



2018 Supplemental Rules Tee-Ball Division

1. No umpires are used in tee-ball. It is strictly developmental.
2. Games are required to be 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 should play in the field at the same time. Extra outfielders should be used if the team exceeds 9 players.
6. Coaches and Managers must remain in the field to assist positioning as needed
7. All managers are required to rotate defensive positions such that every player has had an equal opportunity to play the infield and outfield
8. Pitcher position must wear a helmet at all times.
9. Teams shall bat through the order each inning, alternating the batting order after each inning in such a way that all batters gets equal time throughout the batting order.
10. Home team is responsible for setting up the field (including setting up equipment, lining the fields if needed, cleaning any messes and putting the equipment away at the end of the last game of the day)

End of Tee Ball Division Supplemental Rules



2018 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. Unless sunset rule supersedes this rule for safety concerns.
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 (grass) 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. **All tee hits are one base only**
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. (no umpires are allowed to feed 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. At no time during the at bat (including hitting from the tee) is the pitcher allowed to stand in front of the machine
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. Outfielders are not permitted to make infield plays, exception only to make an assist
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 catcher's glove.
11. A batted ball that hits the machine is a dead ball single. **All** runners will advance one base (regardless of force or non- force)
12. There is no infield fly, appeals, or protests at this level.
13. Playing time is equal. All players shall play a minimum of two innings in the infield and two innings in the outfield. Each player may only play a position one inning per game.

14. Teams will bat the bench in a continuous batting order
15. The pitching machine speed will be set between 30-35 mph and agreed to by the coaches prior to the start of the game.
16. 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.
17. 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.
18. A maximum of three (3) runs may be scored in any inning but the final inning (regardless if it's the sixth inning). When the final 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. The final inning shall be determined by both teams before the top of the selected final inning
19. There is no continuation runs at this level, maximum of three runs only per inning
21. Sunset times apply (no new inning 15 minutes before sunset). Sunset rule shall be determined between both teams prior to game start as posted at the clubhouse each day.
22. Home team is responsible for setting up the field (including setting up the machine, lining the fields if needed, cleaning any messes and putting the machine and any field equipment away at the end of the last game of the day)

End of 1A (MP) Division Supplemental Rules



2018 Supplemental Rules 2A Division

1. Each game shall be (3) innings kid pitch (innings 1 -3) and (3) innings machine pitch (innings 4-6). Coaches are to have the machine set up and ready to go before the start of the game. As soon as the 3rd inning ends both coaches shall work to get the pitching machine set up as soon as possible.
2. Games are 6 innings in length but no new inning shall start after 1 hour and 45 minutes. Unless sunset rule supersedes this rule for safety concerns.
3. All playoff games will be kid pitch. Regular balls will be used for both and machine speed shall be set between 35-40 mph.
4. 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.
5. 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.
6. 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.
7. 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.
8. 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.
9. There are no walks or hit batters when using the machine.
10. There is no infield fly rule, stealing and bunting (including fake bunts) 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.
11. 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.

12. Utilizing a fourth outfielder, a total of ten players may be in the field on defense.
13. No coaches are permitted in the field with their team on defense. Exceptions may be made to allow a coach to help pitchers, if determined by both teams to be acceptable (during regular season only, this will not be permitted during playoffs).
14. There is no penalty for an injured player who may be skipped in the lineup and reinserted when ready to continue.
15. 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.
16. A maximum of four (4) runs may be scored in any inning but the final inning. In the final inning (regardless if the final inning is the sixth), teams may bat through the maximum number of hitters in either of the two teams lineups or until three outs are recorded. The final inning shall be determined by both teams before the top of the selected final inning
17. No continuation run rule at this level
18. Games may end in a tie. Sunset times apply (no new inning 15 minutes before sunset). as posted at the clubhouse each day.
19. All playoff games are kid pitch only (no machine will be used)
20. Home team is responsible for setting up the field (including lining the fields if needed, cleaning any messes and putting the machine and any field equipment away at the end of the last game of the day)

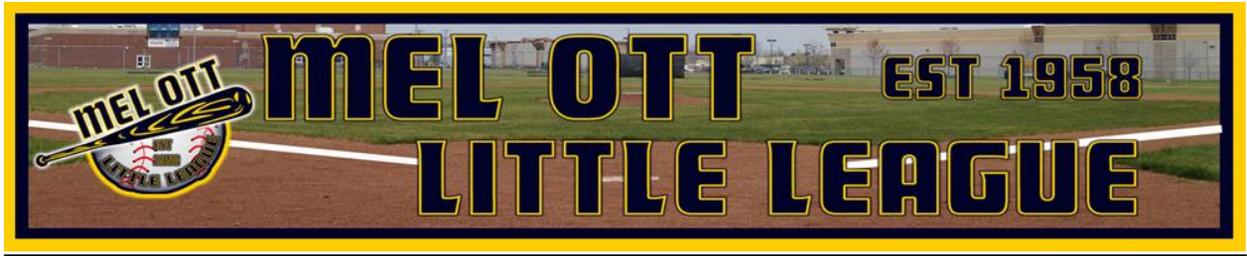
End of 2A Division Supplemental Rules



2018 Supplemental Rules 3A Division

1. Pitching distance is 46' and 2017 Little League pitch count rules apply. (See Little League Rules regulation VI for Pitcher / Catcher rules)
2. There is no balk rule. A halted pitch shall not be considered a pitch and not counted toward the pitch count.
3. All games are scheduled for six innings
4. Teams must bat the bench in a continuous batting order.
5. Infield fly is in effect. All bases (including home) may be stolen once the ball crosses the plate, and bunting is allowed.
6. Dropped third strike rule is not in effect.
7. Players may not play the catcher position for more than three innings in any game.
8. Except in the final inning (or any extra inning), there will be a five (5) run limit per inning. Once a team has scored at least five runs, no new batters will be allowed a plate appearance. There is NO run continuation allowed at this division.
9. Sunset times apply (no new inning 15 minutes before sunset). Sunset rule shall be discussed between coaches and umpire and decided on prior to game start
10. Home team is responsible for setting up the field (including lining the fields if needed, cleaning any messes and putting any field equipment away at the end of the last game of the day)

End of 3A Division Supplemental Rules



2018 Supplemental Rules Majors Division

1. Pitching distance is 50' and 2018 Little League pitch count rules apply. (See Little League Rules regulation VI for Pitcher / Catcher rules)
2. Base distances shall be 70' and 2018 Little League rules for 50/70 shall apply
3. The balk rule is in effect. The first halted pitch (per pitcher) shall be given a warning the pitch shall be counted toward the pitch count.
4. Teams must bat the bench in a continuous batting order.
5. Infield fly is in effect. All bases (including home) may be stolen once the ball crosses the plate, and bunting is allowed.
6. 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.
7. Except in the final inning (or any extra inning), there will be a seven (7) run limit per inning. Once a team has scored at least seven (7) runs, no new batters will be allowed a plate appearance. There is NO run continuation allowed at this division.
8. Sunset times apply (no new inning 15 minutes before sunset).

End of Majors Division Supplemental Rules