

Tee Ball

Playing Rules:

- The Official Little League rules are in effect for everything not addressed below

Game Times:

- No inning will start after 1 hour of play
- Must have six players on each team for the game to start

Scoring and Coaches:

- Keeping score in Tee Ball is a board decision and will be communicated to managers before games begin.
- Each team can have up to one (1) manager and three (3) coaches. While on offense, the team can have up to three (3) coaches on the field. One (1) coach to help position the batter, one (1) coach in the 1st base coach's box, and one (1) coach in the 3rd base coach's box. While on defense, the team can have one (1) coach in the outfield and one (1) coach behind the pitcher's mound for instructional purposes only. At no time can a coach physically move a player while the ball is in play.

Umpires:

- The defensive coach in the field will be the base umpire.
- The offensive coach who is designated to help the batter will be designated the home plate umpire.

Defense:

- The pitcher must have both feet on the pitching rubber to stop play. Any runners halfway to the next base will continue to that base. Any runners less than halfway will be returned to the previous base
- Pitchers must have one foot within the pitcher's mound boundary and even with or behind the pitcher's rubber until the ball is put in play by the batter
- The defense will consist of 10 players – Four (4) in the outfield, one (1) at the pitcher's plate, one (1) in the catcher's box, four (4) in the traditional infield positions of shortstop, 1st, 2nd, and 3rd bases.
- Infield and Outfield players must start in the traditional defensive locations. Infielders must not move in front of the imaginary base path lines until the ball is put in play by the batter.
- The pitcher must make a valid attempt to throw the ball to the first baseman on a play to that base. The pitcher is not allowed to purposely roll the ball to the first baseman.
- **If the pitcher attempts a FORCE PLAY out to any base, he is required to attempt a throw to that base.**
- Under normal baseball circumstances, it is customary for any defensive player to be allowed to tag a runner out. IT IS YOUR JOB TO COACH PROPER BASE RUNNING TECHNIQUES AND TO BE AWARE OF THE LOCATION OF THE BALL VERSUS THE PLAY.
 - Not permissible: A ball hit straight to the pitcher's mound or toward 3rd. The pitcher picks up the ball and runs down the batter running to 1st.
 - Not permissible: A ball is hit to the outfield and gets passed all of the defensive players. The runner is on his way to an in-the-park homerun. The outfielder picks the ball up and runs all the way from the outfield and tags the runner out between third and home.

- Permissible – any runner can be tagged out by a defensive player as long as the ball is controlled within the infield boundaries. For example, a runner can be tagged out running to home by the first baseman.
- Permissible (**revised**): A ball is hit to the outfielder. The outfielder is permitted to tag the runner advancing to the next base. **Allowed only – Left Center and Left Fielder tags runner advancing from second to third, Right Center and Right Fielder tags runner advancing from first to second.**
- **All players are limited to playing a maximum of 2 innings at the position of pitcher, 1st Base, or combination of pitcher/1st Base.**
- In the event of an errant throw or catch to any base, play is stopped and all runners are awarded one extra base.
- In the event of an errant throw or catch back to the pitcher, the base runner can advance ONE additional base at their own peril. This is in addition to one base already awarded per errant throw to other bases.
- Coaches must not touch a ball in play or physically assist a player at any time.
- At no time shall a player sit out 2 consecutive innings.

Offense:

- A 9th batter rule will be used.
- All batters will be square in the batter's box. **No pointing toward 3rd or 1st base.**
- The batter will have 4 swings to put the ball in play.
- A ball must travel into the grass area beyond the catcher's circle in order to be considered a hit.
- After 3 outs – the bases will be cleared and the inning will continue until **the 9th batter is reached.** (Example: The 3rd out is made on the 8th batter and bases are cleared. The next batter is the 9th batter and **IS the last batter of the inning**) 9th batter rule is in effect. The play is stopped and the ½ inning is over when the **catcher** has touched home plate while having possession of the ball.

Coach Pitch

Playing Rules:

- The Official Little League rules are in effect for everything not addressed below:

Game Times:

- No inning will start after 1 ½ hours of play
- Must have nine (9) players on each team for the game to start

Scoring and Coaches:

- No team can score more than 5 runs per inning except in the 6th inning. If the game is tied after 6 innings, the 5 run limited is re-implemented until game time has been reached or a winner determined. This allows the game to be played as intended, competitively until the end.
- Mercy Rules are in effect (10 run rule after 4 innings) – If the mercy rule ends the game before 6 innings, the managers can decide to play the remaining innings for “fun” with no additional score kept.
- The home team will provide one (1) person to keep the official game book. The game book will be provided by the league prior to each game. In the event that an official game book is not present at the beginning of the game, the home team’s scorebook will be considered “official”
- The visitor team will provide one (1) person to work the scoreboard.
- The person working the scoreboard and the person keeping the official game book must sit at the designated scorer’s table and must be 18 years of age or older
- Each team will be allowed one (1) manager and three (3) coaches

Umpires:

- Each game will have 1 volunteer umpire designated by VSWLL.

Defense:

- At no time shall a player sit out 2 consecutive innings.
- The pitcher must have both feet on the white pitching rubber to stop play. Any runners halfway to the next base will continue to that base. Any runners less than halfway will be returned to the previous base
- Pitchers must have one foot within the pitcher’s mound boundary and even with or behind the pitcher’s rubber until the ball is put in play by the batter
- The defense will consist of 10 players – Four (4) in the outfield, one (1) at the pitchers plate, one (1) in the catcher’s box, four (4) in the traditional infield positions of shortstop, 1st, 2nd, and 3rd bases.
- Infield and Outfield players must start in the traditional defensive locations. Infielders must not move in front of the imaginary base path lines until the ball is put in play by the batter.
- Under normal baseball circumstances, it is customary for any defensive player to be allowed to tag a runner out. IT IS YOUR JOB TO COACH PROPER BASE RUNNING TECHNIQUES AND TO BE AWARE OF THE LOCATION OF THE BALL VERSUS THE PLAY.
 - Not permissible: A ball hit straight to the pitcher’s mound or toward 3rd. The pitcher picks up the ball and runs down the batter running to 1st.

- Not permissible: A ball is hit to the outfield and gets passed all of the defensive players. The runner is on his way to an in-the-park homerun. The outfielder picks the ball up and runs all the way from the outfield and tags the runner out between third and home.
- Permissible – any runner can be tagged out by a defensive player as long as the ball is controlled within the infield boundaries. For example, a runner can be tagged out running to home by the first baseman.
- Permissible **(revised)**: A ball is hit to the outfielder. The outfielder is permitted to tag the runner advancing to the next base. **Allowed only – Left Center and Left Fielder tags runner advancing from second to third, Right Center and Right Fielder tags runner advancing from first to second.**
- There are no limits for base advancement on errant throws. Runners may advance base(s) on errant throws at their own peril.

Offense:

- A continuous batting order will be used. In the event of an illness or injury, a batter may be skipped without penalty as long as he/she does not reenter the game.
- A half inning will consist of three (3) outs or five (5) runs
- Coach pitchers must start with both feet within the boundaries of the pitcher's mound
- Coach pitchers must make every attempt to get off of the playing field and not to interfere with the play. If the coach pitcher is hit by a live ball, the pitch and the result is null. If the coach pitcher touches a thrown ball before a play is dead, then the play is considered dead at that point and **the runners are awarded the next base.**
- There will be no called strikes
- There will be no walks
- There will be no stealing
- No bunts are allowed
- Each batter will have three (3) swinging strikes or five (5) pitches
- No foul will end an at bat unless it is caught by a defensive player
- If after five (5) pitches the batter does not put the ball in play the batter will be called out

Senior Minor

Playing Rules:

- The Official Little League rules are in effect for everything not addressed below:

Game Times:

- No inning will start after 1 ½ hours of play

Scoring and Coaches:

- No team can score more than 5 runs per inning
- Mercy Rules are in effect
- The home team will provide one (1) person to keep the official game book. The game book will be provided by the league prior to each game. In the event that an official game book is not present at the beginning of the game, the home team's scorebook will be considered "official"
- The visitor team will provide one (1) person to keep the official pitch count and work the scoreboard.
- The person keeping the official pitch count and the person keeping the official game book must sit at the designated scorer's table and must be 18 years of age or older
- Each team will be allowed up to one (1) manager and two (2) coaches
- All managers must produce the official pitching affidavit prior to the game. Failure to do so, will result in a forfeit
- At no time shall a player sit out 2 consecutive innings.
- 11 year olds are not eligible to pitch.

Umpires:

- There will be one (1) paid or volunteer base umpire and one (1) paid or volunteer home plate umpire provided for each game

Offense:

- A continuous batting order will be used. In the event of an illness or injury, a batter may be skipped without penalty as long as he/she does not reenter the game.
- No batter may show a bunting stance and then swing away at a pitch. If a batter shows a bunting stance and then swings away at a pitch, the batter is out and the manager is issued a warning by the umpire. In the case that this happens a second time (in the same game), the batter is out and the manager is ejected from the game.
- A batter must withdraw a bunt attempt. Failure to do so will result in a called strike.

Major League

Playing Rules:

The Official Little League rules are in effect for everything not addressed below:

Game times:

- A game must go 4 innings to be considered complete game
- No inning will start after 1 hour 40 minutes unless there is a tie score. In the event of a tie, the game may continue for one (1) additional inning

Scoring and Coaches:

- Mercy Rules are in effect
- The home team will provide one (1) person to keep the official game book. The game book will be provided by the league prior to each game. In the event that an official game book is not present at the beginning of the game, the home team's scorebook will be considered "official"
- The visitor team will provide one (1) person to keep the official pitch count and work the scoreboard.
- The person keeping the official pitch count and the person keeping the official game book must sit at the designated scorer's table and must be 18 years of age or older
- Each team will be allowed up to one (1) manager and two (2) coaches
- All managers must produce an official pitching affidavit prior to the game. Failure to do so, will result in a forfeit

Umpires:

- There will be one (1) paid base umpire and one (1) paid home plate umpire provided for each game

Offense:

- No batter may show a bunting stance and then swing away at a pitch. If a batter shows a bunting stance and then swings away at a pitch, the batter is out and the manager is issued a warning by the umpire. In the case that this happens a second time (in the same game), the batter is out and the manager is ejected from the game.
- A batter must withdraw a bunt attempt. Failure to do so will result in a called strike.