

These rules are in effect for the 2025 season and beyond until updated.

The Little League Rulebook will apply with the following house modifications.

<https://www.littleleague.org/playing-rules/rules-regulations-policies/>

Please avoid arguments at all costs! If a situation arises where a decision cannot be reached, please send the base runners back to the bases before the play commenced and replay it.

Games:

1. Games will begin with a warm-up starting 15 minutes prior to the game start time. Please start the game on time.
2. Games are scheduled for 1 hour and 15 minutes subject to weather; try to finish the final inning with enough time for a base race.
3. Pitching coach will act as the 'umpire'. The Pitching Coach should ask for assistance from coaches (either team) that have a closer look when a close play occurs.
4. Adult base coaches are permitted at 1st and 3rd bases (one coach per base) and must stand in foul ball territory only when outfielders are in use, coaches can be behind the infield players during the beginning of the season.
5. On Deck - There is No "on deck" circle due to safety reasons, no players should be swinging bats other than the batter. There must a coach or parent present in the dugout with the players at all times while they are waiting for their turn to bat.

Set-up:

1. Home team is responsible for field set up (to be completed not less than 20 minutes before game time) and take down (unless the next game teams are on-site already and the equipment can be left for that next game). This includes installing the bases, setting up the pitching machine, painting the base paths from home plate to first base and from home plate to third base, painting the batter's boxes, painting the dead ball circle around the pitching machine and painting the pitcher positioning lines on either side of the dead ball circle.
2. In the event a game is rained out or otherwise postponed, the teams involved may re-schedule and complete the game at some later date. Please contact the Division Coordinator for fields availability.
3. Dugouts - Home team takes the third base line dugout while the visiting team takes the first base line dugout.

Hitting/Pitching Machine:

1. Follow the Hitting Benchmark plan.
2. The pitching machine should be placed in line between 1st and 3rd bases.

3. The hitting teams' coach will operate the pitching machine. Under no circumstances should a child touch the pitching machine at any time.
4. A circle measuring 6 feet in diameter is to be marked with line paint around the pitching machine. This is referred to as the "dead ball circle". A ball hit cleanly through the circle is a fair ball and in play. Any ball that comes to rest within the dead ball circle, or that hits either the pitching machine or the pitching coach, is a dead ball. The pitch is replayed and no runners advance.
5. If a player fields the ball from inside the dead ball circle and makes an out, the hitter and all runners will be deemed safe.
6. No walks.
7. Kids to be encouraged by coaches to swing at each pitch that is delivered to home plate at a reasonable height at or around the strike zone. Each batter is entitled to FIVE GOOD pitches, unless they have a hit first. If, in the coaches' discretion, a pitch is determined to be unhittable, the pitch shall not be counted in the pitch count. A pitch that is outside of the strike zone is not automatically considered to be "unhittable". The goal is to encourage the players to swing and keep the game moving along while at the same time not encouraging bad habits such as swinging at wild pitches. If a batter does not swing at a pitch that is in your opinion, hittable, please call the pitch a strike and count it as one of the 5 pitches.
8. If no hits after Five Good Pitches, put in the Tee and have the batter hit away.
9. When the season has progressed where games include "outs", a strike out occurs if the batter is unsuccessful in hitting the ball after 5 pitches. If the 5th pitch is a foul ball, the batter shall remain "alive" and will continue to receive additional pitches until the batter either makes a hit, or does not make contact with the ball on a pitch. Upon striking out, the batter is considered to be "out" and shall return to the dugout. A batter is to be called out if he/she throws the bat.
10. Teams hit through their entire lineup in order every inning.
11. All batters and base runners must wear helmets. Batters and baserunners are not to remove helmets until they are back in their dugout.
12. Bunting is not permitted.

Base Runners:

1. No Stealing.
2. No Lead Offs.
3. Runners may only advance one base on a hit.
4. When progressing to "outs":
 - a. On hits to the outfield, a runner may continue to advance until the ball has been returned to the infield (by crossing the plane into the area inside the proper baselines and backstop. The goal is to encourage outfielders to throw and not run the ball back into the infield. As such, it is not necessary for an

infielder to catch or control a ball that has been thrown into the infield in order to stop the runners. However, a ball that is run into the infield by an outfielder will not be considered “returned to the infield” until such time as control of the ball has been passed to an infielder. If a runner is not more than halfway between bases at the time the ball is returned to the infield, the runner must return to the previous base. If the ‘umpire’ determines that a runner was not halfway to the next base when the ball was returned to the infield, the runner shall be sent back to their previous base.

- b. If there is at least one runner on base when a ball is hit to the outfield and the runner(s) is(are) on adjacent bases, then it is the lead runner’s position when the ball is returned to the infield which will determine whether runners may or may not advance to the next base. For example, if the batter hits the ball to the outfield and is more than halfway between 1st and 2nd when the ball is thrown back into the infield, BUT the lead runner who is directly ahead (between 2nd & 3rd) is NOT more than halfway between the bases, then both runners must return to the previous base.
- c. No Advancing on Overthrows.
- d. Tagged Outs – A runner that is tagged out between bases while the ball is live is out.
- e. Overruns – Unless the umpire has called a dead ball, a runner may be tagged out upon overrunning a base (including on a return of the ball to the infield or on an overthrow). Runners turning left at first base may be tagged out (runners turning right after first are safe until they return to the field of play).
- f. Sliding - For safety reasons, if there is even the slightest possibility of a play at the plate, base runners must slide into home or umpire will call them out. No head first sliding is permitted.
- g. Fly Balls - Where a batter hits a fly ball that is caught, the batter is out. Tagging up on fly balls is not permitted. Base runners advancing off their base on a fly ball that is caught may be tagged or thrown out at the base they left. Infield fly rule does not apply.
- h. Blocking Progress - Unless they have the ball, or are in the process of fielding a ball, fielders are not to block the base runners' progress by standing on the base paths. If this occurs, the runner shall be awarded the base that they are progressing to.

Fielding:

1. Unless otherwise agreed between the coaches, a maximum of 10 players may play in the field at one time. Infield positions are pitcher, catcher, 1st base, 2nd base, shortstop and 3rd base. Outfield positions are left, centre and right field and if 10

players, centre left and centre right field. Catchers must wear all catchers equipment as provided (players graduating to Minors next season will need to have some experience as catcher as this is a key position in the Pitching Divisions and the teams/league need to develop some players well in this position).

2. The fielding team is allowed to have only one player playing the position of pitcher either to the left or right of the pitching machine – it is recommended that this position not be filled until the hitters are consistently hitting. The pitcher is not permitted to be positioned closer to home plate than the side of the pitching machine. A small line should be painted on either side of the dead ball circle indicating where the pitcher can be positioned.
3. Players in the position of 2nd base and shortstop are allowed to be positioned no closer than 3 feet inside the base path towards home plate when a pitch is being delivered. Players at 1st and 3rd may be positioned no closer than 6 feet in front of their bases.
4. The defensive team is allowed one coach in the outfield or behind the infield when no outfielders are playing to provide instruction (coaches may not touch the baseball). There are no defensive coaches allowed in the infield.
5. Outfielders are allowed to be positioned no closer than 15 feet behind the base path when a pitch is being delivered.
6. For player development purposes, each player should be given the opportunity to play each fielding position on a rotating basis unless there is a concern for the player's safety in playing that position. Coaches should use their reasonable efforts to ensure that no player plays the same position twice in the same game, and favouritism should not be given to better players when allocating infield positions. Pitcher and 1st base are key positions and a player should not play either of those positions twice in the same game if possible.

General:

1. Defensive substitutions are unlimited, and substituted players can re-enter the game. Before an outfield is used, rotation and substitution is highly encouraged during the inning.
2. Catchers must wear a cup or jill (as appropriate) for their safety.
3. All equipment should be kept in the dugout area away from the field of play.
4. Arguing between coaches will not be tolerated and coaches or parents who do so will be asked to leave the park. Please report to the Player's Agent and Division Coordinator any inappropriate behaviour.