



2017 Supplemental Rules

Tee-Ball Division

1. No umpires are used in tee-ball. It is strictly developmental.
2. Games are 4 innings in length but shall not exceed 1 hour and 30 minutes.
3. No score is recorded. There are no records, standings, or playoffs at this developmental level.
4. A chalk arc line shall be applied to indicate a 15 foot area beyond home plate that the ball must cross when hit before a fielder can attempt to make a play.
5. All players can play in the field at the same time. Extra outfielders should be used if the team exceeds 9 players. Coaches and Managers are allowed in the field to assist positioning as needed and shall rotate positions evenly. Pitcher position shall wear a helmet.
6. Teams shall bat through the order each inning, alternating the batting order (1st inning 1-12 / 2nd inning 12-1).
7. Bases will be cleared if 3 outs are recorded and the inning will continue.



2017 Supplemental Rules

1A (MP) Division

1. Junior umpires may be assigned. When not available coaches or volunteers shall be used.
2. Games are 6 innings in length but no new inning shall start after 1 hour and 45 minutes.
3. Batters and baserunners may only advance one base at a time unless the ball is batted to the outfield in the air off of the machine. If the ball reaches the outfield in the air from a machine pitch hit, the baserunners can advance until the ball is returned to the infield. Once the ball is returned to the infield (dirt) regardless of possession, baserunners not already attempting to gain the next base must not advance.
4. Base stealing is not allowed and runners must remain on the base until the ball is hit. A runner leaving early will be warned by the umpire.
5. Two coaches may be in the outfield when their team is on defense to assist with positioning. When batting, a coach will feed the machine and another coach may stand in the batting area to assist with positioning, tee placement, and returning balls to the coach loading the machine.
6. The fielder playing the pitcher position must wear a helmet and remain in the vicinity of the pitching rubber to the side of the machine until the ball is hit.
7. No bunting or swing bunts. Batters must take a full swing or will be called back to hit again.
8. Ten players may play the field on defense with four player in the outfield. Outfielders must be positioned at least 10 feet behind the base paths in the grass and may not cover bases.
9. There are no strikeouts at this level. If the player does not hit the ball after five pitches the ball will be placed on the tee. If the fifth pitch is hit foul another pitch is given and will continue until hit fair, swings and misses, or lets the ball go by.
10. Catchers are required to wear full protective gear. They are not required to use a catchers glove.



11. A batted ball that hits the machine is a dead ball single.
12. There is no infield fly, appeals, or protests at this level.
13. Playing time is equal. Teams will bat the bench in a continuous batting order. All players shall play a minimum of two innings in the infield and two innings in the outfield.
14. The pitching machine speed will be set between 30-35 mph and agreed to by the coaches prior to the start of the game.
15. This division is an instructional introduction to competition. However, respect, fair play, and good sportsmanship are the most important lessons to teach at this level and coaches are asked to align their coaching philosophies with these priorities.
16. There are no tee-ball call ups. A player from another 1A/MP team can be used if the team has less than 6 players for the game in the regular season. The added player must bat last and play the outfield unless both coaches agree otherwise.
17. A maximum of three (3) runs may be scored in any inning but the final (sixth) inning. If the final (sixth only) inning is reached, teams may bat through the maximum number of hitters in either of the two teams lineups or until three outs are recorded.
18. Sunset times apply (no new inning 15 minutes before sunset).



2017 Supplemental Rules

2A Division

1. Weekend games will be played with kids pitching. Weeknight games will be played using the pitching machine. All playoff games will be kid pitch. Regular balls will be used for both and machine speed shall be set between 35-40 mph.
2. The pitching distance for both kids and machine is 40 ft. If agreed to by both coaches, kids may be moved up a few feet when struggling to get the ball to the plate, but not too close as to cause safety concern from a batted ball.
3. When pitching, players are limited to one inning per game. When playing the position in machine pitch players must be lined up even with the rubber on the side of the machine until the ball is hit. A helmet is required for the pitcher position in all cases.
4. Three swinging strikes or failure to put the ball in play after five machine pitches shall both constitute as a strikeout in machine pitch games. A batter will not be called out on a fouled fifth machine pitch and will receive pitches until a hit or out is recorded. A fifth or final machine pitch must be swung at unless an errant machine pitch is called.
5. When kid pitching, there will be a two bucket system with a coach behind and to the side of the catcher with one bucket to retrieve balls from the catcher or those missed by the catcher. Another coach will be located behind the pitcher with another bucket of balls for the pitcher. When the pitching bucket is empty, the coaches will switch the buckets. Brief pitching instruction is permitted when not interrupting the flow of the game. The two bucket system allows more actual playing time by eliminating the delays in returning the ball to the pitcher after each pitch.
6. When using the pitching machine, coaches will feed the machine while still using the bucket system with another coach behind the catcher. The umpire will position himself to make calls on the bases.
7. There are no walks or hit batters when using the machine.
8. There is no infield fly rule, stealing and bunting are not allowed and teams must bat the bench in a continuous batting order. Runners must remain on the base until the ball is hit. A runner leaving early will be warned by the umpire.



9. Batter and runners may only advance one base on an infield hit. Any batted ball that reaches the outfield in anyway is a live ball and runners may advance until the ball in the possession of an infielder in the infield. Baserunners not already attempting to gain the next base must not advance.
10. Utilizing a fourth outfielder, a total of ten players may be in the field on defense. No coaches are permitted in the field with their team on defense.
11. There is no penalty for an injured player who may be skipped in the lineup and reinserted when ready to continue.
12. Every player must play a minimum of two innings in the infield and two innings in the outfield each game and playing time must be equal.
13. A maximum of four (4) runs may be scored in any inning but the final (sixth) inning. If the final (sixth only) inning is reached, teams may bat through the maximum number of hitters in either of the two teams lineups or until three outs are recorded.
14. Games may end in a tie. Sunset times apply (no new inning 15 minutes before sunset).



2017 Supplemental Rules

3A Division

1. Pitching distance is 46' and 2017 Little League pitch count rules apply. There is no balk rule. A halted pitch shall be called a ball and counted toward the pitch count.
2. Teams must bat the bench in a continuous batting order.
3. Infield fly is in effect. All bases (including home) may be stolen once the ball crosses the plate, and bunting is allowed.
4. Dropped third strike rule is not in effect.
5. Players may not play the catcher position for more than three innings in any game.
6. Except in the final (sixth) inning (or any extra inning), there will be a five run limit per inning. Once a team has scored at least five runs, no new batters will be allowed a plate appearance. It may be possible to score a maximum of eight runs in an inning (4 runs already scored, bases loaded, batter hits a home run)
7. Sunset times apply (no new inning 15 minutes before sunset).



2017 Supplemental Rules

Majors Division

1. Pitching distance is 46' and 2017 Little League pitch count rules apply. There is no balk rule. A halted pitch shall be called a ball and counted toward the pitch count.
2. Teams must bat the bench in a continuous batting order.
3. Infield fly is in effect. All bases (including home) may be stolen once the ball crosses the plate, and bunting is allowed.
4. Dropped third strike rule is in effect (6.09 B-2). The third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with 2 outs.
5. There is no maximum run rule. 2017 Little League mercy rule applies – A team down by more than ten runs after four completed innings shall concede the game (or 3 and ½ with home team up by more than 10 runs).
6. Sunset times apply (no new inning 15 minutes before sunset).