



Little League Charter 346-05-03 Baseball

MECHANICSVILLE LITTLE LEAGUE DIVISION PLAYING

SEASON GUIDELINES

“T-Ball (4 - 5 year old Boys) (4 -5 year old Girls)

**Note: All players are required by Little League International to play at least one (1) year in T-Ball.
(Only applies to 5-6 year olds wishing to play minor league)**

The T-Ball division is designed to introduce new players into the sport of baseball. The main focus of this division is to teach players the important skills of baseball, Fielding, Throwing, and hitting in a non-competitive environment.

- 1. All teams will have a maximum of seven (7) players per team. Note: Registration numbers could cause this number to shift slightly.**
- 2. Time limit will be one (1) hour for practices and games.**
- 3. Offensive Play:**
 - a. All Players Present will be in the batting order at all times.**
 - b. The players position in the batting order will not change during a game:**
 - i. Players 1 thru 7 will bat each inning in that order.**
 - ii. Lineups will change every game, giving players the chance to bat in every batting position.**
 - c. There is no taking practice swings. Players MUST not pick up a bat while in the dugout until they are headed to the batter's box.**
 - d. A 15' area from the plate extending into fair territory will be drawn. A player must hit the ball to the line or beyond for the ball to be considered a fair ball. Balls hit that do not reach the line will be called a foul ball. There will be no limit on the number of foul balls.**
 - e. After the third (3rd) out, the offensive team must clear all base runners. Offense continues to bat until the end of the batting order.**
 - f. Last batter of the inning, play will continue (base running) until an out is made or the ball is controlled by the infield. DO NOT continue to run players around the bases.**
 - g. Offensive Team's coach must be at home plate to place the ball on the tee for the batter.**
 - h. Base coaches must be 12 years of age or older.**
 - i. Bases will be set at 50'**
- 4. Defensive Play:**
 - a. Only standard infield positions will be played.**
 - b. Players must be rotated every inning to a different defensive position . Rotations during the inning are allowed.**
 - c. Coaches will be allowed on the field when their team is on defense.**

5. **General:**
 - a. **Soft Tee-Ball will be used – not a baseball.**
 - b. **Infield Fly Rule not in effect.**
 - c. **Throwing the bat will result in the batter being out at the discretion of the Manager / Coach.**
 - d. **Coaches will serve as umpires for their games.**
6. **Protective Equipment (Applies to practices and games):**
 - a. **All batters and base runners must wear a helmet with protective face cage.**



RULES BELOW SUPERSEDE THE LITTLE LEAGUE RULE BOOK

SEASON GUIDELINES

Coach Pitch Jr .BASEBALL (5-6 year old)

1. **Time Limit:** Game ends after Six (6) innings or 1 hour 15 minutes from the scheduled game time.
 - a. Complete Game is (3) completed innings or one (1) hour of play should there be weather issues.
 - b. Teams must be off the field and out of the dugout after 1 1/2 hours.
2. **Offensive Play:**
 - a. All players present will be in the batting order at all times.
 - b. The players' position in the batting order must change every game.
 - c. Practice swings are not allowed. Players **MUST** not pick up a bat in the dugout until they are headed to the batter's box.
 - d. The offensive coach will pitch 3 or less pitches to the batter. If the last pitched ball is fouled, the batter will continue to bat until the ball is put into play, misses, or does not swing. If the batter misses or does not swing, the ball will be placed on the tee. The batter will then hit the ball into play off the tee.
 - e. Every player bats in an inning.
 - i. The most bases a batter can be awarded is a triple. A triple can be awarded if the ball is hit past the outfielders and a play is not made on the ball. A play is defined as an outfielder who while attempting to field a batted ball puts a glove on a ball.
 - f. After the third (3rd) out, the offensive team must clear all base runners. The offensive team continues to bat until the end of the batting order.
3. **Defensive Play:**
 - a. Ten (10) players may play defense at one time.
 - b. Infielders must play standard infield positions and all outfielders (4) must play in the grass.
 - c. Players must be rotated every inning to a different defensive position (including catcher). Rotating players during the inning is acceptable.
 - d. Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance.
4. **General:**
 - a. Infield Fly Rule not in effect.
 - b. No Stealing (at any base).
 - c. Throwing the bat will result in the batter being out at the discretion of the coaches.
 - d. Managers are responsible for being the umpires during the game.
 - e. At any time a throw is made to a base, each runner may advance only to the base they are going to at their own risk. Players may not advance on an overthrow.
 - f. All batters and baserunners must wear a helmet with a protective face mask



RULES BELOW SUPERSEDE THE LITTLE LEAGUE RULE BOOK

Note: These rules are only in effect when playing other MLL teams. If participating in inter-league play with neighboring leagues, the rules as outlined in the little league rule book will be followed.

6-8yr old (Coach Pitch Sr.) BASEBALL

1. **Time Limit:** Game ends after Six (6) innings. No new inning will begin after 1 hour 30 minutes from the start time.
 - a. Complete Game is (4) completed innings or one (1) hour of play should there be weather issues.
 - b. Teams must be off the field and out of the dugout after 1 3/4 hours.
2. **General Playing Rules:**
 - a. A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat. When the fifth (5th) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3rd) out is made as defined by LL rules.
 - b. No Walks are allowed. The batter must put the ball in play or strike out.
 - c. Each batter gets a maximum of five (5) pitches. A batter will not be called out on strikes prior to the fifth (5th) pitch, If the fifth (5th) pitch is fouled off, the batter will continue until the ball is put in play, the batter strikes out, or does not swing. The coach pitching will announce to the batter upon reaching the fifth (5th) pitch. The batter may get ONE additional pitch if the fifth (5th) pitch is deemed to be unhittable by both managers.
 - d. The coach pitching may not coach nor address any offensive player once the player enters the playing field or may not interfere with any defensive player.
 - e. Base Stealing is not allowed. Runners may not advance bases on passed balls by the catcher. Any player leaving the base early will be sent back to the previous base.
 - f. Runners will be allowed to advance one (1) base on an overthrow not to include home plate.
 - g. If a ball is hit into the outfield the runner may continue until the ball is controlled in the pitching circle.
 - h. The ball will be considered in play until an umpire calls time to end a play or when the defensive team has returned the ball and has control of it in the infield and time is called by the umpire.
 - i. Pitching Circle- There shall be a 10 ft diameter circle with the front edge at 42 ft from the rear point of home plate.
 - j. Pitcher's Line- There shall be a line drawn from the pitching circle out 10 ft towards home plate.
 - k. The pitching coach shall keep one foot on or straddle the pitchers line.

3. Offensive Play

All players present will be in the batting order at all times. Late arrivals will be placed at Any player that bats in the 10th position or after will bat in the top 9 positions the following game.

- l. All batters will wear a Little League approved batting helmet with a face mask.
- m. If a batted ball hits the machine or the operator, the batter is awarded first (1st) base and the ball is dead at that time/ all runners may advance one base.
- n. No “slash-bunting” is allowed

4. Defensive Play:

- o. Ten (10) players may play defense at one time.
- p. No defensive player may be removed from a defensive position during an inning, except for an injury.
- q. Infielders must play standard infield positions and all outfielders must play in standard outfield positions.
- r. A player placed in the position of pitcher shall not leave the pitching circle until the ball is hit, Penalty: After the play has ended the offensive team has the option of taking the results of the play or no pitch.
- s. No player can play the same position more than 2 innings in a row.
- t. No player will sit more than 1 inning until all players have sat 1 inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance. Players may not play the same position more than two (2) innings total in a game.
- u. If a team does not have enough players to field a full 9 player roster, a manager may draft a player from another MLL team within their age group (7-8 year olds) to make a complete 9 player roster.

3. Coaches / Umpires / Scorekeepers:

- a. There will be (4) approved coaches per team. Two (2) adult base coaches, one (1) adult coach in the dugout and the coach pitching.
- b. There MUST be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
 - i. All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
 - ii. A substitute coach must be an approved Manager or roster coach of another MLL team or an MLL Board member may be used.
- c. The Coach pitching will be responsible for outs at 2nd , home plate and any pop fly outs. 1st base coach will call outs at 1st and 3rd base coach will call outs at 3rd. Coach Pitching will have the final say as the umpire on the field.
- d. The Home Team is responsible for providing a volunteer to keep the scorebook.

The Visiting Team is responsible for providing a volunteer to run the scoreboard.

4. Protective Equipment (Applies to practices and games):

- a. All batters and base runners must wear a helmet with protective face cage.



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AAA8-10 Minor (Kid Pitch) BASEBALL

5. **1.Time Limit:** Game ends after Six (6) innings. No new inning will begin after 1 hour and 30 minutes from the official start time.
 - a. Complete Game is (4) completed innings.
 - b. Teams must be off the field and out of the dugout after 1 3/4 hours.
1. **General Playing Rules:**
 - a. A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat. When the fifth (5th) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3rd) out is made as defined by LL rules.
 - b. Player Pitch Count rules are in effect as outlined in LL Rulebook.
 - i. Manager will be responsible for keeping the pitching affidavit filled out after each game, signed by opposing manager and official scorekeeper.
 - ii. In any two (2) consecutive games, a team must have a minimum of 30 pitches thrown by a player that is not league age 10. Penalty for not abiding to the rule will be:
 - First Offense: Manager suspended for a game.
 - Second Offense: Manager will not be eligible to participate in the post-season.
2. **Offensive Play:**
 - a. All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup. No shifting of batting order once the game starts.
 - b. Any player that bats in the 10th position or after will bat in the top 9 positions the following game.
1. **Defensive Play:**
 - a. No defensive player may be removed from a defensive position during an inning, except for an injury.
 - b. Infielders must play standard infield positions and all outfielders must play standard outfield positions.

- c. **Players must play infield minimum of 1 inning per game . No player shall sit consecutive innings and no player will sit a second inning, until all players have sat one inning.**
 - i. **Exception: A pitcher may remain as pitcher as long as they have not reached their allowed pitch count limit as noted in LL Rulebook and the catcher can remain in the game up to 4 innings in a row.**
 - d. **Any player not starting on one game must start the next available game.**
 - i. **Exception: players that show up after the game has started will be worked into the game the next inning.**
- 2. Coaches / Umpires / Scorekeepers:**
- a. **There MUST be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.**
 - i. **All coaches are required to stay behind the dugout fence (not in opening) while the team is both on offense and defense. No standing in the fence openings.**
 - ii. **A substitute coach must be an approved Manager or roster coach of another MLL team or an MLL Board member may be used.**
 - b. **The Home Team is responsible for providing a volunteer to keep the scorebook.**
 - i. **Upon reaching the maximum pitch count, the scorekeeper shall notify the home plate umpire of such. It is the manager's responsibility to adhere to the pitch count rules, as outlined in the LL Rulebook.**
 - c. **The Visiting Team is responsible for providing a volunteer to run the scoreboard .**
- 3. Protective Equipment (Applies to practices and games):**
- a. **All batters and base runners must wear a Little League approved helmet with protective face cage.**



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“MAJOR” Division BASEBALL (10-12 year old)

- 1. Time Limit: Game ends after Six (6) innings. No new inning will begin after 1 hour and 35 minutes from the official start time.**
 - a. Complete Game is (4) completed innings.**
- 2. General Playing Rules:**
 - a. Run Limit for ending game if the home team is ahead:**
 - i. 15 runs after 3 innings of play.**
 - ii. 10 runs after 4 innings of play.**
 - b. Player Pitch Count rules are in effect as outlined in LL Rulebook.**
 - i. In any two (2) consecutive games, a team must have a minimum of 30 pitches thrown by a player that is not league age 12. Penalty for not abiding to the rule will be:**
 - 1. First Offense: Manager suspended for a game.**
 - 2. Second Offense: Manager will not be eligible to participate in the post-season.**
- 3. Offensive Play:**
 - a. All players' present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup. No shifting of batting order once game starts.**
 - b. Any player that bats in the 10th position or after will bat in one of the top 9 positions the following game.**
- 4. Defensive Play:**
 - a. No defensive player may be removed from a defensive position during an inning, except for an injury.**
 - b. Infielders must play standard infield positions and all outfielders must play in the grass.**
 - c. No player shall sit consecutive innings and no player will sit a second inning, until all players have sat one inning.**
 - d. A pitcher may remain as pitcher as long as they have not reached their allowed pitch count limit as noted in LL Rulebook and the catcher can remain in the game up to 4 innings in a row.**

- e. Any player not starting in one game must start the next available game.
 - i. Exception: players that show up after the game has started will be worked into the game the next inning.
- 5. Coaches / Umpires / Scorekeepers:
 - a. There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.
 - i. All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
 - ii. A substitute coach must be an approved Manager or roster coach of another MLL team or an MLL Board member may be used.
 - b. The Home Team is responsible for providing a volunteer to keep the scorebook,.
 - i. Upon reaching the maximum pitch count, the scorekeeper shall notify the home plate umpire of such. It is the manager's responsibility to adhere to the pitch count rules, as outlined in the LL Rulebook.
 - c. The Visiting Team is responsible for providing a volunteer to run the scoreboard .



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**“INTERMEDIATE 50/70” Division BASEBALL (11-13 year old)
“JUNIOR” Division BASEBALL (12-14 year old) “SENIOR”
Division BASEBALL (13-16 year old)**

- 1. Time Limit: No new inning shall start after 2 hours**
- 2. No player shall sit 2 consecutive innings**