

## KEYSTONE LITTLE LEAGUE LOCAL RULES AND REGULATIONS

The Official Little League Baseball/Softball Rule Book is the basic guidelines for all rules. Exceptions necessary by the particular needs of Keystone Little League are found herein.

### SECTION I GENERAL RULES AND REGULATIONS

1. Managers are required to present their lineups to the opposing manager before the start of the game. In all baseball divisions with player pitchers, managers must present their pitcher eligibility form to the opposing manager before the start of the game. At the end of the game, the pitcher eligibility form must be completed in ink and verified and signed by each team's manager or coach.
2. All games, where there are two or more scheduled on the same field will start at the scheduled starting time. *All infield practice must be taken prior to the scheduled starting time.* Games in progress will be called at the starting time of the next game by the Plate Umpire who is the official timekeeper. Scorebooks shall be signed by plate umpire and both managers with a notation of position of runners, number of outs, and count on the batter when play was suspended. If the game is not official, it will be resumed at the point of play it was called, at a date prior to the (2) teams' next game against each other, if possible. Vacate dugout and playing area immediately when another game is scheduled behind you. To alleviate conflicts on practice prior to the game, the visiting team will have rights to the field for 15 minutes, beginning 30 minutes prior to the game's scheduled starting time. The home team will begin its practice 15 minutes prior to the games scheduled starting time. In the event of a second scheduled game on the same field, allotment of practice time will be at the discretion of the umpire, to be equally shared by both teams.
3. The first games scheduled in the evening should start by 6:15 p.m. No Sunday games will start prior to 1:00 p.m.
  - No play will continue after 11:00 p.m., nor shall any inning start after 10:30 p.m. A new inning starts the moment the third out is made, completing the preceding inning. This rule applies to all divisions.
  - In the event of weather or unplayable field conditions, the umpire may delay the start time of a game up to 30 minutes.
  - If field conditions are not playable at the end of 30 minutes, and two (2) or more games are scheduled on the same field, the umpire **MUST** call the game without affecting the following game if conditions become playable.
4. In the printed schedule, the team listed last is the home team and shall occupy the 3rd base dugout.
5. Drinking of alcoholic beverages in the complex or the use of tobacco products on the playing fields is prohibited during league play. Board members, umpires, managers, and coaches are responsible for enforcing this regulation. Any game played on Keystone diamonds will be governed by Keystone Little League policies.
6. Rules and regulations are not to be changed during the regular playing season. However, suggestions for the modification or revisions of these rules for future years are welcome if submitted in writing along with the reasons for the proposed change(s). In the event that temporary emergency changes must be made, they must have Board approval and written notification will be given to the managers involved one week prior to their enforcement. The Keystone Board of Directors must approve any exception.
7. The Little League shoulder patch is not required for division play.
8. During regular season play, including during in-house tournaments, no player will sit out for more than 1 defensive inning until all other players have also sat out for an equal number of defensive innings. Exceptions to this rule are as follows: a player is pitching, a player is late to the game, a player is injured, a parent requests

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that their player not play, disciplinary reasons, or any other reason agreed upon by the manager, parent, and the league. If an exception exists, the player in question must not sit out more than 1 consecutive defensive inning (3 outs). A pitcher must sit out the inning after they have been pulled if all other players have sat out more defensive innings than that pitcher. These rules do not apply to All-Star tournament games.

9. Each team will bat their entire roster (all players suited up for the game) regardless if a player is not playing defense.
10. Disciplinary action may be taken against a player at the Manager's discretion. If discipline is to involve a change or violation of the Keystone mandatory playing time, then the Manager must notify the Division Player Agent or the Player Agent of this intent prior to the next scheduled game. If conditions warrant on-the-spot corrections and discipline, the Manager must notify the Umpire and the opposing Manager **IMMEDIATELY** and the Division Player Agent must be informed within 24 hours of the action.
11. A protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. In the event of a protest, the umpire must be immediately informed of the protest at the time of the occurrence and must sign both scorebooks at the point of the protest. The umpire will inform the opposing manager of the protest and the game will continue. Two copies of ALL protests must be made in writing within 24 hours of the game involved, one to the Umpire-in-Chief and one to the League President, or Division Player Agent.
12. The game is officially over when the visiting team is ahead by 10 or more runs after 4 full innings of play, or the home team is ahead by 10 or more runs after 3 ½ innings in any official 6-inning game. For 7 inning games, the game is officially over when the visiting team is ahead by 10 or more runs after 5 full innings or the home team is ahead by 10 or more runs after 4 ½ innings.
13. The game is officially over when the visiting team is ahead by 20 or more runs after 3 full innings of play, or the home team is ahead by 20 or more runs after 2 ½ innings in any official 6-inning game. For 7 inning games, the game is officially over when the visiting team is ahead by 20 or more runs after 4 full innings or when the home team is ahead by 20 or more runs after 3 ½ innings.
14. **IMMEDIATELY** following the completion of each game, each team is required to police their respective half of the playing areas, dugouts, and spectator areas for trash.
15. At the completion of each game, both Managers will verify and initial the score in the opposing manager's scorebook. Each Manager will report game results and highlights to the Division Player Agent.
16. Throwing equipment in anger or any abuse of equipment or conduct will be grounds for expulsion from the game by the Umpire. **NO WARNING IS NECESSARY.**
17. If a player, manager, or coach is expelled from a game by the umpire, or displays unacceptable or unsportsmanlike conduct, the umpire shall notify the umpire-in-chief who will in turn notify the League President. Player will meet with a review committee consisting of at least one Division Player Agent, President or Vice President of the league, umpire-in-chief, umpire and coach or manager of the team. The manager or coach will meet with a review committee consisting of the Division Player Agent, President, or Vice President of the league, umpire-in-chief and umpire. This committee will meet within 5 days of the expulsion and the player, manager, or coach may be allowed to participate in the remaining games until the meeting is held and the results are reported to the manager, coach and in the case of a player, the player's parents by the Player Agent of the division.
18. The division champion is the team with the best win-loss record during the regular season. In the event of a tie, the winner shall be determined by the following method in order:

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- Division playoff as governed by the Division Player Agent
  - If weather, time or field availability does not permit a playoff game as determined by the Division Player Agent, the winner shall be determined by the teams' record against each other.
  - If a tie still remains, a comparison will be made to opponents in descending order.
  - All ties will be handled in this manner. Standings as of closing day will be official.
19. In the event division Playoffs are held, all rules and regulations pertaining to such Playoffs will be governed by the Division Player Agents. The Player Agent is responsible to notify managers and the League President of rule changes 24 hours prior to play.
20. To field a full team or avoid forfeiture of a game, any Keystone player from within the same division may be borrowed as long as the borrowed player is accepted by the opposing manager. Borrowed players should be of a like skill-level to the player they are replacing. Borrowed players must start the game, bat last, and play outfield. The maximum number of players that can be borrowed in a game is 3.
21. Players in all baseball (excluding tee ball and coach pitch divisions) are recommended to wear a hat/visor, socks, and solid white pants in order to participate in a division game. Players in all softball divisions are recommended to wear a hat/visor, socks, and solid white pants or shorts in order to participate in a division game. Shirts should be tucked in. All team members in these divisions must be in FULL uniform including socks. Socks should cover the entire calf area of the leg and extend upward to the bottom of the pant leg with NO SKIN showing on the legs.
22. If any abusive language from the stands exists, the manager of that respective team shall be warned once by the Umpire-in-Chief or Division Player Agent. The second infraction will result in suspended play.
23. No game shall be forfeited without the reason for such action being heard by the Keystone Executive Board of Directors and a decision made by said Board. Exception: Nonappearance by a team (5 players or less) without 24 hr notice to the Division Player Agent for a regularly scheduled game is grounds for a forfeit.
24. In lieu of appointed League scorekeepers, the home team scorebook will be the official scorebook. Scorebooks and player pitch counts (for baseball divisions Farm 7 through majors) should be compared by the scorekeepers at the completion of each inning. Pitches thrown (strikes, balls and fouls) should be tracked in each scorebook and/or with league-provided counters. Pitch count discrepancies are to be resolved before the next inning starts. At the end of the game, the pitcher eligibility forms must be completed in ink and verified and signed by each manager.
25. Teams in each division will be reselected or redrafted annually (see Section II).
26. Division Player Agent shall pick the best possible managers for the players. The following are recommended guidelines for selecting Managers for all Divisions:
- a) Returning manager to that age group in which his/her child participates.
  - b) Returning coach to that age group in which his/her child participates.
  - c) Board member who has completed at least 1 year on the board and who managed a year prior.
  - d) Previous manager from league immediately below.
  - e) A manager moving down or laterally (meaning boys to girls or vice versa)
  - f) Previous coach from league immediately below.
  - g) A parent who has not managed before.
  - h) Adult who does not have a child participating at Keystone.

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Final selection of managers is contingent upon Board approval. In the event that a division has more qualified managers applying for the position than there are teams, all Board approved Managers will be voted on by the Board. Those managers receiving the most votes will be given the positions.

27. All players of draft age that register after the draft is completed will be put in a lottery drawing and the next teams eligible to select a player will draw in order. Example: Team #2 was last to draft a player; two players sign up after the draft; Teams #3 & #4 would draw for the new players. The Player Agent would be in charge of the lottery. The lottery cannot occur until a player or players is/are placed on the waiting list.
28. The slide rule will be in effect at all times in all divisions and strictly enforced by the umpire.
  - No warning necessary
  - Only 2nd base, 3rd base, and home
  - In a simultaneous meeting at a base by the ball and a base runner, the runner will be called out if they do not slide.
29. All batters and runners must wear helmets with face guards. This is mandatory throughout the league.
30. Warm-up pitches are limited to 3 pitches for a returning pitcher and 7 pitches for a new pitcher.
31. On-deck batters are not allowed on or off the field. This applies to all Little League divisions.
32. Adults will be allowed in both coaching boxes. A player coaching a base must wear a batting helmet.
33. No one without a valid driver's license will be allowed to operate machinery owned by Keystone Little League.
34. **The Keystone Little League Sportsmanship policy will be in effect for all of those who participate at any level, including players, coaches, managers, umpires, spectators, and board members.**

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**SECTION II  
DRAFT SYTEM**

The purpose of the draft system is to try and make equitable distribution of player talent and to provide good balance among the teams of a division.

1. The draft order will be selected via random draw.
2. The draft will be a serpentine style draft. For example, if there are nine teams in the draft, teams 1 through 9 will pick in the 1st round. The 2nd round will start with team 9 and continue down to team 1.
3. Each manager will be allowed to select one assistant coach prior to the draft.
4. Each manager and assistant coach's child will be slotted into the draft as follows. (Should the manager's child and assistant coach's child be ranked in the same round, that round's draft slot and the subsequent round's draft slot would be used.)
  - a. Major Girls Softball
    - i. Players selected to a Major Girls State All Star team in the previous season will be slotted for the first round.
    - ii. Players selected to a Minor Girls State All Star team in the previous season will be slotted for the second round.
    - iii. Players not selected to an All Star team in the previous season will be slotted for the third round with one exception, players that were ineligible for All Star selection the previous season (due to boundaries, age ineligibility, or not having been at Keystone Little League the previous season) will be evaluated on a case-by-case basis to determine draft slot.
  - b. Junior Girls Softball
    - i. Players selected to a Junior Girls State All Star team in the previous season will be slotted for the first round.
    - ii. Players selected to a Major Girls State All Star team in the previous season will be slotted for the second round.
    - iii. Players not selected to an All Star team in the previous season will be slotted for the third round with one exception, players that were ineligible for All Star selection the previous season (due to boundaries, age ineligibility, or not having been at Keystone Little League the previous season) will be evaluated on a case-by-case basis to determine draft slot.
  - c. Minors Baseball
    - i. Players selected to the Minors District team in the previous season will be slotted for the first round.
    - ii. Players selected to a Minors All Star team in the previous season will be slotted for the second round.
    - iii. Players selected to a Farm All Star team in the previous season will be slotted for the third round.
    - iv. Players not selected to a Minors All Star team in the previous season will be slotted for the fourth round.
    - v. Players not selected to a Farm All Star team in the previous season will be slotted for the fifth round.
  - d. Majors Baseball
    - i. Players selected to a Majors District team or Majors 11s All Star team in the previous season will be slotted for the first round.

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- ii. Players selected to a Minors District team or a Majors All Star team in the previous season will be slotted for the second round.
  - iii. Players selected to a Minors All Star team in the previous season will be slotted for the third round.
  - iv. Players not selected to a Majors All Star team in the previous season will be slotted for the fourth round.
  - v. Players not selected to a Minors All Star team in the previous season will be slotted for the fifth round.
5. Sponsors may request to sponsor a specific team, however, sponsorship does not guarantee placement of a sponsor's child on that specific team. All children of sponsors will be included in the draft for selection by any team.
6. Players who did not attend tryouts/evaluations will be discussed prior to the start of the draft. At the division VP's discretion, the draft will be restarted if any player that did not attend evaluations is drafted in the first three rounds without being identified during pre-draft discussions as a potential top-three-round pick.
7. Siblings will be placed on the same team unless approved by the parent to play on different teams. When drafting siblings, the drafted choice is filled within the round selected. The other sibling will be placed on the same team in the following round.
8. Players who register late (following the draft) will be assigned as follows: 1) To a team that has lost a drafted player for any reason (chosen not to play, moved, etc.), 2) To the next team that was scheduled to pick when the draft ended.
9. Special parent requests that their child not play for a specific coach will be handled in confidence between the VP and the coach prior to the draft.
10. Trading of players between teams is not allowed unless there is a justifiable reason and, only then, with the division VP's approval. All trades must be player for player only. Trades involving a player for draft choices are not permitted.
11. The draft proceedings will be held in the strictest confidence by all attendees.
12. Under extenuating circumstances, the division VP may modify the draft rules for a division.

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**SECTION III  
TOURNAMENT TEAM SELECTION**

**PART A**

Nominations will be submitted by team managers to the Player Agent(s) 2 weeks prior to the day of voting (or if 3 rounds are played, at the beginning of the 3<sup>rd</sup> round). The Player Agent(s) will prepare a ballot. Nominations will remain open and will be accepted at the time of voting and then close. Players to be nominated must be counseled by the Manager and advised to be able to confirm that if selected they will be available for all practices and games.

Before voting, nominated player will be discussed by the managers. After voting has begun, lists cannot be changed. Vote will be by secret ballot.

**PART B**

Farm Boy, Minor Boy, Minor Girl, and Major Girl divisions may use the above procedure or hold tryouts for tournament teams. The Division Player Agent will announce by opening day the method to be used for their division.

**PART C**

All tournament teams will be chosen without a manager. Once the team has been selected, all managers interested in coaching the tournament team will be entered in the manager selection process. All those managers entered will be voted on by all the managers of that league, Player Agent of that league and Player Agent of that league. Once the manager has been picked that manager will pick his/her coach. Before any vote is taken, the voting process needs to be decided upon by all parties.

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**SECTION IV  
T-BALL  
4 – 5 YEARS OLD**

1. Boys and girls will play on the same team. An attempt will be made to balance the teams by age and gender.
2. Games are scheduled for 6 innings or 1 hour. No new inning will start after 1 hour. When the time limit is reached, any inning in progress will be completed.
3. All team members present at a game will play the entire game in the field (maximum of 7 members in the infield).
4. An inning shall be defined as 6 batters per team. Batters will run station-to-station (i.e., one base only for each hit) however, with the last batter, the base runners and the batter can run the bases until they touch home plate.
5. On defense, the team is encouraged to make an out, however the batter is allowed to stay on the base and continue running the bases.
6. No official standings will be kept and no division winner will be named.
7. Managers and coaches should stress the fundamentals of the game: fielding, catching, throwing, batting, and running bases. If Board members or other division managers and coaches are asked to help with the instruction by T-Ball managers or coaches they will do so as time permits.
8. Managers and coaches in the T-Ball division will be permitted on the field with their team to help position and instruct players. They will also be allowed to help the opposing team's players in base running. No more than two adults per team may be on the field at a time.
9. Managers should make sure that every player is given a chance to play each position for at least three innings during the season.
10. An age-appropriate reduced injury factor (RIF) baseball will be used.
11. No player will be allowed to play the catcher position.
12. The coach will stand opposite the batter where he/she can best judge the contact of the bat on the ball.
13. If the ball is topped, the rubber is not hit, and the ball falls in fair territory and remains there it is a hit if it travels beyond a 15-foot radius from home plate. If the ball falls on the base of the tee, whether it remains there or rolls into fair territory, it is a dead ball and must be hit again.
14. If the ball is undercut and more rubber is hit than ball, it is a hit if it stays in fair territory.
15. The coach has total responsibility for the tee. When the ball is hit the coach will immediately move the tee.
16. The batter is not allowed to bunt.
17. The pitcher must remain in contact with the rubber until the ball is hit. All other players must remain in their normal playing positions until the ball is hit.
18. Base stealing is not allowed.
19. Base runners cannot advance on an overthrow.

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**SECTION V  
COACH PITCH LEAGUE (CO-ED)  
6 YEARS OLD**

1. Boys and girls will play on the same team. An attempt will be made to balance the teams by age and gender.
2. All team members present at a game will play the entire game in the field (maximum of 7 members in the infield).
3. Games are scheduled for 6 innings or 1 hour. No new inning will start after 1 hour. When the time limit is reached, any inning in progress will be completed.
20. An inning shall be defined as 6 batters per team. Batters will run station-to-station (i.e., one base only for each hit) however, with the last batter, the base runners and the batter can run the bases until they touch home plate.
21. On defense, the team is encouraged to make an out, however the batter is allowed to stay on the base and continue running the bases.
4. No official standings will be kept and no division winner will be named.
5. Managers and coaches should stress the fundamentals of the game: fielding, catching, throwing, batting, and running bases.
6. Managers should make sure that every player is given a chance to play each position for at least three innings during the season.
7. All games will be played on a diamond with 50-foot bases and an age-appropriate reduced injury factor (RIF) baseball will be used.
8. A maximum of 6 pitches will be thrown to each batter; overhand for boys and underhand for girls. Coaches pitching overhand will pitch from one knee. If the player does not hit the ball in 6 pitches, a tee will be placed at home plate and the batter will hit from the tee.
9. For the first half of the season, all players will reach base regardless of whether an out is made. For the second half of the season, all fielding outs will be recorded but the 6 batters per inning rule will remain in effect.
10. Coaches will umpire their own games.
11. Base runners cannot advance on an overthrow.
12. No player will be allowed to play the catcher position.

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**SECTION VI  
FARM BOYS  
7 – 8 YEARS OLD**

1. This division will play with an age-appropriate reduced injury factor (RIF) baseball.
2. Bases will be 50 feet apart, pitching distance will be 40 feet from the point of home plate to the front edge of the pitching rubber.
3. Games are scheduled for 6 innings or 1 hour 40 minutes. No new inning will start after 1 hour 40 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead. A new inning starts the moment the third out is made, completing the preceding inning.
4. **Tie Breaker Rule:** During the regular season there will be no tie-breaker inning if the score is tied at the end of regulation time (1 hour 40 minutes) – the game will be recorded as a tie. During the in-house tournament, if the score is tied at the end of regulation time, the last batter from the previous at bat will be placed on second base and the extra inning will start with no outs. All ties in tournament games need to be broken.
5. **No more than one additional base may be taken on an overthrow.** Runners may not advance more than one base on a throwing error to the base or error by the baseman receiving the throw regardless of any additional attempt made by a defensive player. This is not an automatic advance and runners do so at their risk.
6. No balks will be called.
7. The infield fly rule is not in effect.
8. Only one bat around will be allowed per inning. In the event 2 teams do not have the same number of players, the manager with the most players sets the number to be used in the bat around if that were to occur. It must be the number of players from one team or the other present at the start of the game. In the event 3 outs occur prior to the bat around being completed, the side shall be retired. At the completion of the bat around with less than 3 outs, the side shall be retired and the teams change place on the field.
9. The Little League Baseball Pitch Count Regulation is in effect for all pitchers. Player pitch counts should be compared by the scorekeepers at the completion of each inning.
10. Any pitcher hitting or walking 6 batters in an inning may be replaced at that time by the Manager or allowed to complete the inning. However, that pitcher will not be allowed to pitch in any subsequent innings during the game.
11. Any defensive player, with the exception of the pitcher and catcher, may wear a first baseman's glove.
12. Bunting is allowed.
13. Adult umpires will be used for finals of the League Tournament. Junior umpires may be used if adults cannot be scheduled.
14. A maximum of 6 players, including the catcher, may be in the infield. If 10 defensive players are present on the field, the 4 outfielders must be positioned in a normal outfield position alignment.
15. For the League Tournament and the Championship Game the time limit and length of game will be determined by the Player Agent. All ties need to be broken.

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**FARM 7 RULES ONLY**

1. Each team will field 10 defensive players; however, the game will proceed if only 9 players are present.
2. Base stealing is not allowed. If a runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch.
3. At such time as the batter reaches a count of 4 balls, prior to 3 strikes, the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes. There will be no walks. Coaches will pitch overhand and on one knee. Player Agent may suspend coach pitch rule for the tournament.
4. If the batter gets hit with a pitch it automatically reverts back to the preceding rule.

**FARM 8 RULES ONLY**

1. Each team will field 9 defensive. This is limited to 6 infielders, including the catcher, and 3 outfielders.
2. At such time as the batter reaches a count of 4 balls, prior to 3 strikes, the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes. There will be no walks. Coaches will pitch overhand and on one knee.
3. If the batter gets hit with a pitch it automatically reverts back to the preceding rule.
4. Base stealing is not allowed. If the runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch. One warning per game will be given by the umpire. At the midyear Manager's meeting, the Player Agent will determine if stealing of 3<sup>rd</sup> base only will be allowed for the remainder of the year. If in place, a runner stealing 3<sup>rd</sup> base cannot advance to home plate on overthrown attempts to put him out.
5. The Player Agent will suspend the coach pitch rule as described above after the first round of play. After that time the coach of the team at bat will only pitch to a batter when a walk or hit batter would force a runner to score from third base. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes.

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**SECTION VII  
MINOR BOYS  
9-10 YEARS OLD**

1. Bases will be 60 feet apart, pitching distance will be 46 feet from the point of home plate to the front edge of the pitching rubber. A regulation Little League approved baseball will be used.
2. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
3. **TIE BREAKER RULE:** If at the end of regulation time (1 hour 50 minutes) the score is tied, each team will have one offensive opportunity to break the tie. The last batter from the previous at bat will be placed on second base. The inning will start with no outs. The offensive team will have three outs to break the tied score. If either team fails to score in the extra inning the game will be recorded as a tie. **No tie-breaker inning will start after game time has reached 2 hours. A game tied after 2 hours will be recorded as a tie.** All ties in tournament games need to be broken.
4. Each team will field 9 defensive players; however, the game will proceed if only 8 players are present.
5. The infield fly rule is in effect.
6. The Little League Baseball Pitch Count Regulation is in effect for all pitchers. Player pitch counts should be compared by the scorekeepers at the completion of each inning.
7. Stealing of home is **NOT** allowed. A runner at 3<sup>rd</sup> base or advancing to 3<sup>rd</sup> base may advance to home at his own risk only if he is played on at 3<sup>rd</sup> base. At the midyear Manager's meeting, the Player Agent will determine if the stealing of home will be allowed for the remainder of the season.
8. Any pitcher hitting or walking 6 batters in an inning may be replaced at that time by the Manager or allowed to complete the inning. However, that pitcher will not be allowed to pitch in any subsequent innings during the game.
9. Only the first baseman will be allowed to wear a first baseman glove.
10. Adult umpires will be used for finals of the League Tournament. Junior umpires may be used if adults cannot be scheduled.

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**SECTION VIII  
AA / MAJOR BOYS  
10 – 12 YEARS OLD**

1. Bases will be 60 feet apart, pitching distance will be 46 feet from the point of home plate to the front edge of the pitching rubber. A regulation Little League approved baseball will be used.
2. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
3. **TIE BREAKER RULE:** If at the end of regulation time (1 hour 50 minutes) the score is tied, each team will have one offensive opportunity to break the tie. The last batter from the previous at bat will be placed on second base. The inning will start with no outs. The offensive team will have three outs to break the tied score. If either team fails to score in the extra inning the game will be recorded as a tie. **No tie-breaker inning will start after game time has reached 2 hours. A game tied after 2 hours will be recorded as a tie.** All ties in tournament games need to be broken.
4. If a runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch. One warning per team per game will be given by the umpire.
5. The Little League Baseball Pitch Count Regulation is in effect for all pitchers. Player pitch counts should be compared by the scorekeepers at the completion of each inning.
6. Coaches/Managers meeting with players will be restricted to meeting with the pitcher and catcher only. This meeting can take place on the field of play.

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**SECTION IX  
FARM GIRLS  
7 – 8 YEARS OLD**

1. Bases will be 50 feet apart, pitching distance will be 30 feet from the point of home plate to the front edge of the pitching rubber.
2. A special 11-inch diameter reduced injury factor (RIF) softball shall be used.
3. Games are scheduled for 6 innings or 1 hour 25 minutes. No new inning will start after 1 hour 25 minutes. When the time limit is reached, any inning in progress will be completed unless the inning is in the bottom of the inning and the home team is ahead.
4. **Tie Breaker Rule:** During the regular season there will be no tie-breaker inning if the score is tied at the end of regulation time (1 hour 25 minutes) – the game will be recorded as a tie. During the in-house tournament, if the score is tied at the end of regulation time the last batter from the previous at bat will be placed on second base and the extra inning will start with no outs. All ties in tournament games need to be broken.
5. Each team shall field 10 defensive players, however, the game may proceed with 7 players.
6. Base stealing is not permitted.
7. Bunting is allowed.
8. The infield fly rule is not in effect.
9. For games until mid-May, the coach/manager shall pitch to the players on his/her team. Starting with games on the third Monday in May, there will be alternating innings of coach pitch and player pitch, where the coach/manager pitches during odd-numbered innings, and players pitch during even-numbered innings.
10. During innings where players pitch, at such time as the batter reaches a count of 4 balls, prior to 3 strikes, the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has three strikes. There will be no walks.
11. If the batter gets hit with a pitch, it automatically reverts back to the preceding rule.
12. All players and coaches must pitch from the rubber. Coaches must pitch from a standing position.
13. A pitcher may pitch a maximum of 3 innings per game and 6 innings per calendar week. A pitcher must have at least one calendar day rest between pitching appearances. Pitching one pitch in an inning constitutes an inning pitched.
14. One adult Manager or Coach will be permitted on the field in the outfield when their team is on defense to help in positioning and instructing the players. At the midyear Managers' meeting, it will be determined if this practice will continue for the remainder of the season.
15. If the batter gets hit with a pitch, it automatically reverts back to the preceding rule.
16. When the Coach is pitching, the pitcher must remain within a 10-foot semi circle in front of the rubber until the ball is hit.
17. Only one bat around will be allowed per inning. In the event 2 teams do not have the same number of players, the manager with the most players sets the number to be used in the bat around if that were to occur. It must be

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the number of players from one team or the other present at the start of the game. In the event 3 outs occur prior to the bat around being completed, the side shall be retired. At the completion of the bat around with less than 3 outs, the side shall also be retired, and the teams change place on the field.

18. The ball is considered dead when an infielder has possession or the infielder and /or runner has reached the bag on a play.
19. No more than one additional base may be taken on an overthrow. Runners may not advance more than one base on a throwing error to the base or an error by the basemen receiving the throw, regardless of any additional attempt made by a defensive player. This is not an automatic advance and runners do so at their own risk.
20. A maximum of 6 players, including the catcher, may be in the infield.

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**SECTION X  
MINOR GIRLS  
9 – 10 YEARS OLD**

1. Pitching distance will be 35 feet from the point of home plate to the front edge of the pitching rubber. Bases will be 60 feet apart.
2. An 11-inch diameter regulation softball will be used.
3. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
4. **TIE BREAKER RULE:** If at the end of regulation time (1 hour 50 minutes) the score is tied, each team will have one offensive opportunity to break the tie. The last batter from the previous at bat will be placed on second base. The inning will start with no outs. The offensive team will have three outs to break the tied score. If either team fails to score in the extra inning the game will be recorded as a tie. **No tie-breaker inning will start after game time has reached 2 hours. A game tied after 2 hours will be recorded as a tie.** All ties in tournament games need to be broken.
5. Bunting is allowed.
6. Stealing will be allowed from 1<sup>st</sup> base to 2<sup>nd</sup> base, and from 2<sup>nd</sup> base to 3<sup>rd</sup> base. If a play is made on the runner advancing to 3<sup>rd</sup>, that runner may advance to home plate at their own risk. If no play is made at 3<sup>rd</sup>, there may be no advancement to home plate. If the runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch. One warning per team per game will be given by the umpire.
7. The infield fly rule will not be in effect.
8. Only one bat around will be allowed per inning. In the event 2 teams do not have the same number of players, the manager with the most players sets the number to be used in the bat around if that were to occur. It must be the number of players from one team or the other present at the start of the game. In the event 3 outs occur prior to the bat around being completed, the side shall be retired. At the completion of the bat around with less than 3 outs, the side shall also be retired, and the teams change place on the field.
9. Any pitcher hitting or walking 6 batters in an inning may be replaced at that time by the Manager or allowed to complete the inning. However, that pitcher will not be allowed to pitch in any subsequent innings during the game.
10. At such time as the batter reaches a count of 4 balls prior to 3 strikes when the bases are loaded, the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes. (Note: This rule applies regardless of how the bases became loaded (either from all walks, all hits, or a combination of walks and hits. The only exception to this would be if the pitch hits the batter. If a pitch hits the batter, she'll take her base and a run will walk in.)
11. The Player Agent may suspend the coach pitch rule as described above at mid-season.
12. Little League Softball Regulations, Section VI (b) Minor Division apply. A player may pitch in a maximum of six innings in a game and a maximum six innings in a calendar week (weeks run Sunday to Saturday). If a player pitches in more than one inning, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning. For end-of-season in-house tournament play, the day of rest restriction for back-to-back games and the weekly inning maximum for pitchers will be lifted. However, pitchers may pitch no more than 3 innings per game.

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**SECTION XI  
MAJOR GIRLS  
11 – 12 YEARS OLD**

1. Pitching distance will be 40 feet from the point of home plate to the front edge of the pitching rubber. Bases will be 60 feet apart.
2. A 12-inch diameter regulation softball will be used.
3. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
4. **TIE BREAKER RULE:** If at the end of regulation time (1 hour 50 minutes) the score is tied, each team will have one offensive opportunity to break the tie. The last batter from the previous at bat will be placed on second base. The inning will start with no outs. The offensive team will have three outs to break the tied score. If either team fails to score in the extra inning the game will be recorded as a tie. **No tie-breaker inning will start after game time has reached 2 hours. A game tied after 2 hours will be recorded as a tie.** All ties in tournament games need to be broken.
5. Little League Softball Regulations, Section VI (b) Majors Division apply. A player may pitch in a maximum of nine innings in a day and a maximum eighteen innings in a calendar week (weeks run Sunday to Saturday). If a player pitches in more than one inning, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

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**SECTION XII  
JUNIOR/SENIOR LEAGUE GIRLS  
13 – 16 YEARS OLD**

1. For the junior league (ages 13-14) and a combined junior/senior league (ages 13-16), pitching distance will be 40 feet from the point of home plate to the front edge of the pitching rubber. If registration numbers are sufficient for creation of a true senior league (not a combined league with juniors), pitching distance will be 43 feet from the point of home plate to the front edge of the pitching rubber. Bases for all leagues will be 60 feet apart.
2. A 12-inch diameter regulation softball will be used.
3. Games are scheduled for 7 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
4. **TIE BREAKER RULE:** If at the end of regulation time (1 hour 50 minutes) the score is tied, each team will have one offensive opportunity to break the tie. The last batter from the previous at bat will be placed on second base. The inning will start with no outs. The offensive team will have three outs to break the tied score. If either team fails to score in the extra inning the game will be recorded as a tie. **No tie-breaker inning will start after game time has reached 2 hours. A game tied after 2 hours will be recorded as a tie.** All ties in tournament games need to be broken.
5. Little League Softball Regulations, Section VI (b) Junior/Senior/Big League Division apply. A player may pitch in a maximum of ten innings in a day and a maximum of thirty innings in a calendar week (weeks run Sunday to Saturday). If a player pitches in more than five or more innings, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
6. If a Keystone is playing another Keystone team then rule 9 of the general rules applies. If a Keystone team is playing a non-Keystone team then the Little League softball rule book or managers' agreement applies.