



# **2020 Fall**

**Mason Youth Organization  
Little League Baseball Rules Supplement**

# Mason Youth Organization Little League Rules

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# **POLICIES AND PROCEDURES**

## **Weather Policy**

1. In the event of inclement weather, the umpire(s) will decide whether to suspend or cancel a game at the direction of a member of the MYOLL Board or Designated Representative at the field.
  - a. In the event of a rain delay, the umpire or MYOLL Representative will determine when/if the game will resume.
  - b. In the event of lightning, the umpire shall immediately stop play and clear the field for a minimum of 30 minutes. Play cannot resume until a continuous 30 minute window has passed without lightning.
  - c. Regular season games suspended due to inclement weather will be rescheduled for a later date. Upon restart, the game will proceed from the exact scenario that it was suspended.

# **POLICIES AND PROCEDURES**

## **Game Time Limits**

1. Each age division detail section documents the game time limits
2. There are no extra inning games during the regular season. Ties are permitted.
3. Games are all hard stops. If you do not complete the inning when the hard stop occurs, the final score reverts back to the last fully completed inning.

# GENERAL LEAGUE RULES

## Conduct

1. **MYOLL is a ZERO TOLERANCE League.** All participants in the Mason Youth Organization are required to be courteous and respectful at all times. MYOLL reserves the right to remove any participant or spectator due to misconduct.
2. No coach, parent, spectator or player is permitted to stand behind the backstop while a game is being played.
3. Judgement calls by an umpire, including but not limited to balls and strikes, are not questionable by any coach, assistant coach, player or parent. A head coach is the only participant that can call timeout and request a clarification of a call.
4. Ejections
  - a. Coach – First Offense – the coach will not be permitted to coach the team's next game. Second offense will lead to a disciplinary hearing with the MYOLL Board where it will determine the next course of action.
  - b. Player – The player shall not be permitted to play in the team's next game.

# GENERAL LEAGUE RULES

## Conduct (cont)

- c. Parent/Spectator – The parent/spectator shall not be permitted to attend the team's next game.
- 5. If a batter throws his bat and/or helmet, one warning will be given to the team. On the second team offense, the offending batter will be called out.

## Continuous Batting

1. All leagues and all non-MYOLL teams playing in MYOLL sponsored games must use continuous batting, with free substitution.
2. Because the continuous batting rule is in play, courtesy runners, pinch runners or special pinch runners are NOT permitted.
3. Continuous batting is when all players that are in attendance at the game from your team are in the batting lineup. All players must bat prior to starting the batting order over.

# BASEBALL GAME RULES

## General Rules

1. Home team furnishes the game balls and occupies the first base dugout.
  - a. Each game, 10U and older, is to have 1 new game ball, and 1 used game ball, in order for the team's allotted game balls to make it through the entire season.
2. Head Coach will take the ground rules and identify themselves to the umpires.
3. All bats and helmets are subject to inspection prior to the game by the umpire. Only Little League approved equipment will be utilized during the game, consistent with the age division that the game is categorized.
4. All catchers must wear "dangling" style throat protectors at all times.
5. All catchers must wear a protective cup.
6. Batting helmets must be worn at all times by offensive players while in the field of play. For example, batting, running bases or coaching a base.
7. Defensive players may wear any type of sunglasses that are not considered to be a distraction to the batters. Pitchers are not allowed to wear reflective sunglasses while pitching, unless they are doctor prescribed.

# **BASEBALL GAME RULES**

## **Team Rules**

1. An eligible team (8UA and older) consists of at least 8 players in order to start a game. A team has a 10 minute window from the official game time to provide the necessary 8 players.
2. Pool Players can be utilized if you have at least 5 of your regular roster players available.
  - a. Pool players must be from your age division or lower to be eligible.
  - b. Pool Players must bat last, and are not eligible to pitch in your game.

## **Pitch Count Rule:**

1. No player may pitch more than 6 outs in a game



## **4T – Tee-ball**

Defense – 6 Players in the infield (4 infielders, 2 pitchers, no catcher). No outfielders are required.

Run Limits/Mercy Rule – All players bat once per inning, no matter how many outs are recorded.

Coaches in the field – 2, beyond the fielders

Base Distance – 50 feet, safety base required

Pitching Distance – Tee Only, with a 15 foot batting circle

Innings – No minimum or maximum. See Game Time below

Bunting – No

Stealing – No

Lead Offs – No

Head First Slide – No

Infield Fly – No

Game Time – 15 minutes of practice/warmup, followed by a game with a 60 minute hard stop.

## **4T – Tee-ball (cont)**

### **Miscellaneous Rules:**

1. Batted ball must travel beyond the 15-foot batting circle to be considered fair.
2. No strikeouts.
3. No extra bases on balls that go out of play.
4. No league standings are kept.
5. No pitcher shall make an unassisted put out at a base.
6. The ball must be thrown to a base for an official put out. This does not apply to home plate. The pitcher may perform a force out play at home.
7. When a batted ball is hit into the outfield, and then controlled by a player, the ball is considered dead.
8. Runners will only advance to the base that they were headed towards.
9. All players may not play the same position more than once during a single game.

## **6U Coach Pitch**

Defense – 6 Players in the field (4 infielders, 1 pitcher, 1 catcher) No outfielders are required.

Run Limits/Mercy Rule – 5 runs per half inning, or 3 outs recorded, whichever occurs first.

Coaches in the field – 2, beyond the fielders

Base Distance – 50 feet, safety base required

Pitching Distance – 35 feet Coach pitches from knee.

Innings – 5 innings, 3 minimum to be Official

Bunting – No

Stealing – No

Lead Offs – No

Head First Slide – No

Infield Fly – No

Game Time – 90 minutes, Hard Stop. If you do not complete the inning when the hard stop occurs, the final score reverts back to the last fully completed inning.

## 6U Coach Pitch (cont)

### Miscellaneous Rules:

1. A designated coach will pitch while kneeling at a distance of 35 feet.
2. The designated pitching coach will hold their position during a batted ball, but must allow right of way for the fielders and batted balls.
3. A batted ball that hits the designated pitching coach shall be considered a dead ball and the batter shall be awarded first base. All other runners advance one base.
4. A defensive player must be positioned within 5 feet of either side of the designated pitching coach until the ball is hit.
5. Each batter will receive 3 pitches from the coach to hit. There will be no called or swinging strikes.
  - a. No strikeouts
  - b. If the 3<sup>rd</sup> pitched ball is not put into play, the batter will then hit a ball off the tee.
  - c. If the 3<sup>rd</sup> pitched ball is fouled off, the batter shall receive another pitch. This will continue until the batter either puts the ball in play, or misses the pitch, which the batter will then hit off the tee.

## **6U Coach Pitch (cont)**

### **Miscellaneous Rules (cont):**

6. When batting off the tee, the ball must go beyond the 15 foot batting circle to be considered a fair ball.
7. Any ball hit in fair territory from the coach pitching, no matter the distance, is a fair ball and should be played.
8. No extra bases on balls that go out of play
9. No Pitcher shall make an unassisted put out at a base. The ball must be thrown to a base for an official put out. This does not apply to home plate. The pitcher may perform a force out play at home.
10. When a batted ball is hit into the outfield, and then controlled by a player, the ball is considered dead. Runners will only advance to the base that they were headed towards.
11. All players may not play the same position more than one inning during a single game.

## 8U Coach/Kid Pitch

Defense – 10 Players in the field, utilizing 4 outfielders

Run Limits – 5 runs per half inning, or 3 outs recorded, whichever occurs first.

Coaches in the field – 2, beyond the fielders

Base Distance – 60 feet, safety base required

Pitching Distance – 40 feet, coach pitch and kid pitch

Innings – 6 innings, 4 minimum to be Official

Bunting – No

Stealing – No

Lead Offs – No

Head First Slide – No

Infield Fly – No

Dropped 3<sup>rd</sup> Strike – No

Balks - No

**Game Time – No new inning after 1 hour and 45 minutes. 2 hour hard stop.** If you do not complete the inning when the hard stop occurs, the final score reverts back to the last fully completed inning.

## 8U Coach/Kid Pitch (cont)

### Miscellaneous Rules:

1. **The goal of 8U baseball is to learn the game, not to take advantage of kids' mistakes and bad throws.**
  - a. Advancing more than one additional base on a play is an example of poor sportsmanship.
2. For the first **four** innings, these games are coach pitch. Coach Pitch Rules:
  - a. A designated coach will pitch to his/her own team.
  - b. The designated pitching coach will hold their position during a batted ball, but must allow right of way for the fielders and batted balls.
  - c. A batted ball that hits the designated pitching coach shall be considered a dead ball and the batter shall be awarded first base. All other runners advance one base.
  - d. A defensive player must be positioned within 5 feet of either side of the designated pitching coach until the ball is hit.
  - e. Each batter will receive 6 pitches from the designated pitching coach to hit.
    - i. There will be swinging strikes and strikeouts.
    - ii. Any pitch not swung at, is not a strike

## 8U Coach/Kid Pitch (cont)

### Miscellaneous Rules (cont):

iii. The 6<sup>th</sup> pitch, the batter must swing at the pitch, or they are out. If the batter fouls off the pitch, the batter shall receive another pitch. This will continue until the batter either puts the ball in play, or misses the pitch, which the batter will then be out via strikeout.

### 3. For innings 5-6, these games are KID Pitch

- a. An umpire will call balls and strikes.
- b. The batter will start with a normal 0 balls, 0 strikes count and proceed in normal baseball fashion.
- c. If the batter is hit by the pitch, while making a reasonable attempt to avoid the pitch, they will be awarded first base.
- d. A player can only pitch one inning (3 total outs), 50 pitches, or walk 4 consecutive walked batters. They must be removed from the position when one of these items occurs.
- e. No walks. After a pitcher has delivered 4 balls as called by the umpire, the designated pitching coach will enter to finish the at-bat. If there were 2 strikes in the count, the coach may deliver up to 2 more pitches, if there were 1 strike, he may deliver 3 more



## **8U Coach/Kid Pitch (cont)**

### **Miscellaneous Rules (cont):**

pitches, and if no strikes, he may deliver 4 pitches.

All other coach pitch rules apply.

4. Base running – if the base runner leaves early, in the opinion of the umpire, then a warning is given to the player. If this occurs a second time, the runner is out.
5. No short Center Fielders are allowed. The 4 outfielders must play a minimum of 20 feet beyond the base paths.
6. No outfielder can make an unassisted out at any base. They must throw the ball to the infield in order to make an out at a base.
7. When a batted ball is hit into the outfield, the ball is live until the outfielder gains control of the ball, at which point the base runners that are between bases may attempt to advance to the next base, at their own risk.
8. For any infield overthrows, runners can advance to the next base only, at their own risk.
9. All players must play 2 innings in the infield, each game, and not the same position more than 1 inning per game.

## 10U

Defense – 9 Players in the field, utilizing 3 outfielders

Run Limits – 5 runs per half inning, or 3 outs recorded, whichever occurs first.

Base Distance – 60 feet, safety base required

Pitching Distance – 46 feet

Innings – 6 innings, 4 minimum to be Official

**Pitchers are only allowed to pitch 2 innings or 6 outs.**

Bunting – YES

Stealing – YES

Lead Offs – No

Head First Slide – No

Infield Fly – YES

Dropped 3<sup>rd</sup> Strike – No

Balks - No

**Game Time – No new inning after 1 hour and 45 minutes. 2 hour hard stop.** If you do not complete the inning when the hard stop occurs, the final score reverts back to the last fully completed inning.

## 10U (cont)

### Miscellaneous Rules:

1. Runners are allowed to steal second or third base, leaving the base only after the ball has passed the batter.
2. If a base runner leaves the base early, the team will be given a warning. If this occurs a second time, the runner will be called out.
3. Runners may only steal one base after any given pitch, and not advance further on errors.
4. **Runners may only steal home on a passed ball, wild pitch or overthrow back to the pitcher.**
5. Runners may only slide head first when diving back in to a base.
6. When a runner is stealing a base, or sliding into a base, they must make every effort to avoid contact with the defensive player.

## 12U

Defense – 9 Players in the field, utilizing 3 outfielders

Run Limits – 5 runs per half inning, or 3 outs recorded, whichever occurs first.

Base Distance – 60 feet, safety base required

Pitching Distance – 46 feet

Innings – 6 innings, 4 minimum to be Official

**Pitchers are only allowed to pitch 2 innings or 6 outs.**

Bunting – Yes

Stealing – Yes

Lead Offs – No

Head First Slide – No

Infield Fly – Yes

Dropped 3<sup>rd</sup> Strike – YES

Balks – No

**Game Time – No new inning after 1 hour and 45 minutes. 2 hour hard stop.** If you do not complete the inning when the hard stop occurs, the final score reverts back to the last fully completed inning.

## **12U (cont)**

### **Miscellaneous Rules:**

1. If a base runner leaves the base early, the team will be given a warning. If this occurs a second time, the runner will be called out.
2. Runners may only steal home on a passed ball, wild pitch or overthrow back to the pitcher. They cannot break for home on the pitch.
3. Runners may only slide head first when diving back in to a base.
4. When a runner is stealing a base, or sliding into a base, they must make every effort to avoid contact with the defensive player.

## 13U Intermediate

Defense – 9 Players in the field, utilizing 3 outfielders

**Run Limits – 5 runs per half inning**, or 3 outs recorded, whichever occurs first.

Base Distance – 70 feet, safety base required

Pitching Distance – 50 feet

Innings – 7 innings, 4 minimum to be Official

**Pitchers are only allowed to pitch 2 innings or 6 outs.**

Bunting – Yes

Stealing – Yes

Lead Offs – YES

Head First Slide – YES

Infield Fly – Yes

Dropped 3<sup>rd</sup> Strike – Yes

Balks - YES

**Game Time – No new inning after 2 hours and there is a 2 hour and 15 minute hard stop.** If you do not complete the inning when the hard stop occurs, the final score reverts back to the last fully completed inning.

## **Juniors/Seniors**

Defense – 9 Players in the field, utilizing 3 outfielders

**Run Limits – 5 runs per half inning**, or 3 outs recorded, whichever occurs first.

Base Distance – 90 feet, safety base required

Pitching Distance – 60 feet 6 inches

Innings – 7 innings, 4 minimum to be Official

**Pitchers are only allowed to pitch 2 innings or 6 outs.**

Bunting – Yes

Stealing – Yes

Lead Offs – Yes

Head First Slide – Yes

Infield Fly – Yes

Dropped 3<sup>rd</sup> Strike – Yes

Balks - Yes

**Game Time – No new inning after 2 hours and there is a 2 hour and 15 minute hard stop.** If you do not complete the inning when the hard stop occurs, the final score reverts back to the last fully completed inning.

## Contact Information

Mailing Address: Mason Little League  
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