



Development Division Rules

GENERAL

1. Official Little League Safety Balls shall be used. The concession stand has the game balls.
2. Teams have free substitution of defensive players & each player shall play a minimum 50% of each game's defensive outs.
3. When any defensive player has control of the baseball in fair territory within the infield area and the pitcher is on the mound ready to receive the ball, no base runner may advance
4. 5 Run Maximum per inning
5. A new inning should not start after 1.25 hours (Single A) or 1.5 hours (Double A).
6. All kids should remain in the dugout unless they are up to bat, including player on deck.
7. All games will be played with 6 infielders and 3 outfielders unless managers agree before game to allow 4th outfielder.
8. Innings are ended after 3 outs are made or 5 runs have been scored.
9. If the game is tied after 6 innings, the game will end in a tie.
10. There is no infield fly rule in the Development League.

BATTING

1. All teams will use a continuous batting order that will include all players present for the game.
2. Strikeouts – **Single A:** No strikeouts will occur in this division. After 3 swings, with no successful hits in fair territory, the coach will bring the tee out, announce the ball in play, and let the batter swing away.
Double A: Strikeouts do occur in this division either by swinging and missing or a called strike by the umpire.
3. There is no bunting or walks, unless hit by a pitch.

PITCHING

Single A:

Strictly Coach Pitch to start the season. (*Note: Coaches are encouraged to pitch from a seated or kneeling position.*) For the last ¼ of season, if a coach feels they have a few players that are ready to try pitching and coaches mutually agree, players can pitch from 35 feet for 4 pitches per batter. After 4 pitches the coach of the team at bat will step in and pitch the ball to the batter.

Double A:

Unless a different agreement is reached by both teams' coaches prior to the game, pitchers should pitch a maximum of 4 called balls per batter. When 4 balls have been thrown the coach for the team at-bat will step in and take over pitching with the current strike count intact.

Pitching rubber can be moved to 35 feet for those that cannot reach the plate.

No pitcher shall pitch more than 2 innings per game (or a maximum of 50 pitches)

BASERUNNING

1. On a ball hit to the outfield, a base runner may continue to advance until the outfielder has control of the ball, then the runner cannot advance beyond the base they were headed to.
2. One base is allowed on an over throw, no matter how many over throws.
3. No leading, stealing or advancing on a passed ball or over throw to the pitcher following a pitch.