

Katy National Little League Ground Rules 2025

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According to the authority of Rule 3.13 of Official regulations and playing rules promulgated by Little League Baseball, the Katy National Little League Board of Directors (hereafter referred to as the "Board") has adopted these ground rules, which are applicable in addition to the Little League Rules found in the rule book and through the Little League App.

The ground rules apply to all divisions of Katy National Little League (hereafter referred to as "KNLL") unless otherwise specified. These ground rules are designed to support the Little League rules for play and contained herein shall govern over KNLL. Familiarity with the LL Rules and the league ground rules will eliminate most problems. These rules are effective for the Fall 2025 season and shall remain in effect until changed in writing and by vote of the board.

GENERAL GROUND RULES

- The home team shall occupy the 3rd base dugout, and the visitor team shall occupy the 1st base dugout.
- Pre-game warm up cannot occur on the infield of any chalked/lined field for any reason.
- At the home plate meeting, all players shall be listed on the lineup card and copies are to be provided to the opposing team and the scorebook/scorekeeper.
- A continuous batting order will be used.
 - If by the end of the plate meeting, a player is not present, they should be moved to the bottom of the lineup.
 - If a player must leave the game due to illness or injury, they are skipped without an out occurring.
 - However, that player that is skipped may not re-enter the game for an at bat or for in the field.
 - If a player is on the bases and cannot continue due to injury or illness, the batter or runner who made the LAST out shall be inserted to run for the injured runner.
- Each team must have a minimum of 8 players to start a game. Exception: T-Ball games can be started with at least 5 players and Coach Pitch 6 can start with at least 6 players.
- When such situation is known in advance, the manager notifies the player agent of a need to request a pool player.
 - If additional players show up during the game, they are to be inserted at the end of the batting order.
 - If additional players do not show up, the manager of the team with 8 players may play with 8 in the field OR, at his option, request that the opposing teams last batter of the previous inning play in the field for his team. The field for this requirement, will be defined as either left or right field whichever is nearer the opposing team's dugout.
- There is no penalty for the 9th batter who is not present. If a player shows up, they will be added to the end of the lineup. If a team starts with 9 and drops below that due to something other than illness or injury, an out will be taken.
- Batting out of order. A batter shall be called out, on appeal, when failing to bat in his/her proper spot in order, and another batter completes a time at bat in place of the proper batter.

- (A) The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is retired and any balls and strikes shall be counted in the proper batter's time at bat.
- (B) When an improper batter becomes a runner or is retired, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise. (NOTE: If a runner advances while the improper batter is at bat, on a stolen base, illegal pitch [intermediate 50/70/JR/SR leagues a balk], wild pitch, or passed ball, such advance is legal)
- (C) When an improper batter becomes a runner or is retired, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of such time at bat becomes legal.
- (D) (1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out. (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.
- **POOL PLAYERS.** --Pool Players will put their names in the pool at the start of each season by either notification via registration or notification to their coach who shares the list with the player agent for that division.
- Players who notified during registration will be first on the list organized by the below statement and then any added player after the season starts.
- The list will have players in alphabetical order and will separate out teams so that there is another team between two players of the same team. This ensures that players from the same team do not end up playing unless other teams have declined or are not available.
- Parents should notify coaches in advance of no attendance or participation of a player and the coach should notify their player agent immediately upon notification.
- Per Little League, pool players are only from the division they currently are in and not outside of it.

- Once a pool player has been selected and participates, they go to the bottom of the list for future selections.
- Pool players cannot pitch or catch. They must play right field and bat last. If more than one player is utilized, the position order will be right field, left field and center field. If a team needs more than 3 pool players, consideration should be given to rescheduling rather than going any further.
- If a pool player is asked to come and shows up, they must play the minimum play requirements of 6 outs on defense and one at bat before they can be removed from the game.

- **BASERUNNING—SLIDING/LEAVING EARLY (MINORS only)**

- There is no must slide rule. Rule 7.08 reads *“Any runner is out when the runner does not slide or does not attempt to get around a fielder who has the ball and is waiting to make a tag.”*
- It will be the umpire’s judgement, as to whether the runner made an attempt to avoid direct contact in baserunning situations. If the fielder does not have the ball or is not in the act of fielding the ball/making a play, the umpire may judge obstruction has occurred.
- If the runner fails to avoid direct contact and makes intentional and purposeful contact with a player, the runner may be ejected for the contact.
- Players in the Minors divisions and lower must slide feet first when advancing to any base. A headfirst dive back to a base is allowed. If a runner slides headfirst in the Minors and under divisions, it will be a warning to the player and the manager, followed by an out on the next instance.
- Players in the Intermediate, Juniors and Senior divisions can slide headfirst whether advancing to or diving back to a base.
- Little League Rule 7.13 covers leaving a base early in the Minors division.
 - Once a pitcher is in contact with the rubber and catcher is in the box ready to receive delivery, runners shall not leave their bases until the ball has been delivered and reached the batter.
 - If a runner commits a violation of leaving early, this action can affect all other base runners.
 - When a base runner leaves the base and the batter does not hit the ball, the runner is permitted to continue (play is not stopped). If a play is made on the runner and the runner is called out, the play will stand. If the runner reaches

safely to the base which the runner is advancing, that runner must return to the occupied base and no out results.

- When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue (play is not stopped). If a play is made on the runner or runners and one or more are called out, the out or outs will stand. If not put out, the runner or runners must return to the original base/bases or to the unoccupied base nearest the one that was left. The umpire shall determine the base value of the hit ball for the batter.
 - When any base runner leaves the base before the pitched ball has reached the batter and the batter bunts, or hits a ball within the infield, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play, except the runner who occupied third base; that runner shall be removed from the base without a run being scored. Refer to the rulebook and section for examples.
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- **DEAD BALL---**The umpire will declare a "dead ball" if the ball is obviously out-of-play and/or out-of-reach of players on the field, or when players raise their arms above their head requesting a "dead ball" call.
 - A ball that becomes lodged or goes under the fence in fair territory shall be considered a ground rule double. The fielder should raise both hands in the air to stop play.
 - A ball that hits the yellow safety tubing and bounces back into play is a playable ball. A ball that hits the tubing and bounces over the fence is a home run.
 - Any ball that gets stuck in the backstop mat should not be declared a dead ball if the player can easily reach and retrieve the ball. If they cannot, they should raise hands to signal the ball is not retrievable. Otherwise, any attempt to retrieve a ball, play continues.
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- **FLOW OF GAME**
 - Teams must change positions as rapidly as possible at the end of each inning and play will resume within 2 minutes of last out, where possible under the umpire's direction.
 - New pitchers will get up to 8 pitches to warm up. Returning pitchers will get 6 or less pitches to warm up.

- For divisions that have a catcher, they should be run for with 2 outs if they are on base to allow for efficient equipment change. Catcher is defined as having played the previous inning at the position.
- Managers that attend the plate meeting are the individuals to request for and be granted time for mound visits, pitching changes or other actions. Request for time does not have to be granted. If a manager needs an assistant to make changes due to illness, injury, departure or other reason, they must be at the plate meeting with the manager.
- On deck hitters are only allowed in Intermediate, Juniors and Seniors divisions. A player can pick up their bat only if they are going to the plate or to the on-deck circle. Bat usage inside the dugout is prohibited.
- Managers must be prepared, pre-game, with pitching/catching plans and defensive rotations for the entire possible game. Huddles of players for motivational talks are not required, and the umpire can direct the players onto the field and begin play.
- Managers are responsible for equipment checks before each game to ensure at the plate meeting, all players are properly equipped. Bats must follow LL guidelines for the division of play. Catcher's masks must have a throat guard. This should be followed for every practice so no illegal equipment is present or used.
- A batter is out if they step in the batter's box with an illegal bat or is discovered to have used a legal bat **prior to** the next batter entering the batter's box. The ball is dead, and the runners must return if they advanced a base(s). Any illegal bats must be removed from the playing field. Coach will be given a warning for 1st offense. The coach will be ejected for 2nd offense
- No player can step onto the field without a hat for defense and a helmet during offense. Players should not remove either while on the field and continue to participate. Any issues should be handled by the manager or coach, allowing the player to continue play safely.

- **PITCHING RULES AND THRESHOLDS**

- Little League Regulation VI covers all pitching counts, thresholds and rest for pitchers age 9 and higher. The pitcher must be removed when they have reached their threshold and completed their batter to a result.
- The manager is required to know these rules, to ask questions prior to the season about the rules and follow them explicitly. Any manager that fails to follow the regulations and provide proper rest can be suspended and/or have the player not pitch in their next game to ensure proper rest.

- A catcher can catch 3 full innings and be available to pitch. If they receive one pitch during warmups in the 4th inning, they are no longer eligible to pitch.
- A pitcher can throw 40 pitches and continuation and still be allowed to catch. If a pitcher finishes a batter over the 40 threshold (Ex—43 pitches) and throws one pitch to the next batter, they are no longer eligible to catch.
- For Minors once a pitcher leaves the mound, they cannot return and must have proper rest to return.
- For intermediate/Juniors/Seniors, once a pitcher leaves the mound, they can return once IF they did not leave the field of play upon leaving the mound. Upon return, they can pitch the remainder of their required count.

- **MANDATORY PLAY:**

- For T-Ball and CP 5/6, every player shall play every inning. Every player shall play infield at least one inning, unless the parent requests to the coach, in writing, that they not play infield. A manager that feels a player in the infield is a safety issue must consult with the player agent and have the player evaluated by the agent before they do not play in the infield.
- For all other divisions, (CP 7/8 to Seniors), Mandatory Play is defined as 2 innings on defense and one at bat. The outs do not have to be consecutive. Any player that misses mandatory play in a game for reasons outside of run rule, rain out or other stoppage, must make up their missed time in the next game and meet play in the next game. A second reported instance will require a suspension of the manager from their next game.

GAME TIMES

- For the Spring seasons, all game times will be as written in the Little League rule book. It is the responsibility of the manager to have their team warmed up and ready to begin play as soon as the umpires deem play to be ready. This may require early arrival and preparation.
- For the Fall seasons, insert the times used previously here.
- This league operates under a park curfew. No new inning shall be started after 9:45PM. A game may continue to the finish of an inning at the direction of the board member on duty and with communication to the Harris County Constables office.
- The game will be suspended if not official and played at the next available date and time that is agreed to by both teams and scheduled by the player agent. The game will start at the same point when resumed. Any game that is suspended may be

resumed as scheduled by the player agent. A suspended game requires a board member to be on duty for this game and is not considered part of board duty. The member reviews the official book for details and meets with managers and umpires to go over the details of the previous event and updates on the current event.

- In the Spring season, Intermediate games must play to a result. All other divisions may have a tie.
- In the Fall season, ties are allowed in all divisions.
- **PROTESTS**
- Protests are not allowed in any division below CP 7/8.
- Protests will be allowed for rules infractions only and manager initiating the protest must provide the rule at the time of the protest and the infraction around it.
- The protest must be documented in the official scorebook.
- Any protest that occurs must be settled within 5 minutes of occurrence by the umpire and board member on duty. For 7/8 division, if a protest cannot be settled, play can be played under protest. For all other divisions, play should not continue as pitch counts will be impacted.
- All managers, coaches and board members should work to prevent protests. For CP 7/8, a protest must be settled at a local league level. For Minors/Intermediates/Juniors/Seniors, where a result could impact a league's post season participation, a protest can go to a full board vote and to District through the President's role for a decision. Once a decision is made, the issue will be settled with appropriate next steps to occur.
- Judgment calls cannot be protested.
- The start of the game clock shall be announced by the Umpire when the home team is placed on the field. In the Tee-Ball division, where an Umpire is not involved, all games shall start no later than five (5) minutes after the posted Game Time.
- Games scheduled to start after another game will start on time unless the preceding game concludes less than 10 minutes before the scheduled Start Time. If this occurs, then the official Start Time will be no more than 10 minutes after the completion of the preceding game.
- On-field warm-up, including pre-game outfield practice, will be limited to the time available. Areas are available adjacent to each field for pre-game warm-up. These areas must be used to ensure games start on time.
- Except to assure that a "regulation game" is played, no inning in the Fall shall start
Added after: " Tee-Ball: 50 minutes (Regulation Game not required) " Coach Pitch 6: 50 minutes (Regulation Game not required) " Coach Pitch 7/8: 1 hour, 20 minutes (or 6 Innings, whichever is quicker) " Minor: 1 hour, 30 minutes (or 6 Innings, whichever is quicker) " Intermediate: 1 hours, 30 minutes (or 7 innings, whichever is quicker)-

FALL ONLY. Spring must follow rule book of 1 hour, 45 minutes. Junior: 1 hour, 50 minutes (or 7 innings, whichever is quicker).

○ **MANAGER RESPONSIBILITIES:**

- All individuals that are on the field of play for practice or games, must have a background check conducted. If one was done for the Spring season, it is good for the Fall season.
- All managers are required to have read the applicable rules for their division, both Little League and local ground.
- Teams will have times on league fields. Teams may practice at any KISD or CFISD school with coverage. ANY practice done outside of these locations must be known and approved by the President for insurance purposes.
- A combination of team practices and games is limited to three sessions per week with maximum of 2 hours. Teams may not exceed this by arriving earlier than scheduled (as no one is there) or later than scheduled (as no one will follow).
- All managers and coaches must complete the required Little League training courses. Any coaches meeting should have attendance by a representative of every team that will be involved with managing or coaching the team.
- Each team must have a team representative, and it cannot be the manager of the team.
- For every game, a scorekeeper and scoreboard operator must be in the press box before the game can start. The scorekeeper and official book must be kept in the press box. Game change cannot be used in replacement of the official book until officially directed/replaced by LL International.
- Manager/Coaches should walk the field before each game and note ANY safety issues to the board member on duty for resolution. Manager/Coaches and all Adults should clean up the dugout and bleachers after each game, leaving both as they found it in good order.
- Managers shall control their coaches, fans and players. Managers are held responsible for the actions of all involved with the team.
- The ejection of any manager, coach, adult or player will require them to leave the field of play and the ballpark. They can go to their vehicle and wait in the parking lot.

They will be automatically suspended, without appeal for their next game and must not be at the field.

DIVISION RULES

T-Ball

- Player on the field in the pitcher position must wear a helmet.
- No official score will be kept.
- Throughout the season, all players cannot receive a baseball to hit through a coach pitching. All contact is made off of the tee. Each batter will get 5 swings to do so, and the ball must travel at least 15 feet. Anything less will be considered a foul ball.
- If the tee is knocked over during a swing, this effort is considered a foul ball.
- If a base runner is halfway to their advancing base when the ball becomes dead, they may advance to the next base.
- If the ball contacts a defensive coach before hitting any player, it is considered a dead ball. The batter and runners will be awarded one base.
- All players in the line up will bat until the inning is over.
- All players on the team shall play a defensive position every inning and there will be one player assigned to each infield position. Remainder of players will be assigned to the outfield position.
- While on defense, each team is allowed up to 4 coaches/parents on the field to help with player positioning. There should be no contact with a player while the ball is in play unless where player safety is compromised. Coaches/parents must be positioned in grass areas not including infield or foul territory.
- The defense can stop play by getting all base runners out or getting the ball back into the pitcher's circle. It does not have to be controlled by the defensive team. The pitcher must have one foot inside the pitcher's circle on defense. All infielders should play normal depth and no closer than 4 feet in front of the baseline/path

Coach Pitch 5/6 Division

- No Official score should be kept
- Each batter will get 5 pitches. After the 3rd pitch, where a swing and miss occurs, the hitter will use the tee to hit.
- If a batted ball hits one of the defensive team's coaches on the field before hitting any of the players, this is a dead ball. Batter and runner will be awarded one base. Runners that are halfway to a base can advance to that base on a dead ball.
- Runners can only advance one base on an overthrown ball.
- A 5 run rule per inning is in effect and once the 5th run has crossed the plate, the half inning is over.
- All players on the team shall play a defensive position every inning There will be one player assigned to each infield position. The remainder of the players will be positioned in the outfield. Each player will play an infield position at least one (1) inning per game
- While on defense, each team is allowed up to four coaches or parents on the field to help position the players. The adults may not touch any of the players or the ball while the ball is in play, except where player safety may be compromised. Coaches or parents must be positioned in grass areas not including infield or in foul territory.
- The defense can stop play by getting all the base runners out or getting the ball back into the pitcher's circle. The ball must enter the pitching circle. It does not have to be controlled by the defensive team.
- The defensive team must throw the ball to get an out instead of running to tag a player out except in a situation where running the player out would be the directional play. This is a judgment call.
- Until the ball is hit, all infielders should play at normal depth and no closer than four feet in front of the baseline. The pitcher must have one foot inside

pitcher's circle until the ball is hit. All outfielders must be positioned on outfield grass.

- Four (4) outfielders may be used; however, all outfielders must remain in the outfield until the ball is struck. No rovers will be allowed (i.e., outfielders must be equally placed from left to right field and be at least one third of the way from the back of the infield dirt to the fence). It is illegal to play an outfielder just outside of the infield dirt areas.

Coach Pitch 7/8 Division

- Score shall be kept, and there will be a winning team and a losing team. Standings will also be kept, and this division will have an end-of-the-season tournament (SPRING only).
- Games are 6 innings, but no inning will start beyond 1 hour and 20 minutes after the official starting time. If the game is tied at the end of regulation, it will remain a tie (except in postseason tournament play)
- The umpire is the sole judge of time. Managers should present a full lineup, at the plate meeting to exchange with the other manager.
- The game is completed when the time limit is reached, and additional play will not change the outcome. This rule is intended to be a drop-dead rule. IE. The visiting team is at bat when time limit is reached and the home team is ahead by more runs than the visiting team can score in that inning, then time will be called, and the game is over.
- The offensive team can have three coaches on the field: 2 base coaches (positioned at 1st and 3rd base) and a coach pitcher positioned at the pitcher's mound pitching to the batter.
- Coaches for the defensive team should remain in the dugout, in preparation for the next division where that is required. One coach can be in front of the dugout if needed but must make every effort to avoid interaction with play.
- The Visiting team will provide a scorekeeping volunteer. The Home team maintains the official scorebook.
- Scores will be posted, and standings will be maintained on the league's website during the season to allow for proper seeding for post season play (SPRING only).

- Every player present for the game is in the batting order for the duration of the game. Any late arriving player will assume the last position in the batting order.
- A maximum of 5 runs allowed per inning per team (3 outs or 5 runs will constitute an inning for the offensive team).
- The game shall be called when it is mathematically impossible for one team to catch up in 6 innings. This rule is intended to be a drop-dead rule. Once one team cannot catch up in 6 innings, the game is over, regardless of if the winning team is home or visitor. As soon as it is mathematically impossible for one team to catch up, the game will be over.
- An adult coach or manager is expected to pitch.
- The coach pitcher must remain in contact with the pitching rubber while pitching. The ball must be thrown overhand. No kneeling or pitching from the knee at all.
- There is no set speed for pitches. Pitchers should be Consistent from first to last batter of the game. The coach pitcher must make every effort to avoid the ball when in play. when possible.
- Coaching from the pitcher's mound is to be limited to the movement of the batter in the batter's box, as the coach pitcher is in the best position to view the batter's alignment. This is to be done for safety reasons only. The first instance of coaching from the mound will result in a warning, followed by a removal from the role on future ones.
- Each batter will be allowed a maximum of 5 pitches. If a foul ball is hit on the fifth pitch; then, the player will be allowed to continue batting until he or she does not contact the ball or puts the ball in play. "5 pitches or 3 strikes = 1 out. "Batters are not permitted to bunt or soft swing at the ball. If, in the umpire's judgment, a batter soft swings or bunts, the pitch is ruled a strike, and the ball is dead. " There will be no based on balls or base awarded for a batter hit by a pitch. It is considered no pitch. A fair ball hitting a coach pitcher will be declared a dead ball, and the runner will be awarded 1st base. All other runners advance if forced. If, in the umpire's judgment a coach interferes with a fielder's attempt to make a play, the ball is dead, and the lead runner is out.
- The penalty for a batter throwing a bat is umpire's discretion and can result in a warning. an out and/or ejection.
- When an out is made on a base runner, the base runner must leave the field of play and return to the dugout.

- If an infielder is attempting to tag a runner, the runner is out if they move, in the umpire's judgement, more than 3 feet direction from the base path that they have established. The base path is measured from where the runner is, not from a direct line between bases, so a runner can round 1st base and make a huge arc toward 2nd with no penalty. For purposes of this rule, the base path is basically 6 feet wide but it's not always directly between the bases -- it's from where the runner is.
- An "overthrow" is defined as a thrown ball that is not controlled by the base player. On an Overthrow to any base, a base runner can try to advance only one base, at their own risk.
 - For example, a batter hits the ball to the shortstop. who fields the ball and makes the throw to 1st base, attempting to make the force out; however, the throw was not accurate and sailed past the 1st base player who was unable to catch the ball, this is considered an overthrow.
 - Overthrows can occur at any base if there is an attempt to make an out at the base. " The defense can attempt to make an out against the base runner(s) trying to advance on an overthrow without penalty . If no play is attempted on the base runner(s), the ball is declared dead, and the batter can advance no further than the next base.
 - Base runners must "tag up" (be in contact with the base they were on at the start of the play) after a fly ball is caught and can attempt to advance to the next base when the fly ball is first touched by the fielder. When tagging up, the base runner must re trace their steps.
 - If a base runner is hit by a fair batted ball, the base runner is out for interference. the batter is awarded 1st base, and the ball is dead unless the following exceptions occur
 - If a defensive player attempts to make a play on the ball but fails to field the ball and then the ball hits the base runner, in the judgment of the umpire. the base runner shall not be called out by the umpire, the play continues, and the ball is live.
 - If the base runner is hit by a fair batted ball after a fielder first contacted the ball, in the judgment of the umpire, the base runner shall not be called out by the umpire, the play also continues, and the ball is live.
 - Obstruction, in the judgment of the umpire, is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impeding the progress of any base

runner. When obstruction occurs, the umpire shall call or signal "Obstruction." If a play is being made on the obstructed runner, or if the batter/runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out. Exception: If a fielder is about to receive a thrown ball, and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball, he may be considered in the act of fielding a ball. It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball.

- After a fielder has tried to field a ball and missed, he can no longer be in the act of fielding the ball.
 - For example: If an infielder dives at a ground ball, and the ball passes him, and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner. When the ball is in the possession of the pitcher, and they are in the pitcher's circle, the umpire will call the ball dead when, in the umpire's judgment, a play will not be made on a base runner.
 - Base runners (going from one base to the other) are allowed to advance at their own peril (risk of being put out). Once the ball is declared dead, placement of the base runners will be determined by the umpire. Runners that have rounded the previous base and, in the umpire's, judgement are attempting to advance to the next base will be awarded that base.
 - If the pitcher attempts to make a play on a base runner, the play continues. If a play is attempted and the fielders make an error, the play continues, and base runners can advance. in accordance with overthrow rule.

- If the pitcher does not attempt to make a play (maintaining possession of the ball in the pitcher's circle), the umpire will call the ball dead. Any base runners that have rounded the previous base and, in the umpire's, judgement are attempting to advance to the next base, will be awarded that base. This is a judgement call by the umpire and cannot be argued by a coach. Arguing the judgement of an umpire on whether a runner is trying for the next base, will result in one warning followed by an ejection on the second instance.
- When the ball is in the possession of an infielder and, in the umpire's judgment, the lead runner has been stopped by the defense, the umpire will call "Time". The ball is dead and will be returned to coach pitcher. Any other runner that has rounded a previous base and, in the umpire's, judgement is attempting to advance to the next base, will be awarded that base, if it is unoccupied.
- The ball is considered live if the ball is in the possession of an outfielder. They must get the ball into the infield for play to be stopped.
- Base runners are not permitted to steal bases and will remain in contact with the base until the ball is hit. PENALTY: see rules on "leaving early" (LL rule 7.13).
- A courtesy runner may be used for the catcher. Coaches should make every attempt to use a courtesy runner for the next innings catcher when there are two outs recorded.

Defense

- Nine players should be used defensively: six in the infield and three in the outfield. 10 players are allowed if agreed upon by all coaches at the coach's meeting.
- Good baseball fundamentals will be taught - fielders should learn to throw to the proper base and should be discouraged from running down base runners to make an unassisted out.
 - Ex---If the ball is hit to the pitcher on the 3rd base side, they should throw to first. If the ball is hit to the first base and their momentum takes them

towards the runner, a tag can be done. A significant change of direction is not considered momentum towards the runner.

- *Every player must play at least two innings in the first 4. " Any player that plays the position of pitcher or 1st base, or any combination of the two positions for two consecutive innings (any portion of an inning counts as an inning) in a game must play an outfield position or bench for 1 complete inning (3 outs or 5 runs) prior to returning to the positions of pitcher or 1st base. This rule is in effect for every time a player plays two innings.*
- No infield fly rule. Infielders must catch fly balls.
- Outfielders must remain in the grass approximately halfway between the infield dirt and the fence until the ball is put into play. Outfielders must throw or hand the ball to an infielder. Outfielders are not allowed to tag a base runner or run to a base to make an out.
- The catcher will be in the catcher's box, no more than 8 feet directly behind home plate. The catcher may field the position defensively once the ball is in play but must not interfere with the batter and/or base runner. Plays at the plate shall be fielded by the catcher. The catcher should be expected to catch pitches, and field passed balls, and return them back to the pitcher. If the plate umpire determines that the catcher is returning pitches are detrimentally slowing down the game, the umpire (and only the umpire) may decide to limit the catcher to returning the first three pitches for every batter. The catcher must always wear full catching equipment.
- The player fielding the pitcher's position must have at least one foot inside the pitcher's circle and be lined up no closer than the pitching rubber until the ball is hit. The player fielding pitcher position can only run an out to first base if the ball takes them in the direction of the runner/base. If the ball is hit in any location that would require a change of direction and momentum change, the pitcher must throw the ball to get the runner out. Infielders may not position themselves more than 5 feet inside the baselines.

Minors Division

- Intentional walks are allowed. Those pitches will count towards the pitcher's pitch limit.
- The "Infield Fly Rule" IS in effect. Runners may advance at their own risk.

- A "5 Run Rule limit per inning is in effect regardless of the number of outs. Once the 5th run has crossed the plate, the half inning is over.
- If after (3) innings In the Minor Division, one team has a lead of 15 runs or more. the manager of the team with the fewest runs shall concede the victory. If after (4) innings in the Minors Division, if one team has a lead of 10 runs or more. the manager of the team with the fewest runs shall concede the victory. If after (5) innings, if the home team is ahead by 8 runs or more, the manager of the team with the fewest runs shall concede the victory.
- Each team will be allowed to have 3 coaches. 2 will coach the bases from the coach's boxes, and 1 adult coach must remain in the dugout. if a 3rd coach is not available. a player must coach one of the bases while wearing a helmet. While on defense, all coaches must remain in the dugout until granted timeout by the Umpire, not on the field.
- On-deck batters are not allowed on the field. Hitters must remain in the dugout until it is their turn at bat. No players will swing a bat inside the dugout or equipment area for safety reasons.
- Teams must field at least 8 players no later than Fifteen (15) minutes after the scheduled game time.
- If a team loses a player during the game, they must borrow a player from the opponent to field 8 positions.
- Courtesy runner for the catcher is REQUIRED with 2 outs or 4 runs in each inning. The last player to make an out should be used.

Intermediate Division

- The "Infield Fly Rule" is in effect.
- No run limits
- Metal Spikes are allowed.
- Mercy Rule is in effect - 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings.
- On-deck batters are allowed and, for safety, should be at the batter's back.
- Legal bats are defined on Little League's website for this division.
- Special pinch runners are allowed in case of injury.
- Teams must field at least 8 players no later than fifteen (15) minutes after the scheduled game time. If a team loses a player during the game, they must borrow a player from the opponent to field 8 positions.

- If the third strike called by the Umpire is not caught by the catcher. providing (1) first base is unoccupied, or (2) first base is occupied with two Outs, then the batter can run to first base. In the event the batter does not realize his situation on a third strike not caught. and who is not in the process of running to first base, shall be declared out once enters the dugout/bench area.
- Each team will be allowed to have 3 coaches. 2 will coach the bases from the coach's boxes. and 1 adult coach must remain in the dugout. If a team has only 1 coach, a player will coach one of the bases while wearing a helmet. While on defense. all coaches must remain in the dugout until granted time out by the Umpire, not on the field.
- Courtesy runner is REQUIRED for the catcher with 2 outs in each inning. The last player, who is not the pitcher of record, to make an out should be used.
- No new inning begins after 9:45PM and fall games may end in a tie.
- Must pull a pitcher on the 2nd mound visit in each inning & all other pitchers must be pulled on any mound visits if in that same inning.
- Open bases, Lead Offs and steals allowed at any time
- All pitching counts and rules must be followed as listed in Regulation VI.
- Balks called and enforced with warning in the Fall, without warning in the Spring. Balks result in an immediate dead ball, "no-pitch" - base runner advances 1 base.
- Minimum number of players is 7, must take outs if missing 8th and 9th batter
- Mercy Run rules are in effect, per Little League rules for division.
- A pitcher that has been removed but is still eligible to pitch, may return as pitcher if he remained in the game in both the field and batting; but only once.
- POST SEASON TOURNAMENTS
- Post season tournaments will be single elimination. They can be double loss elimination with approval of the President, Vice President, and Head Player Agent only
- Seeding for the tournament will be based on won/loss record during the year (winning %). Should there be a tie in the standings, the following will be used as tiebreakers:
 - 1st Tiebreaker: head-to-head
 - 2nd Tiebreaker: runs allowed
 - 3rd Tie breaker: runs scored
 - 4th Tie breaker: shut outs
 - 5th Tie breaker: coin flip

- The Home Team during tournament games will be the higher seeded team. The only exception will be in the event of a two-loss elimination tournament. In that case the home team for the Championship Game will be the team that advanced through the winner's bracket (without a loss). 5.

Championship Game:

- Championship Games are played a full 6 innings. (intermediate: 7 full innings) without any time limits.
- If the score is tied at the end of regulation play, a runner will be placed at 2nd base (the last out) to start the inning.