

Ahwatukee Little League

2018 Local Regulations and Playing Rules

This document provides local Regulations, Playing Rules, Clarifications and Guidelines that have been agreed upon by the Ahwatukee Little League (A.L.L.) Board. National Little League Official Regulations and Playing Rules will be in effect, except as noted by these local rules. Additional items have been included for clarification. Below are league objectives and an overview of each division's objectives to help commissioners, managers, coaches, parents and umpires understand how the A.L.L. play is to be conducted. We would like to stress that A.L.L. is a community baseball program. We strive for all players to enjoy and learn from their baseball experience with Little League.

Objective

The objectives of A.L.L. are: to provide an outlet of healthful activity and training under good leadership in an atmosphere of community participation and to help the young people of Ahwatukee become good and decent citizens by establishing the values of character, courage and loyalty through teamwork, sportsmanship and fair play. Another objective of the league will also try to develop all players for the next level of baseball.

Tryouts and the Draft Process

All 7, 8, 9, 10, 11, and 12 year-old players must try out according to the schedule provided by the league. For a 6 year old to be considered for the Farm Division, they must try out with the 7 year olds.

I. Majors Division

- 12-year-old players that do not try out may be subject to assignment at the league commissioner and player agent's discretion under Little League rules.
- 11 year-old players that want to be considered for the Major Division must try out according to the schedule provided by the league. 11 year-old players that do not try out will be placed in the Minors (AAA) Division.

II. Minors AAA Division

- For a 9 or 10 year-old to play in the Minors (AAA) division, they must tryout. Please note, 9 or 10 year olds that try-out are not guaranteed placement on Minors (AAA) teams. Player skill and the draft will determine if they play in this division or in the Minors AA division.
- The number of rule V 12s, remaining 11s, will determine how many roster spots will be 9s and 10s in order to fill team rosters. All others 9s and 10s will remain eligible for the Minors AA draft.
- NO consideration will be given for 8 year-old siblings of a 9, 10 or 11 to play Minors AAA.
- 10 year-old players that do not try out will be drafted into the Minors AA Division. 9s that do not try out will be assigned to the Minors AA draft.

III. Minors AA Division

- For an 8 year-old to play in the AA division, they must tryout. Please note, 8 year olds that try-out are not guaranteed placement on AA teams. A large percent will remain in the Farm division.
- It is preferred that a player has two years of experience in the Farm division for this consideration, but this will be addressed on a player-by-player basis.
- The number of 10s available in the draft will determine how many 9s and 8s will be needed to fill teams.
- NO consideration will be given for 7s siblings of an 8, 9, or 10 to play in AA.
- 8 and 9 year-old players that do not try out will be placed in the Farm Division.

IV. Farm Division

- It is preferred that a player has two years of experience in Coach Pitch for draft consideration, but this will be addressed on a player-by-player basis.
- Consideration will be given for a 7 sibling of an 8, or 9 playing Farm with skill and safety in mind.

V. Coach Pitch Division

- This division is intended for 6 and 7 year olds. An 8 year old may be considered under Rule V if they are a beginner.
- No consideration will be given for a 4 or 5 sibling of a 6, 7, or 8.

VI. T-Ball Division

- This division is intended for 4, 5, and 6 year olds. A 7 year old may be considered under Rule V with skill and safety in mind.
- Consideration will be given for a 4 or 5 sibling of a 6 year old.

Section 3.00: Game Schedule, Field Conditions, Game Preliminaries, Pre-game warm ups, Line-up cards, Time limits, Scorekeeping, Post Game Tasks

Game Schedule:

Once the schedule is made then all game times are final. Games cannot be rescheduled due to a team not fielding 9 players for a game, even if a coach knows in advance that he will be short on players or coaches. Only games cancelled due to weather or Ahwatukee Little League scheduling issues will be considered by the Board to be played at a later date. All consideration must be approved by the Baseball Operations Committee.

Field Conditions:

The Division Commissioner will notify A.L.L. if a field is not available for use because of field conditions. If the Commissioner has approved the field for use but the weather or field conditions are poor, the team managers must both agree the field is acceptable. Once the game is turned over the Chief Umpire, only the Chief Umpire may end a game for weather, darkness or time.

Game Preliminaries:

The home team shall take the third base dugout/bench and the visiting team shall take first base dugout/bench. Both teams are responsible for field set-up.

For the Majors Division, the visiting team must provide the official pitch counter and an announcer. The home team must provide an official scorekeeper. Master scorebook and pitch log will be provided.

For Minors (AAA) and AA Divisions, both teams must provide pitching logs to the official scorekeeper.

For Minors (AAA) and AA Divisions, both teams must provide line-up cards to the official scorekeeper and the chief umpire.

Section 4.00 Starting and Ending the Game

Exception to rule 4.01 Coach Pitch and T-ball managers need only exchange lineup card with the opposing manager.

NOTE (1): The manager/coach who attends the plate meeting at the start of the game will be the designated manager for that game. **Only the designated manager, at the plate meeting, can request to approach the umpire with any concerns about a ruling (not a judgment call) on the field during the game.**

Time Limits:

Time limits are based on the different parks and not specific to any division. Teams of all divisions will follow the time limits at the respective field they are having their game.

Ahwatukee Park:

Weeknight games will have a drop dead time limit at the official time of sunset. The sunset time game limit will be published weekly, determined on the prior Sunday by the Umpire in Chief and run through the following calendar week. If an inning cannot be completed before the sunset time then the game will revert to the last completed inning to determine final score.

Except for playoffs, weekend games will have a time limit as follows. No new inning after 1:45 of play. All play stops at 2:00 hours and the score reverts to the last completed inning if necessary.

Mountain Vista Park:

Except for playoffs, weeknight and weekend games will have a time limit as follows: No new inning after 1:45 of play. All play stops at 2:00 hours and the score reverts to the last completed inning if necessary.

Scorekeeping:

For Minor Divisions

- 1) Except for Coach Pitch, Minors (AAA), AA and Farm the home team shall be responsible for keeping the official scorebook.
- 2) The official scorebook may be kept outside of the home team dugout by the home team scorekeeper.
- 3) The official scorekeeper is to record the names of the umpires and team managers of both teams.
- 4) For Minors (AAA) and AA Divisions, all official scorebooks are to include the record of all pitchers and the number of innings pitched.
- 5) For Minors (AAA) and AA Divisions, score keepers must also maintain the pitching log and return the pitching log to each team's manager at the completion of the game.

For Major Divisions, the visiting team must provide the official pitch counter and an announcer. The home team must provide an official scorekeeper. Master scorebook and pitch log will be provided. These are to be used for player evaluations for all-stars. All three of these individuals will sit behind home plate for easy access to the game UIC. A scorebook/pitch log shall also be kept in or near the dugout. Any differences shall be resolved before the next pitch is thrown.

Post Game Tasks:

Both team managers and the chief umpire shall sign the official game book and pitching logs.

For the last game of the day at all locations, both teams are responsible for field take down. All equipment should be properly stored. Ahwatukee Park should be raked, watered and covered after games and practices.

Majors Division

Local Regulations and Playing Rules

The Majors Division is a player's introduction to the complete game of Little League baseball. Major division players receive live pitching, stealing, and situational baseball from the start. The season is divided into preseason and regular season games, with preseason games being played during the first two games of the season, and the regular season games played in the remainder. The transition from preseason to regular season will be announced by the league commissioner.

Players that are League Age 11 and 12 are eligible for participation in the Major Division. All 12 year olds shall play in the Majors' Division. Note: for 12 year olds to play minors or below, please see V(a). All players must try out for this division. 12 year old players that do not try out will be selected at random as "hat picks."

Section IV – The Players (i)

For the preseason, the Majors Division utilizes a continuous batting order. Preseason uses all player skill levels for equal defensive and offensive play including the opportunity for all players to play the infield and the outfield. Open substitution is allowed, and team experimentation is encouraged for this part of the season. No player shall sit on the bench more than one consecutive inning (and must play three innings minimum). Managers must have a written defensive line-up card available before each game and hanging in the dugout. The line-up may be altered during the game, but may be inspected by the opposing manager at any time. During preseason win/loss records will not be kept.

For the regular season, the Majors Division utilizes a continuous batting order, and each player must play a minimum of 6 outs on defense. Managers are encouraged to avoid sitting players more than one consecutive inning. Open substitution is allowed. All other green book rules will be followed supplemented by the local rules below. During the regular season, win/loss records and standings are kept to establish tournament seeds.

Section VI Pitchers (c)

If a team has more than one game a week, a minimum of 15 pitches must be thrown during games played in that week by one or more players that are league age 11 (20 pitches minimum for teams with 2 players that are league age 11). The minimum pitches by 11 year olds can be accumulated by any combination of players or games in the week the manager deems appropriate to meet the requirement.

Section 4.05

No one except the players, managers and coach(es) shall occupy the dugout. Each team can have only 5 approved coaches on their roster (1 Manager, 2 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 2 coaches. Fans may cheer on their teams. However, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

Exception to Section 4.16

Note (1) Little League encourages teams to trade players if possible to field nine players and continue the game as a practice game with the forfeit in place. When possible, a player pool may provide substitute players which will enable both teams to field at least 9 players.

7.14 The Runner

If only nine players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out. If more than nine players are dressed for a game, a sitting player should wear a mask and warm-up the pitcher until the catcher is ready.

End of Local Regulations and Playing Rules for Major Division

Minors (AAA) Division Local Regulations and Playing Rules

The Minor (AAA) Division is a player's introduction to a more complete game of Little League baseball mirroring the Majors division rules with few exceptions. The dropped third strike rule does not apply (the batter is always out). Minors (AAA) division players receive live pitching, stealing, and situational baseball from the start. The season is divided into preseason and regular season games, with preseason games being the first four games of the season, and the regular season games played thereafter. The transition from preseason to regular season will be announced by the league commissioner.

Players that are League Age 9,10 and 11 are eligible for participation in the AAA Minor Division. Note: for 12 year olds to play Minors AAA please see V(a). All players must try out for this division. 11 year old players that do not try out will be selected at random as "hat picks."

Section IV – The Players (i)

For the preseason the Minors (AAA) Division utilizes a continuous batting order. Preseason uses all player skill levels for equal defensive and offensive play including the opportunity for all players to play the infield and the outfield. Open substitution is allowed, and team experimentation is encouraged for this part of the season. No player shall sit on the bench more than one consecutive inning (and must play three innings minimum). Managers must have a written defensive line-up card available before each game and hanging in the dugout. The line-up may be altered during the game, but may be inspected by the opposing manager at any time. During preseason a win/loss record will not be kept.

For the regular season, the Minors (AAA) Division utilizes a continuous batting order, and no player shall sit on the bench more than one consecutive inning (and must play three innings minimum). Managers are encouraged to provide at least one inning of infield play to each player in attendance. Open substitution is allowed. All other green book rules will be followed supplemented by the local rules below. During the regular season, win/loss records and standings are kept to establish tournament seeds.

Section 4.05

No one except the players, managers and coach(es) shall occupy the dugout. Each team can have only 5 approved coaches on their roster (1 Manager, 2 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 2 coaches. Fans may cheer on their teams. However, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

Exception to Section 4.16

Note (1) Little League encourages teams to trade players if possible to field nine players and continue the game as a practice game with the forfeit in place. When possible, a player pool may provide substitute players which will enable both teams to field at least 9 players.

7.14 The Runner

If only nine players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out. If more than nine players are dressed for a game, a sitting player should wear a mask and warm-up the pitcher until the catcher is ready.

End of Local Regulations and Playing Rules for Minors (AAA) Division

AA Division Local Regulations and Playing Rules

The AA Division is a player's introduction to a more complete game of baseball and emphasizes teaching the fundamentals. However, it is still early in the players' physical development. This division strengthens players' understanding of teamwork, organization, and friendship. The AA division players will receive live pitching. The physical skill of the players will begin to match the required fundamentals of catching, throwing, batting and game situations to move to the next level. The season is divided into preseason and regular season games, with preseason games being the first four games of the season, and the regular season games played thereafter. The transition from preseason to regular season will be announced by the league commissioner.

Players that are League Age 8, 9, and 10 are eligible for participation in the AA Division. Players League Age 8 and 9 that do not tryout are subject to assignment in Farm division. 10 year old players that do not try out will be selected at random as "hat picks."

Section IV – The Players (i) Minimum Defensive Play and 4.04

For the season, the AA Division utilizes a continuous batting order and open substitution is allowed. No player shall sit on the bench more than one consecutive inning (and must play three innings minimum). Managers must have a written defensive line-up card available before each game and hanging in the dugout. The line-up may be altered during the game, but may be inspected by the opposing manager at any time. Pitchers may not come back into a game to pitch. During preseason a win/loss record will not be kept. During the regular season, win/loss records and standings are kept to establish tournament seeds.

(i) Defensive Play and Key Positions

In the AA Division, players should play both infield and outfield during every game. The defense is able to place a total of 10 players in the field, six infielders and four outfielders. All four out fielders must be relatively even spaced throughout the outfield. No Rover position is allowed. A player must play at least two innings at a "key position" during a game and must play at least one of those key position innings during the first four innings of the game. "Key Positions" are defined as: 3rd base, shortstop, 2nd base, 1st base, pitcher and catcher.

Section 2.0 and 5.07– Inning

In the first half inning of play in a game, once the away team scores five (5) runs, the first half of the inning shall end. In each subsequent half inning, the opposing team may score the greater of: five (5) runs **or** as many runs to go five (5) runs ahead of the opposition's score which at that time the half inning shall end.

Section 4.00 – Starting and Ending a Game Clarification to Section 4.01

The manager/coach who attends the plate meeting at the start of the game will be the designated manager for that game and is the only person who may communicate with any umpire.

Section 4.05

No one except the players, managers and coach(es) shall occupy the dugout. Each team can have only 5 approved coaches on their roster (1 Manager, 2 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 2 coaches. Fans may cheer on their teams. However, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

Section 4.10 (e) Note (2)

No Mercy Rule will be used in the AA Division.

Section 4.16

If the game cannot be played due to the inability of either team to place at least nine players on the field before or during a game, Little League encourages teams to trade players if possible to field nine players and continue the game as a practice game with the forfeit in place.

7.01 The Runner

At risk to be put out, runners may advance only one base on a passed ball or wild pitch ("PB/WP") and only if the PB/WP touches any portion of the backstop or field fence but the runner must not leave base until the ball touches

the backstop of field fence. Runners can advance in this manner from 1B to 2B or 2B to 3B. Any throw made by the catcher in such circumstance is made without risk—the runner may not further advance by an overthrow from the catcher. The runner MAY NOT advance on a PB/WP from 3B to home. The runner may not advance to home plate unless the ball is batted by the batter or forced to advance due to the batter being awarded first base.

Approved Ruling (1) Runner on 1B or 2B. WP/PB touches the backstop. Runner may advance to the next base at risk. If a throw is made (catcher or other defensive player) and the runner is out, the out stands. If the runner is declared safe, no out will be recorded. The runner may not advance more than one base.

Approved Ruling (2) Runner on 3B. WP/PB touches the backstop. Runner may not advance. If a throw is made (catcher or other defensive player) and the runner is out by not being in contact with the base, the out stands. If the runner is declared safe, he retains the base and may not advance home.

Approved Ruling (3) Runner on 2B. Batter hits grounder and short stop overthrows 1B. The runner on 2B is permitted to advance (and even score) because the play began with a batted ball. The batter may also advance to 2B (and even score) unless the ball leaves the field of play.

Approved Ruling (4) Runners on 1B and 3B. After a pitch, the catcher makes a poor throw, misses the pitcher, and the ball rolls into center field. Neither runner may advance because the ball did not touch the backstop and the ball was not batted into play.

Approved Ruling (5) No stealing except as described above.

7.14 The Runner

If only ten players are dressed for a game, with two outs a pinch runner may be used for the catcher to help keep the game moving. The pinch runner shall be the last batted out. If more than nine players are dressed for a game, a sitting player should wear a mask and warm-up the pitcher until the catcher is ready.

End of Local Regulations and Playing Rules for AA Division

Farm (Machine Pitch) Division Local Regulations and Playing Rules

The Farm Division is still very early in a player's development. This division is often a player's first introduction to teamwork, organization, and friendships with 11 other players. Managers and coaches will emphasize these areas as they influence the player beyond baseball. Farm division will emphasize fundamentals: Catching, throwing and fielding the ball; Positional play; Base running fundamentals; Hitting (a machine is will be used to develop consistency and place an emphasis on defense); Good sportsmanship and teamwork.

Players League Age 7, 8, and 9 are eligible for participation in the Farm division. Note: for 10 year olds to play Farm please see V(a). 7 year old plays that do not tryout are subject to assignment in the Coach Pitch division. 9 year old players that do not try out will be selected at random as "hat picks."

Playing Rules may also sometimes restrict the offense from running since the defensive skills are still in the development stages.

No league standings or win/loss records are kept to encourage teams to utilize players in each position for development purposes and prepare them for the next level of baseball.

Section IV – The Players (i) Minimum Defensive Play

The Farm Division utilizes a continuous batting order. Open substitution is allowed, and team experimentation is encouraged. Minimum defensive play for each player shall be at least four (4) defensive innings per six (6) inning game, at least three (3) defensive innings per five (5) inning game, and at least 3 (three) defensive innings per four (4) inning game. No player shall sit on the bench more than one consecutive inning. Managers must have a written defensive line-up card available before each game. The lineup may be altered during the game, but may be inspected by the opposing manager at any time. If defensive play rules are not followed, the game will be forfeited.

(i) Defensive Play and Key Positions

All players must play both infield and outfield during a game. The defense is able to place a total of 10 players in the field, six infielders and four outfielders. All four outfielders must be relatively even spaced throughout the outfield. No Rover position is allowed. In the preseason and regular season, a player must play at least two innings at a "key position," but no more than three (3) such innings per game. "Key Positions" are defined as: 3rd base, shortstop, 2nd base, 1st base, and pitcher. Managers must have a written defensive line-up card available before each game.

(i) Defensive Field Coach

In order to further provide defensive instruction, the defense may place a defensive coach in the field during the preseason and regular season. The coach must stay behind 2nd base and may not leave their assigned position during play. The coach may talk to individual players during dead ball periods, but are not to cause a delay of the game.

Offensive Field Coach

Only the base coaches at first and third base may coach or talk to the batter and runners. The coach operating the pitching machine is prohibited from coaching or speaking to the batter and base runners.

Section 2.00

Bunting is not allowed.

Section 2.0 and 5.07– Inning

In the first half of the first inning of play, once the away team scores five (5) runs, the first half of the inning shall end. In each subsequent half inning, the opposing team may score the greater of: five (5) runs **or** as many runs to go five (5) runs ahead of the opposition's score which at that time the half inning shall end.

Section 4.05

No one except the players, managers and coach(es) shall occupy the dugout. Each team can have only 6 approved coaches on their roster (1 Manager, 3 coaches, and 2 alternate coaches). The alternate coaches can only be used in the absence of the Manager or 3 coaches. Because Ahwatukee Little League uses one adult to operate the pitching machine, a fourth adult may be used in this division. Fans may cheer on their teams.

However, coaching from the stands is not permitted. Managers, Coaches, and players must request permission from the Chief umpire to leave the dugout for any reason.

Section 4.10 (e) Note (2)

No Mercy Rule will be used in the Farm division.

Section 4.16

If the game cannot be played due to the inability of either team to place at least nine players on the field before or during a game, the League encourages teams to trade players if possible to field nine players and continue the game as a practice game.

Section 5.10 (i) (dead ball)

When a batted ball hits the pitching machine, ball bucket or pitching coach, the batter runner SHALL advance to first, the ball is dead, and all runners shall advance one base. A thrown ball that hits the pitching machine, ball bucket or pitching coach is also a dead ball, and runner positioning should be treated as a dead ball situation. All runners are moved forward one base.

Section 6.05

A batter is out when seven (7) pitches have been provided to the batter unless the batter fouls off the seventh pitch. Note (1) The batter may continually foul off the seventh pitch. Note (2) There are no called strikes or walks, only swinging strikes or foul balls. Note (3) If the seventh pitch is unhittable and the batter does not swing as viewed by the coach pitcher, the batter will receive one more pitch.

Section 6.02(e)

If the batter throws the bat batter will receive warning on the first occurrence. If the same batter throws the bat a second time at bat, the umpire has the discretion to either issue a second warning or have the player removed from the line up. On a third occurrence, the batter shall be removed from the line-up. Note (1) the batter is NOT called out for a thrown bat and the batted ball is a live ball. Point of clarification: The batter should stop the momentum of the swing and then drop the bat. Managers should train players to drop bat in foul territory in a circle approximately 5-10 feet up the first base line.

Section 6.05

Note (1) the infield fly rule is not enforced the Farm Division.

7.01 The Runner

There are no steals. The runner shall not advance to next base unless the ball is batted by the batter.

Section 7.16

Definition (1) half way marks: During field preparation, “hash marks” should be chalked on the baseline between first base and second base, second base and third base and third base and home. These should be large enough (approximately 3 feet in length) to aid in the judgment call regarding what is half way.

Definition (2) relative control: Relative control is a judgment call. Relative control is defined as ball in hand, either the glove or throwing hand by a defensive player assigned to play an infield position (e.g., short stop). Relative control is not considered when an outfielder stands in the infield or runs the ball in to the infield.

Definition (3) infield: Since we play on shared fields, the infield is defined as the dirt up to the grass at all fields used by Ahwatukee Little League. Infield includes a ball in foul territory in the infield area.

If a player is more than half way to a base when relative control occurs, the runner may attempt to reach the next base. When a runner is less than half way to the next base when relative control occurs, time should be called, and the runner should be returned to the prior base. If the defensive player possessing the ball throws the ball to another defensive player to make a play, the runners may attempt to advance on the throw. Note (1) It is the umpire’s judgment, or agreement between managers if umpire is not present, to return runner(s) to the previous base(s) if relative control is obtained by an infielder and the runner has not advanced more than half way to the next base.

A) Runners may advance:

- a. As many bases as possible when a fair ground ball is batted to the infield or outfield and an infielder does not have relative control of the ball in the infield area.
- b. Only one base, at will, on an overthrow when an overthrow happens at any base and an infielder cannot control the ball in the infield area before the runner(s) has reached half way mark to the next base. If any infielder has control of the ball before a runner(s) reaches the half way point then the runner(s) must be returned to the previous base.
- c. A maximum advancement of one base can be made in one play as a result of overthrows.

Approved Ruling (1): runner on 1B advances to 2B, ball is overthrown, runner can advance to 3rd (at risk), ball is overthrown at 3B, runner must stop at 3B.

Approved Ruling (2): Batter becomes a batter-runner, ball is overthrown at 1B, batter- runner can advance to 2B (at risk), ball is overthrown at 2B, batter-runner must stop at 2B.

NOTE (1): It is the umpire's judgment if the runner is live or if the runner can return without liability to be put out. If in the umpire's judgment a runner hesitates or stops while advancing to the next base then they will be considered live. If a runner reaches the next base without stopping or hesitating then the umpire will return the runner to the previous base without liability to be tagged out. No other runners can advance during either situation.

- d. Each runner can advance only one base at will on a fly ball when a fly ball is caught by an outfielder and the runner(s) has tagged up. The runner(s) can advance at risk to the next base. The half way marks do not apply to a caught fly ball that is returned from an outfielder to an infielder.

B) Runners cannot advance:

- a. After a play or an error has been made in the infield and any infielder has relative control of the ball before runner(s) has reached the half way mark to the next base.
- b. A fly ball is caught by an infielder. Runner's still at risk for not tagging up or stepping off the base after a caught fly ball.
- c. A batted ground ball to the outfield has been returned to any infielder and the infielder has relative control of the ball before the runner(s) have passed the half way mark to the next base. Runners must return to the previous base without liability to be put out.

End of Local Regulations and Playing Rules for Farm Division

Coach Pitch & T-Ball Divisions Local Regulations and Playing Rules

The Coach Pitch and T-Ball (“CP/TB”) Divisions are often a player’s first introduction to baseball. The division is dedicated to safety and fun first, with a focus on very basic baseball skills: throwing, catching and batting. Most players at this age lack the physical skills to play the complete game of baseball, so games are augmented to be fun, quick and instructional. Local Regulations and Playing rules require the use of all players, in various positions, in a 3 inning, time limited game.

Players League Age 5, 6, and 7 are eligible for participation in the CP/TB divisions. Note: for 8 year olds to play Coach Pitch please see Rule V(a). Players League Age 7 that do not tryout are assigned to the Coach Pitch division.

No league standings or win/loss records are kept during the regular season to encourage teams to utilize players in each position for development purposes and prepare them for the next level of baseball. No scores, standings, or win/loss records are kept to encourage teams to utilize players in each position for development purposes and prepare them for the next level of baseball.

In the Coach Pitch division, each player may receive up to 3 pitches thrown from the coach. After 3 pitches, the ball is placed on a tee. If the batter swings and hits only the tee but causes the ball to enter fair territory, the coach will call a “foul ball” and place the ball back onto the tee for another swing. A coach or parent shall be stationed a few yards behind home plate to collect baseballs.

In the T-Ball division, the ball is placed on a tee. If the batter swings and hits only the tee but causes the ball to enter fair territory, the coach will call a “foul ball” and place the ball back onto the tee for another swing. At the coaches’ discretion, players in the T-Ball division may receive up to 3 pitches thrown from the coach prior to placing the ball on the tee.

Game Length

Three innings will be played for all games--three innings at bat and in the field. No new inning shall start after 50 minutes into the game and shall stop at 1 hour. Every effort shall be made to vacate the field 5 minutes prior to the top of the hour.

Number of Players

No minimum number of players are needed to play a game. Everyone plays every innings. However, there shall be a maximum of six (seven if you dress a catcher) infielders with the remaining players dispersed throughout the outfield.

Defensive Play

The defensive team puts all players in the field, with preferably 4-5 outfielders. It is encouraged that players be moved to different positions each inning. Preferably, a child who can catch the ball safely should be positioned at first base. If a child is put out (by tag, force out, etc.), the child moves off the bases and returns to his/her team dugout. This way both teams understand that their goal is to throw out the batter or runner. If a fielder overthrows first, second, or third base, the runner(s) may not advance.

Offensive Play

Everyone bats regardless of the number of outs per inning. The batting order should be changed from game to game such that no player bats last more than 2 games and that everyone gets to bat leadoff at least once. The last batter is the clean-up batter. The defense should attempt to get an out as on any other play. The defense should not leave the field until the last batter has been putout or has run a homerun. Having the defense run to home for the out is not recommended due to safety concerns. Pitches may be thrown underhand or overhand from ~ 20 feet from the batter. Each batter may be given the choice of the T or have the coach pitch. For Coach Pitch, the batter will be given a **maximum** of 3 pitches from the offensive coach. Balls or strikes will not be called. If the batter does not put the ball in play within 3 pitches he/she will use the T to put the ball in play. Be very careful to make sure players are not throwing the bat. This is an important safety habit to form at these young ages. A good technique is to place a hula hoop (or equivalent) near home on the first base side and teach the players to lay the bat in the hoop after hitting. If the ball is hit beyond an outfielder, the runner may advance until the ball is in the infield. Runners shall remain on base until the ball is hit. There shall be no on deck hitters outside of the dugout.

Coaches

Defensive coaches may coach at any position. Offensive coaches should be at first and third bases. A coach should be at the catcher position so that he/she can place the ball on the tee and adjust the height of the tee for each player. Each team may have a total four (4) coaches, including the manager coaching during games. Any alternate coaches should be outside the field and dugout area.

End of Local Regulations and Playing Rules for T-Ball & Coach Pitch Divisions