

## ISSAQUAH LITTLE LEAGUE LOCAL RULES

*Updated: April 2011*



All baseball and softball games shall be played strictly by the Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC. as established for the current playing year. The priority of rules and regulations for this League shall be as follows:

1. Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC.
2. Operating Manual for LITTLE LEAGUE BASEBALL®, INC.
3. Washington District #9 District Policies as authorized and issued by the District Administrator
4. Issaquah Little League Local Rules and Policies

No rule or policy may be adopted within the League that is or may be in direct conflict with any rule, regulation or policy contained in publications of a higher priority as listed above.

### SAFETY

5. Medical
  - a. Managers and coaches must have in their possession a completed medical release form for every player on their roster prior to the start of practices and games.
  - b. During the game/practice, teams must have at least one representative present who has attended the League's mandatory safety meeting.
  - c. Managers, Coaches, Umpires and League Officials should have some training in first-aid. First-aid kits should be made available and stocked at all times.
  - d. When a player misses more than seven (7) continuous days of participation for an illness, injury, or sustains a suspected concussion or head injury, a physician or other accredited medical provider must give written permission for a return to full baseball/softball activity. Such written permission must be given to the League President, Commissioner of Baseball/Softball or Player Agent before the player can resume participation.
6. Protective Equipment
  - a. Equipment should be inspected regularly, especially for cracked or damaged helmets.
  - b. Batters must wear approved helmets during batting practice as well as during games.
  - c. Athletic protection – All male players must wear a protective cup.
  - d. The catcher must wear a long chest protector, shin guards, protective cup (baseball) and a catcher's helmet and mask with dangling throat guard.
7. Batter/Runner
  - a. No player other than the at-bat-hitter is allowed to have a bat in his or her hands inside or outside of the playing field fences. No "on-deck" batter is allowed in any level of baseball or softball from Majors or below. The player must go directly from the seat in the dugout to the batter's box. This rule does not apply to Junior /Senior League Baseball or Softball.
  - b. Except when a base runner is returning to a base, headfirst slides are not allowed. Runner will be called out.
8. Representatives from teams scheduled for practice or game play shall inspect the entire playing field to ensure it is free of debris and hazards that could reasonably lead to player or volunteer injury. If either manager or the game coordinator cannot conclude that the field is safe for play, the field shall not be used and the practice or game shall be cancelled.

### PARTICIPANT CONDUCT

1. The use of abusive or profane language by anyone is prohibited. Any use of alcohol, drugs or tobacco on the playing field or in the dugouts is prohibited. Drinking of alcoholic beverages will not be allowed among spectators within the vicinity of any game at any division of LITTLE LEAGUE BASEBALL®, INC.
2. Ejection Rule. Issaquah Little League will absolutely not tolerate uncontrolled or unsportsmanlike conduct from managers, coaches, players or spectators.
  - a. If the umpire ejects a player, manager, or coach from a game, he/she shall leave the field and baseball facility immediately and take no further part in the game. He/she may not be recalled. Any manager, coach or player ejected from a game is suspended for his/her team's next physically played game. A second ejection in one season shall mean termination of participation in all Issaquah Little League activities.
  - b. If a parent or spectator is ejected from a ball game for whatever reason, he/she shall leave the baseball facility immediately and take no further part in the game. Failure to leave will result in the umpire suspending play until such time as the ejected party complies. If necessary; in the umpire's judgment, the game may be suspended for the day and resumed at a later date without the ejected party present. A game date/time will be worked in accordance with the League reschedule policy and will resume at the precise point at which it was suspended with all records; including pitching and hitting, counted. Any parent or spectator ejected twice in one season will not be allowed to attend any Issaquah Little League activities for the remainder of the season.
  - c. Any and all appeals shall be made to, and heard by; the Issaquah Little League Board of Directors and the Board's decision shall be final.
3. The League President may protect the best interest of the players and/or League by taking immediate disciplinary action up to suspension until such time as a full hearing, against any manager, coach, player or spectator determined to be not conducting themselves in a manner consistent with League rules, spirit of the rules or other obligations of their position within the League.

### UNIFORMS & EQUIPMENT

1. Players on the field must be in full uniform to include cap, uniform jersey and uniform pants. Shirts must be tucked in the pants and the shirt, pants and socks must match and fit properly.
2. The players shall care for uniforms during the season. Please wash them regularly according to the care instructions and mend them when necessary.
3. Players must not wear watches, rings, pins, jewelry or other metallic items. Exception: items displaying medical alert information.
4. Shoes with metal spikes are not permitted in Majors or below.

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5. Bats and balls used in any scheduled practice or game must comply with size, weight and performance specifications set forth by **LITTLE LEAGUE BASEBALL®, INC.**
  - a. Competitive Divisions: 2BBLG Baden Little League baseball shall be used for all games and practices.
  - b. AA and A Division: SAF-5S Baden Level 5 Safety baseball shall be used for all games and practices.
  - c. T-Ball: SAF-BST Baden Level 1 Safety baseball shall be used for games and practices.
6. Catcher's Mitt. Required for Competitive Divisions. The use of a catcher's mitt is strongly recommended for AA and A Divisions. However, if the catcher's mitt does not fit or is not useable, a fielder's glove may be used.
7. Misuse of equipment by anyone will not be tolerated.

### GAME PRELIMINARIES

1. Umpires. The League will assign umpires for AAA, Coast and Majors games.
  - a. In the event the league does not assign umpires, the home team will provide the home plate umpire and the visiting team the field umpire.
  - b. In the event the league assigns only Junior Umpires who are under 18 years old to the game, the home team will provide an adult to serve as Game Coordinator – it is suggested this be the adult who is the official scorekeeper. The Game Coordinator cannot be a coach or manager involved in the game. The Game Coordinator is not an umpire. The duties of the Game Coordinator, as detailed in the Little League rules, include being the sole determiner of when the field is not playable due to weather or darkness, ensuring that safety rules are being followed, and making sure that coaches, players, and spectators are behaving in a sportsmanlike manner. The Game Coordinator does not have the authority to make any calls on the field, or overrule or change calls made by umpires. The Game Coordinator does have the authority to eject coaches, players, and spectators.
2. Home Team Responsibilities:
  - a. Occupy the 3rd base dugout.
  - b. Prepare the baseball field - including raking/leveling and chalk lines.
  - c. Provide official scorekeeper and pitch counter for game - check at end of each inning.
  - d. Provide the umpire with at least two (2) balls suitable to the umpire for play. Provide additional balls as required.
  - e. Name an Adult as Game Coordinator when no adult Umpire present per 9.03(d)
3. Pre-Game Practice
  - a. No batting on the game field or adjacent areas except Wiffle® or Pickle-ball® ball batting practice in the outfield. Batting cages must be used at Dodd fields.
  - b. The visiting team shall have infield practice for ten (10) minutes starting thirty (30) minutes before game time. The home team shall have infield practice for ten (10) minutes immediately following the visiting team. If normal infield practice time is not available, the teams shall equally split whatever time is available.
4. Pre-Game Meeting. The pre-game meeting between managers, game coordinator, and umpires shall take place ten (10) minutes before game time:
  - a. Each manager shall determine that the condition of the field is acceptable.
  - b. Each team shall provide to each other and the official scorekeeper a copy of the starting line up at this time, and a lineup card shall also be given to the home plate umpire, if requested.
  - c. The home plate umpire shall give to the managers the pre-game instructions and review any and all ground rules particular to that field.
5. Players from both teams shall occupy their respective dugouts in the five (5) minutes prior to game time.

### GAME PLAY

1. Start of Game. All games shall start at the scheduled time except for changes approved by the League President or Commissioner of Baseball/Softball.
2. Minimum Number of Players. Nine (9) players are required to start or continue a Competitive Division game. If a manager knows in advance that they will be short players, then the game can be rescheduled 24 hours before the scheduled game time. If the game is called a forfeit, the game can be played as a practice game with pitch counts tracked. If a game is not rescheduled 24 hours before scheduled game time then the game is a forfeit.
3. Managers and Coaches
  - a. Teams may elect to use two (2) adult base coaches, one (1) at first base and one (1) at third base. An adult coach is only permitted to occupy the first and/or third base coaches box if there is at least one adult manager or coach in the dugout.
  - b. No more than one (1) manager and two (2) coaches shall be allowed in the dugout. No other non-player shall be allowed in the dugout. The manager and coaches shall remain with the players at all times to supervise and direct player activity. Parents or other children are not allowed to mingle around the dugout and talk to the players or offer them food or drink.
  - c. Managers, coaches and players must remain in the dugout when not on the field playing or as a base coach during the game and may not leave without the permission of the umpire.
4. Time Outs
  - a. Offensive Time Out: Only one (1) offensive time out, for the purpose of a visit or a conference each inning.
  - b. Defensive Time Out:
    - i. A coach may visit a pitcher two times (2) in one inning. Third time out the pitcher has to be removed.
    - ii. A coach may visit a pitcher three (3) times in a game. Fourth time out the pitcher has to be removed.
    - iii. A manager or a coach is prohibited from making a third visit while the same batter is at bat.
    - iv. A manager or coach may confer with any other players, including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
5. Player Substitutions
  - a. A continuous batting order shall be used which includes all players on the roster present for the game. Players arriving after submissions of the line-ups to the umpire shall be placed in the order after the last player named in the batting order. If a player

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- becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the order without penalty. If the injured, ill or absent player returns they will be reinserted into their original spot in the batting order and the game continues.
- b. A player may be entered and/or re-entered defensively into the game anytime with the exception of the pitcher. A player once removed as a pitcher may not re-enter that position.
6. Minimum Playing Time. In accordance with Regulation IV (i), all players shall play in each game for a minimum of three (3) full defensive innings and one at bat. Substitutions shall be made no later than the bottom of the 3rd inning for the visiting team and top of the 4th inning for the home team.
    - a. Any game shortened by darkness, weather or mercy rule 4.10 (e) is not an excuse to not satisfy this minimum play.
    - b. When a violation of the mandatory play rule occurs the offended player(s) shall start the next scheduled game on defense, play any previous requirement not completed as well as the requirement for this game prior to being removed.
    - c. Repeated violation or intentional failure to meet the minimum play requirements shall subject the manager and coaches to the disciplinary action.
  7. Mercy Rule 4.10(e)
    - a. If after four (4) innings, three and one-half (3 ½) if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.
  8. Postponed or Suspended Games.
    - a. Regular season games at AAA, Coast and Major divisions are required to be made up or resumed if less than twelve (12) games will be played. Division Vice Presidents will monitor games played to ensure that the twelve (12) game minimum is achieved. Exceptions must be approved by Division Vice President as "unreasonable circumstances".
    - b. Managers may reschedule a game through the division Vice President and League field scheduler. The League Umpire-in-Chief must be notified of the new date.
    - c. Regulation games halted while tied (as interpreted by the official rules) will not be finished but recorded as ties.
  9. Protesting Game. Rule 4.19.
    - a. Protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game and shall not be the basis for a protest.
    - b. The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.
    - c. Protests shall be made as follows:
      - i. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
      - ii. Following such notice the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.
    - d. Protests made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible player is being used, said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
    - e. Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the local league president within 24 hours. The umpire-in-chief shall also submit a report immediately.
    - f. A committee composed of the umpire-in-chief and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If the protest is allowed, resume game from exact point when the infraction occurred.

### PITCHING

1. Unless otherwise noted, pitching shall be conducted in accordance with the Little League Official Regulations and Playing Rules for Baseball. There is no limit to the number of pitchers a team may use in a game.
2. Managers or Coaches must not warm up a pitcher at home plate, bull pen, or anywhere else at any time. A substitute player not playing the field is encouraged to warm-up the pitcher. A catcher's mask must be worn.

### SCOREKEEPING

1. Scorekeepers for both teams shall record all pitches in the League supplied scorebooks. The home scorekeeper's pitch count shall be the official count. Managers shall periodically consult with each other between innings during the game on pitch counts to avoid any violations of the pitching rules.
2. Competitive Divisions. After each game, the home team manager shall confirm pitch counts with the opposing manager, and then report the score and the pitch counts for every pitcher to the Division VP, who in turn shall record these pitch counts and periodically update all managers on player pitch counts during the season.
3. The scorebooks of all teams shall be subject to inspection by the League and its representatives.

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## BASEBALL RULES SUMMARY FOR THE 2011 SEASON

	T-Ball	A	AA	AAA	Coast	Majors
<b># of Innings</b>	4	5	6	6	6	6
<b>End of Inning</b>	Each player bats once.	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs
<b># of Fielders</b>	All players (max 6 infielders)	10 players (4 true outfielders; no rover)	10 players (4 true outfielders; no rover)	10 players (4 true outfielders; no rover)	10 players (4 outfielders)	9 players
<b>Required Play</b>	3 full innings of defense; 2 innings play infield.	3 full innings of defense; 2 innings play infield.	3 full innings of defense; 2 innings play infield.	3 full innings of defense; 2 innings play infield.	3 full innings of defense.	3 full innings of defense.
<b>Pitcher</b>	Batter hits off a tee	<b>Coach pitches to own team.</b> Limit of 7 pitches/batter. No walks or hit-by-pitch. Swinging strike outs apply.	<b>Coach pitches to own team.</b> Limit of 7 pitches/batter. No walks or hit-by-pitch. Swinging strike outs apply.	<b>Kid pitches to opposing team.</b> Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	<b>Kid pitches to opposing team.</b> Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	<b>Kid pitches to opposing team.</b> Standard balls and strikes including walks, hit-by-pitch, and strike-outs.
<b>Pitch Count</b>	NA	NA	NA	Pitch count rules apply.	Pitch count rules apply.	Pitch count rules apply.
<b>Baserunning</b>	No steals. Runners stop once the ball has been returned to the infield. Runners may circle the bases on last batter.	No steals. Runners stop once the ball has been returned to the infield.	No steals. Runners stop once the ball has been returned to the infield.	Steals allowed with hard stop at 3rd base.	Steals allowed. Defense is responsible for stopping baserunners progress.	Steals allowed. Defense is responsible for stopping baserunners progress.
<b>Advanced Baserunning</b>	No bases may be taken on an overthrow.	One base is awarded on any overthrow.	One base is awarded on any overthrow.	No lead-offs. Runner advances at own risk once the ball reaches the batter.	No lead-offs. Runner advances at own risk once the ball reaches the batter.	No lead-offs. Runner advances at own risk once the ball reaches the batter.
<b>Batting</b>	Bunting is not allowed	Bunting is not allowed	Bunting is not allowed	Bunting is allowed. Slash bunting strongly discouraged.	Bunting is allowed. Slash bunting strongly discouraged.	Bunting is allowed. Slash bunting strongly discouraged.
<b>Scoring</b>	Scores will not be kept	5 run limit per inning*	5 run limit per inning*	5 run limit per inning*. 10-run mercy rule after the 4th inning.	5 run limit per inning*. 10-run mercy rule after the 4th inning.	No run limit per inning. 10-run mercy rule after the 4th inning.
<b>Time Limit</b>	4 innings or 90 minutes, whichever comes first	No new inning after 90 minutes	Weekday: No new inning after 1:30. No pitch after 1:45 Weekend: No new inning after 2:00. No pitch after 2:20	Weekday: No new inning after 1:30. No pitch after 1:45 Weekend: No new inning after 2:00. No pitch after 2:20	No Time Limit unless following game scheduled: No new inning after 2:00. No pitch after 2:20.	No Time Limit unless following game scheduled: No new inning after 2:00. No pitch after 2:20.

\* There is no 5 run limit for the last inning of the game

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All LITTLE LEAGUE BASEBALL, INC. rules will apply except as follows:

## **Juniors Division**

1. District 8 and 9 Local rules for the Inter-League Play for the Junior 80' Baseball program will be followed.

## **Majors Division**

2. Run Limit – No run limit per inning.
3. Time Limit. No time limit unless a following game is scheduled for the field:
  - a. No new inning may begin after two hours (2:00).
  - b. No pitch may be thrown after two hours and twenty minutes (2:20).
  - c. The game winner shall be determined as that team leading after the last full inning of play.
  - d. Exception: Any game tied at the end of six (6) innings may proceed with the following time limits:
    - i. No new inning after two hours and thirty minutes (2:30)
    - ii. No pitch after two hours and fifty minutes (2:50).
    - iii. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.

## **Coast Division - Minor League Division - Player Pitch**

1. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
2. Run Limit - The inning or half inning will end when the offensive team scores five (5) runs or the defensive team 3 outs. No more than five (5) runs will be recorded per half inning. The five (5) run limit will not apply in the game's last inning. When the game time limit is approaching, the two managers and umpire shall agree which inning will be the last.
3. Time Limit. No time limit unless a following game is scheduled for the field:
  - a. No new inning may begin after two hours (2:00).
  - b. No pitch may be thrown after two hours and twenty minutes (2:20).
  - c. The game winner shall be determined as that team leading after the last full inning of play.
  - d. Exception: Any game tied at the end of 6 innings may proceed with the following time limits:
    - i. No new inning after two hours and thirty minutes (2:30)
    - ii. No pitch after two hours and fifty minutes (2:50).
    - iii. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.

## **AAA Division - Minor League Division - Player Pitch**

1. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
2. Playing Time - Two (2) of the three (3) defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop). Substitutions shall be made no later than the beginning of the fourth inning.
3. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
4. Time Limit –
  - a. Weekday (Mon-Fri) evening:
    - i. No new inning may begin after one hour thirty minutes (1:30)
    - ii. No pitch may be thrown after one hour and forty-five minutes (1:45).
  - b. Weekend (Sat & Sun)
    - i. No new inning may begin after two hours (2:00)
    - ii. No pitch may be thrown after two hours and twenty minutes (2:20).
    - iii. In both cases, the game winner shall be determined as that team leading after the last full inning of play. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.
5. Stealing – Second and Third base may be stolen (includes advancing on a passed ball or wild pitch), but a runner may not advance from Third to Home unless the ball is put into play by the batter or the runner on Third is forced or awarded Home by a walk or other base award (HBP, overthrow into dead ball territory, INT, etc.). A base runner may not advance from Third to Home on a passed ball or wild pitch or on a play on another runner.
  - a. Example 1 – Runners on First and Third. The runner from First advances to Second when the pitch reaches the batter. F2 overthrows the ball to Second, and the ball goes into the outfield. The runner on Third cannot advance Home. The runner now on Second cannot advance to Third as the base is occupied.
  - b. Example 2 – Runners on First and Third. Runner on First steps off base when pitch reaches the batter. F2 throws to First and the ball goes into dead ball territory. The runner on Third is awarded Home (due to overthrow into dead ball territory) and the runner on First is awarded Third.
  - c. Example 3 – Runner on First only. The runner from First advances to Second when the pitch reaches the batter. F2 overthrows the ball to Second, and the ball goes into the outfield. The runner advances to Third while the ball is still in the outfield. The runner cannot advance further.
6. Infield Fly Rule - The infield fly rule will not be applied.

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### AA Division - Advanced Coach Pitch

1. Pre-Game Practice
  - a. The visiting team may have infield practice for five (5) minutes, starting fifteen (15) minutes before game time.
  - b. The home team shall have infield practice for five (5) minutes immediately following the visiting team.
2. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
3. Field Coaches - The defensive team may use two adult field coaches.
4. Playing Time - All players shall play a minimum of three (3) defensive innings in a full 5 inning game. Two (2) of the three (3) defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop). Substitutions shall be made no later than the beginning of the fourth inning.
5. Run Limit - The inning or half inning will end when the offensive team scores five (5) runs or the defensive team three (3) outs. No more than five (5) runs will be recorded per half inning. The five (5) run limit will not apply in the games last inning. However, each hitter may only bat once in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
6. Time Limit –
  - a. Weekday (Mon-Fri) evening:
    - i. No new inning may begin after one hour thirty minutes (1:30)
    - ii. No pitch may be thrown after one hour and forty-five minutes (1:45).
  - b. Weekend (Sat & Sun)
    - i. No new inning may begin after two hours (2:00)
    - ii. No pitch may be thrown after two hours and twenty minutes (2:20).
    - iii. In both cases, the game winner shall be determined as that team leading after the last full inning of play. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.
7. Pitching - An adult from the offensive team will pitch at all times but not closer than half the distance between home plate and the pitcher's plate (rubber). The defensive player assigned the pitching position shall stand within a 10 feet arc of the pitcher and a minimum of 40 feet from the home plate.
  - a. Each batter will receive no more than 7 pitches. This includes foul balls and bad pitches by the coach. Players not swinging at strikes should be strongly encouraged by the manager/coach to do so. A batting tee cannot be used to assist batters during an 'at bat'.
  - b. Hit by Pitch - Batters will not be awarded first base if hit by a pitch.
  - c. Strike Outs - Swinging strike out shall apply. There will be no called third strikes.
  - d. Walks - Walks will not be awarded.
8. Bunting - Bunting is not allowed.
9. Stealing - Stealing is not allowed.
10. Overthrows - Only one base is awarded on any overthrow, even if the ball remains in play and is not controlled. For example if the first baseman throws to second and overthrows, only one base in total.
11. Infield Fly Rule - The infield fly rule will not be applied

### A Division - Beginner Coach Pitch

1. Pre-Game Practice
  - a. The visiting team may have infield practice for 5 minutes, starting 15 minutes before game time.
  - b. The home team shall have infield practice for 5 minutes immediately following the visiting team.
2. Fielders - The defensive team may place a 10th player in a true outfield position (LF, LC, RC and RF). A 'rover' position is not permitted.
3. Field Coaches - The defensive team may use two adult field coaches.
4. Playing Time - Two (2) of the three (3) defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop). Substitutions shall be made no later than the beginning of the fourth inning.
5. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the games last inning. However, each hitter may only bat once in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
6. Time Limit – Games will be five (5) innings or ninety (90) minutes whichever is shorter.
7. Pitching - An adult from the offensive team will pitch at all times but not closer than half the distance between home plate and the pitcher's plate (rubber). The player assigned to the pitching position will stand within a ten (10) foot arc of the adult pitcher and a minimum of forty (40) feet from home plate.
  - a. Each batter will receive no more than 7 pitches. This includes foul balls and bad pitches by the coach. Players not swinging at strikes should be strongly encouraged by the manager/coach to do so. A batting tee cannot be used to assist batters during an 'at bat'.
  - b. Hit by Pitch - Batters hit by pitch will not be awarded first base.
  - c. Strike Outs - Swinging strike out shall apply. There will be no called third strikes.
  - d. Walks - Walks will not be awarded.
8. Bunting - Bunting is not allowed.
9. Overthrows - Only one base is awarded on any overthrow, even if the ball remains in play and is not controlled. For example if the first baseman throws to second and overthrows, only one base in total.
10. Stealing - Stealing is not allowed.
11. Infield Fly Rule - The infield fly rule will not be applied.

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### **T-Ball Division**

1. Playing Field - The pitching mound shall be 40 ft. from home plate. The distance between bases shall be 50 ft.
2. Pre-Game Practice - The visiting team may have infield practice for 5 minutes, starting 15 minutes before game time. The home team shall have infield practice for 5 minutes immediately following the visiting team.
3. Playing Time – Every player shall play the entire game
4. Fielders – Each player on the roster will play defense each inning with a maximum of 6 infielders
5. Field Coaches - the defensive team may use two (2) adult field coaches.
6. Pitcher - The player assigned the pitching position will stand within a 10 ft. arc of the pitching mound and a minimum of 40 feet from home plate.
7. Catcher - There shall be no catcher at T-ball level.
8. Run Limit - Scores will not be kept.
9. Duration of Inning - Each batter will bat once each inning, regardless of the number of outs.
10. Time Limit - Games will be four (4) innings or ninety (90) minutes whichever comes first.
11. Batting - A batting tee shall be placed on home plate and the batter shall hit off a tee. The ball must travel at least 10 ft. to be called a hit, otherwise it is considered a foul ball.
12. Batting Safety - a circle will be drawn on the first base side of home plate. Upon hitting the ball, the batter will be required to drop the bat into the circle on their way to first base. Any player who does not drop the bat in the circle will be given a verbal warning by the umpire and his/her manager. A second (or more) occurrence of missing the circle by the same player will result in the batter being called out, play to stop and all runners returned to their previous base.
13. Strikeouts - There shall be no strikeouts to batters.
14. Bunting - Bunting is not allowed.
15. Overthrow - No bases are awarded on any overthrow, even when the ball remains in play and is not controlled.
16. Stealing - Stealing is not allowed.
17. Infield Fly Rule - The infield fly rule will not be applied.