

OVERVIEW	This is the last of the "Instructional" divisions. The goal of this division is to continue to instruct in all aspects of baseball fundamentals while giving each player the experience of a traditional game with a live pitched ball.
AGE	LITTLE LEAGUE AGE 8 YEARS OLD
GENDER	BOYS & GIRLS
REQUIRED SKILLS UPON COMPLETION OF THE SEASON <i>OFFENSE</i>	<ul style="list-style-type: none"> • Proper sliding technique • Advance base running concepts • Tagging up • Offensive game situations
REQUIRED SKILLS UPON COMPLETION OF THE SEASON <i>DEFENSE</i>	<ul style="list-style-type: none"> • Proper pitching mechanics • Force Outs • Double Plays • Proper fielding in the air and on the ground • "Situational" baseball • Substitutions • Outfield Positioning • "Cut Off" Plays • Moving on every play on defense • Experience playing the "catcher" position
# OF INNINGS PER GAME	6 (1 ½ hr. time limit on games)
FIELD OF PLAY	Regulation Little League field 60' base paths 45' Pitcher's Mound (Players can move up as needed until Memorial Day)
# OF PLAYERS ON THE FIELD <i>DEFENSE</i>	9 players on the field including catcher and pitcher positioned on the mound.
# OF COACHES ON THE FIELD <i>DEFENSE</i>	2 One coach behind the catcher. One coach behind the pitchers mound at the start of the 3rd inning to instruct and pitch as necessary AT NO TIME SHOULD A COACH TOUCH A BATTED BALL.
CATCHER	A child catcher will be used. A defensive coach will accompany the catcher behind home plate. Catcher must wear an athletic supporter and cup. "2 out" catcher speed up rule will be in effect all season.
# OF COACHES IN THE FIELD <i>OFFENSE</i>	3 One First Base Coach One Third Base Coach One Bench Coach
UMPIRES	Coach behind the plate is the umpire. Coach behind the pitcher will rule in the field.
STRUCTURE OF GAME PLAY	The batting tee will be used for 2 innings followed by live pitching. The Defensive Coach will pitch after all pitchers on the team have been exhausted to complete the game. In that scenario, a player will play the pitcher's position from the side of the mound.
GENERAL SAFETY	Players must prove they can pitch in practice first (i.e., the player's throws should be near the plate before they should be used as a pitcher). Please refrain from "trying out" a pitcher in the game. For the first 4 games only - a defensive coach may pitch (6 pitches, 4 swings, etc) starting the 3rd inning if no pitchers are available/ready.

An At Bat	<p>The maximum number of pitches during a player's at bat is 10 (6 pitches - kid; 4 pitches - coach) The player is to be given 4 swings (whether they make contact) during the duration of the at bat.</p> <p>The goal is to complete the at bat with the kid as the pitcher. The hitter should not be penalized if the kid pitcher is unable to throw strikes. The batter will be awarded first base if he is hit by the pitch during his at bat, otherwise ,it is expected the next batter will come to the plate if the current batter gets on base through a batted ball, is hit by a pitch and therefore awarded a base or retired by either a strike out or he has achieved 4 swings (including foul balls). There are NO Walks.</p>
STRIKING OUT OFFENSE	<p>WHEN USING THE TEE Batter has 4 swings to put the ball in play. (Missing the ball, hitting the tee, or foul balls are counted as a swing)</p> <p>WHEN FACING LIVE PITCHING If the ball is pitched over the plate 4 times in a row and the batter does not offer, or hits a foul ball(s) during the consecutive strike streak, the batter is out. Strikes will be determined by the coach behind the plate. *If a player is pitching, after 6 pitches, a coach will step in and deliver 4 pitches. If the ball is not put in play an out is recorded. Batter returns to the bench.</p>
MAXIMUM # OF BASES ON A BATTED BALL	<p>If a batted ball does not leave the infield the batter is to advance to first only. If a batted ball is hit into the outfield, in front of or in between the outfielders. the batter may advance two bases. If a batted ball goes past the outfielders (ON A FLY OR LINE) there will be unlimited base advancement.</p>
BASE RUNNING FORCE OUTS	<p>All force-outs are in play. Any putout at home must be handled by the catcher for the out at home to be recorded.</p>
FIELDING PLAY OF A BATTED BALL	<p>Tag plays are allowed. Plays at home plate are allowed. Double Plays are allowed. Force outs are in play. NO infield fly rule.</p>
BASE RUNNING GENERAL	<p>No leading off any base. No stealing of any base. Over-throws to all bases are considered "dead" and the runners may NOT advance. Base runner is allowed to tag up on a fly ball. A tagging runner who leaves early will be returned to his base.</p>
ENDING AN INNING/GAME # OF OUTS PER INNING	<p>An inning shall be considered over when 3 outs are recorded or 5 runs have been scored by the team batting. 5 runs would not apply to the last half-inning of the game for either team, nor would it apply to any half-inning in an "extra inning." The inning would end after 3 outs have been recorded or after all players on the roster have batted once .</p>
KEEPING SCORE	<p>Score is kept Limited to a maximum of 5 runs per inning, per team.</p>
GENERAL SAFETY (continued)	<p>Helmets must be worn by all offensive players on the playing field. (batter and base runners) No one except the batter in the batter's box is allowed to hold a bat at any time during the game. (Before, During and After!!) No fence or backstop climbing at any time All players are STRONGLY encouraged to wear a protective cup.</p>
PITCHER	<p>There are NO walks. All players are to be encouraged to try pitching. The pitch count for each pitcher per game should not exceed 40 pitches. If a pitcher reaches 40 pitches in the middle of a batter he may finish pitching to that batter before being removed. If a team has no pitchers remaining to complete the game, the defensive team's coach will pitch for the remainder of the game as per the pitching rules for the kid pitcher (6 pitches, 4 swings, etc). See "An At Bat" section.</p>
BATTING ORDER	<p>Continuous batting order. Roster batting is used.</p>
USING THE TEE	<p>Balls batted from the tee must be struck cleanly. No bunts or dribblers. The umpire will declare balls not struck cleanly foul. If this foul ball is caught on a fly, the batter is out. If not, the batter will be given a strike.</p>
BATTED BALL	<p>Any batted ball that hits a coach (in fair territory) is considered "dead" and the batter is awarded first base. A foul fly ball is in play and can be "tagged up" on.</p>
BASE RUNNING SLIDING	<p>Foot first sliding is permitted. Head first slides will result in an automatic out. Foot first sliding is mandatory at home plate</p>
SUBSTITUTIONS	<p>All Positions</p>