



2015 Season

Official Baseball Rules,
Regulations & Guidelines

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General Guidelines – All Leagues

The objective of Wilton Little League is to implant in our players the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

The philosophy of Wilton Little League is that the regular season is intra-mural in nature: wins, losses and standings are not recorded, all teams participate in the playoffs, and playoff seeding is done via random selection. Towards the goal of making the season instructive and inclusive, and to ensuring the best development of all players, the following guidelines shall apply to all leagues:

1. Games are to start on time. For all leagues the emphasis should be on maximizing game play; to that end, on field warm-ups should be minimized, and available field time should be used for game play.
2. Only the team manager and 2 designated coaches may be in the dugout/bench areas during games. All players not on the field will remain in the dugout area. Additional team volunteers, parents, siblings, scorekeepers, etc. must stay out of the dugout / bench area. All volunteers and spectators should be kept away from the backstop area between the dugouts.
3. All managers and coaches must complete the Little League Volunteer form and return it to their respective League Director.
4. Full, proper uniforms should be worn at games, including shirts tucked in and hats worn properly.
5. If a player is injured, the manager should seek immediate medical assistance and, if warranted, call 911. Any injury of consequence must be reported to the League Director and President promptly. Signed medical release forms should be brought to each Little League practice, game, and activity.
6. Maximum of 5 runs per inning, except as noted for specific leagues. However, in the 6th inning in a 6-inning game, and the last inning in a shortened game when “last inning” is announced prior to the start of the inning, there is no maximum runs limit.
7. Warm-up swings by an on-deck batter are NOT allowed. Only the batter is allowed to have and swing a bat.
8. Helmets will be available for all games. Helmets must be worn at all times by the batter, any base runner, and any child coaching first or third base.
9. Good sportsmanship is required. Both teams should recite the Little League pledge and engage in post-game handshakes at home plate.
10. Managers, coaches and fans should not attempt to influence umpires in any way. This includes not calling "ball" or "strike" beyond backstop, not making "safe/out" calls as base coaches, not instructing batters to "swing/hold" while pitch is being delivered, etc.
11. While obvious, the following are in-force for all games:
 - ✓ NO food or drink in dugout/bench areas (water is OK). No water/refreshment allowed on the field at any time.
 - ✓ NO taunting of players or officials
 - ✓ NO foul or improper language
 - ✓ NO smoking in presence of players
 - ✓ NO post-game, around-the-bases “victory laps”
 - ✓ NO alcoholic beverages at any Little League events, including post-game activities

Guidelines – Major and Minor Leagues

1. General

- a. Managers should note that regular season games are for the development of the team, and that regular season wins and losses are not recorded for standings or playoff purposes. These rules, including rotating batting orders, minimum fielding time and soft stops are to maximize game play and the development of all baseball players.
- b. Both managers must communicate the results of every game, including player pitch counts, to their League Director within 24 hours of the completion of the game.
- c. WLL’s intent is to maximize game play during the allotted time; as such:
 - i. On-field warm-ups are to be minimized. Upon the completion of the preceding game, the following game should begin as soon as possible.
 - ii. Managers must change their pitcher upon the second mound visit made by a manager or coach to the same pitcher in an inning, or the third mound visit to the same pitcher during a game.
 - iii. All times out count as mound visits with the exception of attending to an injured player or equipment repair, where the manager / coach does not address the pitcher and/or defense.
 - iv. Mound visits by managers and/or coaches are to be brief, and not to unnecessarily delay the game.
- d. Regular season games are to be played through the “soft stop” time, at which time the half-inning in play is to be completed, and no additional half-innings started. All games will have a “hard stop” fifteen minutes after the soft stop, at which time the game will be called, even if in the middle of an inning.
 - i. For clarity, Little League rules state that a half-inning begins immediately upon the occurrence of the third out of the preceding half-inning. If the third out is made prior to the “soft stop” time, the next half inning would be played.
 - ii. The game times, by league, are:

	AA	AAA	Majors
Weekday start	5:30pm	5:30pm	7:30pm
Weekday soft stop	7:30 pm	7:00 pm	9:00 pm
Weekday hard stop	7:15 pm	7:15 pm	9:15 pm
Saturday soft stop	90min from start	90min from start	90min from start
Saturday hard stop	All leagues 15 min after soft stop		

2. Fielding:

- a. Free player substitution is allowed and encouraged (managers should make every effort to avoid having a player sit for two consecutive innings);
- b. A player removed as a pitcher may NOT return to pitch in the same game.
- c. All players must play in the field for a minimum of three full innings (nine defensive outs) in the game. Failure to abide by this rule shall result in a forfeit.
 - i. All players must play in an infield defensive position for two full defensive innings (six defensive outs) during each six-inning game. Failure to abide by this rule shall result in a forfeit.
 - ii. A player that is on the field for a complete defensive inning that ends as a result of the five-run rule is credited with three defensive outs played.
 - iii. A Player that enters or leaves during a defensive inning that ends as a result of the five-run rule is credited only with the outs recorded while the Player is on the field.

3. Batting

- a. All teams MUST use a rotating batting order during the regular season. A rotating batting order means that the manager sets a running batting order at the beginning of the season and each player's spot changes depending upon who makes the last out in each preceding game. This rule does not apply to playoff games.
- b. Bunting is allowed at the Majors and AAA levels.
 - i. "Butcher Boy" plays (batter showing bunt, then hitting away) are not allowed in order to protect infielders. A batter swinging away (regardless of whether or not contact is made) after showing bunt is ruled out, and base-runners return to the base occupied prior to the pitch (dead ball rule applies, no stealing or advancing on a passed-ball).

Wood, aluminum or composite bats are allowed so long as the bats are "Little League Approved."

4. The Runner

- a. A runner is out when the runner does not slide or attempt to get around a fielder who is either in possession of the ball or is in the act of fielding the ball.
 - i. Note: Fielder NOT in possession of ball or in the process of making a play must not obstruct the runner. Umpires are instructed to favor the fielder in the application of this rule to any marginal plays, especially at Home Plate.
- b. Following a hit, the runner obtaining possession of a base is permitted to attempt to advance, at his own risk, to the next unoccupied base. However, once the runner stops and begins to return to the latest base possessed and the ball is in the pitcher's possession on the pitcher's rubber, the runner must remain on that base until the next legal pitch.

- c. For Minor Leagues only, following a base on balls, the runner may not attempt to advance to second base if the pitcher is in possession of the ball on the pitcher's rubber regardless of continuous movement towards second base
5. Pitching
- a. All pitchers in must pitch have contact with the pitchers rubber during their delivery.
 - b. A pitcher who delivers 41 or more pitches in a game can NOT play the position of catcher for the remainder of that day.
 - c. A player who has played catcher for more than three full innings in a game may not pitch for the remainder of the game; a player may move from catcher to pitcher if they have caught three or fewer full innings at any point during the game.
 - d. Intentional walks are NOT allowed at any time.
 - e. A pitcher is to be removed if:
 - i. Two batters are hit by pitch (plunks, not grazes) by the pitcher in 1 inning.
 - ii. Any three batters are hit by pitch (plunks) by the pitcher during a game.
6. Playoffs:
- a. Pool-round playoff standings will be determined using pool-round wins and losses as the first tie-breaker (regular season wins and losses do not count), with head-to-head (or head-to-head-to-head if three tied teams) results within pool-round as the second tie-breaker, and defensive runs allowed per inning (RA/IP) as the third tie-breaker.
 - i. In the event of a three-way tie, the three way tie is broken first, then the tie-breaking rules are re-applied from the top starting with head-to-head between the two remaining tied teams.
 - b. Playoff forfeits are considered a 0-0, zero-inning win for the "winning" team, and a 0-6, six-inning loss for the forfeiting team for purposes of RA/IP computation.
 - i. Forfeit results are considered Wins and Losses for overall post-season record purposes, but are not considered head-to-head game results for purposes of breaking a tie. Teams tied (inclusive of forfeit results) would have the tie broken by head to head results in games actually played, or by RA/IP ratio.
 - c. Post season games are to be played to completion regardless of the time elapsed.
 - d. A playoff game suspended because of weather or darkness will be resumed at the earliest possible date. Managers must agree on game status (inning, outs, score, base runners, pitchers of record, including pitch counts, etc...) **BEFORE** leaving the field of any suspended game.

Pitch Count Regulations

- 1. Any player on a team may pitch. There is no limit to the number of pitchers a team may use in a game.
- 2. The manager must remove the pitcher upon reaching the limit for his/her league as noted below, but the pitcher may remain in the game at another position:
 - ✓ Majors (League Age: 11 or 12):85 pitches per day
 - ✓ Majors (League Age: 10):75 pitches per day

- ✓ AAA (League Age: 9, 10 or 11):.....75 pitches per day
- ✓ AA (League Age: 8, 9 or 10):.....50 pitches per day

Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until the completion of that at-bat. If the pitcher reaches the limit on the last pitch to a batter, the pitcher must be removed before the next at bat.

3. Pitchers must adhere to the following calendar days rest (i.e., days with no pitches thrown) requirements:

- ✓ Pitchers throwing 1 – 20 pitches in a game, zero (0) calendar days rest required
- ✓ Pitchers throwing 21 – 35 pitches in a game, one (1) calendar days rest required
- ✓ Pitchers throwing 36 – 50 pitches in a game, two (2) calendar days rest required
- ✓ Pitchers throwing 51 – 65 pitches in a game, three (3) calendar days rest required
- ✓ Pitchers throwing 65+ pitches in a game, four (4) calendar days rest required

Example: Pitcher throws 50 pitches on Sunday, is eligible to pitch again on Wednesday.

NOTE: As of the 2013 season Little League International has clarified this rule; a pitcher reaching a specific days-rest pitch count threshold during an at-bat may complete the at-bat in which they reach the threshold and then next pitch after the days-rest indicated for the pitches threshold reached during the at bat, PROVIDED they are removed before the start of the next at-bat.

Example: On Sunday a pitcher begins an at-bat at 47 pitches, throws 6 pitches during the at-bat, is deemed to have reached the “50 pitch” threshold, and may pitch again with two days rest (Wednesday) provided the pitcher is removed prior to throwing a pitch to the next batter.

4. The field umpire shall keep the official pitch count, and shall have the final say on number of pitches thrown. Irrespective of the umpires’ determination of pitch count, managers are to ensure the safety and proper development of pitchers, and shall be responsible for knowing when his/her pitcher must be removed, and for removing a pitcher that is no longer eligible.

In the event of a double-header a player may not pitch in more than one game in a day, regardless of the number of pitches thrown in the first game.

Notes:

- A. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- B. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- C. In suspended games resumed on another day, the pitchers of record at the time the game was halted pitch on the resumption day to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest since their last pitching appearance.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required four days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85

more pitches in the resumption of the game, provided he/she is eligible based on his/her rest and pitching record during the previous four days.

Manager and Umpire Guidelines

- 1) The managers and umpires have much to do with the environment in which the players play their games. They are to be conscious of this important responsibility at all times.
 - a) Only the manager or, in his absence, the coach may address an umpire. Under no circumstances and at no time may a manager argue with an umpire.
 - b) Requests to clarify rules are permitted, especially in minor leagues. If a manager believes a rule has been improperly applied by an umpire they may **NOT** argue the call;
 - i) The manager may protest the umpires' decision by informing the umpire and opposing manager at that point in play.
 - ii) Managers waive their right to protest if they do not inform both the umpire and opposing manager at the time the dispute occurs.
 - iii) Umpires should file a report of any protest or other difficulties with the Head Umpire within 24 hours of the occurrence, and the Head Umpire will file a report with the League President by the next day.
 - c) Umpires should take care to explain rule situations so that players may learn from these occurrences.
 - d) Manager compliments and complaints regarding umpires should be directed to their League Director
 - e) **The WLL Board will support the umpires.**
- 2) Managers and umpires will have read and will know the: "Wilton Little League Official Rules, Regulations & Guidelines" updated each season by WLL and the "Official Regulations and Playing Rules" booklet published by Little League each year. Managers should bring their copy of the "Wilton Little League Official Rules, Regulations & Guidelines" and make them available to an umpire who may not normally work games in that league.
- 3) Managers are responsible for keeping accurate score books for pitching records in all major and minor league games, and for making their scorebook available for inspection by their League Director.
- 4) Game ball protocols:
 - a) The Home Team Manager provides 2 new balls to the umpire prior to the start of the game.
 - b) The visiting team provides the next ball, and the teams alternate thereafter.
 - c) A manager may request that a new ball be put in play at the beginning of an inning. In the bottom of an inning, the visiting team must agree to the new ball being put in play.
 - d) The exception is that the umpire shall have ultimate authority to introduce a new ball if he feels that safety is an issue.

Rain-Out and Make-Up Guidelines

The Wilton Little League Hotline (834-3747) and League website provide the latest information regarding field availability for practices and games. Should questionable weather arise, the hotline will generally be updated before 4:00 pm each weekday and by 7:30 am on weekends. Note – spring weather in Connecticut can change quickly, please re-check hotline and League website if conditions are uncertain.

Managers, Coaches and League Directors share the responsibility with the League to determine the playability of fields. If a Manager, Coach or League Director arrives at a field and determines a field is unplayable, they should immediately notify their League Director, who should notify the Head of Umpires.

Upon determination of unplayable field(s), the League will:

- (a.) Update the field hotline system
- (b.) Update the League website's field status section
- (c.) Confirm that the YMCA concession stand have been advised of the cancellations

NOTE: "playable" means generally sound footing; a field can be wet/damp and still be playable provided the clay is firm and sound, not sticky or slippery.

Make-Up Games

Developmental Leagues (T-Ball, Coach Pitch and Machine Pitch)

Make-up games are optional. (Generally, the only available make-up days will be Sunday afternoons.) Make-up day, field, and time would be arranged through the appropriate League Director.

All Other Leagues

Rainout games should be made up at the earliest possible date, and may be required to meet District minimum number of game requirements. Managers are to work with their League Directors to find an available field time and date.

In scheduling make-up games, managers must coordinate with their League Director to arrange:

- (a.) A field to play on and a time;
- (b.) An umpire (LD will coordinate with Director of Umpires to arrange); and
- (c.) For the WLL Boosters to be advised of the date and time when the make-up game involves a game at the YMCA (Boosters will decide whether or not to staff concessions for a make-up game).

Major League Rules and Bench Conduct

All play is governed by Little League Baseball Official Regulations and Playing Rules (the little green book), except as noted below.

1. Players-
 - a. Nine (9) defensive players in the field. Managers are strongly encouraged to play each scheduled regular season game even if fewer than nine players are present.
 - i. If fewer than nine players are present, managers are encouraged to allow fielders to be borrowed (the player(s) making the last batted out the prior inning).
 - b. For playoff games a minimum of seven (7) defensive players are required on the field at all times or the game shall be forfeited. The cutoff time for having seven (7) players present (meaning IN the dugout, and ready to play) is fifteen (15) minutes after the scheduled game time.
 - i. Fielders are not to be “borrowed” between teams for playoff games.
2. The Game –
 - a. All regular season games (weeknight and weekend) are to be played to the completion of the half-inning being played as of 1:30 (one hour thirty minutes) after the start of the game.
 - b. For clarity, Little League Rules state that a half-inning “begins” immediately upon the occurrence of the third out of the preceding inning. If the third out of a half inning is made prior to the “soft stop” time, the next half inning would be played.
 - c. If the half-inning being played as of the soft-stop time is not completed within fifteen minutes, the game should be “hard stopped” at that time. For example, a game starting at 7:30 pm, with a half-inning being continued past the soft-stop of 9:00 pm, should be hard-stopped at 9:15 even if the half-inning is not yet complete.
 - d. Playoff games are to be played to completion.
 - e. Umpires retain full responsibility for exercising judgment in case of rain or darkness, without regard to the time of day, and are responsible for proceeding accordingly.
3. The Runner –
 - a. In the Majors league only a batter may become a runner and attempt to “steal” first base when the third strike of an at bat is not caught by the catcher, when:
 - i. First base is occupied with two outs, or
 - ii. First base is unoccupied regardless of the number of outs in the inning.
 - b. The defense may force the runner out at first base; the putout need not be made by tag.
 - c. The ball is “live” when the third strike is not caught (subject to conditions above) and other runner(s) on base may attempt to advance at their risk.
 - d. The batter forfeits the right to attempt to advance to first base when he/she enters the dugout or any other dead ball area.

AAA League Rules and Bench Conduct

All play is governed by Little League Baseball Official Regulations and Playing Rules (the little green book), except as noted below.

1. Players
 - a. Nine defensive players in the field. Managers are strongly encouraged to play each scheduled regular season game even if fewer than nine players are present. If fewer than nine players are present, managers are encouraged to allow fielders to be borrowed (the player(s) making the last batted out the prior inning). In the event that a team is aware in advance that it will be short players for a game, it is encouraged that a player from another team with in the same league, and not scheduled for a game with his or her own team, recruited to fill out the roster for that game as long as the recruited player does not pitch in the game.
 - b. For playoff games a minimum of seven (7) defensive players are required on the field at all times or the game shall be forfeited. The cutoff time for having seven (7) players present (meaning IN the dugout, and ready to play) is fifteen (15) minutes after the scheduled game time.
2. The Game –
 - a. Week night games will begin at 5:30, and are to be played to the completion of the half-inning being played as of 7:00 (one and a half hours after the start of the game), unless six innings are completed earlier.
 - b. Weekend games should be played to the completion of the half-inning being played one and a half hours after the game start.
 - c. For clarity, Little League Rules state that a half-inning “begins” immediately upon the occurrence of the third out of the preceding inning. If the third out of a half inning is made prior to the “soft stop” time, the next half inning would be played.
 - d. If the half-inning being played as of the soft-stop time is not completed within fifteen minutes, the game should be “hard stopped” at that time. For example, a game starting at 5:30 pm, with a half-inning being continued past the soft-stop of 7:00 pm, should be hard-stopped at 7:15 even if the half-inning is not yet complete.
 - e. Umpires retain full responsibility for exercising judgment in case of rain or darkness, without regard to the time of day, and are responsible for proceeding accordingly.

AA League Rules and Bench Conduct

All play is governed by Little League Baseball Official Regulations and Playing Rules (the little green book), except as noted below.

1. Players

- (a.) Ten (10) defensive players in the field no more than six (6) players may be in the infield. Outfielders must be positioned in the outfield.
- (b.) Managers are encouraged to play regular season games even if fewer than nine players are present, and to allow the player(s) making the last batted out the prior inning to be borrowed.
- (c.) For playoff games a minimum of seven (7) defensive players are required on the field at all times or the game shall be forfeited. The cutoff time for having seven (7) players present (meaning IN the dugout, and ready to play) is fifteen (15) minutes after the scheduled game time.

2. The Game

- (a.) Week night games will begin at 5:30, and are to be played to the completion of the half-inning being played as of 7:00 (one and a half hours after the start of the game) unless six innings are completed earlier.
- (b.) Weekend games should be played to the completion of the half-inning being played one and a half hours after the game start.
- (c.) For clarity, National Little League Rules state that a half-inning begins immediately upon the occurrence of the third out of the preceding inning. If the third out of a half inning is made prior to the “soft stop” time, the next half inning would be played.
- (d.) If the half-inning being played as of the soft-stop time is not completed within fifteen minutes, the game should be “hard stopped” at that time even if the half-inning is not yet complete.
- (e.) Umpires retain full responsibility for exercising judgment in case of rain or darkness, without regard to the time of day, and are responsible for proceeding accordingly.

3. Pitchers, Balls, and Strikes

- (a.) Strike zone: top of shoulders to lower part of the knee caps.
- (b.) After a pitcher has thrown 5 pitches to a batter during one at bat which are called “balls” by the umpire, the batter shall be given a base on balls.

4. The Runner

- (a.) On balls hit into play (to the infield or outfield), runners may advance only to the base they are approaching once the ball is in the possession **of any infielder**, even if there is an overthrow on an attempt by the defense to record an out on the runner.
 - i. While Runners may not advance beyond the base they were originally entitled to at the time the ball came into an infielder’s possession, they may be tagged out if they attempt to do so – the responsibility is on the runner to return to the proper base. This will be treated as though the runner over-ran the base.
 - ii. Runners may be tagged out in attempting to advance; the runner may not advance further on any subsequent overthrows in the same play.

- iii. For clarification, runners may not “tag up” and advance on pop-ups caught by infielders (they may tag-up and advance on balls caught by outfielders).
- iv. Runners that leave their base prior to the ball being caught are at risk of being “doubled-off”; runners may not advance if the defense overthrows the ball in attempting to double a runner off.
- v. For clarification, these rules are designed to encourage defenders to attempt to make plays, without creating a “Keystone Kops” situation of base-runners continuing to subsequent bases. At this level WLL wants to encourage defenders to catch the ball, and throw to the proper base, not to “keep the ball in their pocket.”

(b.) Base runners may steal subject to the following limitations:

- i. No leading; runner may only leave after the pitch has crossed home plate
- ii. Runners may steal second or third base only; no stealing home
- iii. Runners may not advance on any overthrows during a pickoff play.
- iv. Stealing is limited to three stolen bases per half-inning for each team.
- v. Stealing is limited to one stolen base per player per following a given plate appearance (i.e. no player may steal more than one base in an inning unless the team has batted around, and the player is on base for a second time, and the team has not yet stolen three bases in the inning).

5. Miscellaneous

- (a.) The manager or one coach is permitted and encouraged to stand in the field with his or her defensive team for the purpose of instructing the players.
- (b.) At the Middlebrook III field, any ball that goes into the woods in fair territory is a home run. A ball that lands fair in the left field outfield, but rolls into the woods in foul territory along the left field line is a ground-rule double.

Developmental League

Machine Pitch (CAP) Rules and Bench Conduct

1. The Game:
 - a) Each half inning ends after 3 outs OR 5 runs are scored.
 - b) Maximum of 5 runs per inning, except in the 6th inning in a 6-inning game, and the last inning in a shortened game when last inning is announced at the beginning of the last inning.
 - c) Games last maximum of 1.5 hours. Teams may complete the half-inning being played when the game reaches the 1.5 hours.
2. Batting:
 - a) All players must be in the batting order and progress consistently/consecutively through the lineup during each game.
 - b) A batter strikes out after 4 swinging strikes. Foul balls count as strikes but a player cannot foul out, unless a ball is caught in foul territory.
 - c) A batter should not be allowed to delay the game by repeatedly “taking” good pitches. Ten (10) pitches per batter unless on the 10th pitch the batter hits a foul ball, in which case the batter remains at bat and must swing at each subsequent pitch until such time as the batter either puts the ball in play or strikes out.
 - d) There are no walks.
3. Base Running
 - a) No base stealing or bunting.
 - b) A batted ball that hits the pitching machine is a dead ball; the batter advances to 1st base; all runners advance one base.
 - c) The runner may not advance beyond the base the runner is approaching once the ball is thrown or run into the infield OR on any overthrow to any base. Fielders are encouraged to throw the ball to the proper base to attempt to make an out, or even to continue the defensive play to proper completion even if the runner is already “safe”. The goal is to teach fielders how to properly field the ball and attempt to make an out.
4. Scoring:
 - a) Baseball rules: A run is scored when a runner safely advances all of the bases.
5. Fielding:
 - a) Each player plays in the field; team must field the following positions:
 - a. Infield: Catcher, 1st base, 2nd base, Short-stop, 3rd base, Pitcher (pitcher stands near, but NOT in front of the pitching machine)
 - b. Outfield: Left, Right, Center.
 - b) No player sits on the bench.
 - c) If/ when a team has 10 or 11 players a 4th or even 5th outfielder will be used.
 - d) Every player must play at least two innings in both the infield and the outfield in every game.

Developmental League
Coach Pitch Rules and Bench Conduct

The Game:

1. Games last one (1) hour.
2. Game duration is time based (1 hour), duration is not based on a number of innings.
3. There is no minimum or maximum inning requirement.
4. Both teams should have an equal number of times at bat/ in the field.

Batting and Base Running:

1. All players will bat once per inning.
2. There are no strikes, no balls, and no player will return to the dugout because of a fielded out.
3. Every player hits and then runs to first base, all other base runners advance one base.
4. Runner may not advance beyond the base the runner is approaching, unless the runner is on base when the last batter hits.
5. Last batter hits and all runners run all remaining bases through home. Last batter in the batting order runs all bases.
6. The half inning ends after the last player in the batting order bats and runs the bases.
7. The coach will throw a progressively easy pitch from a safe but manageable distance.
8. If the ball is not hit after 5 pitches, either a tee or soft-toss should be used.
9. There are no strikeouts or walks.
10. No base stealing or bunting.

Scoring:

1. Points are scored by the defensive team (team playing the field).
2. One “out” achieved by the defensive team equals “one point” for the defensive team.
3. No batter/ base runner (offensive player) is removed from a base when an out is scored.

Fielding:

1. All players will take a position in the field, every inning.
Example:
 - 8 players on the team, 8 players take the field.
 - 12 players on a team, 12 players take the field.
2. All players will have an opportunity to play every position at some point during the season.
 - Managers must plan accordingly if there are more players on a team than games in the season.

Developmental League
T-Ball Rules and Bench Conduct

The Game:

1. Games last one (1) hour.
2. Game duration is time based (1 hour), duration is not based on a number of innings.
3. There is no minimum or maximum inning requirement.
4. Both teams should have an equal number of times at bat/ in the field.

Batting and Base Running:

1. All players will bat once per inning.
2. There are no strikes, no balls and no player will return to the dugout because of a fielded out.
3. Every player hits and then runs to first base, all other base runners advance one base.
4. Runner may not advance beyond the base the runner is approaching, unless the runner is on base when the last batter hits.
5. Last batter hits and all runners run all remaining bases through home. Last batter in the batting order runs all bases.
6. The half inning ends after the last player in the batting order bats and runs the bases.
7. At the start of the season all players are to hit the ball off the tee. As the season progresses coaches are encouraged to pitch to their full team during practices, and towards the end of the season, pitch in games to those players well able to hit pitched balls.
8. No base stealing or bunting.

Scoring:

1. Points are scored by the defensive team (team playing the field).
2. One “out” achieved by the defensive team equals “one point” for the defensive team.
3. No batter/ base runner (offensive player) is removed from a base when an out is scored.

Fielding:

1. All players will take a position in the field, every inning.
Example:
 - 8 players on the team, 8 players take the field.
 - 12 players on a team, 12 players take the field.
2. All players will have an opportunity to play every position at some point during the season.
 - Managers must plan accordingly if there are more players on a team than games in the season.