



A Local Rules

This document is not exhaustive in its outline of the rules, please see the Little League Green Book for a complete listing of all Little League rules and regulations.

Recommended league ages: 7-8 year olds

Teams and parents are expected to work together cleaning up the area around their stands and dugouts including sweeping of concrete areas and pickup of trash. Failure to observe cleanup of stands or dugouts after games may result in suspension of team personnel.

General Rules:

1. Game time limit is a suggested minimum of four innings and a maximum of six, with a drop dead time of one hour and thirty minutes.
2. Taunting of players is strictly prohibited.
3. The Home Team Manager and their assistants are responsible for all field care before each game and the visiting team is responsible for post-game care.
4. The offensive coach who pitches shall server as the main umpire during the game.
5. During the first inning of play both teams shall bat through their order.
6. After the first inning a side shall be retired when they score five runs or three outs, whichever comes first.
7. Intentional throwing of bats, helmets, gloves, or other equipment shall not be tolerated. Any player who intentionally throws equipment in an unsportsmanlike manner shall be benched for one inning and removed from the game on any subsequent misbehavior.
8. Managers and Coaches may accompany their players onto the field for instructional purposes. At no time should a ball in play be handled by a Manager or Coach. Managers and Coaches may not touch a player during a play. Managers and Coaches should ensure that the catcher is playing their position and not interfere beyond teaching.

Offense Rules:

1. Batting order shall consist of all players present, regardless of the number, and must be maintained through the game. Late players shall be added to the lineup at the end of the order. Managers should alter their batting order each game.
2. Each player shall receive five hit-able pitches not to exceed three swinging strikes
3. Bunting is not permitted.
4. No base stealing is allowed.
5. Runners may not advance bases on overthrows to first base. Runners may advance one base on overthrows to 2nd or 3rd.
6. On balls hit to the outfield, runners may advance until the ball has been returned to possession of an infield player in the infield.
7. If a hit ball strikes a Manager or Coach it is declared a dead ball and the batter will be awarded the first base and all forced runners will advance one base.



Defense Rules:

1. All players play each inning in the field, simultaneously.
2. The defense team must utilize standard infield positions; one player per position. All remaining players will play in the outfield and must be positioned in an umbrella formation at least ten feet from the infield.
3. All players must play one inning in the infield, per game. Unless circumstances prohibit no player should play more than three innings in the infield. While playing in the infield no player should play more than one inning in a single position. Exceptions may be made for purposes related to player safety with approval of the Player Agent or Safety Officer.