

# 2018 PTE Baseball Rules Summary

**NOTE:** All playing rules described in the *2018 Little League Baseball Official Regulations, Playing Rules, and Policies* handbook apply unless otherwise amended below.

	<b>Tee Ball</b>	<b>Rookies Baseball</b>	<b>Minors Baseball</b>	<b>Majors Baseball</b>	<b>Seniors Baseball</b>
<b>League Age</b>	4-5	6-8	8-10	10-12	13-16
<b>Bat Rules</b>	T-Ball bat w/ USABat sticker only	USABat only	USABat only	USABat only	BBCOR only
<b>Regulation Game Length (completed)</b>	4 innings	4-6 innings	6 innings (5½ if home team is ahead)	6 innings (5½ if home team is ahead)	7 innings (6½ if home team is ahead)
<b>Regulation Game Length (called/ incomplete)</b>	N/A	N/A	4 innings (3½ if home team is ahead)	4 innings (3½ if home team is ahead)	5 innings (4½ if home team is ahead)
<b>Game Ending During Incomplete Inning (regulation game)</b>	N/A	N/A	Score reverts back to last complete inning (EXCEPTION: If home team ties score/ takes lead in home half of incomplete inning, game ends at that point)	Score reverts back to last complete inning (EXCEPTION: If home team ties score/ takes lead in home half of incomplete inning, game ends at that point)	Score reverts back to last complete inning (EXCEPTION: If home team ties score/ takes lead in home half of incomplete inning, game ends at that point)
<b>Curfew (may not start a new inning after curfew time)</b>	Prior to April 25: 7:40 pm; April 26 to May 6: 8:00 pm; (Dates/ times may vary) May 7 to May 27: 8:15 pm; May 28 to end: 8:30 pm				
<b>Weeknight Time Limit (must end game when it reaches its time limit)</b>	1 Hour 30 Minutes	1 Hour 45 Minutes	None	None	2 Hours 30 Minutes
<b>Weekend Time Limit (must end game when it reaches its time limit)</b>	1 Hour 30 Minutes	1 Hour 45 Minutes	2 Hours	2 Hours	2 Hours 30 Minutes

<b>Batting Order</b>	Continuous Batting Order (everyone bats each inning)	Continuous Batting Order (does not reset/ picks up from previous game)	Continuous Batting Order (Regular Season: does not reset/ picks up from previous game. Playoffs: resets each game)	Continuous Batting Order (resets each game)	Continuous Batting Order (resets each game)
<b>Batting Around</b>	Everyone bats each inning	Not allowed (inning ends once everyone has batted)	Not allowed (inning ends once everyone has batted)	Allowed	Allowed
<b>Runs per Inning Limit</b>	None	4 Runs	4 Runs (except in last inning)	None	None
<b>Mercy Rule</b>	N/A	None	After 4 innings (3½ if home team is ahead)	After 4 innings (3½ if home team is ahead)	After 5 innings (4½ if home team is ahead)
<b>Stealing</b>	N/A	None	2 <sup>nd</sup> and 3 <sup>rd</sup> only	All bases	All bases
<b>Bunting</b>	N/A	None	Allowed	Allowed	Allowed
<b>Sliding</b>	Feet First Only	Feet First Only	Feet First Only (may slide head first when returning to a base)	Feet First Only (may slide head first when returning to a base)	Head or Feet First
<b>Base Running</b>	Each runner may only advance one base per hit (last batter in inning hits home run)	When a ball is hit to the outfield and it passes all fielders, that runner can try to advance to 2 <sup>nd</sup> base. If there are runners already on base when this occurs, those runners can advance one more base.	No Limits	No Limits	No Limits
<b>Advancing on an Overthrow (during batted ball)</b>	0 Bases	0 Bases	Unlimited	Unlimited	Unlimited

<b>Advancing on a Catcher's Overthrow (during steal)</b>	N/A	N/A	0 Bases	Unlimited	Unlimited
<b>Infield Fly Rule</b>	None	None	None	In Effect	In Effect
<b>Speed-Up Runner for Catcher</b>	N/A	N/A	When there are 2 outs and the catcher is on base, a speed-up runner may be used. Speed-up runner must be last out made that half-inning.	When there are 2 outs and the catcher is on base, a speed-up runner may be used. Speed-up runner must be last out made that half-inning.	When there are 2 outs and the catcher is on base, a speed-up runner may be used. Speed-up runner must be last out made that half-inning.
<b>Defensive Conferences (visits) with pitcher or any other defensive player</b>	N/A	N/A	3 <sup>rd</sup> time in an inning, 4 <sup>th</sup> time in a game, pitcher must be removed (resets when new pitcher enters game)	2 <sup>nd</sup> time in an inning, 3 <sup>rd</sup> time in a game, pitcher must be removed (resets when new pitcher enters game)	2 <sup>nd</sup> time in an inning, 3 <sup>rd</sup> time in a game, pitcher must be removed (resets when new pitcher enters game)
<b>Maximum Number of Coaches in Dugout/ on Field</b>	4	4	3	3	3

**General Rules:**

- New pitchers will be allowed to throw 8 warm-up pitches. Returning pitchers are allowed to throw 5 warm-up pitches.
- Managers/ coaches must not warm up pitchers prior to or during a game.
- All catchers' helmets must have a "dangling" type throat protector attached.
- All male catchers must wear cups.
- On-deck batters are prohibited (EXCEPTION: The on-deck position is permitted in Seniors). This means no player should handle a bat, even while in an enclosure, until it is his/ her time to bat.
- Scorebooks must be kept for Minors, Majors, and Seniors. They must be accurate for Post-Season (All-Star) play.
- Only the rostered players and coaches are allowed in the dugout. All siblings, friends, etc. must remain outside the dugout at all times.
- All managers, coaches, and players must remain in the dugout at all times. Leaving the dugout is prohibited.