

Freehold Township



PIONEER (7/8) PLAYING RULES

Little League baseball play is governed by the annual rules published by Little League Baseball, Inc. at the outset of each season. The below-listed rules apply to play in the Freehold Township Little League program and act as a supplement to LLB's rules for safety and player development, where applicable.

1. Games: 2 hour time limit, or 6 innings, whichever comes first.
 - a. **No Score is kept.**
 - b. Rainouts may/may not be made up.
 - c. Team must have a minimum of **6** players.
2. No Stealing
3. Pitching:
 - a. Players pitch; Coaches will pitch **ONLY** in the absence of qualified player pitchers.
 - Pitchers may move a few steps closer to the plate.
 - **NO Walks or STRIKEOUTS.**
 - When used, **coaches pitch to their own players.**
 - b. A player will deliver a maximum of 5 pitches per batter.
 - A coach will throw additional pitches. until the batter has either acquired 3 strikes **OR** put the ball in play
 - If the ball is **NOT** put in play, the batter returns to the dugout with **NO OUT IS RECORDED.**
 - c. A maximum of 6 batters per inning, **OR** three outs, whichever comes first.
 - d. Pitch Count:
 - Maximum 30 pitches (1 inning)
 - **The manager's top priorities are the health and condition of the pitcher.**
 - e. Pitcher Rest:
 - A minimum of 2 calendar days rest is required before a player is eligible to pitch again. To clarify: a player who pitches on Monday is eligible to pitch again on Thursday (Tuesday, Wednesday constitute the 2 calendar days of rest).
 - f. A pitcher who hits two batters during an outing must be removed from the game as a pitcher.
 - g. Every player on your team should be given the opportunity to pitch at least once during the season (remember, the pitcher can move a few steps closer if needed).
4. Batting:
 - a. Rotational Batting order – all players bat in order throughout the game.

- Every player on your team should bat in every position in the batting order at least once during the season.
 - b. Bunting: not allowed until after Memorial Day
 - Only one batter can bunt per team per inning
 - Batter / runners can only advance one base
 - Ball bunted foul when the batter has accumulated 2 strikes – batter sits down, no out recorded
 - c. Runners may advance as many bases as possible on a hit, but please use discretion, so that the players learn the game and do the right thing.
 - d. A batter hit-by-pitch has the option of taking first base or continuing to bat (at manager's discretion).
5. Fielding: Player safety must always be considered when assigning positions.
- a. Do not place a player in a position in which his skills may put him in jeopardy. If a player asks to play a position for which he hasn't exhibited the necessary skills (for example, he can't catch but wants to play first base), tell him what he needs to improve on in order to play the position, encourage him to work hard, and give him the opportunity to prove himself in practice. If he shows the necessary improvement, then he will get the opportunity to play the requested position in a game.
 - b. Rotate player positions for experience in a fair and systematic manner.
 - All players shall play at least one inning in the infield and one inning in the outfield in every game.
 - In each game, no player shall sit 2 innings until every player has sat out at least 1 inning.
 - c. Apply special emphasis to fielding a first baseman that can catch.
 - d. A catcher will be fielded, in a crouched position behind the plate.
6. A coach from the team that is batting serves as ump for calling balls, strikes, and bases (safe/out). If both coaches agree, a spectator may serve as the base ump.

Remember – the goals are for the kids to have fun, learn the game, and improve their skills.