

LITTLE LEAGUE RULE BOOK

Batting

Minor League

1. Bat size should be no longer than 32 inches.
2. The batter may not step in front, on, or behind the plate.
3. If the catcher interferes with the batter, then the batter automatically goes to first base.
4. If the ball hits the batter and he/she makes an effort to get out of the way, he/she automatically will go to first base.
5. If the batter comes in contact with the ball while he/she is in the batter's box, it is a foul ball.
6. If the batter comes in contact with a batted ball in fair play before it touches a defensive player, he/she is automatically out.
7. If the batter throws his/her bat, at the umpire's discretion: he/she will get a warning the first time, the next time he/she will be out.
8. Infield fly rule called at umpire's discretion.

Major League

1. Same rules as Minor league 1-8.
2. An inning at bat will consist of three outs or 6 runs. If a team scores 6 runs before there are 3 outs, the teams will switch.

The Runner

Major League

1. The only base the runner is allowed to steal is second to third – as soon as the ball crosses the plate.
2. If the runner is hit by a batted ball in fair play before it comes in contact with the defensive player, he/she is automatically out.
3. If the ball is hit, then the runners may advance as many bases as they wish.
4. If the runner comes in contact with a defensive player, the ball is dead and all runners advance to the next base. If runner intentionally runs into fielder, the runner is out and all other runners stop at the base they were advancing to.
5. The runner has three feet to the right and left to elude the tag.
6. Bunting is allowed.

Minor League

1. The runner may not steal any bases.
2. If the runner is hit by a batted ball in fair play before it comes in contact with the defensive player, he/she is automatically out.
3. The runner may only advance one base on an overthrow, unless the defensive player makes a play on the runner.
4. If the runner comes in contact with a defensive player the ball is dead and the runners get one base.
5. The runner has three feet to the right and left to elude the tag.

Fielder

1. The players must not use vulgar language. Make sure your catcher knows this rule. The player will be ejected from the game.
2. In *Minor League*, all players on a team shall play defensively, but the excess players **MUST** play in the outfield beyond the dirt portion of the field.
3. Major League- only 9 defensive players allowed in the field; 3 outfielders, 4 infielders and a pitcher and catcher.
4. Everyone in the line-up bats in both leagues.

Coaches Responsibilities

1. Teach your team SPORTSMANSHIP. If you see them gloating about their team, please let the air out of their heads and mouth. Absolutely NO vulgar language.
2. If the umpire cannot see the play, the coach may be asked to **fairly** help with the call. (Remember sportsmanship!)
3. The coaches are responsible to retrieve all foul balls.
4. Coaches should have the right to take disciplinary action if needed.
5. A team needs have at least eight (8) players to start a game—less than 8 they forfeit. After a forfeit, the team may pick up players to play the game. Players that are picked up must bat at the end of the line up.
6. Players may be benched as discipline.
7. Coaches will see that each player present at the game will get playing time.

Pitching

Major League

1. Pitchers will be pitching from 46 feet. (Same as All Stars)
2. There will be five warm-up pitches between innings.
3. Each pitcher may only pitch **2** innings in one game. They do not have to be consecutive innings. Players that pitch on the All-Star team will **NOT** pitch in Major League games. Remember that kids are learning the game at this age. Having a player from another team who strikes everyone out is only ruining the confidence of the other team's players. (In the end these players will all be on the same team!)

Minor league- coaches may pitch.

Time

1. *Majors* – will play 1 ½ hours or 7 innings.
2. *Minors* – will play 1 hour 15 minutes.