



# 2025 LOCAL PLAYING RULES

(Revised March 2025)

The Official Regulations and Playing Rules of Little League Baseball and 2025 Little League Bylaws shall apply except where specifically amended by these local rules.

## LBLL LOCAL PLAYING RULES

**Single A and Rookie:** No new inning after 1½ hours of the scheduled game time

**T-Ball:** Games shall end 1 hour after commencement.

Governing time shall be the time of the last out in the bottom of an inning. Infield and pitching warm-ups before each inning are limited to the lesser of 1 minute or 8 warm-up pitches.

**2.02 - INFIELD FLY:** (Single A and below): The infield fly rule shall not apply to the Single A division and below.

**IV(i), 3.03 & 4.04 - THE PLAYERS:** Players shall bat using a "continuous" batting order – each team shall bat through the number of their players present.

**ADULTS BEHIND BACKSTOP:** A "no standing" by spectators behind the backstop screen will be enforced. The area so designated will be determined by an imaginary extension of the foul lines to the backstop.

**NO EXCESSIVE CHANTING:** Out of respect for our neighbors and fellow players, the umpire will enforce a "no chanting" by the teams and fans if the chanting becomes (in the umpire's opinion) a distraction to the pitcher and the game.

**SPORTSMANSHIP:** All managers, coaches, and players are expected to follow the Blue Book's code of conduct. Specific infractions, as detail in Sections 4.06, 4.08, 9.01 (d) and 9.03 (d)(4) shall carry the consequences detailed in the Blue Book. Spectators shall conduct themselves in an orderly manner. Arguing with umpires, managers or coaches, or saying anything derogatory to or about any player is prohibited. If a spectator is violating this code of conduct, the umpire shall stop the game and inform the managers or a member of the LBLL Board, if present. One of the managers or a Board member shall warn the spectator that their behavior is unacceptable and subject to dismissal and that the LBPD will be called. If the behavior continues, the managers and/or Board member shall call the LBPD to remove the fan.

### LOCAL RULES (Single A AND ROOKIE)

**1.09 – BASEBALLS:** Only a level 5 RIF ball shall be used, and no other ball shall be used at any time.

#### IV(I) & VII. THE PLAYERS – MANDATORY PLAY:

**Single A:** A team will play a maximum of 10 defensive players, of which 4 must be outfielders. Outfielders must be at least 15' behind the base paths. No player will sit more than 1 inning defensively in any game except for injury or disciplinary reasons.

**Rookie:** All players present shall play defensively. There shall be no more than seven (7) infielders (1B, 2B, SS, 3B, C, and two (2) players positioned as pitchers – one on the right side of the coach pitcher and one on the left). All other players shall be positioned in the outfield and must assume a position at the start of the pitch at least 15' behind the base paths.

**VIII. END OF AN INNING:** Each inning, the team will bat "through the order."

**Single A:** The inning shall end at the earlier of three outs being made or when the entire lineup has batted through one time. The umpire shall end play immediately upon the final at bat by the batting team.

**Rookie:** Each time (or if) 3 outs are recorded before the complete roster is finished batting, the base runners must return to the dugout before the next player goes up to bat ("clear the bases after 3 outs").

**PITCHERS:** The ball will be considered "dead" when the pitcher is in his/her position in the Pitchers Circle and is ready to hand the ball over to the adult pitcher or is ready to pitch to the next batter.

**Single A: Machine Pitch (1st Half of season):** There will be a maximum of 6 pitches to each batter. If no result after 6 pitches, batter is out (exception – a foul tip or a foul ball shall not end the at bat). The home team must supply the pitching machine.

**Single A: Kid Pitch (2nd half of season)** The pitcher shall pitch to a baseball resolution. If 4 balls are thrown, the "coach pitcher" shall have two pitches. The # of strikes on the batter do not reset, so if there are 2 strikes on the batter, the coach comes in and throws a strike, the batter is out. Kid pitchers

shall be qualified according to the ability to throw strikes and field the position. **Pitch count MUST be kept in accordance with the Blue Book.**

**Rookie:** The “coach pitcher” must make best efforts to avoid a ball hit into the field of play. A batted ball striking the “coach pitcher shall be dead and the batter shall be awarded first base. Runners shall advance one base from the base previously occupied. The “coach pitcher” must throw the pitch overhand. There will be a maximum of 6 pitches to each batter. If no result after 6 pitches, batter is out (exception – a foul tip or a foul ball shall not end the at bat

**PLAY – OVERTHROWS:** A runner may advance a maximum of one base on an overthrown ball in the field of play regardless of any subsequent overthrows. *Exception: Rookie* 1st half of the Season, the runner may not advance on an overthrown ball.

**4.05 ADULTS ON FIELD:** Team at the plate shall have an adult pitcher and two adult base coaches. Team in the field may have one adult backing up the catcher who may talk to the catcher but not direct other defensive players. Team in the field may also have two adult coaches. In the 2<sup>nd</sup> half of the **Single A** division season, the coach of the team at the plate will call balls and strikes from behind the pitcher. These are the only adults permitted on the field.

#### **GENERAL INFORMATION**

Bunting is not permitted. Stealing of bases is not permitted, there are no walks, and the infield fly rule shall not apply. If a batter is hit by the machine or the player pitcher, the batter shall take 1st base. Base paths will be 55’.

#### **LOCAL RULES (T-BALL)**

**1.09 – BASEBALLS:** Only a level 1 RIF ball shall be used, and no other ball shall be used at any time during the game.

**IV(I) & VII. THE PLAYERS – MANDATORY PLAY:** Players shall bat "through the order" and all players shall be in each inning. Late show ups shall be inserted in the last position in the batting order. All players present shall play defensively. There shall be no more than seven (7) infielders (1B, 2B, SS, 3B, C, and two (2) players positioned as pitchers – one on the right side of the pitching circle and one on the left side of the pitching circle). All other players shall be positioned in the outfield and must assume a position at the start of the pitch at least 5’ behind the base paths.

**PITCHERS:** No coach pitch or player pitch is allowed in T-Ball games.

**INFIELD PLAY:** Prior to the conclusion of the game, all players on each team must have played at least 1 inning at an infield position, which includes pitcher positions. A player may not play more than one (1) inning/game at either pitcher or the first base position.

**END OF AN INNING:** The inning shall end after the at bat of the last batter in the lineup.

**END OF PLAY – OVERTHROWS:** A runner may not advance on an overthrown ball in the field of play

regardless of any subsequent overthrows

**6.0 THE BATTER:** The ball must be hit past the restraining line (nine-foot semicircle from plate). A batted ball not passing the restraining line shall be ruled a foul ball. Bunting is not permitted. The batter must hit the ball and not the tee. Any ball advanced off the tee because of the batter striking the tee shall be ruled a foul ball.

**7.0 THE RUNNER:** When the pitcher is in possession of the ball within the pitcher's circle, base runners shall not leave the bases until the ball is batted. A runner must have crossed the halfway point to the desired base before pitcher has possession, otherwise the runner must return to the last base occupied.

**4.05 ADULTS ON FIELD:** Team at the plate shall have one (1) adult assisting the batter and may have two adult base coaches. Team in the field may have no more than five adults in the field that may talk to the fielders but not assist in their play. These are the only adults permitted on the field.