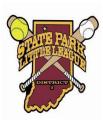
STATE PARK LITTLE LEAGUE SUPPLEMENTAL RULES





TEE BALL DIVISION

Tee Ball is a learning experience. No win/loss record is kept by the League, participation awards are given to each child. All rules not covered in this guideline, are governed by the 2020 Official Little League Baseball Rule Book.

- 1. Regulation game consists of the completion of four (4) innings or sixty (60) minutes, whichever may come first.
- 2. Defensive team consists of six (6) infielders, the remaining players in the outfield grass. Each player should play at least two (2) innings defensively on the infield. Fielders must stay in their proper positions until the ball is put in play.
- 3. Continuous batting order lists every team player. All batters bat every inning.
- 4. Bunting is **not** allowed. The batter must stay in the batter's box until the ball is hit.
- 5. A Manager may "pitch" a <u>maximum</u> of six pitches before the tee is utilized. **The decision to "pitch"** to a player is at the Manager's discretion.
- 6. Foul balls are the same as defined in the Little League Rule Book.
- 7. The base runner shall stay in contact with the base until the ball is hit. After a play is made on a batted ball, and the pitcher's position has control of the ball, time shall be called by the manager. The ball is at this time returned to the plate for the next batter.
- 8. Runners advance one base per ball in play.
- 9. The offensive manager and one adult coach should coach first and third base. The defensive manager or coach may stand near defensive players for instruction but must not interfere with play. The manager must call time for guick positioning and instructions to the batter.
- 10. Home team is responsible for setting up of tee, bases.
- 11. A team shall not hold more than three (3) events per week, nor shall each event last more than ninety (90) minutes. (Event is defined as a game, practice, or any other team activity).
- 12. A parent or other authorized adult (16 years of age or older) must attend each game; there must be someone responsible at each game and practice for every child.
- 13. A maximum of 4 adults can be in the dugout.
- 14. This is an instructional league. **NO PROTESTS ALLOWED**.

MINOR DIVISION B

The Minor B Division continues the learning experience brought up from Tee Ball. All rules not covered in this guideline, are governed by the 2020 Official Little League Baseball Rule Books.

- 1. The Instructional Division will consist of player pitch for the entirety of the game. Pitchers will throw from **35** feet. The pitching availability and rest guides are regulated by the Pitch Count rules found in the Official Little League Baseball Rule Book. See Rule #2 Below for Exceptions.
- 2. **No Walks.** After four balls, offensive Manager/Coach comes in to pitch from the forty (40) foot pitcher's rubber; batter's count remains the same. The adult shall pitch overhand to all players. The adult pitcher will not participate physically when the ball is in play. Eventual result is a hit (ball in play) or strikeout. If the batter happens to get hit by the pitch, the player will take his/her free base. *Example:* If the batter has a 3-1 count and the player pitcher pitches "ball four", the manager/coach will enter the game and the count continues forward beginning with three balls and one strike until a hit or strikeout occurs. If the manager throws a strike, a strike will be called. Do not continue to pitch until the player gets a hit. If the ball strikes the Manager/coach, the ball is in play as if it would have hit an umpire. <u>AT NO TIME,</u> must the Manager/Coach interfere with the play physically or verbally.
- 3. Only **two** defensive adult coaches are **allowed on the field**, and they must remain in the outfield. No other coaches, except for the two offensive base coaches are allowed on the playing field while the game is in progress.
- 4. Only one base awarded on an overthrow. There is only one overthrow per at bat. As an example, if a player hits the ball to the 2^{nd} baseman and the throw to first is overthrown, the runner gets only **ONE** base and the play dead. If a subsequent throw to 2^{nd} is made and overthrown, the runner must remain on 2^{nd} .
- 5. Continuous batting order is used, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made or five runs have scored, whichever comes first.
- 6. Defensive team consists of eleven (11) players; six infielders (to include the pitcher and catcher), and up to five outfielders, who must remain in the outfield grass. If a team fields less than (11) eleven due to a shortage of players, the opposing team is not penalized, and will field up to eleven (11) defensive players, contingent upon their game time roster.
- 7. Each player plays at least two defensive innings (six outs). Each player may only play a maximum of two (2) innings at any single infield position per game; each player must play a minimum of two innings in any infield position.
- 8. The runner will stay in contact with the base until the ball is hit. After play is completed on a batted ball, the ball is returned to the pitcher's mound. At this time, all play ceases, and the next batter takes position in the batter's box.
- 9. **No inning may start after 1 hour and 30 minutes**, the current inning must be completed.

- 10. A parent or other authorized adult (16 years of age or older) must attend each game; there must be someone responsible at each game and practice for every child.
- 11. A maximum of **4 adults** can be in the dugout.
- 12. This is an instructional league. NO PROTESTS ALLOWED.
- 13. Umpires may be provided, If the umpire is a no-show, or the game has not been successfully scheduled, the State Park Board Member on duty will be notified; both managers and Board Member will diligently search the stands/complex for a replacement. If no replacement is found, the managers will split the umpiring duties.

MINOR A DIVISION Baseball

The goal of the Minor League is to prepare children for eventual selection to a Major Division Team. All rules not covered in this guideline, are governed by the 2020 Official Little League Baseball Rule Books.

- 1. A minimum of 8 defensive players shall be used and a maximum of 10, the tenth player must be an additional outfielder, <u>and must remain in the outfield grass</u>. The manager will be warned upon first infraction of this rule, and subject to ejection/suspension the second violation. If a team fields less than (10) ten due to a shortage of players, the opposing team is not penalized, and shall field up to ten (10) defensive players, contingent upon their game time roster.
- 2. Umpires will be provided by the League Umpire Scheduler. If the umpire is a no-show, or the game has not been successfully scheduled, the State Park Board Member on duty will be notified; both managers and Board Member will diligently search the stands/complex for a replacement. *If no replacement is found, the managers will split the umpiring duties.*
- 3. Continuous batting order is used, lists every team player in attendance for the game. The offensive half inning ends when three outs have been made, or five runs have scored. There is no 5 run limit in the final inning as long as it is declared before the batter steps up to the plate.
- 4. Any inning starting after one hour and 30 minutes will be the last inning and will be unlimited.
- 5. No inning may start after one hour and 45 minutes into the game, the current inning must be completed.
- 6. A parent or other authorized adult shall attend each game.
- 7. The pitching availability and rest guides are regulated by the Pitch Count rules found under Official Regulations, VI, in the Official Regulations and Playing Rules of Little League Baseball Rule Book.
- 8. Any player who has played the role of **CATCHER** in 4 (or more) innings IS **NOT ELIGIBLE** to pitch
- 9. A player who has played the role of **CATCHER**, moves to the **PITCHING** position and delivers 21 or more pitches **MAY NOT RETURN** to the role of **CATCHER**.

MAJOR DIVISION SUPPLEMENTAL RULES Baseball

All rules not covered in this guideline, are governed by the 2020 Official Little League Baseball Rule Books. Interleague Play will be run by District Interleague Rules; if none apply, solely by the 2020 Official Little League Baseball Rule Books.

- 1. Umpires will be provided by the League Umpire Scheduler. If the game has not been successfully scheduled, or the umpire is a no-show, the State Park Board Member on duty will be notified; both managers and Board Member will diligently search the stands/complex for a replacement. <u>If no replacement is found, the managers will split the umpiring duties.</u>
- 2. **No inning may start after one hour and 45 minutes** into the game, the current inning must be completed.
- 3. Continuous batting order will apply to Major Baseball.
- 4. A minimum of 8 defensive players shall be used.

PITCH COUNT LEAGUE AGE

13-16	95 pitches per day
11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

Pitcher rest days

Pitchers age 14 and under must adhere to the following rest requirements:

- IF A PLAYER pitches 66 or MORE pitches in a day, four (4) CALENDAR days of rest required
- IF A PLAYER pitches 51-65 pitches in a day, three (3) CALENDAR days of rest required
- IF A PLAYER pitches 36-50 pitches in a day, two (2) CALENDAR days of rest required
- IF A PLAYER pitches 21-35 pitches in a day, one (1) CALENDAR days of rest required
- IF A PLAYER pitches 1-20 pitches in a day, NO (0) CALENDAR days of rest required