



Zeeland Little League A Baseball Rules

General Rules

- A regulation game consists of six (6) innings.
 - A new inning may not start after 1 hour 30 minutes from the game start time.
 - A drop dead time is at 2 hours from the game start time.
 - If the game is tied after 6 or more complete innings, extra innings may be played so long as the time limits are still followed.
- A game becomes official after losing team has had 4 turns at bat, or a time limit is reached regardless of inning.
- There is no mercy or 10 run rule.

Offense Rules

- Rocket batting rule, everyone bats.
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - 3 outs are made
 - 5 runs are scored (innings 1-3)
- 5 run max per inning for innings 1-3. Unlimited runs allowed per inning thereafter.
- No walks or hit by pitch (more details under pitching rules)
- No stealing any base, including home, under any circumstance. This includes passed balls and wild pitches.
- Runners may only advance one base on overthrows that leave field of play.
- Runners may not advance once the pitcher is at the pitching rubber with the ball.
 - If the player is between bases when the pitcher has the ball on the mound, the runner may only advance to one of the bases the runner is between
- Batter is out on a dropped 3rd strike.
- No on deck batters are allowed.
- If the team's catcher is on base with 2 outs, he may be replaced on the bases by the last out in the line-up (Courtesy Runner Rule)

Defense Rules

- Teams may play 10 players in the field.
- All players must play a minimum of six (6) defensive outs in the field.
 - This also applies to games shortened due to weather, time limit, or mercy rule.
- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).
- Catchers must wear a cup.



- If there is too much time being wasted getting the ball back to the pitcher after pitches, one coach/parent can be placed in the backstop area, and one coach/parent can be placed behind or next to the pitcher. We should encourage catchers to retrieve balls to teach them that aspect of the game. However, these two coaches/parents are there to speed up the retrieval of getting the ball back to the pitcher (when necessary) to avoid wasted time and to increase repetitions.

Pitching Rules

- A player will start each batter as the pitcher
 - Once a player is removed from the mound, that player may not pitch again in that game.
- If 4 balls occur before 3 strikes, the offensive coach must step in to pitch. When the offensive coach steps in, he/she will pitch the remaining allowable strikes to the batter (the umpire will still call balls and strikes).
 - A batter can still be “struck out” by the coach.
- Pitching from the proper pitching rubber distance is strongly encouraged (35 feet). However, coaches can allow a pitcher to pitch from a step or so closer to home plate if it’s developmentally appropriate / absolutely necessary for that individual.
- Pitchers are allowed to throw 50 pitches per day. Pitches thrown by a coach do not count towards the pitch count. If a player reaches the 50 pitch limit while facing a batter, the pitcher may continue to pitch until one of the following occurs:
 - That batter reaches base;
 - That batter is put out;
 - The third out is made to complete the half-inning.
- A pitcher that throws 41 or more pitches in a day may not play the position of catcher for the remainder of the day, and a player who has played the position of catcher in four or more innings in a day is not eligible to pitch on that same day.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Mound Visits

- The mound visit rule corresponds with Little League Rule 8.06:
 - A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
 - A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.