

# Sitka Little League Rules of Play

Approved April 2019

	T-Ball	AAA	Softball AAA	Minors	Majors	Softball Minors	Softball Majors	Juniors	Softball Juniors
<b># of Innings</b>	3 (no Minimum game requirement)	4 (no Minimum game requirement)	4 (no Minimum game requirement)	6 (4 Minimum to count as a game)	6 (4 Minimum to count as a game)	6 (4 Minimum to count as a game)	6 (4 Minimum to count as a game)	7 (5 Minimum to count as a game)	7 (5 Minimum to count as a game)
<b>End of Inning</b>	Each player bats once.	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs or 5 runs scored*	3 outs	3 outs or 5 runs scored*	3 outs or 5 runs scored**	3 outs	3 outs
<b># of Fielders</b>	All players (max 6 infielders)	10 players (4 true outfielders; no rover)	10 players	9 players	9 players	9 or 10 players	9 or 10 players	9 players	9 or 10 players
<b>Minimum Play</b>	Every player shall play the entire game. Continuous batting order.	Equal playing time for all players. Two (2) defensive innings must be played at an infield position. Continuous batting order.	Equal playing time for all players. Two (2) defensive innings must be played at an infield position. Continuous batting order.	3 full innings of defense, continuous batting order.	6 defensive outs, continuous batting order	3 full innings of defense, continuous batting order.	6 defensive outs, continuous batting order	6 defensive outs, [with continuous batting order**]; then 9 player batting order with minimum of 1 at bat.	6 defensive outs, continuous batting order
<b>Pitcher</b>	Batter hits off a tee	Machine pitches to own team. Limit of 7 pitches/batter. No walks or hit-by-pitch. Swinging strike outs apply.	Machine pitches to own team. Limit of 7 pitches/batter. No walks or hit-by-pitch. Swinging strike outs apply.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs. [Machine pitch if team runs out of pitchers: Limit of 7 pitches/batter; No walks or hit-by-pitch; Swinging strike outs apply.]	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs. [Machine pitch if team runs out of pitchers: Limit of 7 pitches/batter; No walks or hit-by-pitch; Swinging strike outs apply.]	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.
<b>Pitch Count</b>	NA	NA	NA	Pitch count rules apply. Sheets signed by both managers after each game and sheets kept in shed.	Pitch count rules apply. Sheets signed by both managers after each game and sheets kept in booth.	NA	NA	Pitch count rules apply. Sheets signed by both managers after each game and sheets kept in booth.	NA
<b>Baserunning</b>	No steals. Runners stop once the ball has been returned to the infield. Runners may circle the bases on last batter.	No steals. Runners stop once the ball has been returned to the infield.	No steals. Runners stop once the ball has been returned to the infield.	Steals allowed. Defense is responsible for stopping baserunners progress. Can not steal home.	Steals allowed. Defense is responsible for stopping baserunners progress. Dropped 3rd strike rule implemented at this level.	Steals allowed. Defense is responsible for stopping baserunners progress. Can not steal home.	Steals allowed. Defense is responsible for stopping baserunners progress. Dropped 3rd strike rule implemented at this level.	Steals allowed. Defense is responsible for stopping baserunners progress.	Steals allowed. Defense is responsible for stopping baserunners progress.
<b>Advanced Baserunning</b>	No bases may be taken on an overthrow.	One base is awarded on any overthrow.	One base is awarded on any overthrow.	No lead-offs. Runner advances at own risk once the ball reaches the batter.	Runner advances at own risk once the ball reaches the batter.	Runner advances at own risk once the ball reaches the batter.	Runner advances at own risk once the ball leaves the pitchers hand.	Lead offs allowed.	Runner advances at own risk once the ball leaves the pitchers hand.
<b>Batting</b>	Bunting is not allowed	Bunting is not allowed	Bunting is not allowed	Bunting is allowed. Slash bunting prohibited.	Bunting is allowed. Slash bunting strongly discouraged.	Bunting is allowed. Slash bunting prohibited.	Bunting is allowed. Slash bunting strongly discouraged.	Bunting is allowed.	Bunting is allowed.
<b>Scoring</b>	Scores will not be kept	5 run limit per inning*.	5 run limit per inning*.	5 run limit per inning*. 10-run mercy rule after the 4th inning.	No run limit per inning. 10-run mercy rule after the 4th inning.	5 run limit per inning*. 10-run mercy rule after the 4th inning.	5 run limit per inning** 10-run mercy rule after the 4th inning.	10-run mercy rule after the 5th inning.	10-run mercy rule after the 5th inning.
<b>Time Limit</b>	No new inning after minutes.	No new inning after 90 minutes.	No new inning after 90 minutes.	No new inning after 2 hours	No new inning after 2.5 hours	No new inning after 2 hours	No new inning after 2 hours	No new inning after 2.5 hours	No new inning after 2 hours
<b>Umpire</b>	Home team provide parent umpire for plate and visiting team provide umpire for field.	Home team provide parent umpire for plate and visiting team provide umpire for field.	Home team provide parent umpire for plate and visiting team provide umpire for field.	Home team provide parent umpire for plate and visiting team provide umpire for field.	League will provide one adult umpire for plate. A second field umpire is desired.	Home team provide parent umpire for plate and visiting team provide umpire for field.	League will provide one adult umpire for plate. A second field umpire is desired.	League will provide one adult umpire for plate. A second field umpire is desired.	League will provide one adult umpire for plate. A second field umpire is desired.

\* There is no 5 run limit for the last inning of the game, last inning needs to be declared by umpire prior to beginning of the inning if other than full game.

\*\*This rule is in place for half the season or until all managers, league vp and player agent determine a discontinue date.