

Sitka Little League Rules of Play

		Minors - Machine and/or Coach Pitch		Minors - Player Pitch		Majors		Juniors / Seniors	
	T-Ball	Baseball	Softball	Baseball	Softball	Baseball Majors	Softball Majors	Baseball Juniors	Softball Juniors
Player Ages	4 to 6 Coed	6 to 9	6 to 9	9 to 11	9 to 11	9 to 12	9 to 12	13 and up	13 and up
# of Innings	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)
End of Inning	Each player bats once.	3 outs or 5 runs scored*	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	3 outs
# of Fielders	All players (max 6 infielders)	10 players (4 true outfielders; no rover)	10 players	9 players	9 or 10 players	9 players	9 or 10 players	9 players	9 or 10 players
Minimum Play - Every rostered player present at the start of the game.	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.	6 defensive outs, inning ending with 5 runs scored = 3 defensive outs, continuous batting order.	6 defensive outs, inning ending with 5 runs scored = 3 defensive outs, continuous batting order.	6 defensive outs, continuous batting order	6 defensive outs, continuous batting order	6 defensive outs, continuous batting order	6 defensive outs, continuous batting order
Pitcher	Batter hits off a tee	Machine/Coach pitches to own team. Limit of 7 pitches/batter. No walks or hit-by-pitch. Swinging strike outs apply.	Machine/Coach 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/Coach pitch if team runs out of pitchers: AAA pitcher rules would then apply.]	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs. [Machine/Coach pitch if team runs out of pitchers: AAA pitcher rules would then 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.	Kid pitches to opposing team. Standard balls and strikes including walks, hit-by-pitch, and strike-outs.
Pitch Count	NA	NA	NA	Pitch count rules apply. Sheets signed by both managers after each game and sheets kept in shed.	NA	Pitch count rules apply. Sheets signed by both managers after each game and sheets kept in booth.	NA	Pitch count rules apply. Sheets signed by both managers after each game and sheets kept in booth.	NA
Baserunning	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.	Steals allowed. Defense is responsible for stopping baserunners progress.	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. 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.
Advanced Baserunning	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.
Batting	Bunting is not allowed. No on deck batter.	Bunting is not allowed. No on deck batter. Batter must keep one foot in box, except for when a play is at home or time out called.	Bunting is not allowed. No on deck batter. Batter must keep one foot in box, except for when a play is at home or time out called.	Bunting is not allowed. No on deck batter. Batter must keep one foot in box, except for when a play is at home or time out called.	Bunting is not allowed. No on deck batter. Batter must keep one foot in box, except for when a play is at home or time out called.	Bunting is allowed.	Bunting is allowed.	Bunting is allowed.	Bunting is allowed.
Scoring	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.	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.	10-run mercy rule after the 5th inning.	10-run mercy rule after the 5th inning.
Time Limit	No new inning after 60 minutes.	No new inning after 90 minutes.	No new inning after 90 minutes.	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	No new inning after 2.5 hours	No new inning after 2 hours
Umpire	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.	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.	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.