

## Western Little League - Rules of Play

### 4 T-Ball

- 60 minutes or 2 innings whichever comes first. Must stop at 60 minutes even if all kids have not batted twice.
- Score is not kept
- No umpires. Parents or coaches call out/safe, etc.
- Bat the entire lineup before clearing the bases. If 3 outs are made before team bats through entire lineup, clear bases and continue batting until all are finished.
- Pitcher can kill the play at home or the rubber.
- Catcher can kill the play at home.
- Once play is killed, runner must return to previous base if he has not reached the next base. No exceptions.
- An out is not recorded if a player leaves the game for any reason. Simply skip to the next batter.
- Outfielders must be in the outfield grass before play begins.
- Infielders must be on the infield dirt before play begins.
- Up to 6 additional volunteers may be on the field to help instruct players, but they must have passed a background check.

### Modified T-Ball

- 5 innings or 60 minutes, whichever comes first.
- 7 Runs per inning cumulative
- 60-minute time limit. Finish the inning.
- All players in the field and all players bat
- Batter gets 3 pitches from coach & then hits off tee if he cannot hit off the coach. Gets 2 swings on tee to hit before being called out. If fouled on the 2<sup>nd</sup> swing, one more swing is allowed. If ball not hit fair, the batter is out.
- Pitcher can kill the play at home or the rubber.
- Catcher can kill the play at home.
- Once play is killed, runner must return to previous base if he has not reached the next base. No exceptions.
- An out is not recorded if a player leaves the game for any reason. Simply skip to the next batter.
- Tie Games – if a game is tied at the end of 5 complete innings or the time limit, one more inning may be played to determine a winner if there is 30 minutes left before next game (10:00 pm applies). After the extra inning, the local league shall determine when the game is to be finished at a later date (Texas District 2 Rules)
- Home Team will keep official book even though there is a scorekeeper.
- 4 coaches allowed on the field at a time – 2 on bases, 1 pitcher, 1 in dugout. Must have adult in the dugout always. Defensive coach will stay behind home plate to keep pace going by throwing the ball back to the pitching coach.
- Pitching coach may not coach once the ball is hit. He must get out of the line of play as fast as possible. Preferably outside the foul line.
- Pitching coach pitches 25' from home plate. He may pitch from one knee or standing but must throw overhand to batter. Pitching coach may get back further, but no closer.
- A coach from the opposing team (defense) will stand behind home plate to throw the ball back to the pitching coach after pitches are thrown to speed up the game. This coach is to remain SILENT! He is there merely to throw the ball back and is not allowed to give any directions to players in the field. When the tee comes out, this coach must move back away against the fence.
- May start and play game with only 8. Coach Pitch
- 6 innings or 75 minutes, whichever comes first. Finish the inning.
- 7 Runs per inning cumulative
- All players in the field and all players bat
- No leading off or stealing bases
- An out is not recorded if a player leaves the game for any reason. Simply skip to the next batter.
- Receives 5 pitches from the coach. If fouled on the last pitch, can receive more pitches until ball is hit or batter strikes out.
- Once forward advancement is stopped, time is called, and runner must return to base. Player cannot play 'back & forth' game trying to get fielder to throw ball. Once the player turns back toward base, this is considered stopping forward advancement.
- Can run at own risk if catcher overthrows the pitcher or the pitcher misses the ball.
- Defensive coach will stay behind home plate to keep pace going by throwing the ball back to the pitching coach.
- Tie Games – if a game is tied at the end of 6 complete innings or the time limit, one more inning may be played to determine a winner (10:00 pm applies). After the extra inning, the local league shall determine when the game is to be finished at a later date (Texas District 2 Rules)
- Home Team will keep official book even though there is a scorekeeper.
- 4 coaches allowed on the field – 2 on bases, 1 pitcher, 1 in the dugout. Must have adult in dugout always.
- A coach from the opposing team (defense) will stand behind home plate to throw the ball back to the pitching coach after pitches are thrown to speed up the game. This coach is to remain SILENT! He is there merely to throw the ball back and is not allowed to give any directions to players in the field. When the tee comes out, this coach must move back away against the fence.
- May start and play game with only 8.

### All Divisions

- Cannot start an inning after 10:00 pm
- Home Team will rake infield following last game of the day
- Visiting Team will pick up trash following every game.
- NO soft toss against fences. (Violation of city lease agreement)
- ALL BATS MUST HAVE USA STAMP ON THEM TO BE ACCEPTABLE, NOT USSSA. Wooden bats are acceptable. T-ball bats may be used in cp, also.
- Use assigned cages only. No practice in cages if a game is scheduled. Call David Chapa to schedule cages for practices.
- No practices are allowed on the fields. (Violation of city lease agreement)

## Western Little League - Rules of Play

### Farm

- 6 innings
- 90 minutes (1 hour 30 minutes) time limit, finish the inning
- No 10 or 15 run rule this year. Playing with 5 run cumulative per inning.
- Options: (1. All teams must bat 9 (or 8 if missing a player) and make substitutions according to the rule book. Mandatory play is 6 consecutive outs and 1 at bat. (2. May use a continuous batting order. **2023 tournament rules will enforce continuous order.**
- Subs must play 2 innings or 6 consecutive outs defensively and have 1 at bat minimum.
- Penalty for breaking the rule. If a player does not meet the requirement, he will start the next game and play the number of innings/at-bats he missed in the previous game, plus the minimum required outs/at-bats for the scheduled game. A coach not following this rule will be given a warning for the first offense. He will be ejected for one game on the second offense. A rule violation has not occurred in a game shortened due to run rule or weather.
- Each player must complete an entire at-bat at least once. This means if the player gets on base in any way, he must fulfill it by being thrown out or scoring. A runner cannot be put in for him at his first at-bat.
- No leading off. Runner may advance on overthrows or at his own risk as soon as the ball passes the plate.
- Once each inning a team may utilize a player who is not in the batting order as a pinch runner. He may only be removed for a pinch runner one time during the game. (Does not apply if the continuous batting order is used.)
- No swinging or slash bunts are allowed. Player and manager will be ejected from game if attempts this. (Slash bunt allowed in All Star)
- A courtesy runner may be used for the pitcher/catcher when there are 2 outs. This must be a player who is currently on the bench. The same runner may not run for the catcher and the pitcher at any time during the game. (If continuous batting order is used, the courtesy runner must be the player who made the last out.
- Appoint a parent to keep pitch count and switch records with the opposing team at the beginning of the game. Check at end of each inning to make sure each count matches. If not, the home team is the official count. After game, have managers sign the pitching record sheet and return to opposing team.
- Tie Games – if a game is tied at the end of 6 complete innings or the time limit, one more inning may be played to determine a winner (10:00 pm applies). After the extra inning, the local league shall determine when the game is to be finished at a later date.
- Home Team will keep official book even though there is a scorekeeper.
- May play with 8 players. American/National
- 6 innings
- American: 10 run-rule after 4 complete innings of play if visiting team leading, 3 ½ if home team leading. 15 run rule after 3 complete innings of play if visiting team leading – 3 ½ if home team leading.
- National: 5 run cumulative per inning. No 10/15 run rule.
- 105 minutes (1 hour 30 minutes) time limit, finish the inning
- No leading off. Runner may advance on overthrows or at his own risk as soon as the ball passes the plate.
- Options: (1. All teams must bat 9 (or 8 if missing a player) and make substitutions according to the rule book. Mandatory play is 6 consecutive outs and 1 at bat. (2. May use a continuous batting order. **2023 tournament rules will enforce continuous order.**
- Subs must play 2 innings or 6 consecutive outs defensively and have 1 at bat minimum.
- Penalty for breaking the minimum play rule. If a player does not meet the requirement, he will start the next game and play the number of innings/at-bats he missed in the previous game plus the minimum required outs/at-bats for the scheduled game. A coach not following this rule will be given a warning for the first offense. He will be ejected for one game on the second offense. A rule violation has not occurred in a game shortened due to run rule or weather.
- Each player must complete an entire at-bat at least once. This means if the player gets on base in any way, he must fulfill it by being thrown out or scoring. A runner cannot be put in for him at his first at-bat.
- Once each inning a team may utilize a player who is not in the batting order as a pinch runner. He may only be removed for a pinch runner one time during the game. (Does not apply if the continuous batting order is used.)
- A courtesy runner may be used for the pitcher/catcher when there are 2 outs. This must be a player who is currently on the bench. The same runner may not run for the catcher and the pitcher at any time during the game. (If continuous batting order is used, the courtesy runner must be the player who made the last out
- No swinging or slash bunts allowed. Player and manager will be ejected if attempts this. (Slash bunt is allowed during all stars.)
- Batter may run on 3<sup>rd</sup> strike passed ball as long as first is not occupied or there are 2 outs.
- *Appoint* a parent to keep pitch count and switch records with the opposing team at the beginning of the game. Check at end of each inning to make sure each count matches. If not, the home team is the official count. After game, have managers sign the sheet and return to opposing team.
- \*Tie Games – if a game is tied at the end of 6 complete innings or the time limit, one more inning may be played to determine a winner (10:00 pm applies). After the extra inning, the local league shall determine when the game is to be finished at a later date.
- Home Team will keep official book and official pitch count. All Divisions
- Cannot start an inning after 10:00 pm
- Home Team will rake infield following last game of the day

- Visiting Team will pick up trash following each game.
- 3 coaches allowed on the field – 2 on bases, 1 in dugout. Must be an adult in the dugout always.
- ALL BATS MUST HAVE USA STAMP ON THEM TO BE ACCEPTABLE, NOT USSSA.
- NO soft toss against fences. (Violation of city lease agreement)
- Use assigned cages only. No practice in cages if a game is scheduled. Call David Chapa to schedule cages for practices.
- No practices are allowed on the fields. (Violation of city lease agreement)