

Little League Rules Summary

- **4U Coed T-Ball**

- Coaches will umpire themselves.
- No outs
- Bat through the lineup every inning.
- Runners advance one base at a time. The last batter runs all the way home.
- Games are 50 minutes or two full innings.
- Parents are allowed on the field to assist players but should not touch the ball in play.
- Any child running bases, batting or in possession of a bat should be wearing a helmet.

- **6U Modified T-ball - boys/girls**

- Difference: ball type and boys coach pitches overhand while girls pitch underhand.
- Teams will bat every player on the team in order.
- Every player will play defense each inning with no limit.
- There shall be one catcher to the side of the backstop with a helmet on for each team.
- Runners will stop advancing once the ball has been returned to the pitching circle.
- If a runner is more than half way to the next base they may claim that base.
- If a runner is less than half way to the next base they have to go back.
- Half way will be at the umpires discretion.
- Players can be added to the batting lineup after the game has started.
- Players that have to leave during the game for any reason will be skipped in the lineup with no penalty to the team.
- Once 5 runs or 3 outs or have been determined the teams will switch offense and defense.
- Outs include catching the ball when hit in the air, tagging of a runner or a forced out by tagging the base.
- Coaches will throw 4 pitches to the batter.
- If the batter does not put any ball in play after 4 pitches they will get 3 swing attempts from the tee.
- If the batter does not put the ball in play after 4 coach pitches or 3 swings off the tee the batter will be deemed out.
- No lead off or stealing of bases.
- Games are 60 minutes long.
- Finish the batter.
- Games can end in a tie.
- If the pitching coach interferes with the ball in play, in any way, the batter is out.
- No bunting.

- **8U Baseball/Softball Coach Pitch**

- Difference: ball type and boys coach pitches overhand while girls pitch underhand.
- Teams will bat every player on the team in order.
- Order will not be changed but players can be subbed in defensively between innings with no limit.
- Every player on the team must enter the game as a defensive player.
- There is not a minimum inning required for each player but we encourage an even rotation of all players.
- Players will get 7 pitches from the coach.
- If the player does not put any ball in play after 7 pitches the batter is out.
- 8U does play with a catcher behind home plate and a pitcher near the mound.
- There will not be walks in coach pitch.
- Once 5 runs or 3 outs have been determined the teams will switch offense and defense.
- Outs include catching the ball when hit in the air, tagging of a runner or a forced out by tagging the base.
- Steals and lead off are not permitted at this age.
- No bunting.
- If the pitching coach is hit by a fair ball or interferes with a live ball in any way the batter is out.
- Runners interfering with a ball in play will be determined out unless they occupy a base.
- Teams can play with 4 outfielders unless one team does not have enough then only 3 players should be in the outfield.
- The use of negative or offensive language by a coach or fan can result in immediate ejection at the discretion of the umpire.
- Any coach or fan ejected needs to leave the facilities immediately.
- Any coach who is ejected will be suspended from participating in the team's next game.
- Once time expires the game will end after the inning is complete.
- No new inning within 5 minutes of time expiring.

- **10/12U Modified Softball**

- Games will last 60 minutes or 6 complete innings.
- There will be a 5-run per half inning limit.
- Mercy rules: 12 runs after 3 innings, 10 runs after 4 or 8 after 5.
- No lead off.
- Stealing is permitted after the ball leaves the pitcher's hand and only one base at a time.
- Stealing home is not permitted.
- No stealing while the coach is pitching.
- No drop third strike.
- Kid pitchers will start pitching to the batter.
- If the kid pitcher throws 4 balls a coach will come finish the at bat.
- The coach must pitch from the rubber.
- Example: kid pitches 4 balls and 1 strike. The coach can pitch 2 more balls to the batter.
- There will be no walks and the coach will not be granted any pitches as balls.
- Hit by coach pitch is an automatic out.
- Hit by kid pitch is a free base.
- 4 outfielders if both teams have enough players for it.
- Pitchers are required to have a defensive face shield.
- Infielders are recommended to also wear a face shield.
- No infield fly rule.
- Batters must have a helmet with a face mask.
- You can bat your entire lineup.
- Teams may play with 8 players but the ninth batter will be an automatic out each inning.
- Finish the inning.
- No new inning within 5 minutes of time expiring.
- The use of negative or offensive language by a coach or fan can result in immediate ejection at the discretion of the umpire.
- No arguing balls and strikes.
- Any coach or fan ejected needs to leave the facilities immediately.
- Any coach who is ejected will be suspended from participating in the team's next game.
- Games can end in a tie.

- 10U Baseball Kid Pitch
 - Games will be 75 minutes or 6 full innings.
 - Teams will bat in a continuous batting order.
 - Lineups need to be presented to the umpire and opposing coach at the plate meeting.
 - If a player needs to leave the game due to an emergency or injury the team will skip that player in the order with no penalty.
 - IF a player arrives late to the game they can be added to the end of the batting order.
 - Teams will play with 3 outfielders.
 - Subbing players defensively is permitted between innings with no limit.
 - This will not change batting order.
 - Balks will be a warning and explanation by the umpire before enforced.
 - Leading off is not permitted.
 - Runners may not leave the base until the ball passes home plate.
 - If runners leave their base early they must return to their original base before advancing to the next.
 - If the runner leaves their base early but is called out advancing the out will stand.
 - Infield fly will be in effect.
 - No drop third strike. (This will be in effect during post season and tournament play.)
 - No stealing home. (This will be in effect during post season and tournament play.)
 - If a player is unable to complete his at bat the next batter will assume the pitch count and finish the at bat.
 - Courtesy runners are allowed for the pitcher or catcher and will be replaced by the player who recorded the last out.
 - Teams may play with a minimum of 8 players and shall record an out for the ninth batting position.
 - The use of negative or offensive language by a coach or fan can result in immediate ejection at the discretion of the umpire.
 - No arguing balls and strikes.
 - Any coach or fan ejected needs to leave the facilities immediately.
 - Any coach who is ejected will be suspended from participating in the team's next game.
 - Games can end in a tie.
 - Once time expires the game will end after the inning is complete.
 - No new inning within 5 minutes of time expiring.

- 12U Baseball
 - Games will be 90 minutes or 6 innings.
 - The use of negative or offensive language by a coach or fan can result in immediate ejection at the discretion of the umpire.
 - No arguing balls and strikes.
 - Any coach or fan ejected needs to leave the facilities immediately.
 - Any coach who is ejected will be suspended from participating in the team's next game.
 - Teams will bat in a continuous batting order.
 - Lineups need to be presented to the umpire and opposing coach at the plate meeting.
 - If a player needs to leave the game due to an emergency or injury the team will skip that player in the order with no penalty.
 - IF a player arrives late to the game they can be added to the end of the batting order.
 - Teams will play with 3 outfielders.
 - Subbing players defensively is permitted between innings with no limit.
 - This will not change batting order.
 - Balks will get a warning and explanation by the umpire before enforced.
 - Leading off is not permitted.
 - Runners may not leave the base until the ball passes home plate.
 - If runners leave their base early they must return to their original base before advancing to the next.
 - If the runner leaves their base early but is called out advancing the out will stand.
 - Infield fly will be in effect.
 - No drop third strike. (This will be in effect during post season and tournament play.)
 - No stealing home. (This will be in effect during post season and tournament play.)
 - If a player is unable to complete his at bat the next batter will assume the pitch count and finish the at bat.
 - Courtesy runners are allowed for the pitcher or catcher and will be replaced by the player who recorded the last out.
 - Teams may play with a minimum of 8 players and shall record an out for the ninth batting position.
 - Games can end in a tie.
 - Once time expires the game will finish the inning.
 - No new inning within 5 minutes of time expiring.