



2026 Tri-Lakes Little League Baseball Supplemental Rules & Policies

Tri-Lakes Little League

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Section I: Purpose

1. These rules supplement Little League International (LL Int'l) Baseball Rules on how Tri-Lakes Little League (TLLL) will operate during the regular season. LL Int'l Baseball Rules, Regional Rules, and District Rules (for interleague play) take precedence over TLLL Supplemental Rules if there is any conflict.
2. For questions, Head Coaches should forward their concerns to the Vice President of Baseball Operations.

Section II: General Guidelines

1. Print out these supplemental rules and policies and have them available for reference during games.
2. The home team Head Coach is responsible to make sure Sports Connect is updated within 24 hours of game completion to include score and pitching counts.
3. All batters, base runners, and player base coaches must wear helmets.
4. Only 3 adults are allowed in the dugout or the field for each team for Minors AA and above.
5. Hitting practice against the backstop or fences prior to games is not allowed. Heavy balls, batting stick balls, and hitting into a net are allowed. Coaches can practice hitting infield/outfield drills.
6. To ensure timely play, there will be no throwing the ball "around the horn" by the defense after an out.
7. To expedite games, the batter must keep one foot in the batter's box unless timeout is granted by the umpire. LL Rules allows exceptions to this rule.
8. While some players are not at the ability level to play certain positions (such as pitcher, catcher, first base, etc.), please remember this is a developmental league and try to rotate players to different positions as much as possible.
9. Intentional Walk – For the AAA Division and above, the defensive team Head Coaches is able to elect to intentionally walk a batter by announcing the decision to the plate umpire. The ball is dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the remaining pitches required for a walk are charged towards the pitch count of the pitcher. A player can only be intentionally walked once per game.

10. Pitcher/Catcher's Courtesy Runner: when there are 2 outs and the pitcher/catcher from the last inning is on base, a courtesy runner is allowed. The courtesy runner must be the player who was previously put out if batting full lineup.
11. Throwing the Bat. If, in the umpire's judgment, a batter carelessly releases the bat during or after a swing in such a manner that it could or does present an unsafe situation, the umpire shall, after the first occurrence, warn the player and the Head Coaches that if that player "carelessly lets go of the bat" again, he/she shall be disqualified from batting during that game. On the second occurrence, the offending player shall be removed from the batting order, may be used as a base coach or still play defensively. An out shall not be called unless the bat throwing interferes with the fielding team's ability to make a play. In such a case, the umpire will impose the interference penalty in addition to the previously mentioned action. An out will not be recorded for that player in the subsequent batting order.
12. Fake Bunt & Swing. At all levels of play, a batter is out for illegal action when he/she fakes a bunt and then swings. The ball is dead and no players may advance. A player may fake a bunt without penalty if the player does not pull back and swing.
13. Infield-Fly Rule. At Minors AAA and above, the infield-fly rule is in effect. The rule shall not be declared or enforced at other levels.
14. Dropped 3rd Strike is in play for Majors and above.
15. For Baseball Minors-AAA and below, games can start and continue with 8 players.
16. At all levels of Baseball, due to injury or ejection, a game may continue with 8 players. The last completed at-bat player on the opposing team shall provide an outfield defensive position to make 9 defensive positions. An out will not be assessed for the missing batter.
17. Games at Baseball Majors and above shall start with 9 players minimum on both teams.
18. If the roster subsequently falls below 8 players so that the game cannot continue, the game shall end if it meets the requirements of a regulation game, otherwise the game shall end in a forfeit.
19. If a player is injured, becomes ill or must leave the game after the start of play, the team shall skip over that player when their time at bat comes up without penalty. If the injured, ill or absent player returns, he/she is merely inserted into the original spot in the batting order and the game continues. Also, if a player arrives late to the game site, he/she shall be added to the end of the current lineup without penalty.
20. Head Coaches are responsible for ensuring all player equipment is compliant before it reaches the field.
21. Bats: USSSA bats are not permitted in any Little League division. Bat Requirements for Majors & Minors Must display the USA Baseball logo, and for Intermediate & Juniors bats Must display USA Baseball or BBCOR certification
22. A batter is out for illegal action when –
 - 22.1. The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat or is discovered having used an illegal bat prior to the next player entering the batter's box. The ball is dead. Runners must return if they advanced on the play.
 - 22.2. Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:

- 22.3. The ball is dead, the batter is out, and runners must return if they advanced on the play.
- 22.4. The Head Coach of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game
23. Runners trying to score must attempt to avoid contact with the catcher. There is no “must slide” rule in LL. Defensive players covering home plate must have the ball in their possession before blocking home plate.
24. Majors and below division may not use the on-deck batter position. For Intermediates and Juniors, this position is allowed.
25. For Minors-AAA and above, each team will be allowed to have 1 Head Coach and not more than 2 additional volunteers (coaches) in the dugout during a game. (Note: Head Coaches/coaches may not manage or observe from stands or behind backstop during game).
26. Intentional Walk – For Minors-AAA and above, the defensive team Head Coach is able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive Head Coaches, the ball is ruled dead and no other runners may advance unless forced by the batter’s award of first base. Once the award is granted, four pitches will be added to the defensive pitcher’s official pitch count. A player can only be intentionally walked once per game.

SECTION III: Sportsmanship

1. Head Coaches are responsible for the conduct of the team’s coaches, players, and fans.
2. If the umpire ejects a Head Coach, coach, or player, the umpire and Head Coach shall furnish a written report to the league President within 24 hours of the incident.
3. Umpires are instructed to give one warning for inappropriate behavior (unless extreme) and are then able to call the game if it happens again. The team responsible for the offending parent will forfeit the game.
4. Any umpire’s decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, Head Coach, coach, or substitute shall object to any such judgment decisions.
5. Please be professional during any discussions, debates or disagreements with umpires on LL Rules.

SECTION IV: Timing of Games and Limits

1. A game shall begin at its scheduled start time or 15 minutes after the last out of the previous game, whichever is later.

2. The plate umpire shall keep official time and advise the scorekeepers of the start time. The official game clock shall begin when the umpire calls "Play."
3. If the start of a game is delayed forty-five (45) minutes past its scheduled start time, the game shall be rescheduled, unless no game is scheduled behind it, and at least 2 hours remains until any applicable curfew.
4. A new inning begins when "Time" is called after the third out is made or run limit is reached to complete the preceding inning. The Offense has 1-minute to take the field.
5. On fields with lights, no game shall be played past 10:30 pm. On fields without lights, play shall end at official sunset or before play becomes unsafe due to lack of light as determined by the Umpire-in-Chief (UIC), whichever occurs first.
6. For a suspended game, elapsed time from the original game shall be counted towards the allowed time.
7. Run Limits shall follow Little League rules, 15, 10, and 8 at the 3rd, 4th, 5th innings for Majors and below, and at the 4th, 5th, and 5th innings for Intermediates and Juniors. Managers may agree to a 5 run limit during the plate conference.
8. Time limits for each division are listed below. The LL rulebook shall be used to determine the proper handling of suspended and tie games.
9. T-Ball & Rookies: A hard stop shall occur at one 1+30 minutes. Coaches may agree to terminate earlier if instructional goals are met. The game ends regardless of the number of innings completed.
10. Minors AA, AAA and Majors: A game is 6 innings. No new inning may start after 1+45 minutes and a hard stop shall occur at 2 hours. The game ends and is regulation regardless of the number of innings completed. Games are also regulation after 4 innings if the game is called early. All regulation game shall be used in the standings.
11. Intermediates/Junior/Senior Baseball: A normal game is 7 innings. No new inning may start after 2 hours and a hard stop shall occur at 2+15 minutes. The game ends regardless of the number of innings completed. Games are also regulation after 5 innings if the game is called early. All regulation game shall be used in the standings.

SECTION V: Call-Up of Players

1. Before the season starts, each Minors-AA, AAA, Majors and Intermediates Head Coach shall provide the Player Agent and the appropriate Majors, Intermediates, and Juniors Commissioner with the names and phone numbers of players capable of competing at the next higher level. Majors' players must be league age 11 years old to play up to Intermediates and Intermediates must be league age 12 to play up to Juniors. The Player Agent shall assemble these names into a "Call-up Roster" and provide the results to the Division Commissioners.
2. Head Coaches and/or coaches shall not have the right to randomly pick and choose players to call-up. Head Coaches that call-up players without following the League process may be subject to disciplinary action which may include, but not limited to, declaration of the player as an eligible before, during, or after the game, forfeit of the

game, suspension of the Head Coaches for future games or suspension of practice time slots for the team.

3. Head Coaches should call-up players to bring their rosters to 9 players, preferably 10 players, but no more than 11.
4. Head Coaches cannot borrow players from the current game opponent to start a game at Baseball Majors and above.
A Majors, Intermediates, or Juniors Head Coaches needing a player shall notify the Minors, Majors, or Intermediates Commissioner and/or Player Agent. The Majors, Intermediates, or Junior Commissioner, with the help of the Player Agent, shall respond to the request with a list of eligible call-up players. A Head Coaches needing a player shall contact only the players identified by the Majors, Intermediates or Juniors Commissioner. Once matched, the Head Coaches needing a player shall coordinate with the owning Head Coach. The Majors, Intermediates, and Juniors Commissioners shall attempt to let as many players play at the next level to avoid the same players playing as a call-up.
5. Called-up players must adhere to the following restrictions during play:
 - 5.1. Called-up players may not pitch or catch.
 - 5.2. Called-up players may start the game only if all regular players present start the game.
 - 5.3. Must follow minimum playing time rules of the level for which they are called-up.
 - 5.4. If having called-up player(s), a Head Coach learns that additional regular players shall be available so that the called-up player is not needed, he/she should immediately notify the called-up player(s). If it is too late to provide reasonable notice, or if for any other reason a called-up player(s) should arrive at the field prior to the start of the game in uniform and ready to play, he/she shall be considered a member of the team roster for that game, subject to the called-up player(s) restrictions set forth.
 - 5.5. Called-up players shall be listed in the batting order after regular players.
 - 5.6. Head Coaches shall identify called-up players at the plate conference. The umpire shall enforce this rule when a violation is called to his or her attention. Violation of the rule is not grounds for protest but may be a ground for disciplinary action.

SECTION VI: Player Participation Requirement

1. LL International has gone to a continuous batting order for tournament All-Stars games. Therefore, all Divisions shall use this approach for regular season and tournament games. This allows maximum at-bats for all players and flexibility on defense. No player should sit out a 2nd inning on defense until all other players have sat out an inning. No player should sit out 2 innings in a row unless they are in the pitching/catching role.

SECTION VII: Game Preliminaries

1. The league attempts to schedule 2 umpires for Intermediates/Juniors games and a plate umpire for Majors and Minors AA and AAA games. When no official home plate umpire is assigned or shows, the home team is responsible for providing the home plate umpire. When a base umpire is assigned, and the plate umpire does not show, the assigned base umpire shall become the assigned plate umpire if equipped. When no official base umpire is assigned, or a base umpire becomes the plate umpire, the home team is responsible for providing a base umpire. In no case should any game be delayed, cancelled or postponed because league umpires are not available. NOTE: The plate umpire normally stands behind the catcher, but if circumstances dictate otherwise (no protective equipment), the umpire may stand behind the pitcher.
2. The home team shall provide the official scorekeeper using Gamechanger. The umpire shall review duties to the scorekeeper and impress upon the scorekeeper that he or she is a game official and not to act as an advisor or cheerleader for their team, although they may respond to questions concerning pitches, outs, scores and batting order.
3. A Head Coach or coach may not umpire in the same league's Division in which they participate. In the event there are no available umpires or that a scheduled umpire is not present, this rule may be waived by agreement of both Head Coaches.
4. The Umpire in Charge (UIC) will conduct a plate conference no later than 5 minutes to start time.
 - 4.1. Each Head Coach will provide the UIC a new game ball and one other game quality ball.
 - 4.2. Head Coaches's will provide the UIC and the other Head Coach a copy of their line-up.
 - 4.3. Head Coaches will identify pitchers with their restrictions and call-up players.
 - 4.4. Head Coaches and the UIC will agree to run limits, balk rules, and any pitching restrictions.
 - 4.5. Head Coaches may agree to a 5-run limit per inning or the mercy rule. There is no unlimited last inning.
5. Pre-game Practice, Field Preparation, and Post Game Cleanup.
 - 5.1. Practice times on the fields before all games shall be as follows if time and field rules permits:
 - 5.2. The visiting team shall take infield practice for 5 minutes beginning 20 minutes before game time.
 - 5.3. The home team shall take infield practice for 5 minutes beginning 15 minutes before game time.
 - 5.4. The playing field shall be cleared 10 minutes prior to game time for any field preparation and final team meetings.
 - 5.5. Teams conducting pre-game warmups shall not interfere with any game which is in progress.
6. To provide a safe environment for players, the following guidelines should be used during team activities that involve swinging bats. The number of players allowed to swing a bat should be consistent with the number of adults that are available to supervise the hitters. These guidelines only apply to a "practice session" that is conducted within the confines of a playing area. If utilizing a batting cage that is

located outside of the assigned practice session playing area, then only one bat should be in motion in the batting cage

SECTION VIII: Protests

1. T-Ball & Rookies-A Baseball Divisions: Formal protests are NOT allowed; Protests must be resolved on the field at the time of play. The Head Coach are encouraged to resolve the disagreements immediately. If necessary, an TLLL Board Member on Duty shall make the final decision regarding a dispute.
2. Minors Baseball and Above: If a formal protest is lodged, the protesting Head Coach should request that the official scorekeeper enter in the scorebook; the time, inning, team at bat, player at bat with the count, and number of outs. The game is to continue “under protest” and the protesting Head Coach must submit a written description of the play and the basis of the protest to the League President, or his/her designate, within 24 hours of completion of the game. The opposition Head Coach and the home plate umpire must submit rebuttal letters regarding the protest within 24 hours of notification by the League President that the written protest has been received. The League Chief Umpire, the Player Agent, the League President, Vice Presidents and Coaching Director shall resolve the protest.
3. If there is reasonable doubt that any umpire’s decision may be in conflict with the rules, the Head Coach may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
4. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse, or interfere with another umpire’s decision unless asked to do so by the umpire making it.

SECTION IX: Home Team Responsibilities

1. Take the 3rd base dugout.
2. Provide the official scorekeeper. The scorekeeper is a game official and should respond to questions concerning pitches, outs, scores, and batting order. The official scorekeeper will serve as the official pitch counter, inform the umpire when a pitcher’s maximum has been reached, and enter in the scorebook the number of pitches thrown by each pitcher. The scorekeeper’s decision regarding the pitch count is final.
3. Report the score and pitch count to the League via Sports Connect within 24 hours of the conclusion of the game.
4. Responsible for preparing the field for play and returning all equipment to the storage shed or field box after the last game of the day. The visiting team should help with all preparations and cleanup. If not completed by the field owner, preparing the field includes: raking the infield and base paths (base paths must be raked only in the direction of the base path to keep the dirt on the field); chalking the foul lines,

batter's boxes, and installing all bases. The home team also is responsible for filling in all holes and dragging the field following the last game of the day.

5. Although the league will secure at least one umpire for games Majors and below, and two umpires for Intermediates and above, if the umpire is a no-show, then the home team should select an assistant coach or parent to call balls/strikes while standing behind the pitcher.

6. SECTION X: Visiting Team Responsibilities

1. Uses the 1st base dugout.
2. Is responsible for clean-up and trash removal of the third base dugout area.
3. Is encouraged to assist the home team with field preparation and care of field after a game.

4. Section XI: Personnel Permitted on the Field

1. On-Field Coaches. At the Majors level and above, only a Head Coach and two coaches may occupy the bench or dugout. At levels below Majors, a Head Coach and three coaches are permitted. No other person, including children and siblings, is permitted in the bench, dugout, or playing areas.
2. Only authorized Little League Volunteers with valid background check are allowed to work with players.
3. All players on the official rosters of the two participating teams.
4. Head Coaches/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire.
5. Once time is granted by the umpire, a Head Coach or coach may visit the pitcher's mound and confer with any defensive player. However, any visit to any defensive player, with exception of injury, will be considered a visit to the pitcher.

Section XII: Weather Considerations

1. A game can be cancelled beforehand by TLLL due to weather or field conditions or, if not cancelled by the league, both Head Coaches can connect in advance and make a mutually agreed-upon decision about whether or not to hold the game.
2. Once a game starts, it's up to the UIC, in coordination with Head Coaches, to cancel, suspend or postpone a game.
3. Lightning/Thunder.
 - 3.1. Play will be immediately suspended and all fields cleared when any of the following are observed by an umpire, or Head Coach or other league official: a. A lightning detector (including a weather app) indicates lightning within 6-10 miles or less.
 - 3.2. Upon such an observation, fields will be cleared and all players, Head Coach, coaches, umpires, and spectators will move to a vehicle for a minimum of 30 minutes. When in doubt, error on the side of safety and clear the field.

- 3.3. If a subsequent observation is made, play will be suspended for another 30 minutes from the subsequent observation(s). If suspension will result in more than a 60-minute delay from the initial stoppage of play, games will be called and league policies on resuming or calling the game will apply.
4. Cold Weather. If game-time air or wind chill temperatures are at 35 degrees Fahrenheit or lower with no precipitation or at 40 degrees Fahrenheit or lower with active precipitation, the game should be postponed. If these conditions occur once the game is underway, it will be in the judgment of the Home Plate Umpire, to determine if these levels have been reached and sustained.
5. Hot Weather. If the game-time heat index (combination of temperature and humidity) is determined to exceed 105 degrees Fahrenheit, the game will be postponed. If these conditions occur once the game is underway, it will be the judgement of the Home Plate to determine if these levels have been reached and sustained. If the heat index exceeds 95 degrees at game time, the Umpire will encourage 5-minute breaks to allow players to hydrate and recover. This recovery time will pause the official game clock.

SECTION XIII: Rescheduling Games.

1. Games shall not be postponed except for inclement weather, unsafe field conditions, or a lack of players.
2. Games shall be rescheduled for the first available make-up date; in the order they were originally scheduled unless a team already has one make-up.
3. Games shall not be scheduled to start before 1 pm on Sundays.
4. The League Scheduler is responsible for ensuring that the Umpires and Division Commissioners or Head Coaches are notified of the time, date, and location of a make-up or continued game.
5. No game shall be rescheduled beyond the last regularly scheduled game during the season, except Minors, Majors and Juniors
6. No team shall have more than 3 games in a week defined as Monday through Sunday. No other exceptions shall be made.

SECTION XIV: Divisional Specific Rules

1. **T-BALL DIVISION:** The purpose of this level of ball is to teach the fundamentals of the game and expose players to various fielding positions and game situations. Thus, Head Coaches should not emphasize winning and losing to the extent that it interferes with player development, or with the player's eagerness to participate fully in the game. No official score shall be kept to encourage Head Coaches to focus on player development, and to remove any disincentive to their allowing players of differing abilities to try different positions.
2. A batting tee will be used.

3. Tee-Puller. Each team shall assign one adult to: (1) Remove the batting tee from home plate after the ball is hit. (2) Re-position the batting tee on home plate after the at bat has been completed.
4. All players should be used in the field. Standard infield baseball positions shall be used (including the pitcher position) with extra players used in the outfield.
5. Head Coaches must rotate infielders and outfielders every inning. Each player shall play the entire game.
6. All Head Coaches, coaches, and safety cleared volunteers are allowed to be on the field when their team is on defense to assist with instruction.
7. No Score or Standings. No score shall be kept except for purpose of determining the end of an inning and as an indication of who has batted. There shall be no game winners or losers.
8. Every player must play two full innings of infield per game. In cases of shortened games, where a player has not had the opportunity to play two innings of infield, that player must start in the infield the next game.
9. No player may play more than two innings at pitcher or first base or any combination thereof.
10. Teams will bat all players in the 1st inning ONLY, and then half of the team's players -- unless 3 "baseball outs" are recorded first -- in each subsequent half inning.
11. The catcher position is opposite the batter, not behind the tee.
12. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an infielder to make an out in the infield. If this rule is violated, the ball remains alive.
13. No official umpires shall be provided at this level. An "Umpire from the Stands" or a Head Coach/Coach may umpire from behind the pitcher position,
14. The batter shall take a full swing at the ball. Neither bunting nor short, soft swings shall be allowed.
15. There shall be no strikeouts.
16. A hit ball must travel at least 15 feet to be in play. When possible, a line shall be provided on the playing field to mark the 15-foot arc when possible.
17. A hit ball shall be declared foul if, after a batter takes a natural swing at the ball, the ball is barely tapped and rolls down the tee, touches the rubber base, and only then bounces out onto the playing field beyond the 15 foot marker.
18. When the ball is hit, the runners/batter may attempt to advance no more than one base, unless the hit ball is untouched by a defender and travels past the location of the closest outfielder, in which case the runners/batter may attempt to advance a maximum of 2 bases.
19. Triples and home runs are not allowed at the T-ball level".
20. No stealing or lead-offs are permitted.
21. On any unsuccessful attempted play at a base, the ball is dead and the runner or runners shall not be permitted to advance.
22. The pitcher shall play in the normal position of the pitching mound. The player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber until the ball is hit. If the umpire detects that the pitcher is not in contact with the pitching rubber when the ball is hit and an out occurs at any base, the batter shall bat again and all runners shall be returned to their original bases.

1. **ROOKIES-A DIVISION:** The purpose of this level of ball is to teach the fundamentals of the game, and expose players to various fielding positions and game situations. The Rookies level's primary distinction from T-Ball is that coach and machine pitch is introduced. Thus, Head Coaches should not emphasize winning and losing to the extent that it interferes with player development, or with the player's eagerness to participate fully in the game. No official score shall be kept to encourage Head Coach to focus on player development, and to remove any disincentive to their allowing players of differing abilities to try different positions. Teams shall use a continuous batting order.
2. Standard infield baseball positions shall be used (including the pitcher position) with up to four players used in the outfield. Head Coaches must rotate infielders and outfielders every inning. A maximum of 10 players can be used on the field.
3. Pitching Machine. A pitching machine shall be used as follows:
 - 3.1. The visiting team is responsible for setting up the machine and returning it to the equipment locker following each game.
 - 3.2. The speed shall be set at 33-36 mph.
4. On any batted ball that does not leave the infield, all runners (including the batter-runner) may advance only one base.
5. On any batted ball hit to the outfield, runners may advance until the ball is in possession of the pitcher, catcher, or infielder in the infield (i.e., not an outfielder running into the infield with the ball.)
6. If a batted ball hits the pitching machine, the ball is dead and all runners, including the batter-runner, advance one base from where they were.
7. A batter shall be out after three "swinging" strikes. No strike shall be called when a pitch is not struck at by the batter and the ball passes through the strike zone. For games before the 1 May of the season, this rule is modified so that a batter shall be out after four "swinging" strikes.
8. No batter may be awarded first base by being hit by a pitched ball, or by a base-on-balls.
9. A runner may steal third base only. On an unsuccessful attempted put out of a runner stealing third, the ball shall be dead and the runner shall not be entitled to advance.
10. After an attempted putout, the ball is dead and runners may not advance.
11. Bunting is prohibited.
12. An outfielder may not make an initial play on a batted ball in the infield. Outfielders must play in the outfield, not the infield. Batted balls in the outfield must be thrown to an infielder to make an out in the infield. If this rule is violated, the ball remains live.
13. When pitching, it's recommended to have a coach/parent in back of home plate area with a bucket to collect passed balls. The coach/pitcher should also have a bucket to exchange when out of balls.
14. Pitchers shall not stand forward of the pitching machine chute before the ball is delivered.
15. For defensive purposes only, a team should borrow players from the opposing team if it has fewer than nine players. No out shall be charged for the missing spot(s) in the batting order

16. Coaches on Field. Two coaches are allowed on the field with the defensive team up to, but not including, 1 May of the season. Then no coaches are allowed.
 17. Until 1 May, a batting tee may be used in lieu of a 4 strike.
 18. There are no walks.
 19. A batter who is hit by a pitch remains at bat, no base taken.
 20. A batted ball that does not approach the player-pitcher, and therefore the player is not able to charge and make a play, is considered a foul ball. Example: a dribbler 5 feet in front of batter's box.
 21. No leadoffs, no steals. Baserunner must wait until the ball is hit before leaving the base.
 22. Players may advance bases after a hit until play is dead. Play is dead once an infield player has control of the ball and/or the ball has been thrown into the infield from the outfield.
 23. Players may advance one base during an overthrow; outs are applicable during advancement.
 24. It is discouraged for a batter to advance to second base on a thrown ball that gets through the first baseman -- which occurs frequently at this level (coaches should agree in advance on approach).
 25. Feet-first sliding is allowed; Headfirst sliding is not allowed.
 26. Every player must play two full innings of infield per game. In cases of shortened games, where a player has not had the opportunity to play two innings of infield, that player must start in the infield the next game. Each player shall start at least two games in the infield.
 27. Coaches may determine if they wish to have players on the bench when playing defense due to roster size, but a defensive rotation must take place every half inning.
 28. A runner on 3B may not steal home. They may only advance to home when a batted ball is in play or when forced home due to a hit-by-pitch, or other award (e.g., catcher's interference).
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1. **MINORS – AA:** The Baseball Minors AA Division is a transitional instructional level for ages 8-9 (and advanced 7-year-olds) combining coach/machine pitch early in the season and player pitch later, building consistency in throwing, hitting, and catching.
 2. No lead off is permitted. The runner may steal only after the ball has crossed home plate.
 3. Headfirst sliding is not allowed.
 4. There is no dropped 3rd strike rule
 5. "No Walk" Rule. 1. If a batter receives four balls, instead of taking a base on balls, the Head Coach or coach will place a Tee at the plate and place a ball on the Tee. The batter will be entitled to as many swings as needed from the Tee to put the ball in-play. Half-swings and/or bunts are not permitted.
 6. Every player must play two full innings of infield (inclusive of catcher and pitcher) within the first 5 innings of a game. In cases of shortened games (less than 5 innings), where a player has not had the opportunity to play two innings of infield,

that player must start in the infield the next game. Each player shall start at least two games in the infield.

7. During the Tee portion of the at bat, the pitcher may stand on the pitcher's plate or up to approximately three feet behind it. The Head Coach and the umpire shall ensure the catcher is in the catcher's position prior to the batter hitting from the Tee.
8. Once the batter puts the ball in play, the Head Coach or coach will remove the Tee and place the Tee next to the fence. In doing so, the Head Coach or coach must avoid any interference with the catcher attempting to make a play on the ball. If during an ensuing play the ball hits the Tee, it will remain a "live ball."
9. Advancing One Base on Misplays. If a batted ball leads to one or more defensive misplays (e.g. error, wild throw, etc.), a baserunner may advance, at his/her own risk, only one base beyond the base that the baserunner was attempting to take at the time of the initial misplay. Additional misplays beyond the first will not permit additional advancement. A baserunner is at risk of being tagged out while attempting to advance after a misplay, including while attempting to advance to any base in a manner not permitted by this rule. During an attempted steal, a baserunner may not advance an extra base after a defensive misplay.
10. Stealing. A baserunner may steal one base per an at-bat except no baserunner may steal home. A baserunner is at risk of being tagged out while attempting to steal, including while improperly attempting to steal home or any base in a manner not permitted by this rule. When a batter is awarded first base (for a walk, hit by pitch, or another award), the batter-runner shall not advance beyond first base. There is no delayed stealing (stealing a base on the throw to the pitcher).
11. Bunting is prohibited.
12. In addition to the pitch limits in Little League rules and these local rules, no player may pitch in more than 3 innings per game.
13. Illegal pitches shall be called and corrected but not penalized.

1. **Minors AAA:** The Baseball Minors AAA Division is a mix of instructional and competitive play for ages 9–11 (and advanced 8-year-olds) featuring full player pitch.
2. 12 Year-Olds cannot pitch at this level.
3. Head Coaches may agree to use or not use the "dropped 3rd Strike" rule for Minors-AAA.
4. Head Coaches may agree use the dropped 3rd strike and In-Field Fly rules
5. Base runners can start to take a lead as the ball crosses the plate.
6. Runners can advance one (1) base at their own risk on an overthrow to a base (this includes a ball that is thrown into foul territory and goes under a fence.) This is not considered "stealing" and is allowable from the start of the season.
7. Headfirst sliding is not allowed and the baserunner will be called out.
8. Once a pitcher is removed he/she cannot return as the pitcher.
9. A game can be cancelled beforehand by TLLL due to weather or field conditions or, if not cancelled by the league, both head coaches can connect in advance and make a mutually agreed-upon decision about whether or not to hold the game.

1. **The Baseball Majors Division (LL Division)** is a fully competitive division that incorporates many LL Int'l rules.
2. Dropped 3rd strike is effect (3rd strike not caught).
3. The infield fly rule is in effect.
4. For the month of April, Head Coaches may agree to one balk per pitcher to allow for pitcher instruction.
5. Base Stealing is permitted subject to rule 7.13 - leaving the base early.
6. Head 1st sliding is not allowed.
7. Metal cleats are not allowed.
8. Bunting is allowed. A fake bunt and then a full swing is not allowed
9. A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.

1. **The Intermediates Baseball** is a competitive transition level for ages 12-13 (and advanced 11-year-olds) played on a 50/70 field, bridging Little League to high-school style baseball
2. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. (Following LL Rules Book Regulation VI (b) page 37)
3. The infield fly rule is in effect.
4. Dropped 3rd strike is effect (3rd strike not caught).
5. Metal cleats are permitted at the Intermediate level and above, (exception: games played at fields that have an artificial turf pitching mound, then rubber cleats or sneakers are mandatory)
6. Bunting is allowed. Players will not fake bunt and then swing.
7. Leading off and base stealing is permitted.
8. Headfirst slide is allowed.
9. The "On Deck" batter is allowed.

1. **The Baseball Juniors Division** is a competitive division for ages 13-15 (and advanced 12-year-olds) on a 90-foot field designed to mirror high-school play, emphasizing advanced pitching, hitting, and defensive skills through 14 scheduled games.
2. Player 15-yrs-old and older are limited to pitching a maximum of 1 inning or three outs. They also can not compete in Juniors All-Stars
3. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
4. The infield fly rule is in effect for the Juniors division.
5. Dropped 3rd strike is effect (3rd strike not caught).
6. Head-first slides are allowed.
7. An on-deck batter is allowed.
8. Metal cleats are permitted at the Junior level except for on artificial turf to include portable mounds. In these case, athletic shoes or rubber cleats are mandatory
9. Bunting is allowed. A fake bunt and then a swing is not allowed.
10. For the month of April, Head Coaches may agree to a 5-run limit per inning. There is no unlimited last inning.

11. For the month of April, Head Coaches may agree to one balk per pitcher to allow for pitcher instruction.

SECTION XIV: End of Season Tournament

1. For purposes of playoff seeding, regular season standings will be determined by the following criteria:
2. Overall team winning percentage
3. Head-to-head record is the first tie breaker
4. Lowest average runs allowed per game is the second tie breaker
5. Coin flip by TLLL is the third tie breaker