

Tassajara Valley Little League - Local House Rules - 2018 Season

	T-Ball	Rookie	A	AA	AAA	Majors
League Age	5-6	6-7	7-9	8-10	9-11	11-12
Game length	3 innings, 1:00 ⁽¹⁾	4 innings, 1:30 ⁽¹⁾	6 innings, 1:30 ⁽¹⁾	6 innings, 1:45 ⁽¹⁾	6 innings, 1:45 ⁽¹⁾	6 innings, 2:00 ⁽¹⁻²⁾
Extra Innings	No	No	No	Yes (ties allowed)	Yes (ties allowed)	Yes (ties allowed)
Playoffs	No	No	Yes	Yes	Yes	Yes
# of players on field	10 ⁽³⁾	10 ⁽³⁾	10 ⁽³⁾	9	9	9
Minimum playing time	N/A	4 Innings per game (2 IF / 2 OF)	4 Innings per game (2 IF / 2 OF)	4 Innings per game (2 IF)	3 innings per game (1 IF)	3 innings per game (1 IF)
Batting order	Continuous	Continuous	Continuous	Continuous	Continuous	Continuous
End of an inning	6 players bat	All players bat	3 outs or 5 runs	3 outs or 5 runs	3 outs or 5 runs	3 outs
Ten-run rule	No	No	No	Yes ⁽⁴⁾	Yes ⁽⁴⁾	Yes ⁽⁴⁾
Bunting	No	No	No	Yes	Yes	Yes
Base stealing	No	No	No	Yes	Yes	Yes
Dropped 3rd strike	No	No	No	No	No	Yes
Infield fly rule	No	No	No	Yes	Yes	Yes
Pitching	Tee	Adult / Tee ⁽⁶⁾	Player ⁽⁷⁾	Player ⁽⁵⁾	Player ⁽⁵⁾	Player ⁽⁵⁾
Pitcher eligibility	N/A	N/A	As per Reg V1 (d)	As per Reg V1 (d)	As per Reg V1 (d)	As per Reg V1 (d)
Ball Type	T-ball	Level 5	Level 5	LL Hardball	LL Hardball	LL Hardball
Base distance	50'	50'	60'	60'	60'	60'
Fence / Cones distance	100'	120'	125'	150'	175'	200'
Draft	No	No	No	Yes	Yes	Yes
Umpire	(1) Parent from visitor's team	Parent Umpires (1) from each team	Parent Umpires (1) from each team	Plate & Base umpire	Plate & Base umpire	Plate & Base umpire

(1) No new inning may start after the time has elapsed from the start of the game

(2) Time limits may apply to Majors due to filed requirements as per regulation VII (h)

(3) Tenth fielder is an outfielder (4) outfielders will be distributed evenly beyond the infield dirt (or equivalent)

(4) Ten (10) run rule observed for AA, AAA, Majors divisions as per LL Rule book 4.10€

(5) All AA, AAA & Majors division players will be limited to a 50-pitch count until April 9th (04/09/2018)

(6) Rookie Division

1st half of season (thru 04/09/2018) Coach will pitch seven (7) balls to the batter. No strikeouts.

If the ball is not batted into play after seven (7) pitches, the player will use the tee. All players bat.

After 04/09/2018 coach will pitch up to seven (7) pitches. Strikeouts will count if no contact is made with the 7 pitches. No tee is used.

Runners cannot advance on any over throw. Play is ruled over when the ball reaches the infield dirt or equivalent.

If the runner is not at the halfway point between bases, the runner must return to the base they came from.

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(7) Single A Division

1st half of season (thru 04/09/2018) Coach will pitch seven (7) balls to the batter. Strikeouts will count after the 7th pitch if the ball is not put into play. Runners can advance one (1) base on overthrows including advancing to home plate. Play is ruled over when the ball reaches the infield dirt or equivalent. If the runner is not at the half way point between bases, the runner must return to the base they came from.

After 04/09/2018 players will pitch. A pitcher will pitch to each batter until an out is made or the pitcher throws four (4) balls, whichever comes first. There are no walks. If four (4) balls are thrown then the hitting team's Coach will come in and throw a maximum of three (3) pitches to the batter. Strikeouts will count. A pitcher may pitch a maximum of 20 pitches per inning and 35 pitches (hard stop) total in the game. If a player reaches the maximum number of pitches during an inning (or game) the Coach from the hitting team will take his place to finish out the inning. No pitching changes will take place during the inning. The play is ruled over when the ball is returned to the pitcher around the pitching mound (imaginary 10-foot circle)

For playoffs the Coach will pitch 100% of the time. Teams will be seeded by random draw.