

2023 Ground Rules All Divisions

SECTION VII

DIVISION, TRYOUTS, PLAYER SELECTION, TRADES

DIVISION ALIGNMENT

The divisions may be adjusted depending on the registration numbers. All divisions are subject to change upon Board approval.

1. Tee Ball

Boys and Girls- 4, 5, 6-year-olds

The league will try to keep the team's regional

2. Minors – Coach Pitch

Tee / Soft Toss 1/2 Season, Coach Pitch 1/2 Season

Boys and Girls- 7, 8, 9-year-olds

3. Minors - Player Pitch

Coach Pitch 1/3 Season, Player Pitch 1/3 Season, Competitor Pitch 1/3 Season
(regulation rules, and parent umpire)

Boys and Girls- 7, 8, 9-year-olds

4. AAA

Competitor Pitch

Boys and Girls- 8, 9, 10-year-olds

Teams will be decided based on the draft picks

5. Majors

Boys and Girls- 10, 11, 12-year-olds

Teams will be decided based on the draft picks

6. 50 / 70

Boys and Girls- 11, 12, 13-year-olds

Teams will be decided based on the draft picks

Safety Waivers

All safety waiver requests must be submitted BEFORE tryouts, preferably given to a board member during registration. The Player Agent will review the request and if the request is granted, the player member will not be eligible to move to another division for the duration of the season.

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SECTION VIII GROUND RULES

T-Ball

1. If a fair ball hits a coach, the ball is live
2. The entire roster must bat in order
3. Last batter rule: players can run the bases after the last batter, but home plate plays/outs are not allowed, no exception
4. Ten players may play on defense, with only one pitcher position, sharing of players between teams is acceptable
5. There will be no strikeouts
6. No base stealing
7. No advance on overthrow
8. No outs and no score
9. Only registered volunteers are allowed in the dugout, no substitutes or team parents without board approval, maximum three adults
10. Side is retired when all players on the roster have batted one time in the half inning
11. Game time is a maximum of one hour
12. Coach pitching is not permitted under any circumstances- the Tee should be used for the entire season

Minors – Coach Pitch

1. All Season:
 - a. A player should not be benched at the beginning of two consecutive games
 - b. A game may be played with no less than 7 defensive players, sharing of players between teams is acceptable
 - c. If a fair ball hits a coach, the ball is live
 - d. The entire roster must bat in order
 - e. Players may slide feet first only
 - f. One base on each overthrow
 - g. Nine defensive players on the field and the opposing coach pitching to his own team; all defensive positions must be rotated each inning.
 - h. A game will consist of five innings or maximum 1 ½ hours
 - i. Only coaches are allowed in the dugout, no substitutes or team parents without board approval, maximum three adults
2. Opening Day through April 14th:
 - a. The last batter of each inning will be treated like any other hitter. We will eliminate the automatic home run. They will run the bases in accordance with their hit.
 - b. If a ball is hit into the field of play and the out is made, the runner will go back to the dugout, however the out will not be recorded. All hitters in lineup will hit prior to the half inning ending.
 - c. Only 4 pitches to each batter, soft toss, from the knee or while sitting on a bucket, from the coach, after the 4th pitch, the player can use the tee, but they only get one hit off the tee before they must return to the dugout.
3. April 28th until end of season:
 - a. Coach Pitch can begin- with only 3 pitches per hitter and two by coach per hitter for a total of five pitches per hitter. After the kid has pitched their 3 pitches, they must return to the dugout for safety reasons.

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Minors – Player Pitch

1. All Season:
 - a. A player should not be benched at the beginning of two consecutive games
 - b. A game may be played with no less than 7 defensive players, sharing of players between teams is acceptable
 - c. If a fair ball hits a coach, the ball is live
 - d. The entire roster must bat in order
 - e. Players may slide feet first only
 - f. One base on each overthrow
 - g. Nine defensive players on the field and the opposing coach pitching to his own team; all defensive positions must be rotated each inning.
 - h. A game will consist of five innings or maximum 1 ½ hours
 - i. Only coaches are allowed in the dugout, no substitutes or team parents without board approval, maximum three adults
2. Opening Day through April 14th:
 - a. The last batter of each inning will be treated like any other hitter. We will eliminate the automatic home run. They will run the bases in accordance with their hit.
 - b. If a ball is hit into the field of play and the out is made, the runner will go back to the dugout, however the out will not be recorded. All hitters in lineup will hit prior to the half inning ending.
 - c. Only 4 pitches to each batter, overhanded only, from the knee or while sitting on a bucket, from the coach, after the 4th pitch, the player can use the tee, but they only get one hit off the tee before they must return to the dugout.
3. April 28th until end of season:
 - a. Kids Pitch can begin- with only 3 pitches per hitter and two by coach per hitter for a total of five pitches per hitter. After the kid has pitched their 3 pitches, they must return to the dugout for safety reasons.
 - b. Pitchers can only pitch one inning per game
 - c. If a hitter does not place the ball in fair territory after 5 pitches, they must return to the dugout. This will NOT count as an out.
 - d. No walks allowed
 - e. Same team pitches to each other
 - f. All players must still play all positions
 - g. Coaches must rotate pitchers
 - h. A half inning is completed when one of the following occurs: 3 outs recorded (remember strikeouts are not recorded); 5 runs score; or the offensive team bats through their lineup.
 - i.

AAA

1. Games may be not be played with less than 7 players, unless the managers decide otherwise; the player pool is available.
2. A legal game consists of 4 completed innings; after playing 4 innings, there will be no new inning after the 1 ¾ hour mark.
3. Side is retired when five runs are scored, or when all players on the roster have batted one time in the half inning, or three outs are made
4. If an umpire does not show, the managers will pick a substitute; if no adult, then a game coordinator will need to be selected, preferably one who is a board member
5. Players are not allowed in the warm up/on deck area

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6. A coach may occupy either base coach positions during a game.
7. A coach MUST be in the dugout during the entire game- this is mandatory.
8. Only coaches are allowed in the dugout, no substitutes or team parents without board approval, maximum three adults
9. Protests must follow 4.19 In LLI Rule Book.
10. All games shall count in the standing, including inter-league games.
11. A game is considered complete after 3 1/2 innings if home team ahead by 10 runs or more and no new inning can start because of time limit. 15 run rule to be ignored.
12. The fourth (4th) inning will suspend the 5-run rule.
13. If in the 4th inning, the home team is ahead and time has expired, it is a legal game.
14. HR must clear yellow mark at 4' mark
15. Continuous Batting Order.
16. iPad Game Changer scoring permitted

Majors

1. A coach may occupy either base coach positions during a game
2. One coach MUST be in the dugout during the entire game- this is mandatory.
3. Ten run mercy rule takes effect only when the game is considered a legal game; all players must still meet minimum play requirements.
4. League standings will determine the division champions. In the event of a tie, these three factors will determine the champions: 1- head-to-head, 2- division standing, 3- run differential
5. All games shall count in the standing, including inter-league games
6. 15, 10, 8 run rules apply
7. Continuous Batting order
8. iPad Game Changer scoring permitted

50/70

1. A coach may occupy either base coach positions during a game.
2. One coach MUST be in the dugout during the entire game- this is mandatory.
3. Ten run mercy rule takes effect only when the game is considered a legal game; all players must still meet minimum play requirements
4. League standings will determine the division champions. In the event of a tie, these three factors will determine the champions: 1- head-to-head, 2- division standing, 3- run differential
5. All games shall count in the standing, including inter-league games
6. HR must clear entire fence and yellow tubing at top of 10' fence. Yellow mark at 4' is for AAA only
7. 1 manager, 2 coaches
8. 15, 10, 8 run rule enforced.
9. Continuous Batting order
10. iPad game changer scoring permitted

On Field Rules for all divisions

1. Any kid warming up an outfielder MUST have a helmet on.
2. Home dugout is always third base dugout
3. NO ONE is allowed to use tobacco or alcohol while at the Little League fields
4. Vulgar language and unsportsmanlike behavior WILL NOT BE TOLERATED- this will lead to an automatic ejection from the game; please refer to the Player and Parents Code of Conduct

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forms

5. Only approved Managers, Coaches, Players, and registered volunteers are allowed in the dugout or on the playing field during games and practices
6. The home team is responsible for turning the lights on and off, locking and unlocking the restrooms, cleaning up trash, emptying the trash cans, prepping the field, and dragging the field after the game.
7. Children and Players are not allowed to play around the main buildings of the community center; they are especially not allowed to play on the big hills behind the field as this is a safety hazard. Players caught playing around these areas will be suspended from the next game.
8. A batted fly ball in fair territory which hits the wires hanging over the Major and Minor A left field will be ruled a ground rule double.
9. Makeup games will be scheduled during free blocks of time.
10. Major teams will have preference on the major field. Thereafter, the Field/Practice schedule will be determined at the coaches meeting. Major teams will have preference over Minor teams for the major field. The order for picking the schedule will be determined by the reverse order of the draft and the practice schedule will be posted in the dugout.
11. Home runs MUST clear the fence and the yellow tubing.
12. If batted ball hits a wire, it cannot be caught for an out.
13. Fair batted ball going through the fence will result in a ground rule double.
14. Pitched ball trapped in the backstop will be a dead ball, no runner can advance.