

MLL Local League Rules



Rev. 2021

BASEBALL WEE BALL, TEE BALL & COACH PITCH LEAGUES PLAYING RULES

I. LEAGUE RULES

- A. These league rules in addition to Maryville Little League rules and the "Official Regulations and Playing Rules" of Little League Baseball govern play. The Maryville Little League League Rules shall be those as adopted by Maryville Little League Board of Directors for all leagues with the only exceptions as covered under these rules.
- B. League ages shall be for: Baseball Wee Ball, 4; Baseball Tee Ball, 5&6; Baseball Coach Pitch, 7&8; Softball Tee Ball 5&6; Softball Coach Pitch 7&8. The number of players per team shall be determined by the Commissioner.
- C. The league shall recognize one Manager and one Coach for protection purposes. In Tee Ball, provision shall be made to evenly distribute the players by ages. In Coach Pitch, at least one evaluation workout shall be held. All players who participate an evaluation workout(s) shall assigned to teams so that there is a balance of talent on all teams. Any players not participating in an evaluation workout shall be separated into two categories by age, "returning" players and "new" players. All players in each of these two categories by age shall then be randomly assigned to teams.
- D. Games postponed due to inclement weather shall be rescheduled at the earliest available date. These available dates include Saturdays, Wednesdays, & Sundays.
- E. Umpires will not be provided for Baseball Wee Ball.

II. GAME PRELIMINARIES

- A. Team duties at games:
 1. Visiting team shall put out bases, scorebook, and the scoreboard console from the proper storage places and then both teams shall prepare the field for play. **For Baseball Wee Ball, no scoreboard will be operated.**
 2. Home team shall occupy the first base dugout and provide scoreboard operator **except for Baseball Wee Ball where no scoreboard is operated.**
 3. Visiting team shall occupy the third base dugout and provide the scorekeeper.
 4. Home team shall remove all bases, scorebook, scoreboard console and all field readiness equipment (rakes, shovels, mound covers, wheelbarrows, etc.) back to the proper storage facilities listed below at the conclusion of the last game of the day. If appropriate, the home team shall also cover the mounds and batters' boxes.
 5. Both teams shall clean the dugout area after every game.
- B. In the event of inclement weather, it shall be the responsibility of the managers, coaches and parents to ready the field for play. The original starting times and ending times shall be enforced.
- C. In the event of inclement weather, the managers shall determine (no earlier than 15 minutes prior to the game) if the game is to be played. In the event that the managers cannot agree, the President, a duly delegated representative or the umpire-in-chief of the scheduled game shall make the determination. One game may be canceled and the next one may be played. Once a game is underway, the decision to postpone or cancel due to bad weather is up to the umpire-in-chief. If a member of the Safety Committee or the Board of Directors closes the park due to weather or other safety concerns, all managers, coaches and players shall stop all games in progress and clear the fields. If Field #4 is cleared because of lightening, all other fields must be immediately cleared also. Games postponed because of weather or other approved reasons shall be made up at the earliest available date as determined by the Commissioner. The earliest available date shall include Saturdays, Sundays, Wednesdays, holidays and any other day that the needed field is available with the exception of Easter & Mother's Day. However, postponed games from leagues that award champions shall take precedent over postponed Tee Ball games. Managers and Commissioners shall not make exception to this rule without the permission of the Protest Committee. If a team decides not to play during the first available date, then the postponed game shall not be made up and the decision of forfeiture will be referred to the Protest Committee.
- D. Post Game Field Duties
 1. After the last game of the day, both teams should repair and drag the field, i.e., rake dirt in holes at each base and batter's box, repair pitcher's mound, etc.
 2. Home team shall remove all bases, scorebook, scoreboard console and all field readiness equipment (rakes, shovels, mound covers, wheelbarrows, etc.) back to the proper storage facilities (listed within these rules) at the conclusion of the last game of the day. If appropriate, the home team shall also cover the mounds and batters' boxes.
 3. Both teams shall clean the dugout area after every game.

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- E. The visiting team is responsible for providing the official scorekeeper. The home team is responsible for providing the scoreboard operator (who shall serve also as a spotter). Both should be adults. Note: Baseball Wee Ball: The score board will not be operated during games. However, the official scorebook should be recorded to keep up with the batter order and number of batters per inning (limited to 6 batters). No outs or runs shall be recorded. Tee Ball & Coach Pitch: The scorekeepers are to verify the ending score.
- F. ***During the game, all gates to the dugout and field must be kept closed and Managers and Coaches must remain in the dugout at all times unless retrieving a bat, assisting an injured player, coaching a base, coach pitching or (tee ball only) coaching from behind the outfield or (Baseball Wee Ball only) behind the batter.***
- G. Players' uniforms must be alike. Shirts should be tucked in, and all teams should wear only MLL issued caps or visors in a correct position.
- H. Teams may have one manager and three coaches during the game. Exception: Teams in Baseball Wee Ball may use one manager and four coaches.
- I. Each manager is responsible for the conduct of his or her players. There shall not be any foul language or inappropriate behavior. Any violation may result in removal of the offender for the remainder of the game. If a player, manager or coach or fan is removed from a game, the umpire must notify the league commissioner within 24 hours. Any ejected manager, coach, or **player** shall also serve an additional one-game suspension. He or she may not participate as a manager, coach, scorekeeper nor any other role in the next physically played game. The Commissioner of the league or the Protest Committee may impose a stricter penalty if it is deemed appropriate.
- J. No tobacco products shall be allowed on the field or in the dugout at any time. Penalty: Offender is ejected.
- K. Managers shall meet with the umpires 5 minutes before the game to turn in lineups and cover any ground rules.
- L. Teams may take 5 minutes of infield practice before the game. The warm-ups should start at least 15 minutes before game time. A team may start early but would need to share this extra time with the other team. The visiting team shall take infield first.
- M. The batting cages are to be utilized as follows: The batting cage outside of center field on Field#1 is reserved for the games on Field#1. The batting cage next to Field#4 is reserved for games on Field#4. The batting cage next to Field#5 is reserved for games on Field#5. The batting cage next to Field#3 is reserved first for Baseball Minor League and Softball Minor League. If Baseball Minor League and Softball Minor League play on the same night on Field#2 and Field#3, respectively, the batting cage next to Field#3 is utilized on a first come basis. If neither Baseball Minor League nor Softball Minor League is scheduled to play, the batting cage next to Field#3 is utilized on a first come basis. For scheduled Minor League, Major League, Junior League and Senior League games, each batting cage is reserved for the home team starting at 45 minutes prior to the scheduled game.
- N. There shall be only four (4) time outs per game. Each time-out may last for a maximum of 30 seconds.
- O. Both base coaches may be adults. Base coaches must line up at least three feet off 1st or 3rd base. At no time may a base coach aid or assist a runner by touching the runner. Penalty: The runner is called out. At least one adult must remain in the dugout at all times.
- P. While a team in playing defense, all managers & coaches shall remain in the dugout. Exception: In Tee Ball, one or two coaches may "coach" from the outfield while their team is in the field. Coaches must line up behind all defensive players. In Wee Ball, as many coaches as necessary may be used during the game.
- Q. There shall be no protests.

III. GAMES.

- A. The game shall consist of: a) Coach Pitch - 6 innings or 1 hour and 15 minutes; b) Tee Ball - 6 innings or 1 hour; c) Baseball Wee Ball - 50 minutes. ***No inning shall be started with less than five minutes left before stated time expires.*** (An inning shall be held as starting when the final out of the preceding inning is made). An inning in progress shall be completed only if it is necessary to determine the outcome of the game (except in Wee Ball). In case of a tie game, the game is to be played out unless the time limit is called. An inning in progress shall not be completed after the time limit if there is no chance to change the outcome of the game. Regardless of the score, games shall continue until the 6 innings are reached or until time limit is called. If the home team is ahead in the 6th inning and up to bat or batting and ahead when the time limit is reached, the game in progress shall be called. Exception: If there is no immediately scheduled game on the field, then tie games may be continued, if both managers agree, (subject to curfew rules) until a winner can be determined or until the umpire-in-chief determines that continued play may encroach upon the next scheduled game starting time. ***(Any time limited game is considered a regulation game).***

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- B. Managers and umpires must keep the game moving, and coaches shall not intentionally delay a game. If, in the umpire's judgment, a coach is intentionally delaying the game, the umpire shall warn the coach that the player must "play ball" and shall report the incident to the commissioner of the league. Failure to "play ball" could result in ejection from the game.
- C. Number Of Players Tee Ball: A game may be started or continued with any number of players. If there are fewer than 9 players present at game time, player(s) MAY be "picked-up" from the opposing team only. A team shall not "pick up" players if there are 9 regular players present. A team with fewer than 9 players shall only "pick up" until 9 players can be fielded. If a game is delayed because a team is unable to field enough players, the original ending time shall still be enforced. There shall be no postponing the game except in the case of inclement weather.
- D. Number Of Players Coach Pitch: Rules 1.01, 4.04, 4.16 & 4.17. **The local league option regarding starting or playing games with 8 players has not been adopted.** A game may be started or continued with 9 players. If there are fewer than 9 players present at game time, player(s) shall be "picked-up." Players may be "picked up" from only within the Coach Pitch League and such players shall be league age 7. A team shall not "pick up" players if there are 9 regular players present. A team with fewer than 9 players shall only "pick up" until 9 players can be fielded. **Any player arriving late to a game, if inserted (see rule III F), shall replace any "picked up" player in the game. However, the "picked up" player must play nine consecutive outs and bat once before being replaced.** If a game is delayed because a team is unable to field enough players, the original ending time shall still be enforced. There shall be no postponing the game except in the case of inclement weather.
1. The "picked up" player or players must be play defense starting first in right field (in normal right field position), secondly in left field and thirdly in center field. The "picked up" players must bat starting last, then second from last and then third from last in the batting order. Exception: If a game is in progress when a player is "picked up," the "picked up" player shall bat in the order for the player he or she replaces. The maximum number of "pick up" players shall be three.
 2. If a team cannot or will not "pick up" players to play at the scheduled time to play or to complete a game, the decision to forfeit or reschedule the game shall be made by the Protest Committee.
 3. The manager must notify the official scorer and the opposing Team Manager as to any "picked up" players prior to the start of the game. Penalty: The Team Manager shall be subject to possible suspension by the Protest Committee."
- E. All players attending the game must bat before returning to the first of the batting order. If a player cannot complete a game for any reason, his or her place in the batting order shall be skipped for the remainder of the game without penalty. If the player returns, he or she is merely inserted into the player's original spot in the batting order and the game continues.
- F. All players must bat in correct order from the beginning of the game until the end of the game.
- G. Players arriving late may be inserted into the lineup if the manager so chooses. If inserted they must be placed at the bottom of the batting order.
- H. Fielders In Tee Ball: The infield shall field the correct number of players (5 in Baseball Tee Ball and Baseball Wee Ball because catcher position not fielded), and the outfield shall have all other players. All players must line up in fair territory. Outfielders must line up behind the infield in the outfield grass or at least six feet behind the direct line between the bases until the ball is hit by the batter.
- I. Fielders Coach Pitch: The infield shall field the correct number of players (6 counting catcher), and the outfield shall have four players. All players (except for the catcher) must line up in fair territory. Outfielders must line up behind the infield in the outfield grass or at least six feet behind the baseline until the ball is hit by the batter. Field substitution shall be unlimited except as follows:
1. Players shall play in the field at least every other inning.
 2. The game manager for violation of this rule shall for the:
 - a. First offense - receive a warning.
 - b. Second offense - be suspended for the next scheduled game.
 - c. Third offense – be suspended for the remainder of the season.
- J. **Any half-inning ends when: Tee Ball and Coach Pitch: 1) Three outs are recorded, or 2) all players on the roster have batted once in that half-inning, or, 3) five runs have scored. Baseball Wee Ball: 6 batters have batted or half of the roster when teams have less than 12 players in the batting lineup.**

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- K. All players and coaches must be in the dugout when their team is batting except for the base coaches or the coach pitcher. A coach may be in the on-deck batter's cage to help the next batter. No unauthorized person shall be allowed on the field.
- L. Player Pitcher - Coach Pitch: the player pitcher must stand with both feet on the four (4) foot extension of the pitcher's plate on either side of the pitcher's plate (40 ft for baseball & 35 ft for softball) **until the ball is hit**. No player shall be positioned closer than the player pitcher to the batter and the player pitcher shall be no closer than the coach pitcher. Exception: If the batter squares to bunt, infielders may charge the batter. Tee Ball & Coach Pitch Baseball: Player pitchers are encouraged to wear a facemask or a helmet with a facemask. Tee Ball & Coach Pitch Softball: The PLAYER PITCHER **MUST** ALSO WEAR A FACEMASK OR HELMET WITH A FACEMASK.
- M. Catchers: All Tee Ball and Baseball Wee Ball: The position of catcher will not be used. The umpire will retrieve and return the pitched ball to the coach pitcher. Another fielder should be used to attend to any play at home plate. All Coach Pitch: The catcher shall be fully outfitted and will be positioned in the catcher's box behind the plate. Male catchers must wear a protective cup.**
- N. An adult coach shall pitch 1) underhand or overhand in Baseball Tee Ball; 2) overhand only in Baseball Coach Pitch; 3) underhand only in Softball; to the batters on his or her own team from 1) any reasonable distance in Tee Ball; 2) Baseball Coach Pitch – the coach pitcher must be in contact with the 40 ft pitcher's plate 3) Softball Coach Pitch – the coach pitcher must be in contact with the 35 ft pitcher's plate.
- O. Baseball Wee Ball will not use a coach pitcher. Batters will utilize the Tee only.
- P. In accordance with Little League Baseball regulations, there shall be no bat boys/girls. This function should be performed by the next batter (after the current batter hits) or a coach.

IV. HITTING OR BATTING.

- A. Batters must stay in the batter's box while batting.
- B. Coach Pitch:
1. An at bat shall consist of one of the following: A) The batter is out if the batter receives five (5) pitches before a fair ball is hit unless the fifth (or subsequent) pitches are hit (not bunted) foul; B) The batter is out if the player receives three swinging strikes; C) The batter hits or bunts a fair ball. **(a foul-tip is a strike not a foul ball)** There shall be no walks.
 2. Bunting is permitted. The batter is out when bunting foul on the third strike or fifth pitch. If a player squares to bunt, the player cannot pull the bat back and take a full swing. Penalty – The ball is dead, and the batter is out. When swinging at a pitched ball, any ball hit into fair territory by the batter is a playable ball.
- C. Tee Ball:
1. Baseball Wee Ball: Batters will be given three swings from the tee. If a batter fails to hit the ball into fair territory with a legal swing after three (3) swings (legal or illegal) from the tee, the player's "at bat" will be over. There are no walks.
 2. Tee Ball: Batters shall first be given 3 pitched balls by their own coach. If a ball is not hit into fair territory after the three pitches, the offense may elect to have three (3) additional pitched balls or three (3) swings from the tee. If a batter fails to hit the ball into fair territory with a legal swing after three (3) swings (legal or illegal) from the tee or from the three (3) additional pitched balls, the batter is out. There are no walks.
 3. **When hitting from the tee, the tee must be placed directly on top of home plate.**
 4. When hitting from the tee, an illegal swing is an umpire's judgment call. When the batter swings and only hits the tee and the ball goes into fair territory, it shall be called an illegal swing, an immediate dead ball and a foul ball strike.
 5. There shall be no bunts. When swinging at a pitched ball, any ball hit into fair territory by the batter is a playable ball (the ball does not have to leave a six (6) foot arc in front of the plate). When hitting from the tee, the ball must leave a six (6) foot arc in front of the plate (with a legal swing) to be in play. If a batted ball from the tee fails to leave a six (6) foot arc in front of the plate, it shall be called a foul ball.
 6. If the batter accidentally hits the ball with a swing resulting in the ball falling off the tee, the batter: a) shall be warned for the first offense during one at bat, b) shall have a called strike for the second offense during one at bat.
 7. The umpire, coach or batter may raise or lower the tee as needed.

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- D. For the first offense of a batter slinging a bat, the batter and manager shall be warned. For a second offense by the same batter during the same game, the batter shall be immediately removed from the batting order unless the ball is hit, and the player is on base as a result of hitting the ball. If the player is on base, the player shall be removed from the batting order after the player is retired from the bases or when the half-inning is over. The batter's position is skipped with no penalty for the rest of the game. The player may continue to play the field.
- E. When the ball is hit, the coach pitcher must immediately exit the playing field at either the 1st or 3rd base foul line and shall not interfere with the fielding team making a play on the batter or runner. If any batted ball hits the coach pitcher, the ball is immediately dead and "no pitch" is declared. If the coach pitcher is hit by a thrown ball while the coach is over fair territory, the ball is immediately declared dead and offensive interference is called. Penalty: The batter is out and runners are sent back.

V. BASE RUNNING.

- A. There shall be no stealing. Runners must stay in contact with the base until the pitched ball has reached the batter or until it is hit when hitting from the tee. Penalty: Runners shall be sent back as far as possible. If fair ball is batted, then all runners must return as far as possible. Any wild toss or pitch between the catcher and coach pitcher is a dead ball. A runner is out if sliding headfirst **while advancing** to the next base but is not out if sliding headfirst while returning to a base.
- B. ***For the purposes of this rule, an overthrow is defined as any throw made to a player (making a play at any base or at homeplate) who does not catch it and the ball advances past (over, under or around) the player trying to catch it. The purpose of this rule is to keep runners from continuing to advance beyond one additional base if an "overthrown" occurs while the defense was making a play on any runner at any base or at home plate.*** Advancing on any overthrow within the playing field is as follows:
 - (a) On a first throw by an infielder making a play at ANY base, each runner or the batter may advance a total of two bases from where the player was at the time the ball is pitched. If the ball is not out of play (i.e., over or under a fence or in a dugout), advancement by any runner or batter is made with the risk of being put out.
 - (b) On any other overthrows by any fielder making a play at any base, each runner or the batter may advance (at risk of being put out) one more base from where the player was at the time the play was being made on any batter or runner. If the ball is not out of play, any advancement by any runner or batter is made with the risk of being put out.
- C. If a play is not being made at a base, the runners or batter may continue to advance at risk of being put out until the lead runner's advancement has stopped. When the lead runner's advancement has stopped, "time-out" shall be declared by the umpire, and the ball shall be declared dead. The "lead runner's advancement has stopped" when the umpire judges that it has. There shall be no questions as to the umpire's judgment.
- D. The "infield fly" rule shall not be enforced.
- E. Play shall stop on any inadvertent called time-out by the Umpire.
- F. Bases made when "time out" is called shall be determined by whether a runner has passed more than 1/2 the distance between bases. If the runner has not passed more than 1/2 the distance between bases, the runner shall return to the last base touched. Otherwise, the runner may continue to the next base without liability of being put out. There shall be no questions as to the umpire's judgment.

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- G. Any "injured" runner who has crossed the halfway point between any two bases shall be awarded the next base unless previous put out. Any "injured" runner who cannot continue (if still on base) shall be replaced with the last retired batter (the batter who made the most previous out).

BASEBALL MINOR, MAJOR, JUNIOR & SENIOR LEAGUE PLAYING RULES

I. LEAGUE RULES

- A. These league rules, in addition to Maryville Little League rules and the "Official Regulations and Playing Rules" of Little League Baseball, govern play. The Maryville Little League League rules shall be those as adopted by Maryville Little League Board of Directors for all leagues with the only exceptions as covered under these rules.
- B. The number of players per team shall be determined by the Board of Directors.
- C. The league shall recognize one Manager and one Coach for protection purposes. Player distribution shall be made in accordance to the Maryville Little League Draft Procedures.
- D. The Protest Committee shall consist of the League Commissioner, the applicable Vice-President of Baseball or Softball, the League's umpire-in chief and the President. If any member of the Protest Committee is involved as a parent, manager, or coach within the league to be governed, a replacement member shall be named by the remaining Protest Committee members.
- E. Games postponed due to inclement weather shall be rescheduled at the earliest available date. Any rescheduled game or games shall be approved by the Commissioner. Complete or incomplete games postponed for any reason shall be rescheduled at the earliest available date. The earliest available dates include Wednesdays at 5:30pm for Senior & Junior League and 6:00pm for Major & Minor League and 8:00pm for all leagues, Sundays at 12:30pm for Senior & Junior League and 1:00pm for Major & Minor League and 3:00pm for all leagues, except for Easter and Mother's Day, and Saturdays when no other regular games are scheduled. Managers and Commissioners shall not make exception to this rule without the permission of the Protest Committee.

II. GAME RESPONSIBILITIES

- A. Team duties at games:
 1. Visiting team shall put out bases, scorebook and the scoreboard console from the proper storage places and then both teams shall prepare the field for play.
 2. Home team shall occupy the first base dugout and provide scoreboard operator.
 3. Visiting team shall occupy the third base dugout and provide the scorekeeper.
 4. Home team shall remove all bases, scorebook, scoreboard console and all field readiness equipment (rakes, shovels, mound covers, wheelbarrows, etc.) back to the proper storage facilities listed below at the conclusion of the last game of the day. If appropriate, the home team shall also cover the mounds and batters' boxes.
 5. Both teams shall clean the dugout area after every game.
- B. In the event of inclement weather, it shall be the responsibility of the managers, coaches, and parents to ready the field for play. The original starting times and ending times shall be enforced.
- C. In the event of inclement weather, the managers shall determine (no earlier than 15 minutes prior to the game) if the game is to be played. If the managers cannot agree, the President, a duly delegated representative or the umpire-in-chief of the scheduled game shall make the determination. One game may be canceled and the next one may be played. Once a game is underway, the decision to postpone or cancel due to bad weather is up to the umpire-in-chief. If a member of the Safety Committee or the Board of Directors closes the park due to weather or other safety concerns, all managers, coaches, and players shall stop all games in progress and clear the fields. If Field #4 is cleared because of lightening, all other fields must be immediately cleared also. Games postponed because of weather or other approved reasons shall be made up at the earliest available date as determined by the Commissioner. The earliest available date shall include Sundays, Wednesdays, holidays, and any other day that the needed field is available except for Easter & Mother's Day. However, postponed games from leagues that award champions shall take precedent over postponed Tee Ball games. Managers and Commissioners shall not make exception to this rule without the permission of the Protest Committee. If a team decides not to play during the first available date, then the postponed game shall not be made up and the decision of forfeiture will be referred to the Protest Committee.
- D. Post Game Field Duties
 1. After the last game of the day, both teams should repair and drag the field, i.e., rake dirt in holes at each base and batter's box, repair pitcher's mound, etc.
 2. Home team shall remove all bases, scorebook, scoreboard console and all field readiness equipment (rakes, shovels, mound covers, wheelbarrows, etc.) back to the proper storage facilities (listed within these rules) at the conclusion of the last game of the day. If appropriate, the home team shall also cover the mounds and batters' boxes.
 3. Both teams shall clean the dugout area after every game.

BASEBALL MINOR, MAJOR, JUNIOR & SENIOR LEAGUE PLAYING RULES

- E. The visiting team is responsible for providing the official scorekeeper. The home team is responsible for providing the official scoreboard operator. Both should be adults. The official scorekeeper shall be the pitch count recorder.
- F. During the game, all gates to the dugout and field must be kept closed.
- G. Players' uniforms must be alike. Shirts should be tucked in, and all teams should wear only MLL hats in a correct position.
- H. Teams may have one manager and two coaches during the game. One adult manager or coach must remain in the dugout at all times.
- I. There shall be no questions as to the umpire's judgment.
- J. Each manager is responsible for the conduct of his or her players. There shall not be any foul language or inappropriate behavior. Any violation may result in removal of the offender for the remainder of the game. If a player, manager, coach, or fan is removed from a game, the umpire must notify the League Commissioner within 24 hours. Any ejected manager, coach, or **player** shall also serve an additional one-game suspension. He or she may not participate as a manager, coach, scorekeeper nor any other role in the next physically played game. The Commissioner of the league or the Protest Committee may impose a stricter penalty if it is deemed appropriate.
- K. No tobacco products shall be allowed on the field or in the dugout at any time. Penalty: Offender is ejected.
- L. Managers shall meet with umpires 5 minutes before the game to turn in lineups and cover any ground rules.
- M. Teams may take five (5) minutes of infield practice before the game. The warm-ups should start at least 15 minutes before game time. A team may start early but would need to share this extra time with the other team. The visiting team shall take infield first.
- N. The batting cages are to be utilized as follows: The batting cage outside of center field on Field#1 is reserved for the games on Field#1. The batting cage next to Field#4 is reserved for games on Field#4. The batting cage next to Field#5 is reserved for games on Field#5. The batting cage next to Field#3 is reserved first for Baseball Minor League and Softball Minor League. If Baseball Minor League and Softball Minor League play on the same night on Field#2 and Field#3, respectively, the batting cage next to Field#3 is utilized on a first come basis. If neither Baseball Minor League nor Softball Minor League are scheduled to play, the batting cage next to Field#3 is utilized on a first come basis. For scheduled Minor League, Major League, Junior League and Senior League games, each batting cage is reserved for the home team starting at 45 minutes prior to the scheduled game.

III. GAMES.

- A. The game shall consist of: a) Senior & Junior League - 7 innings or 1 hour and 50 minutes; b) Intermediate - 7 innings or 1 hour and 45 minutes; c) Major League - 6 innings or 1 hour and 45 minutes; d) Minor League - 6 innings or 1 hour and 30 minutes. (An inning shall be held as starting when the final out of the preceding inning is made). All Minor League games shall have the stated time limit. An inning in progress shall be completed if it is necessary to determine the outcome of the game. In case of a tie, the game is to be played out unless the time limit is called. ***Time Limit Exception All Leagues: If there is no immediately scheduled game on the field, tie games (subject to curfew rules) until a winner can be determined or until the umpire-in-chief determines that continued play may encroach upon the next scheduled game's starting time. A regulation game consists of a) Senior League: 5 innings or 4 and 1/2 with the home team ahead or a time limited game; b) Major League: 4 innings or 3 and 1/2 with the home team ahead or a time limited game; c) Minor League: 4 innings or 3 and 1/2 with the home team ahead or a time limited game.***
- B. Rule 4.10(e): **Intermediate, Junior & Senior League**: Rule 4.10(e) regarding one team being ten runs ahead after five innings will be utilized. A team **shall** have to concede as outlined in rule 4.10(e). **Major & Minor League**: Rule 4.10(e) regarding one team being ten runs ahead after four innings will not be utilized. A team **does not have to** concede as outlined in rule 4.10 (e).

BASEBALL MINOR, MAJOR, JUNIOR & SENIOR LEAGUE PLAYING RULES

- C. Managers and umpires must keep the game moving, and coaches shall not intentionally delay a game. If, in the umpire's judgment, a coach is intentionally delaying the game, the umpire shall warn the coach that the player must "play ball" and shall report the incident to the commissioner of the league. Failure to "play ball" could result in ejection from the game.
- D. Rules 1.01, 4.04, 4.16 & 4.17. **The local league option regarding starting or playing games with 8 players has not been adopted.** A game shall not be started or continued with less than 9 players. If there are fewer than 9 players present before the game or during game time, player(s) shall be "picked-up." Any player "picked" up shall be picked up according to the following restrictions: a) Any "picked-up" player must be a player at Maryville Little League; b) Minor League - Any Minor League player who is league age 9 or 10-years-old; c) Major League - Any Minor League player who is league age 10 or 11-years-old or any Major League player who is league age 10-years-old; d) Senior League - Any Senior League player who is **not** the same league age as the oldest league age player in the Senior League OR any Junior League player who is league age 14-years-old. **Any player arriving late to a game, if inserted (see rule III F), shall replace any "picked up" player in the game. However, the "picked up" player must play nine consecutive outs and bat once before being replaced.** If a game is delayed because a team is unable to field enough players, the original ending time shall still be enforced. There shall be no postponing the game until another date except in the case of inclement weather.
1. The "picked up" player or players must play defense starting first in right field (in normal right field position), secondly in left field and thirdly in center field. The "picked up" players must bat starting last, then second from last and then third from last in the batting order. Exception: If a game is in progress when a player is "picked up," the "picked up" player shall bat in the order for the player he or she replaces. The maximum number of "pick up" players shall be three.
 2. If a team cannot or will not "pick up" players to play at the scheduled time to play or to complete a game, the decision to forfeit or reschedule the game shall be made by the Protest Committee.
 3. The manager must notify the official scorer and the opposing Team Manager as to any "picked up" players prior to the start of the game. Penalty: The Team Manager shall be subject to possible suspension by the Protest Committee.
- E. Participation: When the continuous batting order is NOT used, each player on a team roster shall participate in each game for a minimum of six defensive outs and bat at least one time. When the continuous batting order is used, field substitution shall be unlimited except as follows: Players shall play in the field for at least six defensive outs. **Note: if three outs are not recorded in a half-inning AND a player plays the entire half-inning in the field, it shall count as three defensive outs.** At the conclusion of the third inning, if any player has not yet participated in the field, any such player shall be inserted and play the field in the 4th inning and complete the minimum participation requirements of this rule.
1. At the conclusion of the third inning (fourth for Junior and Senior League), the umpire in-chief shall determine if every player on each team's roster has participated in the game. If any player has not yet participated, any such player shall be inserted into the batting order when the continuous batting order is NOT being used, play the field in the 4th (5th for Junior and Senior League) inning, and complete the minimum participation requirements of this rule. Note: If the umpire in-chief fails in this determination, the manager is not relieved of his or her responsibilities under this rule.
 2. If a manager violates this rule, the player shall start the next game and complete the required playing time for both games.
 3. The game manager for violation of this rule shall for the:
 - a. First offense - receive a warning.
 - b. Second offense - be suspended for the next scheduled game.
 - c. Third offense - be suspended for the remainder of the season.Note: If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. The penalty for the manager is waived for a game that is shorten for any reason if the manager inserted all substitutes according to E.1. Above.

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- F. Continuous Batting Order - Rule 4.04 ***The local league adopts a policy for a continuous batting order (for all leagues) that will include all players on the team roster present for the game batting in order.*** All players attending the game must bat before returning to the first of the batting order. All players must bat in correct order from the beginning of the game until the end of the game.
Exceptions:
1. If a player becomes injured or ill during his or her time at-bat and is unable to complete the at-bat, the next batter shall become the proper batter assuming the current count of the injured or ill batter. The batting order then continues in the listed order.
 2. If a player cannot complete a game for any reason, his or her place in the batting order shall be skipped for the remainder of the game without penalty. If the player returns, he or she is merely inserted into the player's original spot in the batting order and the game continues.
 3. Players arriving late may be inserted into the lineup if the manager so chooses and mandatory play does not apply to such players. If a continuous batting order is used, if a player arriving late is inserted, the player must be inserted at the bottom of the batting order.
- G. Minor League Run Limit - Any half-inning ends when: 1) Three out are recorded, or 2) All players on the roster have batted once in that half-inning, or, 3) five runs have scored. Note: #3) does not apply to the last half-inning of the game (the 6th inning only) for either team, nor would it apply to any half-inning in an "extra inning" (beyond the 6th). #1 and #2 apply to all half-innings.
- H. All players, coaches and managers must be in the dugout when their team is batting unless they are base coaches. Both base coaches may be adults. ***At least one adult must remain in the dugout at all times.*** No unauthorized person shall be allowed on the field.
- I. In accordance with Little League Baseball regulations, there shall be no bat boys. This function should be performed by the next batter (after the current batter hits), a manager or coach.
- J. ***Courtesy Runner:*** The Local League elects to permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. ***Exception: If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.***
- K. Designated Hitter: Senior League only. Please see rule 3.03 in rule book.
- L. Non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, and Junior League divisions shall bear the USA Baseball logo signifying that the bat meets the USABat - USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats are prohibited. The bat diameter shall not exceed 2 ⁵/₈ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League Division. Additional information is available at <https://www.littleleague.org/playing-rules/bat-information/> or <https://usabat.com/>

IV. PITCHING (Regulation VI).

- A. Any player on a regular season team may pitch. Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. (NOTE: There is no limit to the number of pitchers a team may use in a game.) A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. Note - The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.
- B. A pitcher once removed from the mound cannot return as a pitcher. Intermediate (50-70) Division, Junior League, and Senior League only: A pitcher remaining on defense in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

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- C. 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:

League Age	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI(c) for his/ her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning or the game.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

- D. Pitchers league age 14 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 days 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.
- Note: Under no circumstance shall a player pitch in three (3) consecutive days.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/ she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 - 30 pitches in a day, no (0) calendar day of rest must be observed.

NOTE: Under no circumstance shall a player pitch in three (3) consecutive days.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/ she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

- E. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- F. 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.
- G. 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, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). 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.
- H. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

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- J. Minor League: A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.
- K. Pitching in more than one game in a day: Minor League and Major League - A player may not pitch in more than one game in a day; Junior League and Senior League - A player may be used as a pitcher in up to two games in a day. NOTE: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day; Note - If a Junior or Senior League pitcher pitches in more than one game in a day, and has not pitched 31 or more pitches in the first game except as noted under the threshold, the total number of pitches that pitcher may pitch in both games combined is the daily maximum of 95.

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. When a protest situation is imminent, the potential offender should be notified immediately. A.R. - Minor League and Little League (Majors): When warming up, if a pitcher is discovered to be ineligible, he/ she must be removed, and the previous pitcher of record may not return.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. In suspended 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.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

V. PITCH COUNT REGULATION PROCEDURE

- A. A separate official scorebook for each league shall be stored in the umpire room. The homeplate umpire shall bring the official book to the game and give in to the official scorekeeper.
- B. The official scorekeeper shall be the pitch recorder.
- C. Based on prior game records of pitchers from both teams, the homeplate umpire should determine the ineligible pitchers from both teams for the game and report those pitchers to each manager prior to the game. In addition, each manager should inform the homeplate umpire and the opposing manager of any ineligible pitchers prior to each game if such ineligible pitchers were not identified by the home plate umpire. Each manager is ultimately responsible for identifying the ineligible pitchers on his/her team prior to the start of the game.
- D. Base umpire shall count pitches during the inning on league provided counters. If there is only one umpire, such shall assign this duty to an official pitch counter.
- E. At the end of each 1/2 inning or when a pitcher is changed during an inning, the base umpire reports the pitcher's pitch count for that inning to the homeplate umpire.
- F. The homeplate umpire shall report the pitch count to the official scorekeeper. The official scorekeeper shall record and tally the pitcher's total pitch count on the official pitch count form of the league.
- G. The official scorekeeper's tally shall be official.
- H. The official scorekeeper shall report the official total pitch count tally to the homeplate umpire. The homeplate umpire shall report the tally to each manager at the end of each 1/2 inning.
- I. The official game pitch count tally record shall be placed in the official book for each game.
- J. The homeplate umpire shall return the official book to the umpire room after the last game of the night.

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VI. BASE RUNNING AND HITTING

- A. Major League & Minor League: Runners shall stay in contact with the base until the ball reaches the batter. Penalty: Runners shall be sent back. If a fair ball is batted, then all runners must return as far as possible. Runners leaving the base before the ball reaches the batter cannot be appealed. If the umpire sees any runner leave early on a pitched ball, then all runners will be sent back as far as possible after any play is over. Rule 7.13
- B. Minor League: When a runner is off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within an eight (8) foot radius circle of the pitcher's plate, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled. Penalty: Runners shall be sent back. If a fair ball is batted, then all runners must return as far as possible.
- C. Dropped Third Strike: Major/Junior/Senior/Big League: The batter becomes a runner when the third strike called by the umpire is not caught in flight, providing (1) first base is unoccupied or (2) first base is occupied with two out. NOTE: A batter forfeits the opportunity to advance to first base when he/she enters the dugout or any other dead ball area.
- D. All Divisions: For the first offense of a batter slinging a bat, the batter and manager shall be warned. For a second offense by the same batter during the same game, the batter shall be immediately removed from the game unless the ball is hit, and the player is on base as a result of hitting the ball. If the player is on base, the player shall be removed from the game after the player is retired from the bases or when the half-inning is over. Note1: If a continuous batting order is used, the batter's position is skipped with no penalty for the rest of the game. Note2: If the team only has 9 players, the removed player may continue to play the field for the remainder of the game.
- E. Major League & Minor League: A runner is out if sliding headfirst while advancing to the next base but is not out if sliding headfirst while returning to a base. Rule 7.08
- F. Play shall stop on any inadvertent called time-out by the Umpire.
- G. **The "infield fly" rule shall be enforced in all levels of baseball Minor League and above.**

