

Core Rules – T-Ball, Machine Pitch, Softball, & Baseball

1. A judgment call of an umpire is not subject to appeal or protest.
2. Umpires will enforce a hustle-in and hustle-out policy and insure that not more than five (5) designated warm-up pitches are taken.
3. If a team cannot field enough players for a game, the other team may lend them players for the game if they so choose. Borrowed players must play with the borrowing team for the entirety of that game.
4. Teams are not allowed to play with less than eight (8) players. If a ninth player shows up some time during the game, he/she may enter the game.
5. Games called because of exceeding the time limit will be considered a regulation game, regardless of the number of completed inning played, even if resulting in a tie.
6. Any decision to postpone or suspend a game due to weather or other concerns will be made by the home plate umpire.
7. Game time: The start time of the game will begin when the ball is initially put into play by the home plate umpire. This should be as close to the scheduled start time as possible.
8. A half-inning will end when each player from a team has batted once, or when three outs are completed, whichever occurs first. If roster sizes are uneven, the team with more players will only send the same number of players up to bat as the team with fewer players. *For example: if team 1 only has 10 players, but team 3 has 14 players, team 3 will only send 10 players up to bat during their half-inning. Coaches should continue their batting rotation where they left off after the previous inning.*
9. Sliding feet-first will be allowed at all levels. Sliding is only ever to be done feet-first, never head-first.
10. A play will end when the ball is returned to the pitcher.
11. The league reserves the right to require coaches and umpires to attend instructional clinics and to obtain/maintain certifications.
12. Any coach whose team is in the field, must remain next to the dugout during play unless timeout is granted by the umpire. In addition, all players must remain in the dugout during the game for safety reasons.

T-Ball Rules

Hitting: A tee will be used at all games. The tee is to be provided by the participating teams. Each batter receives a maximum of three swings. If the ball has not been hit into fair territory after the third swing, the batter is out.

Playing Times and Game Structure:

- **All players are to receive equal playing time.**
- T-Ball games are limited to one hour (60 minutes).
- A player is placed at the pitching mound assuming the defensive position of the pitcher.
- There is no catcher in T-Ball.
- Stealing and leading off are not permitted.
- No more than eight (8) runs can be scored in one inning.

Umpires: Umpiring is the responsibility of the coaches. The coach whose team is batting is responsible for placing the ball on the tee.

Equipment: All batters must wear a league approved helmet. Metal cleats or spikes are not permitted by any player, coach or manager during practices or games. Jewelry: ear studs can be worn but must be covered.

Game Length:

- T-Ball games are limited to one hour (60 minutes). Games will allow for (4) innings.
- If a game is cancelled due to weather conditions, it will be considered to be a completed game if at least three (3) innings have been played.
- If a game is called due to weather conditions prior to the completion of four (4) innings, the game will be cancelled.

General Rules:

1. Each game must start not more than five (5) minutes after the scheduled start time and shall have a (60) minute time limit. The game shall end with the completion of the inning in progress and no inning shall begin after the time limit has expired.
2. The player that assumes the pitcher's position must remain within the radius circle.

Machine Pitch Rules

Pitching: A pitching machine will be used at all games and the machine always throws strikes. Each batter receives a maximum of three pitches. If the ball has not been hit into fair territory after the third pitch, the batting teams coach will set a ball on the tee. The batter then has one attempt to hit the ball off the tee and into fair territory.

Playing Times and Game Structure:

- All players are to receive equal playing time.
- Machine pitch games are limited to an hour (60 minutes).
- A player is placed on either side of the pitching machine assuming the defensive position of the pitcher.
- The catcher takes his/her normal position.
- These rules apply for all games including both regular league and tournament play.
- Stealing and leading off are not permitted.
- No more than eight (8) runs can be scored in one inning.

Umpires: Only one umpire is required for each game and will make all calls by taking position next to the pitching machine. The umpire will feed the pitching machine and act as the sole umpire for the game. The umpire will be provided by the league.

Equipment: All batters must wear a league approved helmet. Metal cleats or spikes are not permitted by any player, coach or manager during practices or games. Jewelry: ear studs can be worn but must be covered.

Game Length:

- Machine pitch games are limited to an hour (60 minutes). Games will allow for (4) innings.
 - If a game is cancelled due to weather conditions, it will be considered to be a completed game if at least three (3) innings have been played.
 - If a game is called due to weather conditions prior to the completion of four (4) innings, the game will be cancelled.
1. Each game must start not more than five (5) minutes after the scheduled start time and shall have a (60) minute time limit. The game shall end with the completion of the inning in progress and no inning shall begin after the

- time limit has expired.
2. If batted fair ball hits any part of the pitching machine without touching any defensive player, the ball is immediately dead. The batter will be rewarded 1st base. All other runners return to the base they occupied before the ball was hit, unless forced to advance as a result of the batter being awarded 1st base. If a batted fair ball is first touched by a defensive player and then hits any part of the pitching machine, it is a live ball. If a thrown ball hits any part of the pitching machine, it is a live ball.
 3. It is the responsibility of the coaches to set up and take down the pitching machine. It is the responsibility of the coaches to place it securely in the shack.
 - a. Pitching machines are to be stored in the following locations:
 - i. Nelson Field: Green shed on east side of field. Second bay on the north side of the shack. Return the pitching machine and generator after the final game.
 - ii. Alturas Elementary: Storage area behind home plate, lock after the last game. If locked when you arrive, contact the Youth Sports Coordinator (Brisa Reyes – (208) 450-1978).
 - iii. Atkinson Park: Scorers box behind home plate at Little League diamond.
 4. The player that assumes the pitcher's position must remain within the radius circle, behind the machine, and on one side or the other, until the ball is hit.
 5. If batter is hit by pitching machine they will advance to 1st base, only the base runner starting at 1st will be allowed to advance due to force.

Softball Rules

Game Length:

- Each game must start not more than five (5) minutes after the scheduled start time and the league shall have a ninety (90) minute time limit. The game shall end with the completion of the inning in progress and no inning shall begin after the time limit has expired. Games called because of exceeding the time limit will be considered a regulation game regardless of the number of completed innings played, even if resulting in a tie.
- Games are to be scheduled for six (6) innings. If a game is suspended due to weather conditions, it will be considered to be a completed game if at least four (4) innings have been played.
- If a game is called due to weather conditions prior to the completion of four (4) innings, the game will be cancelled.

Run Limit Per Inning: Not more than eight (8) runs can be scored in one inning.

Pitching Rules:

- Players are allowed to pitch no more than 4 innings (12 outs) per game.
- A pitcher in the same game may start out as a pitcher, play another position, and then return to the mound.

Base Running:

- Runners can steal and the ball is live until the pitcher has the ball and has at least one foot inside the pitching circle.
- If a runner is between bases, they may advance to the base they were attempting to steal at their own risk. The pitcher may choose to throw to the base, at which time the ball will be live.
- Base runners may leave their bases when ball leaves the pitchers hand. For violation, the base runner will be called out.

Playing Time: All players are to receive equal playing time.

Miscellaneous: No more than nine (9) players are allowed in the field.

Safety Equipment:

- All batters must wear a league approved helmet.
- Jewelry - ear studs can be worn but must be covered.

Baseball (Player Pitch) Rules

Pitching Rules:

- A maximum of 85 pitches may be thrown by each pitcher per game. Coaches are responsible for tracking the number of pitches thrown.

Playing Time: All players are to receive equal playing time.

Base Running

- Runners can steal and the ball is live until the pitcher has the ball and has at least one foot inside the pitching circle.
- If a runner is between bases, they may advance to the base they were attempting to steal at their own risk. The pitcher may choose to throw to the base, at which time the ball will be live.
- Base runners may leave their bases when ball leaves the pitchers hand. For

violation, the base runner will be called out.

Game Length:

- Games are to be scheduled for six (6) innings. If a game is suspended due to weather conditions, it will be considered to be a completed game if at least four (4) innings have been played.
- No more than eight (8) runs can be scored in one inning.
- Each game must start not more than five (5) minutes after the scheduled start time and shall have a (90) minute time limit. The game shall end with the completion of the inning in progress and no inning shall begin after the time limit has expired.
- If a game is called due to weather conditions prior to the completion of four (4) innings, the game will be cancelled.

Miscellaneous:

- Metal cleats or spikes are not permitted by any player, coach or manager during practices or games.
- All batters must wear a league approved helmet.