide timely game/practice cancellation information, at times the weather changes just prior to or during games. In that event, the safety of the field conditions should be considered before proceeding. For 6U, 8U, Co-Ed Tee Ball, Instructional and Single-A, coaches will evaluate field conditions while at the field to determine the necessity for a rain out. For Majors, Minors, and Farm baseball games, and 12U and 10U softball games, umpires will determine if conditions warrant (A) a delay of play to remedy a field condition issue, or (B) cancellation. Regardless of level, the safety of the players should be the paramount consideration.
7. In the event of observed thunder and/or lightning, all players and volunteers are to seek appropriate shelter and all game / practice related activity will be delayed for a period of 30 min. The 30 min delay will reset upon further observation of thunder and/or lightning. All other game start time and duration rules remain in effect.
8. An orange safety base at first base shall be used in all leagues and on all fields. The official rule regarding its use is set forth in Little League Rule 7.15 and USA Softball Rule 8.2.N.
  - o The following is a summary intended for instructional guidance for coaches:
    - i. Batted balls touching the white section of first base are fair. Batted balls touching the orange section without first touching or bounding over the white section are foul.
    - ii. During a play on the batter-runner at first base, the fielder must use the white section, and the batter-runner must use the orange section.
      - Exception for Majors baseball and softball leagues: the batter-runner and fielder may use either section on (1) an uncaught third strike, (2) a force-out attempt from the foul side of first base, or (3) an errant throw pulling the fielder into foul territory.
    - iii. To put out a batter-runner who touched only the white section, the defensive team must properly appeal before the batter-runner returns to first.
    - iv. After the batter-runner reaches first base - that batter-runner may return to and from then on use either the white or orange section.
    - v. On balls hit to the outfield with no chance of a play at first, the batter-runner may touch either the white or orange section.
    - vi. Use of the orange safety base does not change any other rule regarding obstruction or interference at first base.

## **2026 HLL General Rules (continued)**

### **DEFINITION OF A WEEK**

A week is defined as Monday to Sunday.

### **GAME START TIMES AND FORFEITS**

1. Coaches are responsible for timeliness of game start times. Official games must start within 15 minutes of the scheduled start time, or the team without sufficient players must forfeit. The score of a forfeit will be 1 to 0. For umpired leagues, the 2-hour time limit begins the moment the pregame coaches-umpires meeting concludes.

### **GAME AND PRACTICE DURATIONS**

1. Coaches are responsible for timeliness of game and practice starts and finishes. Each league has been allotted set time frames for practices and games. The times are as follows:

League	Practice Duration	Game Duration
Co-Ed Tee Ball	1 hour	1 hour
Instructional Baseball & 6U	1 hour	1 hour
Single-A & 8U	1 hour	1 ½ hours
Majors, Minors, Farm, 12U & 10U	1 ½ hours	2 hours

2. All practices prior to a game must be completed and the practicing team has to be off the field at least 10 minutes before game time. Due to the limited number of fields and the large quantity of teams, it is imperative that coaches comply with respective league time limits for games and practices.
3. Regular Season Games will be limited to 2 hours. A game is official once the losing team has completed four at bats. No additional inning will be started after 1:45 hours. The field must be cleared 2 hours from the game's start time. The winner will be the team that was ahead after 6 innings or the last complete inning, provided the game is official. Ties are permitted.
4. If the teams are tied after 6 complete innings and the game has not yet reached the 1 ¾ hour mark, the teams may play extra innings until a winner is determined or the above stated time rules require play to halt. Ties are permitted. If extra innings are played, an additional defensive inning in any position (except pitcher) is allowed per player for each extra inning. No player may sit consecutive extra defensive innings.
5. During the playoffs, games will be played for the full 6 innings or until a winner is determined. If no game is scheduled immediately after, in the event of a tie after the time limit has been reached the teams shall continue play until a winner is determined. If there is a game on the same field immediately afterwards, time limits will be followed, and games shall be resumed at a later date. For the last game of the day, games may be called for darkness by the umpire. Unofficial playoff games called by time, darkness, or weather shall be resumed at a later date at the same spot where the game was postponed.
6. Rescheduling games for reasons other than weather cancellations or field unavailability requires league director approval.

### **INCOMPLETE AND/OR CANCELED GAMES/PRACTICES**

1. HLL utilizes their website and electronic communication such as text notification to let parents know of game status. Facebook and Twitter accounts are updated as needed. The messages will indicate the status of games and practices. The website should be checked frequently for updates.
2. For Majors, Minors, Farm, 12U and 10U Leagues, if the website or existing conditions dictate, the umpire will evaluate field conditions while at the field to determine if the conditions are viable for safe play. If field conditions necessitate a cancellation due to a rainout or other extreme conditions, contact your League Director to reschedule all make-up games. Canceled games will be determined based upon the risk of player injury and/or field damage.

## **2026 HLL General Rules (continued)**

### **INCOMPLETE AND/OR CANCELED GAMES/PRACTICES (continued)**

3. For 6U, 8U, Co-Ed Tee Ball, Instructional and Single-A, if the website or existing condition dictates, coaches will evaluate field conditions while at the field to determine the necessity for a rain out. For Majors, Minors and Farm baseball, and 12U and 10U softball, once at the field, umpires determine if conditions warrant (A) a delay of play to remedy a field condition issue, or (B) cancellation.
4. If a game is shortened due to weather, darkness, or time limit but has met the criteria for an official game as stated above, then the score will revert back to the previous fully completed inning.
5. If the umpires have informed both coaches that the fourth or fifth inning will be the final inning of a game due to time, that inning will be played under that league's out and run limit rules for the 6<sup>th</sup> inning. Under those conditions, the home team may achieve a "walk-off" win.
6. If a game is halted by weather, darkness, or time limit, and has not met the criteria for an official game, the game shall resume exactly from where they left off when the game was halted. The continuation of the game shall be treated as the same game.

### **FIELD MAINTENANCE AND CLEAN UP**

1. The home team is responsible for lining the field **before** games, raking the batter's box and pitcher's mound and dragging the infield **after** each game.
2. All teams are responsible for raking the batter's box and pitcher's mound and dragging the infield after each practice.
3. Each team is responsible for cleaning up the dugout and field area. Any litter or trash should be removed from the field and placed in the trash cans located at each of the fields.

### **QUANTITY, APPROVAL and INSTRUCTION OF COACHES**

1. No more than a total of 4 coaches per team are allowed in the field of play and bench area at any given time during a game. One head coach, 2 base coaches, and one score keeper per team.
2. For all Draft Leagues, Coaches are not allowed to position themselves in the field of play with the exception of coaches pitching in the Farm league. Offensive coaches may position themselves as 1st and 3rd base coaches. Defensive coaches must remain within the dugout area or otherwise outside the field of play
3. Only coaches approved by HLL are allowed to be on the field during games and practices. Coaches not approved will be prohibited from the playing field during both practices and games.
4. **NO COACH SHALL EVER LEAVE A PLAYER, DOGHOUSE WORKER OR UMPIRE BEHIND AFTER A PRACTICE OR GAME.**

### **BATS**

1. Wooden bats are permitted for use in HLL.
2. Bats cannot be more than 33" in length and no more than 2 5/8" in diameter. In addition, if the bat is made of wood, it cannot be less than 15/16" in diameter at its smallest point.
3. In the Farm League and above, all bats must be between 27" and 33" long, and all non-wood bats must comply with USA Baseball standards and bear the USA Baseball logo. Non-wood bats that do not have the USA Baseball logo may not be used in HLL games, scrimmages, or practices.
4. In Tee Ball through Single A, bats 26" or shorter produced prior to the 2017 bat rule change may be used **ONLY** if the bat has been inspected by a league official and a USA Baseball Tee Ball Sticker has been affixed to it.
5. If an umpire, coach, or board member suspects an illegal bat may be or has been used, they may request that the bat be inspected. Such an inspection shall be performed by the umpires assigned to that game.
6. Illegal bats shall be removed from play immediately upon discovery.

## **2026 HLL General Rules (continued)**

### **BATS (continued)**

7. Penalties for use of an illegal bat.  
Definitions: Use under this rule occurs during a game when a ball is put in play by being struck by a bat that does not bear the USA Baseball logo (Majors, Minors, and Farm) or a USA Baseball Tee Ball Sticker (Tee Ball through Single A)
  - A. No penalty shall be incurred if the ball has not been put in play by an illegal bat, but the bat shall be removed from play immediately.
  - B. First offense – Batter is automatically out. Any other outs recorded on the play stand as called. Runners not called out during the play return to the base they occupied prior to the ball being put in play by the illegal bat.
  - C. Second offense – Same as First Offense and the Head Coach is ejected.
  - D. Third offense – Same as First and Second offenses, and Team using the illegal bat forfeits the game and Head Coach suspended for next game. The reported score for the forfeit will be 2-0. The game declared a forfeit may continue as a scrimmage. All pitching regulations remain, and pitch counts must be reported.
8. All incidents of illegal bat use shall be reported by umpires to the Umpire Coordinator, League Director, VP of Baseball (who will maintain a list of such incidents), and HLL President. Such reports shall include the name of the player who used the illegal bat and the name of that player's head coach.

### **NUMBER OF RUNS ALLOWED PER INNING OF EACH GAME**

1. **Majors Baseball** - Unlimited runs per inning.
2. **Minors Baseball and 12U Softball** - Five run limit through the **fourth** inning. During the fifth and sixth inning, each team will be allowed to score as many runs as possible until the defensive team achieves 3 outs.
3. **Farm Baseball and 10U Softball** - Five run limit through the **fifth** inning. During the sixth inning, each team will be allowed to score as many runs as possible until the defensive team achieves 3 outs.
4. **All other leagues** – refer to specific league rules under the batting section.

### **CALL UP PROCEDURE**

1. Any team in any league that does not have a sufficient number of players on the roster to play a game may forfeit the game or utilize the HLL call up procedure. The HLL call up procedure is as follows:
  - a. If a coach has an insufficient number of players for a game, they will obtain the “call up players list” from their League Director to secure the additional players for the game.
  - b. Each coach must report the call up player to the League Director after each use along with an evaluation of the call up player's performance.
  - c. Coaches **cannot** utilize the same call up player more than once **until** all other call up players have been used or authorization has been received from the Player Agent.
  - d. Call-up players are NOT allowed to pitch.
  - e. Call-up players are NOT allowed for the playoffs. If a team has a risk of forfeiting a playoff game due to missing players, this will be evaluated by league officials.

### **CATCHING REGULATIONS**

A player that has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

## 2026 HLL General Rules (continued)

### PITCHER REGULATIONS

The following is the regular season Pitch Count Regulation for Majors and Minors Baseball. Farm will use specific pitching guidelines referenced in the Farm League section.

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. Players once removed from the mound may not return as pitchers.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

<b>League Age:</b>	11 - 12	<u>85</u> pitches per day
	9 - 10	<u>75</u> pitches per day

Exception: If a pitcher reaches the maximum limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. This exception does NOT apply to lower pitch count-days of rest break points.

Example: A pitcher delivers pitch number 35 in the middle of an at-bat, then delivers two more pitches to complete the at-bat. Having now thrown 37 pitches, he must rest for two calendar days rather than one. (See rest requirement table below).

NOTE: A pitcher who delivers **41** or more pitches in a game **cannot** play the position of catcher for the remainder of the day, but a player may play the position of catcher and **then** pitch without limitation beyond the pitch count rules detailed above and below.

4. Pitchers league age 12 and under must adhere to the following rest requirements:
  - 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 day of rest must be observed
  - If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
  - If a player pitches 1 - 20 pitches in a day, no (0) calendar day of rest must be observed
5. Pitches thrown during innings that do not end up being part of an official game due to time limit, weather, or any other factor still count towards the pitch limits and rest requirements above.

Example A: Home team pitcher throws 15 pitches in the top of the sixth inning and a total of 55 in the game, but the sixth inning cannot be completed due to the time limit. The score reverts back to the score at the end of the fifth inning, BUT that home team pitcher's pitch count is STILL 55 pitches and he must observe 3 days of calendar rest.

Example B: After 3 innings, the game is canceled due to rain. Pitchers used in those three innings must observe appropriate days of rest as if the game was official.
6. Each team must designate the scorekeeper or another game official as the official pitch count recorder. Pitch counts will be logged on the HLL website.
7. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
8. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
9. Violation of any section of this regulation will result in a forfeit.

## **2026 HLL General Rules (continued)**

### **PITCHER REGULATIONS (continued)**

10. A player may not pitch in more than one game in a day and may not pitch on three (3) consecutive calendar days.
11. For Majors, Minors, and Farm, pitch counts will be logged on the HLL website within 24 hours post game time. It is imperative that managers agree on pitch counts. It is strongly suggested that pitch counts be reconciled after each half inning.
12. Hit-by-Pitch (Majors only): A pitcher must be removed from pitching if they either, a) hit three (3) batters in a single inning or b) hit four (4) batters during the game.

### **PITCHING NOTES:**

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests.
2. In suspended playoff games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest. Regular season games may not be suspended and resumed at a later date.

### **PRE-GAME / BATTING CAGE RULES:**

1. Home team has the cage for 30 minutes starting 1 hour prior to the game.
2. Away team has the cage for 30 minutes starting 30 minutes prior to the game.
3. The batting cages are assigned to specific fields.
  - a. Carrigan Park: The cage closest to the doghouse is assigned to Carrigan 1 with the other to Carrigan 2. If no game is scheduled on either field, then both can be used.
  - b. EMC Park: The cage closest to the parking lot is assigned to Colella Field, the middle cage is assigned to McIntire Field, and the far cage is assigned to Egan Field.
4. **Warm-ups are restricted to the outfield. Under no circumstances is having infield practice prior to any game allowed.**
5. Teams that are not scheduled for games that day are not permitted to use the cage unless teams with games are finished.

# ***Co-Ed Tee Ball***

*League Director: **Brian Colella***

# **Co-Ed Tee Ball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. This is an instructional league only. No score shall be kept.
3. The Co-Ed Tee Ball League follows the Official Little League Rule Book with the following exceptions.

## **Pitching**

1. There shall be NO pitching by players or coaches. The batting tee will be used exclusively for all games.

## **Batting**

1. **Batting Order**: There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning**: An inning will end when all players have batted.
3. A batter will bat until he or she successfully hits the ball. There will be no called strikeouts or walks.
4. No bunting is allowed.
5. The batting order should be rotated from game to game to allow all players of the team to lead off, bat clean up...etc.
6. No player may advance on an uncaught third strike.

## **Fielding**

1. All players (the complete roster) will play in the field on defense. One player will play at each infield position with all remaining players filling in as appropriate. No player will play the same position for more than two innings in a game.
2. There is no infield fly rule.

## **Base Running**

1. There will be no base advancement on an overthrow.
2. There are no outs.

## **Game Duration**

1. **Starting a Game**: There is no forfeit if a team can field 5 players.
2. **Complete Game**: Total game time should not exceed 60 minutes. The field must be cleared immediately following the game.
3. **Coaches may elect to end a game early if three full innings have been played**. Coaches are encouraged to use additional time for fun activities such as relay race around the bases or other short games.

## **General**

1. Teams will not record the score. There will be no wins or losses.
2. At least two defensive on-the-field coaches (adults only) are highly recommended for instructional purposes.
3. Base coaches must also be adults.

# *Instructional Baseball and 6U Softball*

*League Director, 6U Softball: **Keith Simard***

*League Director, Instructional Baseball: **Brian Colella***

# **Instructional Baseball and 6U Softball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The Instructional and 6U Leagues follow the Official Little League Rule Book with the following exceptions.

## **Pitching**

1. Each coach (or designated adult pitcher) pitches to his or her own team. The pitching distance is left to the pitcher's discretion (as appropriate to the batter's skill level). Pitching should be underhand for softball and overhand for baseball.
2. A batter shall receive five (5) pitches. If a batter does not put the ball in fair territory after the fifth pitch, a batting tee will be used (even if the player fouls off the fifth pitch).

## **Batting**

1. **Batting Order**: There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning**: An inning will end when all players have batted or the defensive team makes 3 outs.
3. A batter will bat until he or she successfully hits the ball. There will be no called strikeouts or walks.
4. No bunting is allowed.
5. The batting order should be rotated from game to game to allow all players of the team to lead off, bat clean up...etc.
6. No player may advance on an uncaught third strike.

## **Fielding**

1. All players will play in the field with only one player in each of the infield positions and the excess in the outfield. Players must rotate between the infield and the outfield.
2. No player will play the same position for more than two innings in a game.
3. There is no infield fly rule.

## **Base Running**

1. There will be no base advancement on an overthrow.
2. There are outs. If a player is put out, they **MUST** leave the base path.
3. There is no stealing of bases. Stealing is defined as any base taken on a pitched ball that is not hit.
4. A runner can advance beyond a single as long as the ball is in play (and the player is not advancing on an overthrow). That is, a player can hit a double, triple, home run if the ball is hit far enough in the field of play – they don't have to stop at a single.

## **Game Duration**

1. **Starting a Game**: There is no forfeit if a team can field 5 players.
2. **Complete Game**: Games will consist of 6 innings or less, with the total game time not to exceed one hour. The field must be cleared immediately following the game.

## **General**

1. Teams will not record the score.
2. At least two defensive on-the-field coaches (adults only) are highly recommended for instructional purposes.
3. Base coaches must also be adults.
4. Outs count.
5. League standings will not be maintained.

# *8U Softball*

*League Director: Keith Simard*

# **8U Softball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The 8U League follows the standard ASA rules with the following exceptions.

## **Pitching**

1. There will be no called balls or strikes and no walks during coach pitch
2. The pitching distance will be 30 feet and an 11-inch rubberized ASA softball will be used.
3. Coaches shall pitch to their own team. Each player will be thrown 7 pitches. If the ball is not put into play by the 7th pitch, the batting tee should be used. There are no walks or strikeouts.
4. Coaches will pitch the entire game until approximately the 4th game of the season. If pitchers on the defensive team have practiced during team practices, and are deemed ready to try out game pitching then during the last 3 innings of the game the player assigned to the pitcher's mound will pitch 3 pitches to each batter (and then assume a defensive role). The coach takes over after the third pitch if the ball has not been put into play and finishes pitching to the batter. Balls to the batter from the coach pitcher remain at 7. If the ball is not put into play by the 7th pitch, the batting tee should be used. There are no walks or strikeouts.
5. A player may pitch no more than 1 inning in a game. The intent is for a pitcher to pitch to all batters in the inning. To make the pitching experience meaningful, pitching instruction should occur at every practice. Player pitches should wear a face mask and pitch from the designated pitching distance in Rule 2.

## **Batting**

1. **Batting Order**: There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning**: An offensive inning is over when all batters on the team have been up to bat. When the last batter hits and runs to first, all batters along with the last batter continue around the bases until the last batter is home. Then the teams switch offense and defense.
3. A batter will bat until he or she successfully hits the ball. There will be no called strikeouts or walks.
4. **Batted Balls**: Any ball that is hit in fair territory and travels at least 10 feet from the plate is in play, otherwise it is declared a foul ball.
5. The batting order should be rotated from game to game to allow all players of the team to lead off, bat clean up...etc.
6. No player may advance on an uncaught third strike.
7. No bunting is allowed.

## **Fielding**

1. A maximum of 10 players can be utilized on the field. Once proper infield positions are filled, up to 4 players can be placed in the outfield.
2. No player can sit more than two innings, defensively, in any one game.
3. Playing time in the infield and outfield should be split evenly amongst all players. Players should be exposed to as many positions as possible depending on the ability and the safety of the players.
4. There is no infield fly rule.

## **Base Running**

1. There are outs. If a player is put out, they **MUST** leave the base path.
2. There is no stealing of bases. Stealing is defined as any base taken on a pitched ball that is not hit.
3. A runner can advance beyond a single as long as the ball is in play (and the player is not advancing on an overthrow). That is, a player can hit a double, triple, home run if the ball is hit far enough in the field of play – they don't have to stop at a single.

## **8U Softball League Rules (continued)**

### **Game Duration**

1. **Starting a Game:** Pending the size of the teams formed by the HLL, it would be advisable to have at least 5 players present per team to start a game.
2. **Complete Game:** A game is a maximum of 6 innings or 1 and ½ hours, whichever occurs first. No inning shall start after 1 hour 15 minutes unless no other game follows and both coaches mutually agree to extend the game.

### **General**

1. No score will be recorded and League standings will not be maintained.
2. At least two defensive on-the-field coaches (adults only) are highly recommended for instructional purposes, with one coach backing up the catcher and the remaining evenly positioned near the edge of the outfield grass. Base coaches must also be adults.
3. Outs count and runners should leave the bases, however all batters will be up each inning.

# *Single-A Baseball*

*League Director: Brian Colella*

# **Single-A Baseball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The Single-A League follows the Official Little League Rule Book with the following exceptions.

## **Pitching**

1. Coach pitching will be utilized for the entire game for all games. While the coaches pitch, they will be responsible for calling balls, strikes, and outs, and there will be no walks allowed.
2. A batted ball that hits the coach pitcher is still in play. The coach pitcher is treated as if he/she were an umpire.
3. A batter hit by a pitch from a coach may not take first base. The pitch will be called a ball and the at bat shall proceed until the batter has struck out or put the ball in play.

## **Batting**

1. **Batting Order:** There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning:** An offensive inning is ended if the batting team scores 5 runs or the defensive team achieves 3 outs.
3. **Batted Balls:** Any ball hit in fair territory is considered fair and should be played.
4. **Batters Hit by Pitch:** If a batter is hit by a coach pitch, the batter will continue his at-bat, with the pitch being counted as a ball.
5. Coaches are encouraged to require their batters to try and hit any close pitches during the player pitching.
6. No player may advance on an uncaught third strike.

## **Fielding**

1. There shall be no more than one player per infield position. During coach pitch, the player at the pitcher position will stand to the right or left side of the coach. One foot must be in the pitcher's mound (dirt) before each pitch.
2. No player can sit more than two innings, defensively, in any one game.
3. All players must play an infield position at least two innings per game. Pitcher and catcher are considered infield positions. No player shall sit out two consecutive innings (defensively) unless injured.
4. There is no infield fly rule.
5. The defensive team shall position a coach at the backstop to assist with passed balls. The coach will gather, and throw / roll passed balls back to the pitcher.
6. Teams can field four (4) outfielders / ten (10) total players. The four outfielders must be separated evenly across the outfield, i.e. Right Field, Right-Center, Left-Center and Left Field. No short fielder is allowed.
7. Late arriving players have to arrive by the time their team starts their defensive half of the 4th inning to be considered present for that game.

## **Single-A Baseball League Rules (continued)**

### **Base Running**

1. There will be NO base stealing or leading off a base.
2. Any runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. There is no headfirst sliding while advancing to a base, only if returning to the base after rounding or aborting a steal attempt. Headfirst slides will result in an out.
3. Overthrows/Termination of Play
  - a. On a ball hit in the infield, one base will be allowed on an overthrow. No additional bases will be allowed on any subsequent overthrows made on the same play.
  - b. On a ball hit to the outfield, one base will be allowed on an overthrow that does not come into the possession of a defensive player in the infield.
  - c. On a ball hit to the outfield that comes into the possession of a defensive player in the infield, an overthrow by the infielder will not result in a base being awarded to the runner. The runner will be held at the base of the attempted out.
  - d. Termination of Play: On a ball hit to the outfield, play will terminate when the ball comes into the possession of a defensive player in the infield. If a runner is en route to a base while the defensive player gains possession, the runner may continue advancing to the base. The overthrow rule noted in item (c.) will be in effect.
4. Play is dead and runners stay on base at the logical conclusion of any given play.
5. With 2 outs, coaches are encouraged to pinch run for the player that will be fielding the position of catcher during the next defensive inning. The pinch runner must be the last recorded out.
6. Base coaches must be adults. Coaches are encouraged to teach the players to utilize their base coaches while running the bases (i.e. run hard through first / wave on to second / Stop / Slide etc.)

### **Game Duration**

1. Starting a Game: There are no forfeits. Teams are able to borrow opposing team players to fill any open defensive position.
2. Complete Game: Games will be limited to 6 innings or 1 and ½ hours, whichever occurs first. No additional innings will be started after 1 and ¼ hours. The field must be cleared within 1 and ½ hours of game time unless no other game follows and both coaches mutually agree to extend the game.

### **General**

1. Teams will record the score.
2. At least two defensive on-the-field coaches (adults only) can be utilized for instructional purposes, with one coach backing up the catcher and the remaining evenly positioned near the edge of the outfield grass.
3. Base coaches must also be adults.
4. Managers will play each game under the "free substitute" rule, which allows players to be removed or inserted into the lineup at will during the course of the game.

# *Farm Baseball*

*League Director: Gabe Recos*

# **Farm Baseball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The Farm League follows the Official Little League Rule Book with the following exceptions.

## **Pitching**

1. Coach pitching will be utilized for the first three (3) innings with the remainder of the game player pitch.
2. While coaches pitch, there will be no walks allowed. During player pitch, a pitcher will be prohibited from walking a batter. Once the fourth ball has been thrown, or a hit by pitch occurs, the batting team's coach will come in and pitch to their batter. The batter will inherit any strikes. If the coach pitcher delivers a ball or hits the batter it will be considered no pitch. Coaches are permitted to throw one warm-up pitch prior to restarting the at bat.
3. Pitchers may pitch a maximum of 50 pitches or two (2) innings whichever comes first per game (one pitch in an inning constitutes an inning). Rest requirements need to be followed based on pitch count.
4. Coaches will pitch to their own team. Please notify your players and the umpire that there should be a liberal strike zone in order to encourage players to swing. The objective is to keep the first three (3) innings moving along quickly.
5. A batted ball that hits the coach pitcher is still in play. The coach pitcher is treated as if he/she were an umpire.
6. All player pitchers will pitch from the pitching rubber at a distance of 43-46 feet in an effort to allow certain pitchers the ability to reach the plate. Coaches should continually monitor a pitcher's distance to the plate to avoid potential safety issues. During playoffs, all pitchers shall pitch from the pitching rubber at a distance of 46 feet.
7. A pitcher is only allowed a maximum of 8 warmup pitches, per inning. Coaches should limit the number of pitches further, to improve the pace of play.
8. Any pitcher who hits a second batter in the same game shall be automatically removed as pitcher from the game after hitting the second batter. The batter has the responsibility to avoid the pitch. If the batter is not trying to avoid the pitch and the pitcher seems to have consistent control, removal is at the discretion of both Head Coaches with safety being the primary concern.
9. Once a pitcher is taken out, he cannot return as a pitcher in the same game.
10. Intentional walks are not allowed.

## **Batting**

1. Batting Order: There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. Complete Inning: An offensive inning is ended if the batting team scores 5 runs or the defensive team achieves 3 outs. Refer to the general rules for details pertaining to the number of runs that can be scored per inning.
3. Batted Balls: Any ball that is hit in fair territory is in play.
4. Bunting is allowed only against player pitching.
5. Batters Hit by Pitch: If a batter is hit by a pitch, the batter must take first base. An attempt must be made to avoid the pitch.
6. Coaches are encouraged to require their batters to try and hit any close pitches during the live pitching.
7. No player may advance on an uncaught third strike.
8. All teams must rotate batting orders from game to game to ensure equitable distribution of plate appearances across the lineup during the regular season.

## **Fielding**

1. All players must play a minimum of one inning per game in the infield, and one in the outfield. Pitcher and catcher are considered infield positions. No player may play a defensive position for more than two innings in a game. An additional defensive inning in any position (except pitcher) is allowed per player for each extra inning. Position requirements must be satisfied by the end of the 5th inning.
2. No player can sit more than two innings, defensively, in any one game. If extra innings are played, no player may sit consecutive extra defensive innings.

## **Farm Baseball League Rules (continued)**

### **Fielding (continued)**

3. There shall be no more than one player per infield position. During coach pitch, the player at the pitcher position will stand to the right or left side of the coach. One foot must be in the pitcher's mound (dirt) before each pitch.
4. There is no infield fly rule.
5. The defensive team shall position a coach at the backstop to assist with passed balls. The coach will gather, and throw passed balls back to the pitcher only when the offensive team, by rule, is unable to attempt a stolen base.
6. Ten (10) total players / four (4) evenly spread outfielders are allowed on the field when playing defense. If the defensive team has ten players present, all ten must be placed in the field. Outfielders must be a minimum of three feet behind the beginning of the outfield grass. An outfielder is not allowed to make an initial play when a ball has been hit in the infield.

### **Base Running**

1. Two (2) attempted steals per inning are allowed. An attempted steal is defined as any try by a baserunner to advance when a ball is not hit, and the runner is either put out by the defense or successfully advances. If the runner attempting to steal retreats to their original base, that will NOT constitute an attempted steal. If the ball is overthrown on a steal, the runner is entitled to attempt to take additional bases as long as the ball remains in play. Further advancement will count towards the number of attempted steals allowed in an inning.
2. There is no leading. Baserunners may leave the base to attempt a steal after the pitch crosses the plate.
3. If a base runner leaves a base before the ball crosses the plate and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered. If a runner is deemed to have left early on a batted ball, the umpire reserves the right to place the runner where they deem appropriate. Note that this may result in no action at all, other than a warning. This call will be at the umpire's discretion.
4. If a base runner leaves a base after their team has used all its steal attempts and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered.
5. Any runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. There is no headfirst sliding while advancing to a base, only if returning to the base after rounding or aborting a steal attempt. Headfirst slides will result in an out.
6. Only one (1) extra base is allowed on an errant throw by the catcher on a steal attempt to 2nd base. The extra base that the base runner gets shall count as an additional stolen base. A player may not score from 3rd base on an errant throw during a steal attempt.
7. No stealing of home plate is allowed.
8. No stealing during coach pitch.
9. Overthrows/Termination of Play
  - a. On a ball hit in the infield, one base will be allowed on an overthrow. No additional bases will be allowed on any subsequent overthrows made on the same play.
  - b. On a ball hit to the outfield, one base will be allowed on an overthrow that does not come into the possession of a defensive player in the infield.
  - c. On a ball hit to the outfield that comes into the possession of a defensive player in the infield, an overthrow by the infielder will not result in a base being awarded to the runner. The runner will be held at the base of the attempted out.
  - d. Termination of Play: On a ball hit to the outfield, play will terminate when the ball comes into the possession of a defensive player in the infield. If a runner is en route to a base while the defensive player gains possession, the runner may continue advancing to the base. The overthrow rule noted in item (C) will be in effect.

## **Farm Baseball League Rules (continued)**

### **Base Running (continued)**

10. Play is dead and runners stay on base at the logical conclusion of any given play.
11. Coaches are encouraged to teach the players to utilize their base coaches while running the bases (i.e. run hard through first / wave on to second / Stop / Slide etc.).
12. With 2 outs, coaches are encouraged to pinch run for the player that will be fielding the position of catcher during the next defensive inning. The pinch runner must be the last recorded out.

### **Game Duration**

1. **Starting a Game:** There is no forfeit if a team can field 8 players.
2. A fifteen run "mercy rule" is in effect after the losing team has completed four at bats.

### **General**

1. Managers will play each game under the "free substitute" rule, which allows players to be removed or inserted into the lineup at will during the course of the game.
2. Teams must use two adult base coaches during games.
3. Late arriving players have to arrive by the time their team starts their defensive half of the 3rd inning and any players needing to leave early, have to complete 3 full innings to be considered present for that game.

# *10U Softball*

*League Director: AJ Doyle*

# **10U Softball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The 10U League follows the standard ASA rules with the following exceptions.

## **Pitching**

1. The players will pitch all innings of all games.
2. Beginning with the first game, and until the 5<sup>th</sup> game, a pitcher will be prohibited from walking a batter. Once the fourth ball has been thrown, or a hit by pitch occurs, the batting team's coach will come in and pitch to their batter. The batter will inherit any strikes. If the coach pitcher delivers a ball or hits the batter it will be considered no pitch.
3. Starting with the 6<sup>th</sup> game, a pitcher will be prohibited from walking in a run. Once the fourth ball has been thrown, or a hit by pitch occurs, the batting team's coach will come in and pitch to their batter. The batter will inherit any strikes. If the coach pitcher delivers a ball or hits the batter it will be considered no pitch.

Example: the bases are loaded, and the pitcher delivers the fourth ball. Prior to the fourth ball being delivered, the pitcher recorded one strike. At this point the batting team's coach will assume the role of pitcher. If the coach throws a ball, it will be considered no pitch. If the coach throws two called strikes the batter is out.

4. The pitching distance will be 35 feet and an 11" ASA softball will be used.
5. Pitchers may pitch 3 innings per game maximum (not necessarily consecutive innings) and may pitch consecutive days.
6. Once a pitcher is removed from a game, she may not reenter the game as a pitcher. She may be inserted into a different position and is subject to the free substitution rule. The starting pitcher can re-enter if she hasn't pitched three (3) innings.

## **Batting**

1. **Batting Order:** There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning:** An offensive inning is ended if the batting team scores 5 runs or the defensive team achieves 3 outs.
3. **Batted Balls:** Any ball that is hit in fair territory is in play.
4. Bunting is NOT allowed.
5. **Batters Hit by Pitch:** If a batter is hit by a pitch, the batter must take first base. An attempt must be made to avoid the pitch.
6. There is no infield fly rule.
7. No player may advance on an uncaught third strike.
8. **Hits to the Infield:** When an infield hit results in an overthrow, players may advance to the next base automatically if the ball is thrown out of play, however at their own risk if the ball is still in play. Coaches and umpires should review what is "out of play" before each game and keep this area free of equipment or fans. When the ball remains in play and an attempt is made to throw the runner out and an additional overthrow is made, the runner may not advance to an additional base. A player may advance only one base on an overthrow.
9. **Hits to the Outfield:** When a ball is hit to the outfield grass, regardless of whether an infielder touched the ball, a base runner can advance more than one base. Once the ball reaches the infield dirt, caught or otherwise, the runners can either return to the base they just passed or advance to the next base and no further, all at the risk of being thrown out. On a hit ball, an outfielder's throw to the infield should not be considered an overthrow (overthrow rules do not apply on balls thrown from the outfield to the infield).
10. All teams must rotate batting orders from game to game to ensure equitable distribution of plate appearances across the lineup during the regular season.

## **10U Softball League Rules (continued)**

### **Fielding**

1. Ten (10) total players / four (4) evenly spread outfielders are allowed on the field when playing defense. If the defensive team has ten players present, all ten must be placed in the field. Outfielders must be a minimum of three feet behind the beginning of the outfield grass. An outfielder is not allowed to make an initial play when a ball has been hit in the infield.
2. All players must play a minimum of two innings per game in the infield, and one in the outfield. No player may play a defensive position for more than 2 innings in a 6-inning game, with the exception of the pitcher and catcher who may play a maximum of 3 innings defensively in a 6-inning game. An additional defensive inning in any position is allowed in an extra inning.
3. No player can sit more than two innings, defensively, in any one game.
4. **Position requirements must be satisfied by the 5th inning.**
5. There is no infield fly rule.

### **Base Running**

1. Two (2) attempted steals per inning are allowed. An attempted steal is defined as any try by a baserunner to advance when a ball is not hit, and the runner is either put out by the defense or successfully advances. If the runner attempting to steal retreats to their original base, that will NOT constitute an attempted steal. After the two attempted steals have been used, a coach can back-up the catcher to speed up the game.
2. If a base runner leaves a base before the ball crosses the plate and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered. If a runner is deemed to have left early on a batted ball, the umpire reserves the right to place the runner where they deem appropriate. Note that this may result in no action at all, other than a warning. This call will be at the umpire's discretion.
3. If a base runner leaves a base after their team has used all its steal attempts and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered. A team with a lead of eight or more runs shall NOT steal.
4. There is no leading. You can leave the base to attempt a steal after the pitch crosses the plate.
5. Any runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. There is no headfirst sliding while advancing to a base, only if returning to the base after rounding or aborting a steal attempt. Headfirst slides will result in an out.
6. The base runner will not be allowed extra bases on an errant throw by the catcher on a steal attempt to 2nd or 3rd base. No stealing of home plate is allowed.
7. With 2 outs, coaches are encouraged to pinch run for the player that will be fielding the position of catcher during the next defensive inning. The pinch runner must be the last recorded out.

### **Game Duration**

1. Starting a Game: There is no forfeit if a team can field 7 players.
2. Complete Game: Regular Season Games will be limited to 2 hours. A game is official once the losing team has completed four at bats. No additional inning will be started after 1 ¾ hours. The field must be cleared 2 hours from the game's start time. The winner will be the team that was ahead after 6 innings or the last complete inning provided the game is official. Ties are permitted.
3. If the teams are tied after 6 complete innings and the game has not yet reached the 1 ¾ hour mark, the teams may play extra innings until a winner is determined or the above stated time rules require play to halt. Ties are permitted.
4. A fifteen run "mercy rule" is in effect after the losing team has completed four at bats.
5. During the playoffs, games will be played until a winner is determined. Time limits will be followed as described in rule 2 when there are games scheduled immediately after the game in question. If necessary, games will be completed at the next available time and day. Provided all pitching rules listed above are followed, the continuation of the game shall be treated as the same game.

## **10U Softball League Rules (continued)**

### **General**

1. Teams will record the score.
2. Teams must use two adult base coaches during games.
3. There will be **no** defensive coaches on the field (exception is coach backing up catcher).
4. Warm-up pitches will be limited to 8 pitches. Coaches should limit pitches further, to improve pace of play.
5. Managers will play each game under the "free substitution" rule, which allows players to be removed or inserted into the lineup at will during the course of the game.
6. Late arriving players have to arrive by the time their team starts their defensive half of the 3rd inning and any players needing to leave early, have to complete 3 full innings to be considered present for that game.

# *Minors*

# *Baseball*

*League Director: Arthur Marshall*

# **Minors Baseball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The Minors League follows the Official Little League Rule Book with the following exceptions.

## **Pitching (same as in Official Little League Rule Book and Pitcher Regulations in the General League Rules at the outset of this document except for rules listed below):**

1. Pitchers are not allowed to throw breaking balls. Pitchers will be allowed to throw fast-balls and change-ups only. Breaking pitches such as curve-balls, sliders, knuckle-balls, screwballs, etc. are not allowed. The umpire has the sole discretion in determining if an illegal breaking pitch has been thrown and determination may not be contested by either head coach. In the event of an illegal pitch not put in play the pitch shall be deemed no pitch and the pitcher shall be warned. An illegal pitch put in play shall be considered a live ball where at the conclusion of the play the pitcher shall be warned. A pitcher shall be allowed one warning by the umpire for an illegal pitch. A second instance, the pitcher must be removed from the mound.
2. There are NO intentional walks allowed.
3. A starting pitcher may pitch as far as pitch counts allow even if a complete game is pitched. If a starting pitcher is removed at any point in a game, the outfield requirement must be met. If a starting pitcher is removed in the 6th inning, the pitcher must be placed in the outfield unless due to injury, in which case the starting pitcher may be placed on the bench.

## **Batting**

1. **Batting Order:** There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning:** An offensive inning is ended if the batting team scores 5 runs or the defensive team achieves 3 outs. Refer to the general rules for details pertaining to the number of runs that can be scored per inning.
3. **Batted Balls:** Any ball that is hit in fair territory is in play.
4. Bunting is allowed.
5. **Batters Hit By Pitch:** If a batter is hit by a pitch, the batter must take first base. An attempt must be made to avoid the pitch.
6. No player may advance on an uncaught third strike.
7. All teams must rotate batting orders from game to game to ensure equitable distribution of plate appearances across the lineup during the regular season.

## **Fielding**

1. All players must play a minimum of one inning per game in the infield, and one in the outfield. No player may play a defensive position for more than 3 innings in a 6-inning game, with the exception of the catcher who may play a maximum of 4 innings defensively in a 6-inning game. An additional defensive inning in any position (except pitcher) is allowed per player for each extra inning.
2. Position requirements must be satisfied by the end of the 5th inning with the exception of the pitcher. A pitcher may complete a full game (see rule 3 under General Rules: Pitching Regulations).
3. No player can sit more than two innings, defensively, in any one game. If extra innings are played, no player may sit consecutive extra defensive innings.
4. The infield fly rule is in effect.

## **Base Running**

1. Four (4) attempted steals per inning are allowed. An attempted steal is defined as any try by a baserunner to advance when a ball is not hit, and the runner is either put out by the defense or successfully advances. If the runner attempting to steal retreats to their original base, that will NOT constitute an attempted steal. If the ball is overthrown on a steal, the runner is entitled to attempt to take additional bases as long as the ball remains in play. Further advancement will count towards the number of attempted steals allowed in an inning.
2. There is no leading. Baserunners may leave the base to attempt a steal after the pitch crosses the plate.

## **Minors Baseball League Rules (continued)**

### **Base Running (continued)**

3. If a base runner leaves a base before the ball crosses the plate and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered. If a runner is deemed to have left early on a batted ball, the umpire reserves the right to place the runner where they deem appropriate. Note that this may result in no action at all, other than a warning. This call will be at the umpire's discretion.
4. If a base runner leaves a base after their team has used all its steal attempts and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered.
5. Stealing of home plate is allowed.
6. Any runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. There is no head first sliding while advancing to a base, only if returning to the base after rounding or aborting a steal attempt. Headfirst slides will result in an out.
7. Play must stop when the pitcher has control of the ball in the mound area. Runners must return to their bases if not already en route to the next base.
8. With 2 outs, coaches are encouraged to pinch run for the player that will be fielding the position of catcher during the next defensive inning. The pinch runner must be the last recorded out.

### **Game Duration**

1. Starting a Game: There is no forfeit if a team can field 8 players.
2. A fifteen run "mercy rule" is in effect after the losing team has completed four at bats.

### **General**

1. Managers will play each game under the "free substitute" rule, which allows players to be removed or inserted into the lineup at will during the course of the game.
2. Teams must use two adult base coaches during games.
3. Warm-up pitches will be limited to 8 pitches.
4. Late arriving players have to arrive by the time their team starts their defensive half of the 3rd inning and any players needing to leave early, have to complete 3 full innings to be considered present for that game.

# *12U*

# *Softball*

*League Director: Sarah Fecko*

# *12U Softball League Rules*

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The 12U League follows the standard ASA rules with the following exceptions.

## **Pitching**

1. A pitcher can pitch a maximum of three (3) innings per game. If a team plays three or more games in a calendar week, nine innings are permitted in total.
2. One pitch will constitute an inning pitched.
3. If a pitcher hits 3 batters in one inning she must be removed from the position. She can be inserted into the field but cannot return as a pitcher for the remainder of the game.
4. The starting pitcher may re-enter the game, one time, if she has not pitched 3 innings.

## **Batting**

1. **Batting Order:** There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning:** An offensive inning is ended if the batting team scores 5 runs or the defensive team achieves 3 outs. Refer to the general rules for details pertaining to the number of runs that can be scored per inning.
3. **Batted Balls:** Any ball that is hit in fair territory is in play.
4. Bunting is allowed.
5. A batter cannot show bunt, then swing at the pitch.
6. **Batters Hit By Pitch:** If a batter is hit by a pitch, the batter must take first base. An attempt must be made to avoid the pitch.
7. No player may advance on an uncaught third strike.
8. All teams must rotate batting orders from game to game to ensure equitable distribution of plate appearances across the lineup during the regular season.

## **Fielding**

1. All players must play a minimum of two innings per game in the infield, and one in the outfield. No player may play a defensive position for more than 3 innings in a 6-inning game, with the exception of the catcher who may play a maximum of 4 innings defensively in a 6-inning game. An additional defensive inning in any position is allowed in an extra inning.
2. No player can sit more than two innings, defensively, in any one game.
3. Ten (10) total players / four (4) evenly spread outfielders are allowed on the field when playing defense. If the defensive team has ten players present, all ten must be placed in the field. An outfielder is not allowed to make an initial play when a ball has been hit in the infield.
4. The infield fly rule is in effect.

## **Base Running**

1. There are no limits to the number of steals per inning. A team with a lead of eight or more runs shall NOT steal.
2. There is no leading. You can leave the base to attempt a steal after the pitch crosses the plate.
3. If a base runner leaves a base before the ball crosses the plate and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered. If a runner is deemed to have left early on a batted ball, the umpire reserves the right to place the runner where they deem appropriate. Note that this may result in no action at all, other than a warning. This call will be at the umpire's discretion.
4. Stealing of home plate is allowed.
5. Any runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. There is no head first sliding while advancing to a base, only if returning to the base after rounding or aborting a steal attempt. Headfirst slides will result in an out.

## **12U Softball League Rules (continued)**

### **Base Running (continued)**

6. Play must stop when the pitcher has control of the ball in the mound area. Runners must return to their bases if not already en route to the next base.
7. Batters may not advance to first on an uncaught third strike.
8. With 2 outs, coaches are encouraged to pinch run for the player that will be fielding the position of catcher during the next defensive inning. The pinch runner must be the last recorded out.

### **Game Duration**

1. **Starting a Game:** There is no forfeit if a team can field 7 players.
2. **Complete Game:** Regular Season Games will be limited to 2 hours. A game is official once the losing team has completed four at bats. No additional inning will be started after 1  $\frac{3}{4}$  hours. The field must be cleared 2 hours from the game's start time. The winner will be the team that was ahead after 6 innings, or the last complete inning provided the game is official. Ties are permitted.
3. If the teams are tied after 6 complete innings and the game has not yet reached the 1  $\frac{3}{4}$  hour mark, the teams may play extra innings until a winner is determined or the above stated time rules require play to halt. Ties are permitted
4. A fifteen run "mercy rule" is in effect after the losing team has completed four at bats.
5. During the playoffs, games will be played until a winner is determined. Time limits will be followed as described in rule 2 when there are games scheduled immediately after the game in question. If necessary, games will be completed at the next available time and day. Provided all pitching rules listed above are followed, the continuation of the game shall be treated as the same game.

### **General**

1. Managers will play each game under the "free substitute" rule, which allows players to be removed or inserted into the lineup at will during the course of the game.
  - Exception: Once a pitcher is removed from a game, she may not re-enter the game as pitcher (except starting pitcher- see rule above). She may be inserted into a different position, and is subject to the free substitution rule.
  - Exception: Pinch runners may not be inserted freely. A pinch runner may only enter the game when an injury prevents a base runner from continuing. The pinch runner will be the player that made the last out.
2. Teams must use two adult base coaches during games. Players coaching bases must wear game helmet.
3. Warm-up pitches will be limited to 8 pitches.
4. Under ASA rules, if a team starts the game with 8 players, when the 9th batter is up, the team incurs an out. This rule DOES NOT APPLY.
5. Late arriving players have to arrive by the time their team starts their defensive half of the 3rd inning and any players needing to leave early, have to complete 3 full innings to be considered present for that game.

# ***Majors Baseball***

*League Director: **Drew Griffin***

# **Majors Baseball League Rules**

## **General Rules**

1. For general rules that apply to all leagues, see General League Rules.
2. The Major League follows the Official Little League Rule Book with the following exceptions.

## **Pitching (same as in Official Little League Rule Book and Pitcher Regulations in the General League Rules at the outset of this document except for rules listed below):**

1. Pitchers are not allowed to throw breaking balls. Pitchers will be allowed to throw fast-balls and change-ups only. Breaking pitches such as curve-balls, sliders, knuckle-balls, screwballs, etc. are not allowed. The umpire has the sole discretion in determining if an illegal breaking pitch has been thrown and determination may not be contested by either head coach. In the event of an illegal pitch not put in play the pitch shall be deemed no pitch and the pitcher shall be warned. An illegal pitch put in play shall be considered a live ball where at the conclusion of the play the pitcher shall be warned. A pitcher shall be allowed one warning by the umpire for an illegal pitch. A second instance, the pitcher must be removed from the mound.
2. There are NO intentional walks allowed.
3. A pitcher may pitch as far as pitch counts allow even if a complete game is pitched. If a starting pitcher is removed at any point in a game, the outfield requirement must be met. If a pitcher is removed in the 6th inning, the pitcher must be placed in the outfield. If a pitcher is removed in the 6th inning due to injury, the pitcher may be placed on the bench.

## **Batting**

1. **Batting Order:** There will be one continuous batting order. Late arriving players must be inserted last in batting order.
2. **Complete Inning:** An offensive inning is ended when the defensive team achieves 3 outs.
3. **Batted Balls:** Any ball that is hit in fair territory is in play.
4. Bunting is allowed.
5. **Batters Hit By Pitch:** If a batter is hit by a pitch, the batter must take first base. An attempt must be made to avoid the pitch.
6. **Uncaught Third Strike:** With zero or one out and first base not occupied by a runner, a batter may attempt to advance to first base if a called or swung at third strike is not caught cleanly by the catcher. With two outs, regardless of whether or not first base is occupied, the batter can likewise attempt to do the same. A ball caught cleanly by the catcher is defined as a ball that goes directly into his glove without touching the ground or some portion of his own or the umpire's body or equipment. An out is recorded if the batter is tagged out, if the ball beats him to first base, or if a force out is made on another runner at another base, including home plate. In all instances, the batter must make a direct or immediate attempt to reach first base--if he either delays for an extended period of time, or if he returns to the dugout area, he will be called out.
7. All teams must rotate batting orders from game to game to ensure equitable distribution of plate appearances across the lineup during the regular season.

## **Fielding**

1. All players must play a minimum of one inning per game in the infield, and one in the outfield. No player may play a defensive position for more than 3 innings in a 6-inning game, with the exception of the catcher who may play a maximum of 4 innings defensively in a 6-inning game. An additional defensive inning in any position (except pitcher) is allowed per player for each extra inning.
2. Position requirements must be satisfied by the end of the 5th inning with the exception of the pitcher. A pitcher may complete a full game (see rule 3 under Pitching).
3. No player can sit more than two innings, defensively, in any one game. If extra innings are played, no player may sit consecutive extra defensive innings.
4. The infield fly rule is in effect.

## **Majors Baseball League Rules (continued)**

### **Base Running**

1. There are no limits to the number of steals per inning.
2. There is no leading. Baserunners may leave the base to attempt a steal after the pitch crosses the plate.
3. If a base runner leaves a base before the ball crosses the plate and is tagged out, that out counts. However, if the runner reaches the next base safely, they will be returned to the base they occupied prior to the pitch being delivered. If a runner is deemed to have left early on a batted ball, the umpire reserves the right to place the runner where they deem appropriate. Note that this may result in no action at all, other than a warning. This call will be at the umpire's discretion.
4. Stealing of home plate is allowed.
5. Any runner is out when the runner does not slide or attempt to avoid a fielder who has the ball and is waiting to make the tag. There is no head first sliding while advancing to a base, only if returning to the base after rounding or aborting a steal attempt. Headfirst slides will result in an out.
6. Play must stop when the pitcher has control of the ball in the mound area. Runners must return to their bases if not already en route to the next base.
7. With 2 outs, coaches are encouraged to pinch run for the player that will be fielding the position of catcher during the next defensive inning. The pinch runner must be the last recorded out.

### **Game Duration**

1. Starting a Game: There is no forfeit if a team can field 8 players.
2. A fifteen run "mercy rule" is in effect after the losing team has completed four at bats.

### **General**

1. Managers will play each game under the "free substitute" rule, which allows players to be removed or inserted into the lineup at will during the course of the game.
  - a. Exception: Pinch runners may not be inserted freely. A pinch runner may only enter the game when an injury prevents a base runner from continuing. The pinch runner will be the player that made the last out.
2. Teams must use two adult base coaches during games.
3. Warm-up pitches will be limited to 8 pitches.
4. Late arriving players have to arrive by the time their team starts their defensive half of the 3rd inning and any players needing to leave early, have to complete 3 full innings to be considered present for that game.

## **Playoff Seeding Determination Rules**

All teams qualify for the single-elimination playoff tournament.

Regular season standings shall determine the seeding, based on the following system:

1. Number of Wins
2. Total Points (Win = 2 Points, Tie = 1 Point)
3. Head-to-Head Competition
4. Runs Allowed in Head-to-Head
5. Runs Allowed Per Game
6. Coin Flip

Seeds will determine playoff matchups, with the higher seed (1 being the highest) designated the home team. The highest seed shall play the lowest seed in each round (e.g., in a 4-team division, 1v4 and 2v3). Higher-seeded teams may receive bye(s) in the playoffs, depending on the number of teams in the division.

Note: To be eligible for participation in the playoffs, players must participate in at least one-half of the respective team's regular season games. Exceptions to this rule may be granted in cases of injury or other extenuating circumstances.