



Little League Charter 346-05-03 Baseball
Little League Charter 194-71-3 Softball

MECHANICSVILLE LITTLE LEAGUE DIVISION PLAYING RULES

ALL GENERAL RULES APPLY

It is the policy of Little League to play all players on a regular basis. Every effort should be made to play each player in each game. The following rules will be followed to maintain this policy.

“AS” (Coach Pitch) Division SOFTBALL (5-6 year old)
“NO SCOREBOARD IN OPERATION”

- 1) Time Limit: Game ends after 1 1/2 hours from scheduled game time.
 - a) Complete game is three (3) completed innings or one (1) hour of play, should there be weather issues.
 - b) Teams must be off the field and out of the dugout after 1 3/4 hours from scheduled game time.
- 2) Offensive Play:
 - a) All players present will be in the batting order at all times.
 - b) The players position in the batting order must change every game.
 - c) After the third (3rd) out, the offensive team must clear all base runners. The offense continues to bat until the end of the batting order.
 - d) Last batter of the inning, play will continue (base running) until an out is made or the ball is controlled by the infield. DO NOT continue to run players around the bases.
 - e) A 15' area from the plate extending into fair territory will be drawn. A player must hit the ball to the line or beyond for the ball to be considered a fair ball. Balls hit that do not reach the line will be called a foul ball. There will be no limit on the number of foul balls.
- 3) Defensive Play:
 - a) Ten (10) players may play defense at one time.
 - b) Infielders must play standard infield positions and all outfielders (4) must play in the grass.
 - c) Players must be rotated every inning to a different defensive position, outfield to infield, etc.
 - d) Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance.
- 4) General:
 - a) Infield Fly Rule not in effect.
 - b) No Stealing (at any base).
 - c) Throwing of the bat will result in the batter being out at the discretion of the Manager / Coach.
 - d) Coaches will serve as umpires for their games.
 - e) At any time a throw is made to a base, each runner may advance only to the base they are going to at their own risk. Players may not advance on an overthrow.
- 5) Uniforms:
 - a) All players must wear MLL issued shirts and caps.

- b) Managers and coaches should coordinate appropriate attire including shirts and caps.
- 6) Protective Equipment (Applies to practices and games):
 - a) Catchers must wear helmet / mask, shin guards, and chest protector while on defense. All catcher helmets (including hockey style mask) must have protective throat guard.
 - b) All batters and base runners must wear a helmet with protective face cage.
 - c) All defensive players must use a baseball glove.



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“AAS” (Machine Pitch) Division SOFTBALL (7-8 year old)

- 1) Time Limit: Game ends 1 1/2 hours from scheduled game time. No inning will start after 1 hour and 20 minutes. Minimum of 3 innings or complete game of 6 innings.
- 2) General Playing Rules:
 - a) A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat. When the fifth (5th) run scores at the plate, three (3) outs will be assumed and the play will continue until a play is made at a base or the third (3rd) out is made as defined by LL rules.
 - b) No Walks are allowed. The batter must put the ball in play or strike out.
 - c) Infield Fly Rule not in effect.
 - d) Each batter gets a maximum of five (5) pitches. On the fifth (5th) and final pitch, the batter must swing. A batter will not be called out on strikes prior to the fifth (5th) pitch. If the fifth (5th) pitch is fouled off, the batter will continue until the ball is put in play, the batter strikes out, or does not swing. The machine operator will announce to the batter upon reaching the fifth (5th) pitch.
 - e) The machine operator may not coach nor address any offensive player once the player enters the playing field. The machine operator may not interfere with any defensive player.
 - f) The pitching machine will be set to 4-2-4 and will be placed 35 feet from the back tip of home plate. A pitching circle shall be marked around the machine, with the center of the circle 43 feet from the back of home plate.
 - g) If the machine malfunctions, play will continue with a coach only pitching.
 - h) Base Stealing is not allowed. Runners may not advance bases on passed ball by the catcher.
 - i) There is no practice batting allowed on the field with the pitching machine prior to the start of a regular season game.
- 3) Offensive Play:
 - a) All players present will be in the batting order at all times. Late arrivals will be placed at the end of the lineup.
 - b) The players position in the batting order must change every game. No player shall bat last in consecutive games, unless that player arrives late.
 - c) There is no taking of practice swings. Players MUST not pick up a bat in the dugout until they are headed to the batter's box.
 - d) If a batted ball hits the machine or the operator, the batter is awarded first (1st) base and the ball is dead at that time/ All runners may advance one base.

e) Extra Base Hits:

- i) A batter may continue to run if the ball is hit to the outfield. Once the ball is returned to the infield (dirt), all running must cease.**
- ii) Overthrows – Runners may advance one (1) base per live batted ball on an overthrow, not to include home plate.**

4) Defensive Play:

- a) Nine (9) players may play defense at one time.**
- b) No defensive player may be removed from a defensive position during an inning, except for an injury.**
- c) Infielders must play standard infield positions and all outfielders must play in the grass.**
- d) A player placed in the position of pitcher is to be placed on either side of the pitching machine, with both feet in the dirt, if playing on a grass field. If playing on a dirt field, an eight (8) foot circle will be marked around the machine and the pitcher must have one (1) foot in the circle. No pitcher may be located in front of the machine for safety.**
- e) Players must be rotated every inning to a different defensive position, outfield to infield, etc.**
- f) Players that do not play in one inning must play the following inning. No player may play more than two consecutive innings in either the infield or outfield, provided your full team is in attendance.**

5) Coaches / Umpires / Scorekeepers:

- a) There will be (3) approved coaches per team. Two (2) adult base coaches, one (1) adult coach in the dugout. An adult volunteer or opposing coach can operate machine.**
- b) There MUST be at least one (1) adult coach in the dugout at all times during the entire game. No other adults are allowed in the dugout during the game. This includes the team parent.**
 - i) All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.**
- c) The pitching machine operator should be as consistent as possible when putting the ball in the machine (same way every time). For consistency, the utilization of one ball for the entire game is recommended.**
- d) The pitching machine operator will be responsible for calling outs on base runners if so agreed upon by both coaches, in lieu of an umpire.**
- e) Coaches will serve as umpires.**
- f) The Home Team is responsible for providing a volunteer to keep the score book, and this individual must sit in the score box during the game.**
- g) The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.**



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“AAAS” Division MINOR SOFTBALL (9-10 year old)

- 1) Time Limit: Game ends after Six (6) innings or 1 1/2 hours from scheduled game time.
 - a) Complete Game is (4) completed innings.
 - b) No inning shall start after 1 1/2 hours from the scheduled game time. Play ends after 1 3/4 hours.
- 2) General Playing Rules:
 - a) A maximum of three (3) outs or five (5) runs scored will end the offensive teams at bat.
 - b) Infield rule is in effect.
- 3) Pitching:
 - a) Innings pitched will follow the Little League rule book.
 - b) A batter will walk after the fourth (4th) ball unless the batter is the tenth (10th) batter of the inning. The pitcher can walk two (2) batters per inning by throwing four (4) balls [HBP does not count as a walk]. A coach from the batting team will then come in to pitch to the next batter that receives four (4) balls. The batter will keep the same strike count and the will continue until the batter either strikes out or puts the ball in play. Once the play is over, the pitcher will return to the mound.
 - c) After a coach pitches to one (1) batter, the pitcher will return to the mound and pitch to the next batter. If the pitcher walks (4 balls) another batter in the same inning, the batter will not take first (1st) base. The batter will keep the same strike count and a coach from the batting team will assume pitching until the batter either strikes out or puts the ball in play.
 - d) The tenth (10th) batter must strike out or put the ball in play. If the tenth (10th) batter is hit by a pitch, the inning will be over upon the batter reaching first base.
- 4) Offensive Play:
 - a) Base stealing is allowed, except for home plate. The runner may only steal one base at a time and cannot advance on an overthrow on the steal attempt.
 - i) Exception: Home base can be stolen starting the game after the midway point of the season. The division director will notify managers when this rule goes into effect.
 - ii) Exception: Runners can advance on an overthrow starting after the game after the midway point of the season. The division director will notify managers when the rule goes into effect.
 - b) Batters can take as many bases as coached when the ball is hit cleanly (not to a player) in the outfield.
 - c) The players position in the batting order must change every game. No player shall bat last in consecutive games, unless that player arrives late.

5) Defensive Play:

- a) Nine (9) players may play defense at one time.
- b) No defensive player may be removed from a defensive position during an inning, except for an injury.
- c) Infielders must play standard infield positions and all outfielders must play in the grass.
- d) Players may not play more than two (2) consecutive innings in the infield or outfield. They may become a substitute or they may move to a field position they have not played in the previous inning. If removed for substitution, they will sit no more than that one (1) inning at a time and no player shall sit more than one (1) inning total until all players have taken a turn as a substitute.
 - i) Exception: A pitcher may remain as pitcher as long as they have not reached the limit of innings pitched, in accordance with the Little League Rule Book.
 - ii) Exception: A catcher may catch a maximum of three (3) innings per game.
 - iii) Penalty – First (1st) offense: the player not rotated properly will start next three (3) consecutive games and play the complete game in each.
 - iv) Penalty – second (2nd) offense: The manager will be suspended one (1) game.
- e) Any player not starting on one game must start the next available game.
 - i) Exception: players that show up after game has started will be worked into the game the next inning.

6) Coaches / Umpires / Scorekeepers:

- a) There will be (3) approved coaches per team. Two (2) adult base coaches and one (1) adult coach in the dugout.
- b) There **MUST** be at least one (1) adult coach in the dugout at all times during the entire game. Only Approved Coaches are allowed in the dugout. Team Parents are not permitted.
 - i) All coaches are required to stay behind dugout fence (not in opening) while team is both on offense and defense. No standing in the fence openings.
- c) The Home Team is responsible for providing a volunteer to keep the score book, and this individual must sit in the score box during the game.
 - i) Upon reaching the maximum pitch count, the scorekeeper shall notify the home plate umpire of such. It is the manager's responsibility to adhere to the pitch count rules, as outlined in the LL Rulebook.
- d) The Visitor Team is responsible for providing a volunteer to run the scoreboard and this individual must sit in the score box.