



## NON-COMPETITIVE DIVISIONS: LOCAL RULES

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### MIDGETS (TEE BALL)

This division is for league age 4-5 year olds. Children will learn the basics of baseball while having fun. All children bat and play the field every inning. No score is kept. Games are played either Friday night and / or Saturday morning. Compression (tee balls) baseballs are used.

#### GAME LENGTH:

- Games will last a maximum of three (3) innings or 60 minutes whichever comes first
- Each player shall play the entire game.

#### BATTING:

- Every player will bat in every inning.
- All batters must use a tee for hitting per the Little League Regulations.
- No bunting or walks allowed.
- Last batter rule: The last batter is encouraged to run all bases, i.e, a home run.
- There is no on-deck circle. Batters may not take practice swings while waiting for their turn to bat.

#### FIELDING:

- All players will play the field.
- Standard infield positions will be used including pitcher. All extra players will play in the outfield.
- Catcher is not used.
- All outfielders must play on the grass.
- To accelerate the learning process, all players should be rotated to play in several positions.
  - Keep safety in mind when playing kids at first base. All kids can play all other positions – including pitcher.
- A player should not play more than two innings in each position.
- No player shall have exclusive infield or outfield play.

#### BASE RUNNING:

- No stealing.
- No advancing on errors / overthrows.
- Clean hits to the outfield, the runners may advance extra bases. Once the ball gets back into the infield – even if not controlled by a player – runners must hold.
- Runner will leave the base once an out is made.



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### COACH PITCH

This division is for 6 year olds regardless of whether they have played t-ball before and league age 5 year olds if they have 1 year of spring Little League baseball. Children will expand on the basics learned in the Midget division. Players may hit off a tee or pitches from a coach. No score is kept. Teams play one game during the week and one game on Saturday. Regulation Little League baseballs are used.

#### GAME LENGTH:

- Games will last a maximum of four (4) innings or 90 minutes whichever comes first

#### BATTING:

- Every batter will bat every inning. The **batting order will consist of the entire roster, however only eight (8) batters will hit per inning regardless of the number of outs or runs.**
- Managers will use discretion as to whether a player will hit pitches or hit directly off a tee.
- When hitting a pitch, each coach will pitch to his / her own team. The coach must kneel down on one knee where the player has the best chance of hitting the ball – this is optional.
  - For most players this is about 30-35 feet from home plate.
- No walks.
- Last batter rule: The last batter is encouraged to run all bases, i.e, a home run.
- Each batter is permitted a maximum of five (5) pitches per batter, unless the 5<sup>th</sup> pitch is fouled. **After the 5<sup>th</sup> pitch, the batter must switch to a tee.**
- To speed up the game, it is required to have an additional coach behind the catcher to retrieve wild pitches and passed balls.
  - This coach will also be responsible for using the tee.
- Helmets must have a mask.
- There is no on-deck circle. Batters may not take practice swings while waiting for their turn to bat.

#### FIELDING:

- **10 Players will play the field.**
- Standard infield positions will be used including pitcher and catcher.
  - Pitcher
  - Catcher
  - 4 Infielders (1B, 2B, SS and 3B)
  - **4 Outfielders (LF, LC, CF, RF)**
- All outfielders must play on the grass
- To accelerate the learning process, all players should be rotated to play in several positions. Keep safety in mind when playing kids at first base and catcher. All kids can play all other positions – including pitcher.
- A player should not play more than two innings in each position. First base and catcher are the exceptions.
- No player shall have exclusive infield or outfield play.

#### BASE RUNNING:

- No stealing.
- No advancing on errors / overthrows.
- Clean hits to the outfield, the runners may advance extra bases. Once the ball gets back into the infield – even if not controlled by a player – runners must hold.
  - Exception: if the **batter** is only a step or two from 3<sup>rd</sup> base, let him enjoy the home run.

#### SPEED UP RULE:

- Set up your lineup so your catcher for the next inning either does not hit or is one of the first three (3) batters



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- If your catcher is on base when the 7<sup>th</sup> or 8<sup>th</sup> batter comes to bat, let another kid run so you can get your catcher ready. Don't put your fastest runner in. Let a player who doesn't get on base often be the pinch runner. It becomes a 'win-win' for everyone.



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### ROOKIE

This division is for 7 year olds, and is a more advanced coach pitch division. No score is kept. Two games per week: 1 weekday and 1 Saturday.

#### GAME LENGTH:

- Games will last a maximum of six (6) innings or 90 minutes whichever comes first. Make sure you start games ON TIME. Use good judgment – do not start a ½ inning 10 minutes before your 90 allotment.
- An inning will consist of **3 outs, 5 runs, or 8 batters**.

#### BATTING:

- The batting order will consist of the entire roster, however only eight (8) batters will hit per inning regardless of the number of outs or runs.
- Coach Pitches to his/her own team.
  - Pitch from approximately 40 feet from home plate.
  - Coach should stand, not on one knee.
  - No walks.
  - **Each batter is permitted a maximum of seven (7) pitches or three (3) strikes. After the 7<sup>th</sup> pitch, the batter will return to the bench unless that pitch is fouled.**
- **Strike Zone:** just below the knees to the armpit area and one (1) ball width on both the inside and outside portion of the plate.
  - While we all want our kids to succeed, a narrow strike zone is only detrimental for them long term. Please adhere to the strike zone.
- To speed up the game, it is required to have an additional coach behind the catcher to retrieve wild pitches and passed balls.
- Helmets must have a mask.
- There is no on-deck circle. Batters may not take practice swings while waiting for their turn to bat..

#### FIELDING:

- 10 players will play the field.
- Standard infield positions will be used including pitcher and catcher.
  - Pitcher
  - Catcher
  - 4 Infielders (1B, 2B, SS and 3B)
  - **4 Outfielders (LF, LC, CF, RF)**
- All outfielders must play on the grass
- To accelerate the learning process, all players should be rotated to play in several positions. Keep safety in mind when playing kids at first base and catcher. All kids can play all other positions – including pitcher.
- A player should not play more than two innings in each position. First base and catcher are the exceptions.
- No player shall have exclusive infield or outfield play.

#### BASE RUNNING:

- No stealing.
- No advancing on errors / overthrows.
- Clean hits to the outfield, the runners may advance extra bases. Once the ball gets back into the infield – even if not controlled by a player – runners must hold.
  - Exception: if the **batter** is only a step or two from 3<sup>rd</sup> base, let him enjoy the home run.



## **NON-COMPETITIVE DIVISIONS: LOCAL RULES**

### **SPEED UP RULE:**

- Set up your lineup so your catcher for the next inning either does not hit or is one of the first three (3) batters
- If your catcher is on base when the 7<sup>th</sup> or 8<sup>th</sup> batter comes to bat, let another kid run so you can get your catcher ready. Don't put your fastest runner in. Let a player who doesn't get on base often be the pinch runner. It becomes a 'win-win' for everyone.

WE POLICE OURSELVES SO IT IS RECOMMENDED TO FOR THE MANAGERS TO MEET PRIOR TO EACH GAME TO AGREE ON THE RULES AT HAND SO NO MUMBLING UNDERNEATH OUR BREATH ABOUT THE OTHER MANAGER IS HEARD BY KIDS IN THE DUGOUT.

HAVE A GREAT SEASON!