

MYERS PARK-TRINITY LITTLE LEAGUE

I. GENERAL - ALL DIVISIONS

- 1.1 Application of Rules - Play and conduct for all divisions shall be governed by the latest edition of the Official Rules, with these approved local modifications. If any situation arises as to which no clear modification has been adopted, apply the Official Rules.
- 1.2 Dugout - If a field does not have an actual dugout, the “dugout” shall be the team bench area.
 - (a) No eating by players in dugouts.
 - (b) The Manager and coaches may remain outside the dugout, providing each stays as near as practicable to fence and out of way of players and opposing team’s base coaches. An umpire may withdraw such permission in his discretion. The Manager and coaches may serve as base coaches as provided in the Official Rules.
- 1.3 Protests - Any protest, grievance, problem or rule change will be handled by the League’s Protest Committee.
- 1.4 Rain Outs - Rained out games should be “made up” as soon as possible on designated fields. All make-up games must be approved by the President and Division Coordinator for proper coordination with concessions, field and umpiring assignments.
- 1.5 15-run rule/10-run rule - As contemplated by the Official Rules, the League has elected that the “15-run rule” and the “10-run rule” do NOT apply to Myers Park-Trinity Little League baseball games.
- 1.6 “Slash Play” Prohibited – The following will be in effect as an additional paragraph of Rule 6.06: “A batter is out for illegal action...when he/she fakes a bunt and then takes a full swing.”
- 1.7 Illegal Bat. - Under Rule 6.06(d) a batter will NOT be out merely for being in the batter’s box with an illegal bat, but batter is out if batter is discovered having used an illegal bat prior to next player entering the batter’s box, as provided in that Rule.
- 1.8 All-Star Coaches – Team managers and coaches for all league all-star and tournament-of-champions teams will be appointed by the President.

II. MAJOR LEAGUE

Other Rules pertinent only to the Major League teams are:

2.1 Playing Time - Substitutions:

MPTLL will continue to use the former version of Rule 3.03 of the Official Rules, with our local version of 3.03(d) as follows:

3.03 – A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:

- (a) his or her substitute has completed one time at bat and;

- (b) has played defensively for a minimum of six (6) consecutive outs;
- (c) pitchers once removed from the mound may not return as pitchers;
- (d) A non-starter may re-enter the game once following his initial removal from play, but he must re-enter at a spot in the batting order such that he cannot bat sooner than he would have if he had never been removed.
- (e) a starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (one at bat and six defensive outs) before starter (S2) can re-enter the game.
- (f) Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.

2.2 Practices - Before the regular season commences, no team may practice more than 10 hours per week, and each team is encouraged to practice at least 3 times per week. After the season commences, a team may not practice more than 3 times or 6 hours each week, and each team should practice at least once each week.

2.3 Length of Game – (a) If all of the following occur: (i) after 105 minutes (1:45) of playing time have elapsed in a game, and (ii) 4 innings of play have been completed (3 and ½ innings if the home team is ahead), and (iii) one team has a lead of 12 runs or more, then the manager of the team with fewer runs shall concede the victory to the opponent (note; if the visiting team has a lead of 12 runs or more, the home team must bat in its half of the inning.) (b) As provided in Regulation X of the Official Rules, no inning may begin after 10:00pm (note: an inning is considered to begin immediately upon the completion of the previous inning.) (c) For weekday games scheduled as 5:30/7:30 doubleheaders, no inning of the 5:30 game may begin after 7:30; this limit applies regardless of whether the game starts on time or is interrupted by weather. (d) For games ended early by the time limits specified in (b) and (c), the game is over if it is a “regulation game” as provided in Rule 4.10 of the Official Rules (losing team has batted four times and one team is ahead.) Games that are tied, and games that have not become “regulation games” shall be resumed at a later date, as provided Official Rules 4.10 – 4.12.

2.4 Bull Pen - During a game the “bull pen” will be the designated warm-up areas outside the playing field fences, and pitchers must warm up there unless permission otherwise is granted by the Umpire-in-Chief.

2.5 Roster Size - The President, with the advice of the Executive Committee, will establish the minimum roster size for each major league team on or before the date of the draft. A team needing to replace a lost player (See Regulation III) must select a player from the minor league, but may not select a player who was not eligible for the draft at the start of the season. If a team loses a player less than 4 weeks before Closing Day, the President may, in his discretion, grant the team permission to complete the season without replacing the lost player, unless doing so would give the affected team an advantage in competing for the championship.

- 2.6 Pitch Limit - For games played during the 2026 season prior to April 18, the pitch limit of Regulation VI(c) shall be 50.
- 2.7 Eight Players – MPTLL has exercised its local league option to permit a game to start, or to continue, if a team has only eight players. A team starting the game with only eight players has an eight-player batting order. If a team starts the game with nine or more players but during the game drops to eight players, for any reason, the place in the batting order that cannot be filled and remains unoccupied simply disappears from the batting order and play continues with an eight-player batting order. If, when a team is playing with an eight-player batting order, an additional player arrives at the game, that late-arriving player would be added at the end of the eight-player order. No automatic outs (on account of a vacant batting-order spot) will be recorded.

III. NATIONAL LEAGUE (9-12 MINORS)

- 3.1 Development - One function of the minor league system is to develop players capable of playing on a major league team. It is the duty of each minor league coach to encourage all players to move up to a major league team as the opportunity arises for the player.
- 3.2 Batting Order - Each team member present for a game shall be included in the batting order. No substitutions will be made in the batting order and the batting order may not be changed after the game begins, except that any player arriving late will be added at the end of the original batting order.
- 3.3 Free Substitution - Teams may use “free substitution” - unlimited departure and re-entry, except with regard to the limitations placed on pitchers and catchers by the Official Rules.
- 3.4 Minimum Playing Time - No player may sit out in consecutive innings. Each player must play in the field every other inning, at a minimum.
- 3.5 Ten-Batter Limit - The team at bat may send no more than 10 batters to the plate during its half of an inning. The half inning is over when, following completion of the 10th batter’s time at bat, play is stopped and time is called by the umpire after the umpire determines, in his discretion, that the play has progressed to the point to which it would have progressed under typical baseball conditions; provided, however, that if the 10th batter reaches first base after receiving a base on balls or being hit by a pitch, all runners on base are entitled to advance 2 bases (i.e., any runner on 2nd or 3rd scores when 10th batter is walked, whether or not a runner was on first base when the 10th batter came to the plate); the 10th batter may not be intentionally walked. **This batter-limit rule does not apply in the fifth inning (or any subsequent inning.)** (Notes: (A) If there are no outs or one out when the 10th batter comes to the plate, the 10-batter limit does **NOT** create a 2-out situation, and play may continue, after an out is recorded, under normal playing rules. (B) Both teams should endeavor to announce the 10th batter prior to the time such batter puts the ball in play, but there will be no penalty assessed if either team fails to make such announcement; provided that if any batter beyond the 10th batter comes to the plate, so long as that is discovered prior to that team’s next offensive inning, the previous inning shall be deemed to have ended just prior to the at bat of the 11th batter, and such 11th batter will be the first batter of the next offensive inning. In the alternative, if neither side discovers the mistake until after the subject

team's next offensive inning has begun, the results of the previous inning will stand regardless of how many batters actually came to the plate. (C) To the extent possible, play should progress after a batter has put the ball in play as it would have under typical baseball conditions.) **(D) As provided in rule 3.12, the 10-batter limit will be reduced to a 9- or 8-batter limit for a team that has fewer than 10 players participating.**

- 3.6 Five Run Inning – Five Run Inning limitations do not apply to the National League. Rule 3.5 shall apply in its place.
- 3.7 Stealing - Stealing (which includes actual steals and advancing on wild pitches and passed balls) shall be permitted.
- 3.8 Time Limit - No inning may begin more than 105 (1:45) minutes after the game begins. For purposes of this rule, (1) the game begins when the umpire calls for play to begin (pursuant to Rule 4.02 of the Official Rules), and (2) an inning is considered to begin immediately upon the completion of the previous inning. (Examples: Game is scheduled for 2:00 but actually begins at 2:10; no inning may start after 3:55. If the last out of the fourth inning is made at 3:54, then the fifth inning will be played.) This time limit rule will not apply if the result would be to end a tournament game in which the score is tied; and this rule does not apply to the championship game of the season-ending tournament.
- 3.9 Tie Game - If a regular season game is tied when it ends as a result of the time limit in Rule 3.8, that game will be recorded in the standings as a tie.
- 3.10 Modifications for Interleague Play - The foregoing rules may be modified, and other modifications of the Official Rules may be made, by agreement of the League Presidents (or their designees) as necessary to have a common set of rules to govern play between teams from different leagues.
- 3.11 Courtesy Runner – When there are two outs (or 10th batter is at the plate) and the catcher for the next defensive inning is on base, the offensive team may use a courtesy runner for the catcher, but must use the player who made the last batted out as the courtesy runner.
- 3.12 Eight Players– MPTLL has exercised its local option to permit a game to start, or to continue, if a team has only eight players. If at any time a team has fewer than 10 players, the maximum number of batters that team may send to the plate in an inning (as provided in Rule 3.5) shall equal the number of players it has in attendance (i.e., if the team has only nine players in attendance, that team may send no more than nine players to the plate in its half-inning; if it has only eight players in attendance, it may send no more than eight players to the plate in its half-inning.)

IV. AMERICAN LEAGUE (7-8 YEAR OLDS)

- 4.1 Free Substitution - Teams may use “free substitution” - unlimited departure and re-entry.
- 4.2 Minimum Playing Time; Defensive Positions - No player may sit out in consecutive innings. Each player must play the full defensive inning in the field every other inning, at a minimum. No player shall occupy the same defensive position in consecutive innings. Player can remain

in the infield or outfield but may not play a position played in the previous inning. An exception is the catcher position: a player may play the position of catcher in consecutive innings, but in no instance shall a player play catcher in more than four innings in any single game.

- 4.3 Batting Order - Each team member present for a game shall be included in the batting order. No substitutions will be made in the batting order and the batting order may not be changed after the game begins, except that any player arriving late will be added at the end of the original batting order.
- 4.4 Ten-Batter Limit - The team at bat may send no more than 10 batters to the plate during its half of an inning. (**This rule applies in all innings including the last inning.**) The half inning is over upon the first to occur of (1) an out being made, (2) when the 10th batter strikes out, (3) when play is stopped and time is called by the umpire after the 10th batter puts the ball in play and the umpire determines, in his sole discretion, that the play is dead in accordance with Rule 4.13. (**Note:** If there are no outs or one out when the 10th batter comes to the plate, the 10-batter limit does **NOT** create a 2-out situation with respect to the scoring of a run from third base, **BUT** a single out **WILL** end the inning pursuant to (1) above, provided, however, that a base runner on 3rd base when the 10th batter came to bat shall be deemed to have scored a run notwithstanding the inning ending out (unless the runner on third base was tagged out or thrown out at home in a force play that stopped play and ended the inning). **Note:** Both teams should endeavor to announce the 10th batter prior to the time such batter puts the ball in play, and there will be no penalty assessed if either team fails to make such announcement; provided that if any batter beyond the 10th batter comes to the plate, so long as that is discovered prior to that team's next offensive inning, the previous inning shall be deemed to have ended just prior to the at bat of the 11th batter and such 11th batter will be the first batter of the next offensive inning. In the alternative, if neither side discovers the mistake until after the subject team's next offensive inning has begun, the results of the previous inning will stand regardless of how many batters actually came to the plate. **Note: As provided in rule 4.14, the 10-batter limit will be reduced to an 8- or 7-batter limit for a team that has fewer than 10 players participating.**
- 4.5 Five Run Inning – Five Run Inning limitations do not apply to the American League. Rule 4.4 shall apply in its place.
- 4.6 Ten Defensive Players – A team playing defense shall use ten defensive players whenever possible. If fewer players are available, then the team shall use all players in attendance on defense, and a team may play with as few as eight players in attendance. With ten defensive players, four of the defensive players shall be outfielders. When playing with nine defensive players, three of the defensive players shall be outfielders. When a team has only eight defensive players, the team may either (a) play two outfielders, or (b) elect to play without a catcher and play three outfielders. Teams should make every effort to ensure that at least 8 players will be in attendance for every game and ensure that players' families understand the necessity of advance notice of any absences. Whenever a team becomes aware that fewer than 8 players may be in attendance at an upcoming game, the manager will immediately notify the League Commissioner, and in such circumstances the League Commissioner will work with the managers of both teams to arrange a reschedule or to find another satisfactory solution, which may include the use of a 'borrowed' player. Outfielders must be positioned at least 20 feet away from second base at the beginning of each play, and no outfielder may

tag a base for an out on a force play. As required by Rule 4.03 of the Official Rules, except as provided above, there must be a catcher in the catcher's box each time the ball is put in play, although if a team must change catchers in the middle of an inning, due to injury, the umpire may allow the game to proceed briefly without a catcher while the new catcher is putting on the gear, so as to avoid undue delay.

- 4.7 Length of Game - A regulation game consists of seven innings, subject to the time limit set forth below.
- 4.8 Time Limit - No inning may begin more than 90 minutes after the game begins; but for games played on nights when games are scheduled for 5:30 and 7:00 on the same field, no inning may begin more than 80 minutes after the game begins; and no inning in any game may begin after 8:20 pm. For purposes of this rule, (1) the game begins when the umpire calls for play to begin (pursuant to Rule 4.02 of the Official Rules), and (2) an inning is considered to begin immediately upon the completion of the previous inning. (Examples: Game is scheduled for 2:00 but actually begins at 2:10; no inning may start after 3:40. If the last out of the fourth inning is made at 3:39, then the fifth inning will be played.) It is good practice for both team's scorekeepers to write down the umpire's official start time in the team book. This time limit rule will not apply if the result would be to end a tournament game in which the score is tied and will not apply in the League championship game at all.
- 4.9 No Stealing - Stealing is not permitted, and runners may not advance on a wild pitch or passed ball.
- 4.10 Tie Game - If a regular season game is tied when it ends as a result of the time limit in Rule 4.8, that game will be recorded in the standings as a tie.
- 4.11 Infield Fly - The infield fly rule does not apply.
- 4.12 Pitching Machines - All Games will be played with a pitching machine.
- (A) The umpire will set the speed of the pitching machine to 40 mph prior to the beginning of the game and, if the machine is malfunctioning or no speed reading is available, with coach agreement. The speed may be altered if needed at the top of an inning if agreed upon by coaches.
- (B) The umpire will operate the pitching machine and will alter the throwing height of the machine as needed in his discretion, with input and occasional assistance from the coaches when necessary and appropriate. One or more pitches, as deemed necessary by the umpires and the coaches, may be made to verify any change.
- (C) Until the pitched ball reaches the plate, the player in the pitcher's position must remain within 3 feet of the pitching machine, but not behind the pitcher's plate; provided that the pitcher shall always remain a safe distance from the pitching machine, as determined by the umpire and the coaches. A ball striking the pitching machine is considered a dead ball resulting in one base is awarded to the batter and to each base runner.

- (D) The batter may not advance to first on a base-on-balls or if hit by the pitch. The batter shall continue at bat until he puts the ball in play or strikes out.
- (E) The umpire shall call strikes if a pitch is in the strike zone. However, a batter may not be called out on a non-swinging third strike.

4.13 Dead Ball - If the ball is in play, except as otherwise provided below, as soon as any defensive infielder, including the pitcher or catcher, gets control of the ball in the infield (anywhere in the dirt portion of the field) and the umpire, in his sole discretion, determines that the play is or should be dead, the umpire shall declare the ball dead and the play stopped, and runners shall hold in their current positions (current position of a runner shall be determined by the umpire in his sole discretion) based upon the umpire's determination as to whether the runner has or has not passed the halfway point to the next base at the time the umpire declares the play stopped); provided, that if the pitcher or infielder is in the act of throwing or otherwise making a defensive play, the umpire shall have the sole discretion to allow the play to continue; and **provided further**, that no runner may take more than one base as result of an overthrow to a base (or missed catch of a throw to player covering a base) during the same play (a "play" being defined as all activity from the time a ball is put in play by a batter until the umpire stops play). The League encourages all coaches to exhibit good sportsmanship in making decisions as to when to take extra bases with the understanding that many of these young children are just developing their throwing and catching skills. In other words, if a good throw and catch would put out the runner you're preparing to send, don't send the runner.

4.14 Eight or Nine players – A team may play with only 9 or 8 players in attendance. If at any time a team has fewer than 10 players, the maximum number of batters that team may send to the plate in an inning (as provided in Rule 4.4) shall be **one less than** number of players it has in attendance (i.e., if the team has only nine players in attendance, that team may send no more than eight players to the plate in its half-inning; if it has only eight players in attendance, it may send no more than seven players to the plate in its half-inning.)

V. COACH PITCH (6 YEAR OLDS)

- 5.1 Free Substitution - Teams may use "free substitution" - unlimited departure and re-entry.
- 5.2 Player Rotation and Minimum Playing Time - No player may sit out in consecutive innings. Each player must play in the field every other inning, at a minimum. No player shall repeat a single defensive position in consecutive innings. A player can remain in the infield or outfield but is required to move from the previous inning's position. Coaches should make every reasonable effort to ensure that each player plays an infield position during every game.
- 5.3 Batting Order - Each team member present for a game shall be included in the batting order. No substitutions will be made in the batting order and the batting order may not be changed after the game begins, except that any player arriving late will be added at the end of the original batting order.
- 5.4 Five Run Per Inning Limitation – No more than five runs shall be permitted to score in any half inning. If a fifth run is scored, the half inning will end automatically, regardless as to the number of outs that have been recorded.

- 5.5 Nine Defensive Players – A team playing defense shall use nine defensive players whenever possible. If fewer players are available, then the team shall use all players in attendance on defense, and a team may play with as few as seven players in attendance. With nine defensive players, four of the defensive players shall be outfielders. When playing with eight defensive players, three of the defensive players shall be outfielders. When playing with seven defensive players, two of the defensive players shall be outfielders. In any case, all outfielders shall be positioned in the outfield and at least 20 feet beyond the baseline (from first base to second base or second base to third base) at the beginning of each play, and no outfielder may tag a base for an out on a force play. Teams shall not use a catcher.
- 5.6 Length of Game - A regulation game consists of six innings.
- 5.7 Time Limit - No inning may begin more than 90 minutes after the game begins. It is good practice for both team's coaches to take note of the umpire's official start.
- 5.8 No Stealing - Stealing is not permitted, and runners may not advance on a wild pitch or passed ball.
- 5.9 Tie Game - If a game is tied when it ends as a result of the time limit in Rule 5.7, that game will be recorded in the standings as a tie.
- 5.10 Infield Fly - The infield fly rule does not apply.
- 5.11 Coach Pitcher - All Games will be played with an adult coach as the pitcher.
- (A) The Coach Pitcher of the offensive team shall be the pitcher during his or her team's offensive half of the inning.
 - (B) The Coach Pitcher shall be permitted to either stand or kneel when delivering a pitch, but in any case, shall only throw overhand "flat" pitches and shall begin his or her delivery either standing or kneeling at a distance of no less than 30 feet from the back of home plate.
 - (C) Until the pitched ball crosses the plate, the player in the pitcher's position shall be positioned within 3 feet of the pitching rubber, which shall be located at a distance of 46 feet from the back of home plate.
 - (D) A ball striking the Coach Pitcher is considered to be a dead ball resulting in one base being awarded to the batter and to each base runner. The Coach Pitcher shall make every effort to avoid any contact with the baseball once it is put into play and considered to be a live ball. In addition, the Coach Pitcher shall make every effort to avoid interfering with, obstructing, or distracting defensive players during a live ball. If Coach Pitcher interference, obstruction, or distraction occurs, at the Umpire's discretion, one base shall be awarded to the batter and each base runner.
 - (E) The Coach Pitcher may provide coaching and guidance to the batter during an at bat; however, once the ball is put into play and considered to be live, the Coach Pitcher shall not coach or instruct the batter nor any base runners. Batters and base

runners should be taught to follow coaching and instruction that is provided by the First Base Coach and Third Base Coach.

- 5.12 Maximum Number of Pitches and Strikeout – Each batter will get a maximum number of six “hittable” pitches. A “hittable” pitch is determined by the Umpire. If the batter fails to put the ball in play after the sixth pitch, it shall be considered a strikeout and the at bat shall be over. If the batter fouls the sixth pitch, or subsequent consecutive pitches thereafter, the at bat will continue until either the batter swings and misses to constitute a strikeout or until the batter puts the ball in play. There are no base-on-balls nor called strikes. If a batter is struck by a pitch, no base is awarded and the at bat shall continue with the pitch being counted as an unhittable pitch.
- 5.13 Maximum Number of Bases – No batter or baserunner shall advance more than two bases on any single play. **EXCEPTION:** If a batter hits an over-the-fence homerun, it shall be treated as a homerun for the batter and any baserunners. In any event, the five run per inning limitation shall still apply.
- 5.14 Dead Ball - If the ball is in play, except as otherwise provided below, as soon as any defensive infielder, including the pitcher or catcher, gets control of the ball in the infield (anywhere in the dirt portion of the field) and the umpire, in his sole discretion, determines that the play is or should be dead, the umpire shall declare the ball dead and the play stopped, and runners shall hold in their current positions (current position of a runner shall be determined by the umpire in his sole discretion) based upon the umpire’s determination as to whether the runner has or has not passed the halfway point to the next base at the time the umpire declares the play stopped); provided, that if the pitcher or infielder is in the act of throwing or otherwise making a defensive play, the umpire shall have the sole discretion to allow the play to continue; and **provided further**, that no runner may take more than one base as result of an overthrow to a base (or missed catch of a throw to player covering a base) during the same play (a “play” being defined as all activity from the time a ball is put in play by a batter until the umpire stops play). The League requires all coaches to exhibit good sportsmanship in making decisions as to when to take extra bases with the understanding that many of these young children are just developing their throwing and catching skills. In other words, if a good throw and catch would put out the runner you’re preparing to send, don’t send the runner.
- 5.15 Scorekeeping – Each game’s score shall be kept and agreed to at the conclusion of each game and reported on the MPTLL website by the home team as soon as possible following the completion of the game.
- 5.16 On Field Defensive Coaching – The defensive team may have one or two coaches in the outfield to help provide instruction. Defensive Coaches should position themselves behind the outfielders and should remain at least 20’ behind either the baseline from first base to second base or second base to third base so as to not interfere with the game or be a distraction to the offensive team.