



## **General and Specific Rules**

# **2024**

# Table of Contents

Article I.	Conduct	3-4
Article II.	Sportsmanship	5
Article III.	Regulations and Playing Rules	5
Article IV.	Protest	5
Article V.	Rainouts, Game Suspension and Termination	6
Article VI.	Other General Rules	7-9
Article VII.	League Maintenance of Rosters	9-10
Article VIII.	Players Draft	11-12
Article IX.	The Majors Division	13
Article X.	The Machine Pitch Division	14
Article XI.	The Minors Pitching Machine Division	15-16
Article XII.	Coach Pitch/Tee Ball Division	16
Article XIII.	Pitch Counts: Majors Division and Minors Player Pitch Division	17

## **Article I. Conduct**

**1.01** The umpire's decision which involves a judgment call on a particular matter is the final decision. Examples such as, but not limited to, whether a runner is safe or out, whether the ball is fair or foul, or whether a pitch is a ball or a strike would be considered as examples of an umpire's judgment call. No manager, coach, player(s), or substitute shall object to the umpire's decision.

**1.02** The manager is the only person permitted to have a discussion with an umpire. Coaches, players, and parents shall not be permitted to question an umpire. The offending party will be given one verbal warning of the rule by the umpire and a second attempt will result in an ejection from the game and park.

**1.03** If the manager questions an umpire, he/she must first request a timeout from the umpire. If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

(Rule: 9.02 B)

**1.04** If any manager, coach, player(s), or parent/fan instigates or is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct at the game site or any other Little League activity, he/she shall be ejected from the game. If the ejected person refuses to leave the game, the game shall be suspended.

(Rule: 9.01 G)

**1.05** If any player throws his hat, helmet, ball/batting glove, etc., in anger; that player shall be given one verbal warning from the umpire and then an ejection thereafter.

**1.06** If any player displays a habitual disregard of controlling their temper, or unsportsmanlike conduct, he/she may be subjected to suspension for the remainder of the season.

**1.07** The usage of profanity by managers, coaches, and players at the game site, or any such Little League activity, shall be strictly prohibited. Any such display of profanity will result in an ejection from the game and park

**1.08** The use of tobacco and alcoholic beverages in any form shall be strictly prohibited on the playing field, benches, or dugouts. Alcohol is strictly prohibited at the game site.

**1.09** If any manager, coach, or player is ejected from the game, then they shall not be permitted to participate in the next scheduled game. The player may not sit in the stand and may not be recalled. The manager or coach ejected from a game will not be permitted at the game site or park for the remainder of that game. (Rule: 4.07 of the current Little League Official Regulation and Playing Rules.)

**1.10** All such incidents of misconduct by the offending person(s) may be further subjected to disciplinary action by the League president and/or the Board of directors and its officers once the matter has been fully reviewed.

**1.11** All managers are to meet with the players parents to discuss the rules of conduct and to ask that all cheering is to be positive and directed at their own team. Each team is responsible for the conduct of its players and parents/fans and must take reasonable steps to correct any shortcomings itself.

**1.12** Razzing of opposing player(s), manager, coach, or umpire shall be strictly prohibited. The team and its manager will be issued one verbal warning from the umpire and a game forfeiture thereafter. The catcher shall not address the batter. (Rule: 4.06 of the current Little League Official Regulation and Playing Rules.)

**1.13** If a player while batting throws his/her bat or helmet in a manner that the umpire deems dangerous, the umpire shall proceed in the following manner: the player shall be ejected from the game and must vacate the bench or dugout.

**1.14** Any manager who is found to have violated the current Little League Official Regulations and Playing Rules shall be subjected to league disciplinary action in the following manner: a written warning for the 1st offense; suspension for the next scheduled game for the 2nd offense; suspension for the remainder of the season for the 3rd offense. However, if the violation is determined to be intentional, the League President and/or the Board of Directors and its officers may impose a more severe penalty on the first offense.

**1.15** Any manager or coach ejected from two games in the current season shall be suspended for the remainder of the season and shall not be permitted to manage or coach the following season. Any player ejected from two games during the current season shall be suspended for the remainder of the season and may be permitted to come back the following season (if league eligible) if he/she has a written statement from their parents.

## **Article II. Sportsmanship**

**2.01** The managers and coaches of a team should stress to its players the importance of good sportsmanship and exhibit good sportsmanship at all times while on the field, as well as off the field.

**2.02** After the completion of each game, both teams including managers and coaches shall meet on the field and exchange handshakes.

**2.03** Game forfeited: Games may be forfeited by an Umpire-In-Chief or plate umpire of the game in progress pursuant to. (Rule: 4.15 of the current Little League Official Regulations and Playing Rules.)

## **Article III. Regulations and Playing Rules**

**3.01** Greater Bay Little League has adopted the current Little League Official Regulations and Playing Rules with the exceptions stated in the Greater Bay Little League rules for each division of league play.

## **Article IV. Protest**

**4.01** The protesting of a game must adhere to the rules contained under (4.19 of the current Little League Official Regulations and Playing Rules.)

**4.02** Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play then in writing to the League President within 24 hours. The Umpire-In-Chief shall also submit a report immediately. (Rule: 4.19) (E)

**4.03** A committee composed of the League President, Player Agent, League Umpire-In-Chief, and one more other officer or director, who are not managers or umpires, shall hear and resolve any such protest as above, including playing rules. (Rule:4.19) (F)

**4.04** The Minor League Divisions adopt the rule that all protests must be resolved before the next pitch or play. (Rule: 4.19) (G)

**4.05** There is no protest in the Coach Pitch/Tee Ball Division. (Rule: 4.19) (H)

## **Article V. Rainouts, Game Suspension and Termination**

**5.01** All rained out games shall be made up at the park's earliest convenience. (See Park Director for date and time.)

**5.02** Majors Division - all rained out games shall be attempted to be made up within 7 days from the date of the rainout game.

**5.03** If a game is called because of a rainout/and or time limit, the game will be deemed a regulation game if: (1) four innings have been completed; (2) the home team has scored more runs in three and a half innings than the visiting team has scored in 4 completed innings. (Rule: 4.10 (C) (1) (2) (3))

**5.04** If a game is called because of a rainout and before it becomes a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off.

Note: all records, including pitch count, shall be counted. (Rule: 4.10) (D)

**5.05** Tie games halted due to weather, curfew or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. (Rule 4.12 of the current Little League Official Regulations and Playing Rules.)

**5.06** Coach Pitch/Tee Ball and Minors Divisions: All games that end because of sundown will not be made up or resumed at a later date.

**5.07** The Umpire-In-Chief as well as the plate umpire, has the authority to suspend play during a game because of unsuitable weather conditions or unfit conditions of the playing field, including when the game shall be resumed or terminated after suspension. (Rule 3.10) (B)

**5.08** The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the Greater Bay President or a duly delegated representative shall make the determination.

(Rule: 3.10 (A) of the current Little League Official Regulations and Playing Rules.)

## **Article VI. Other General Rules**

**6.01** Scheduling fields for practice: The manager must contact the League's Coaching Coordinator to schedule a field. Greater Bay LL reserves the right to permit practices on the Major Field to be determined by the President, its Officers, and the Board of Directors for league approval. The Minors Division fields will be open to scheduled practices.

**6.02** Majors Division: A team may play two doubleheaders in a calendar week. No team shall play three games in a day. (Rule: 4.13 of the current Little League Official Regulations and Playing Rules.) (Exception under condition of Rule 4.12)

**6.03** Coach Pitch/Tee Ball and players pitch: No team shall be scheduled to play two games in one day. (Rule 4.13 of the current Little League Official Regulations and Playing Rules.)

**6.04** The home team sets up the field including but not limited to placing out the bases, raking the field in preparation of the game, chalking the batter's box and baselines. The visiting team preps the field for the next game. If your game is the last game of the evening, the visiting team cleans up the field (i.e. re-rakes, places bases in the shed, etc)

**6.05** The Minors Divisions: The home team will be responsible for setting up the scoreboard and supplying an operator for the scoreboard, and the visiting team will be responsible for properly shutting down the scoreboard and putting the scoreboard equipment into the proper designated storage facility.

**6.06** The home team supplies the plate umpire and the visiting team supplies the base umpire. Umpires equipment must be returned to the storage shed after the completion of each game.

**6.07** The home team must provide two game balls which can be found at the concession stand. The visiting team will return the two game balls to the concession stand after the completion of each game.

**6.08** Each team is responsible for removing their trash from the dugouts and for picking up trash from around the field.

**6.09** Each team shall have a manager and a maximum of two adult coaches (18 years or older) to assist the manager. The manager and coaches must submit to a background check by completing a volunteer application and be recommended by the Greater Bay LL President and approved by the Officers and the Board of Directors.

**6.10** Managers or coaches must not warm-up a pitcher at home plate or in the bullpen or elsewhere at any time. They may, however, stand by to observe a pitcher during warm-ups in the bullpen. (See Rule 3.09 of the current Little League Official Regulations and Playing Rules.)

**6.11** Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.

(See Rule 3.09 of the current Little League Official Regulations and Playing Rules.)

**6.12** No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the dugout (the dugout includes the whole fenced-in area encompassing the dugout such as the equipment area) during a game.

(Rule 3.17 of the current Little League Official Regulations and Playing Rules.)

**6.13** No person shall be allowed on the playing field during a game except uniformed players, managers, coaches, umpires and news photographers authorized by Greater Bay LL.

(Rule: 3.15 of the current Little League Official Regulations and Playing Rules.)

**6.14** When batters or base runners are retired, they must return to the dugout at once. The players retrieve bats and only the batter up to the plate is allowed to handle a bat. No batting swing warm-ups are permitted for the on-deck position or any other player inside or outside the dugout.

(Rule 1.08 of the current Little League Official Regulations and Playing Rules.)

**6.15** Depending upon time constraints, both teams may have 7 minutes for infield practice and must finish 10 minutes prior to scheduled game time. Visitors shall go first, followed by the home team and the home team will remain on the field after infield practice.

**6.16** Absolutely no food is permitted in the dugouts during a game.

**6.17** On game day, no players, managers, coaches, or parents are permitted to play catch outside the confines of the Greater Bay LL ball fields prior to, or after their scheduled game. The adjacent softball fields are designated for such activities.

**6.18** Required equipment and attire: (Rules: 1.11, 1.12, 1.13, 1.14, 1.16, and 1.17 of the current Little League Official Regulations and Playing Rules.)

**6.18.1** All batters while batting, base runners and player base coaches shall wear a protective league approved helmet at all times during a game, practice/scrimmage.

**6.18.2** All catchers must wear catchers helmets, dangling throat guards, chest protector, shin guards during a game, practice/scrimmage, wearing of a catcher's helmet with a mask and dangling throat guard is required during games, pitcher warm up, and any form of infield or outfield practice. In addition, all male catchers must wear a protective cup (i.e. metal, fiber, or plastic). Catchers must wear a catcher's mitt only. (Rule: 1.12) Skull caps are not permitted. (Rule: 1.17)

**6.18.3** No pitcher shall wear sweatbands on his or her wrists during a game. Pitchers may wear a batting glove on their non-pitching arm under the batting glove provided the glove is not white, gray, or optic yellow. (Rule: 1.15) (B)

**6.18.4** All male players must wear an athletic supporter. (Rule: 1.17)

**6.18.5** Players must not wear watches, rings, pins, jewelry, or other metallic items during a game, practice/scrimmage (exception: jewelry that alerts medical personnel to a specific condition is permissible.) (Rule: 1.11) 3(J)

**6.18.6** Casts may not be worn during a game by players or umpires. Note: persons wearing casts, including managers, coaches, must remain in the dugout during the game. (Rule: 1.11) 3(K)

**6.18.7** Players, managers, and coaches: Shoes with metal spikes or cleats are not permitted. (Rule: 1.11) (H)

**6.18.8** Defensive players must wear a baseball glove. (Rule: 1.14)

**6.19** 1st scheduled game of the day only: either team more than 15 minutes late for scheduled playing time must forfeit the game. The rule does not apply to the second scheduled game of the day on the same ball field.

## **Article VII. League Maintenance of Rosters**

**7.01** Greater Bay Little League will adhere to the current Little League Operating Manual in matters concerning the maintenance of team rosters and the current Little League Official Regulations and Playing Rules.

**7.02** Trading: Following the draft, managers may, if they desire, trade players within a period of 24 hours. All trades shall be made through and with approval of the Player Agent. The following restrictions apply: (1) Minor League players may not be traded for Major Division players. (2) All trades must be player for player only. (3) Trades involving a player for draft choices are not permitted.

**7.03** All trades must be for justifiable reasons and be approved by the Greater Bay LL President, and its Officers and Board of Directors prior to any such trade.

**7.04** Replacing of a player(s) during season: The manager shall promptly advise the Player Agent of any replacement of a player(s). The Player Agent shall advise the President of Greater Bay LL. The Player Agent shall provide the manager for review of the available players list and the manager shall select a replacement from that list. Failure by the manager to advise the Player Agent of a player's continued absence shall result in disciplinary action against that manager determined by the Greater Bay LL League President and its Officers and Board of Directors. NOTE: The current Operating Manual will provide guidance for the suitable reasons for replacement of player(s).

**7.05** Justifiable reason for replacement of players during the season: If a team loses any player on the roster during the current season through illness, injury, change of address, or other justifiable reasons subject to Greater Bay LL President, its Officers and its Board of Directors approval, another player shall be obtained through the Player Agent to replace the one lost. NOTE: The playing ability of the player shall not be a justifiable reason to seek replacement of that player.

**7.06** Managers are required to notify the Player Agent if a player has been repeatedly absent. Failure to notify the Player Agent of a player's repeated absence is cause for disciplinary action against the manager to be determined by the Greater Bay LL League President and its Officers and Board of Directors.

**7.07** Major Division: Managers may request to release players for any justifiable reason subject to Greater Bay LL President, its Officers and its Board of Directors approval, between the conclusion of one season and seven (7) days prior to the tryout session, but not later than the players selection or draft meeting of the subsequent season. In the event that a player is released, the Greater Bay LL President shall notify the Player Agent, and the player in writing. Such written notice of release shall be given in sufficient time for the player to qualify for the tryouts and selection to another team.

**7.08** The Greater Bay LL adopts the rule prohibiting a Majors Division team from attaining replacements from the Minors division during the last two weeks of the regular season schedule including the subsequent Minors Division tourney and All-Star game if one is scheduled.

**7.09** The Greater Bay LL adopts the rule that a minor league player or parent of the minor league player may decline to be moved up to a Major Division team.

**7.10** The Minors Divisions and Coach Pitch/ Tee Ball Division players may be reassigned at the discretion of the Greater Bay LL President, its Officers and Board of Directors and Player Agent in order to provide a balanced training program.

**7.11** The Minors Divisions and Coach Pitch/Tee Ball teams must be dissolved at the end of the current season, with all players being returned to the player pool.

## **Article VIII. Players Draft**

**8.01** Secrecy: Players shall never be told the position in which they were drafted. Any manager found to have violated this provision shall be subjected to disciplinary action to be determined by the Greater Bay LL League President and its Officers and board of Directors.

**8.02** The Majors Division and Minor Division Red Shirt Rule: a new coach will not be appointed nor approved by the Greater Bay LL President, its Officers and Board of Directors until after the draft to avoid redshirting of players through selective coaching appointments.

**8.03** The Majors Division: All candidates who are league age, 12, must be drafted to a Major Division team. Exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Greater Bay LL Board of Directors and the parent(s) of the candidate. (See the current Little League Official Regulations and Playing Rules.)

**8.04** The Majors Division: Any candidate failing to attend at least 50 percent of the tryout sessions shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors. (See the current Little League Official Regulations and Playing Rules.)

**8.05** The Majors Division: At no time shall a team have on its roster more than eight players whose league age is 12. (See the current Little League Official Regulations and Playing Rules.)

**8.06** The Majors Division: The last place team of the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round and the remaining teams select in the reverse order of standings. BONUS PICKS: Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four. If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

**8.07** The Majors Division: In order to be eligible for the Majors Draft, the player must be league age, and must be signed up no later than the start of the majors draft. Any player signed up after the start of the Majors Draft will not be eligible to play in the Majors Division.

**8.08** The Majors Sibling Rule: Siblings may be split with parental permission. If there are 2 or more siblings in the draft and the manager drafts the first sibling, that manager automatically has an option to draft the other sibling on the next turn. If the manager does not exercise the option, the second sibling is available to be drafted by any team. If a sibling is on a current team roster, and the manager desires to draft the player's sibling not on a current roster, the manager shall submit an option in writing on a draftee and the manager must draft the sibling within the first 3 rounds/selections.

**8.09** The Majors Division Manager/Parent Rule: If the manager has sons or daughters not on the current roster and wishes to draft sons or daughters that are available from the player pool for the draft, the manager must draft/select that son or daughter on the first selection and each next selection thereafter until all the managers sons and daughters are drafted. If the manager/parent has a son or daughter on the current roster and other son(s) and daughter(s) of the manager are available in the player pool then the manager/parent rule as stated above must follow.

**8.10** The Minors Player Pitch Division: The player drafting/selection order shall be determined by the draw of a hat. The draft order shall be: 1st round, team 1, 2, 3, 4, 5, 6, then the second round would go to team 6, 5, 4, 3, 2, 1. The same cycle would repeat until rosters are completed.

**8.11** The Minors Player Pitch Division: The player must attend tryouts. If the player does not attend the tryouts, then that player shall not be drafted until the very end of the draft.

**8.12** The Minors Player Pitch Division: The manager can protect from the draft, his own child or children and none other.

**8.13** The Minors Player Pitch Division Sibling Rule: When there are 2 or more siblings in the draft and the manager selects the first sibling, then that manager must select the other sibling in the next round.

**8.14** If the league determines the need to dissolve 1 or more teams, the current players rostered on the team being dissolved will be entered into the draft as a mandatory pick. Showing up to tryouts for the player is optional. The player will be listed on the draft board as a number, and this will be identified as a mandatory pick for the managers to choose at any round.

## **Article IX. The Majors Division**

**9.01** No inning shall start after 1 hour and 45 minutes in the first game. No inning shall start in the second game after 10:00 p.m.

**9.02** Each team will play an equal amount and minimum of 12 games with the schedule to be determined by Greater Bay LL prior to the start of the season. The team with the most total wins will represent Greater Bay LL in the A division of the county tournament. The team with the second most wins will represent Greater Bay LL in the B division of the county tournament. If there is a tie for first or second place the following tie breaker formula will be used to determine the team that will represent Greater Bay LL in the county tournaments.

IF there is a tie for any seeding the following tiebreaker formula will be used to determine the final seeding.

- a. Head to head record

- b. Least runs allowed for the season
- c. Most runs scored for the season

**9.03** The selection of All Stars managers: The selection of All Stars managers will be determined by the All Star committee.

**9.04** All Star Player Section: The initial pool of potential All Star nominees can be any player from any team that is nominated by any Greater Bay LL Majors manager. If an 11 year old player is nominated for the 10-11-12 tournament team they will automatically be nominated for the 9-10-11 team. The same goes for 10 year olds nominated for the 9-10-11 team. The players nominated will be invited to a tryout from which the tournament teams will be selected. There will be a separate try-out for the 10-11-12 team, 9-10-11 team, and 8-9-10 teams. An 11 year old nominated for the 10-11-12 team that does not make the team will automatically be considered for the 9-10-11 team and will not be required to try-out for the lower team.

**9.05** Tournament Tryouts/Team Practices: Tryouts or practices by tournament teams shall not be held before the date put forth by Little League International. Tournament team practice may only take place against other players in the same league and division, providing such practice is done out of uniform. The 8-9-10 and 10-11-12 Year Old Divisions: Tryouts or practices by tournament teams shall not be held before the date put forth by Little League International, or 2 weeks prior to the start of the tournament, whichever is earlier. Tournament team practice concerning 8-9-10 and 10-11-12 age divisions may only take place against other players in the same league, providing such practice is done out of uniform.

## **Article X. The Minors Player Pitch Division**

**10.01** No inning shall start after 1 hour and 45 minutes from the start of the game concerning the first game, and there shall be no time limit on the second game provided the sundown rule is not applicable. However, if the second game is played under the lights then no inning shall start after 10:00 p.m.

**10.02** 5 Run Limit Rule: each team will have a five run limit per inning.

**10.03** Stealing Home: No team shall be permitted to steal home unless one of the following occurs: (1) the team attempts a double steal of 2nd base and home plate; or (2) the catcher commits a passed ball, (3) the catcher makes a throwing error back to the pitcher, or (4) the pitcher is not in the pitching circle. Only **two successful** steals of home plate may occur each inning.

**10.04** Continuous Batting Order: The manager shall have a continuous batting order that will include all players on the team roster present for the game batting order.

**10.05** Player Game Participation: Every rostered player present at the start of the game will participate in a minimum of 6 defensive outs.

**10.06** Warm-up Pitches: A pitcher shall be allowed a maximum of five warm-up pitches at the start of each inning, not to consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into a game without any opportunity to warm-up, the plate umpire shall allow the pitcher as many pitches as the plate umpire deems necessary.

**10.07** Unnecessary Delays: When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after the pitcher receives the ball. Each time the pitcher delays the game by violating this rule, the plate umpire shall call a ball. No team timeout meeting on the field during and/or in between innings. The catcher must be in full gear after their at bat, or with two outs and no chance of coming to bat that inning.

**10.08** The manager may use nine or ten players on defense. The tenth player must be an outfielder making a total of four outfielders.

**10.09** Mound Visits: A team's manager or coach may visit the mound to speak with a pitcher no more than three times per game. If this rule is broken by the manager/coach, the pitcher must be replaced.

**10.10** Hit By Pitch: Any pitcher who hits a batter or batters from the opposing team while pitching more than four times per game must be immediately replaced.

**10.11** No drop third strike rule applies to this division.

## **Article XI. The Machine Pitch Division**

**11.01** No inning shall start after 1 hour and 20 minutes from the start of the game concerning the first game, and there shall be no time on the second game provided the sundown rule is not applicable.

**11.02** Batter: Each batter is to receive five good pitches to hit. Failure to hit the ball into play will be considered a strikeout. No walks are allowed. Upon three legal swings of the bat and missed attempts, the batter is out. With two strikes and the third foul tip to the catcher who catches the ball, the batter is out. Third strike foul if attempting to bunt is an out. The batter will be allowed to continue the at bat if the batter is fouling off continuous pitches until either the batter strikes out or the foul ball is caught by a defensive player.

**11.03** Plate umpire will not call strikes, only missed swings, foul tipped outs, and plays at the plate or in the field if needed.

**11.04** Continuous Batting Order: The manager shall have a continuous batting order that will include all players on the team roster present for the game batting order.

**11.05** 5 Run Limit Rule: Each team will have a 5 run limit per inning.

**11.06** Stealing: No steals are permitted, including advancing after a passed ball from the catcher.

**11.07** The manager is to use 10 players on defense. When the team is on defense the manager is permitted to have two coaches out in the outfield to instruct their defensive players. However, while out in the field, the coach is not permitted to touch a player, talk to an opposing base runner, or interfere with a live ball in play.

**11.08** The Pitching Machine:

- a. The pitching machine will do the majority of the pitching. After “week 3” of the season, players will be required to pitch at least 1 inning in each game.
- b. The distance of the machine will be the distance of the pitching rubber to home plate with the placement of the machine centered directly over the pitching rubber.
- c. The pitching machine will be set to throw strikes consistently.
- d. In the event a new ball is introduced into the game or a batted ball hits the machine, or if a defensive player bumps the machine, adjustments to the machine are permitted if necessary, otherwise no adjustments between batters is permitted.
- e. When a batted ball hits the machine, or person feeding the machine, the ball is considered dead and the batter is awarded first base. All runners advance one base if forced by the batter.
- f. The batting team will supply a person to feed the machine. This person should attempt to place the balls into the machine the same way each time. Please consider the lace positions. The person feeding the machine is not permitted to coach once the ball is in play.

- g. The player/pitcher must be in the circle cut out when the ball leaves the machine. The ball is considered dead once the pitcher has control of the ball inside the pitcher's circle and the ball will be given to the person to feed the machine.

## **Article XII. Coach Pitch/Tee Ball**

**12.1** No inning shall start after 1 hour from the start of the game, concerning the first game, and there shall be no time limit on the second game provided the sundown rule is not applicable and there is no other game scheduled.

**12.2** The game shall be no longer than four innings long.

**12.3** Continuous Batting Order: The manager shall have a continuous batting order that will include all players on the team roster present for the game batting in order with no outs counted. Once the batting order has all batted, the offensive team will then play defense and the defense will then bat using the same continuous batting line up with no outs counted as already described.

**12.4** Each batter will be pitched to by their team manager or coach, overhand from a knee or bucket, and will have five attempts to hit a pitched ball, and if the batter has not hit the ball by the fifth pitch, the batter must hit off of a tee for the final swing on the sixth attempt.

**12.5** The runner is to advance one base at a time. No steals permitted. On the final bat, the batter and base runners must circle all the bases and cross home plate.

**12.6** The catcher must have a catcher's mask on and not stand behind home plate, only off to the side.

**12.7** All the players must be out on the field during defense.

## Article XIII. Pitch Count: Majors and Minors Player Pitch Divisions

The eligibility of a player to pitch in a Little League baseball game is governed by a tiered pitch count that is tied to the number of pitches thrown in a game. The pitch count determines how many days of rest are required before said player may pitch again in a Little League game.

Any player on a regular season team may pitch. A pitcher once removed from the mound cannot return as a pitcher.

**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. Please note, a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

The manager must move a pitcher when the said pitcher reaches the limit for his/her age group listed as follows, but the pitcher may remain in the game at another position:

Ages 11-12: 85 pitches per day  
Ages 9-10: 75 pitches per day  
Ages 6-8: 50 pitches per day

**Exception:** If a pitcher reaches the limit imposed while facing a batter, the pitcher may continue to pitch until any of the following occurs: (1) the batter reaches base; (2) the batter is put out; (3) the third out is made to complete the half inning.

A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. A player may not pitch in more than one game in a day.

### **Mandatory Days Rest:**

If a Player Pitches:

66 or more pitches in a day, then four (4) calendar days of rest must be observed  
51-65 pitches in a day, then three (3) calendar days of rest must be observed  
36-50 pitches in a day, then two (2) calendar days of rest must be observed  
21-35 pitches in a day, then one(1) calendar days of rest must be observed  
1-20 pitches in a day, then zero calendar days of rest must be observed

An illegal as defined in **Rule: 8.05 of the current Official Little League Regulations and Playing Rules)** whether or not a pitch is actually delivered to a batter, counts as a pitch in determining the pitch count for that pitcher.

\*\*There is no balk in Majors or Minors Divisions.