

Archer Lodge Little League Baseball
Local Rules and Bylaws
Adopted 2022

T-Ball

1. No official score will be kept in T-Ball.
2. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season.
3. All players will play in the field in the TB division. Teams will play with the regular number of infielders and all other players will play in the outfield. Catchers are not used in T-Ball. Coaches should use good judgement as far as pitcher placement based on the batters hitting.
4. Coaches shall rotate players between all positions (infield and outfield) to the extent possible and no player shall play a single position more than one inning per game. The only exception will be first base and pitcher due to safety reasons (if and only when there are not enough players capable of safely catching a thrown ball).
5. The maximum number of batters in one inning will be the maximum number of batters by the team with the most players. For example, if Team A has 12 players in a game and Team B has 8 players, both Team A and Team B can bat 12 players (4 players will hit twice for Team B if three outs are not achieved) in their offensive inning prior to rotating into the field.
6. If three outs are achieved prior to all players batting, the batting team will rotate into the field following the third out.
7. Four (4) coaches are allowed on the field of play. Two offensive team coaches will be allowed in the infield to assist batters and to pitch. Two defensive team coaches will be allowed on the field and shall be located beyond the base paths in the outfield area.
8. All kids will receive 2 pitches from a coach and will hit off the tee if contact is not made. In either method, a consistent hitting experience and building solid mechanics should be the focus.
9. We will not use an arc in front of home plate to have a minimum distance a ball can be hit but coaches can use good judgement as far as what is a "foul ball" or a ball that did not travel far enough to be in play.
10. For safety reasons, a catcher will not be utilized.
11. For sake of pace of play, no advancing on an overthrow will be allowed in tee ball.
12. On balls hit into the outfield, runners will be awarded an automatic double.
13. No on-deck circle will be used. All offensive players other than batter must remain in the dugout.
14. Bunting is not permitted.
15. Walks are not allowed.
16. There will be no infield fly rule.
17. Runners are not allowed to tag-up.

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18. No throwing of bats. First offense will result in a warning. Additional offenses by any player on the team will result in the batter being called out.
19. Players cannot slide head-first into any base, only on a return to the base.
20. The time limit is one hour per game. Coaches have latitude under mutual agreement to finish incomplete innings after the one-hour period. New innings cannot be started after the one-hour limit.
21. Games will be limited to 3 innings based on recommendations from Little League International.
22. Managers and Coaches from both teams have the responsibility for making sure the field is prepared for the game as well as raking the field and making sure all trash is picked up after the game.
23. Teams should be at the field 30 minutes prior to game time.
24. Only players, coaches and official scorekeeper are allowed on the benches.
25. Head coaches are responsible for the conduct of the players, parents, and coaching staff, per the guidelines of the Code of Conduct. Poor behavior will not be tolerated.
26. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the game should be resolved between coaches, with the first line of appeal being to the Player Agent, next to the Vice President.
27. Make-up games will be scheduled on the next open day that is mutually agreeable by each team. Generally, this will be the Friday or Saturday following the rained-out game.
28. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
29. All players and coaches are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly.

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Machine Pitch

1. The home team will keep the official scorebook.
2. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season and one time before the regular season tournament. An open batting order will be utilized for any tournament play (except All Stars) and may be changed game to game.
3. 10 players will play in the field. Teams will have players in all six infield positions (including catcher) as well as four outfielders. Remaining players will be placed in the outfield. All players, whether they are playing in the field or not, will be in the batting order. Free substitution will also be permitted. Every player present must play at least two innings (or 6 consecutive outs) per game in the field and no player shall sit out two consecutive innings.
4. Games may be played with only 8 players if necessary. If playing with 8, a catcher must still be utilized.
5. Coaches shall rotate players between all positions (infield and outfield) to the extent possible and no player shall play a single position more than three innings per game. The only exception will be first base, pitcher and catcher due to safety reasons (if and only when there are not enough players capable of safely catching a thrown/batted ball).
6. There will be two imaginary 48" diameter circles at the pitching area, one on each side of the pitching machine. The pitcher must occupy one of the pitching circles (at least one foot in circle) when the ball is hit.
7. Batted ball hitting the pitching machine or coach feeding the pitching machine results in a dead ball, batter and all runners on base will be awarded one base.
8. The maximum number of batters in one inning for either team will be the total number of players on the team with the most batters in their line-up, UNLESS the 5 run rule in the inning is reached. 5 runs will be the maximum amount of runs allowed per inning in the first 4 innings. After the 4th innings, there is no run limit.
9. If three outs are achieved prior to all players batting, the batting team will rotate into the field following the third out.
10. The pitching machine will be at a set at given velocity at a distance of 40 feet and remain at the same speed the entire game. No corrections/changes can be made to speed or arch during an inning – only after a complete inning. Machine setting will be tiered up throughout the year on specific dates. The settings will tier up in the following order. 5-4-3, 6-3-3, 7-3-3.
11. Each batter will get a maximum number of 5 pitches (regardless of whether the pitches are balls or strikes) or three swinging strikes with no walks. Exception is foul ball on last pitch. As long as the batter fouls the pitch, he remains alive.
12. Four (4) coaches are allowed on the field of play. Two offensive team coaches will be allowed in the infield to assist batters and to feed the pitching machine. Two defensive team coaches will be allowed on the field and shall be located beyond the base paths in the outfield area.
13. Stopping of base runners is determined by one of the following: 1) The lead runner is stopped or put out at the base he/she is advancing towards; 2) After runner has advanced one extra base on an overthrown ball to a base.

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14. On balls hit into the outfield, runners may continue to advance until play is stopped per above.
15. Runners are only allowed to advance one additional base for overthrown balls to a base. If the ball remains in fair territory, the additional base is not automatic and the runner can be thrown out if advancing. The intent is to encourage the players to make a play instead of just stopping play.
16. No on-deck circle will be used. All offensive players other than batter must remain in the dugout.
17. Bunting is not permitted.
18. There will be no infield fly rule.
19. Runners may tag-up after a caught fly ball.
20. No throwing of bats. First offense will result in a warning. Additional offenses by any player on the team will result in the batter being called out.
21. Players cannot slide head-first into any base, only on a return to the base.
22. There is no hard time limit per game. There is to be no new inning started after the one hour and fifteen minute mark. A regular season game will be considered a complete game if it reaches the one hour and fifteen minute mark.
23. The coaching staff of both teams have the ultimate responsibility for making sure the field is prepared for the game as well as raking the field and making sure all trash is picked up after the game.
24. Teams should be at the field 30 minutes prior to game time. Lineup must be given to official scorekeeper fifteen minutes before game time.
25. Only players, coaches and official scorekeeper are allowed in the dugout.
26. Head coaches are responsible for the conduct of the players, parents and coaching staff. Poor conduct will not be tolerated.
27. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the course of the game should be resolved between coaches, with the first line of appeal being to the coaching coordinator, next to the league VP. Once the dispute or protest has been ruled upon by an appropriate league official, this decision is final, the game shall commence, and no other recourse is available.
28. Make-up games will be scheduled on the next open day that is mutually agreeable by each team. In general, that will be the Friday or Saturday following a rain out.
29. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
30. All players are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly.

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Kid Pitch

1. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season and one time before the regular season tournament. An open batting order will be utilized for any tournament play (except All Stars), and may be changed game to game.
2. All players will play a minimum of 2 innings (6 outs) per game in the field and 1 at bat.
3. The game will be called a complete game when the home team is leading by 10 runs after 3 ½ innings and after 4 innings when the visiting team is winning.
4. There will be a 5-runs per offensive half of inning per team for the first 4 innings. There will be no run limit after 4 innings.
5. There will be no hard time limit per game. A regular inning should not be started after 1 hour 30 minutes, and the game finished. Innings started under this criteria should be completed.
6. It is mandatory that you provide a pinch runner for your catcher with two outs. This should be a substitute player: if a substitute is not available then your last batted out should be utilized.
7. A regular season game will be considered a complete game if it reaches the one hour and thirty minute mark.
8. Coaches (including managers) are restricted to the dugouts and base coaching boxes during the game. Coaches are not allowed on the field of play when the ball is live, and may enter the field of play only when the umpire has approved their entry during a timeout.
9. Coaches shall not coach outside the dugout (ie, from the bleachers or sidelines).
10. The pitching rules will be as prescribed in the 2018 Little League Rules, including pitch count criteria. This will include all make-up games. In Fall Season, Pitchers will be limited to a Maximum of Two (2) innings pitched OR pitch count maximums for that age within the 2 eligible innings. A full inning will be counted if entered mid inning.
11. In the event a team loses a player during the course of the game, an automatic out will not be charged to the team when the departed player comes to bat.
12. A game can be started and played with 8 players. The team without a ninth player will not be charged an out when the ninth batting position comes to the plate.
13. A warning will be charged for the first occurrence of slinging the bat. The second offense may constitute an out, and is solely the judgment of the umpire.
14. If a player refuses to bat at each occurrence to the plate, each at bat will be considered and out.
15. A baserunner will be called out for leaving the base early, following the issuance of one warning per team. This modification is provided to speed up games. (Rule 7.13 is referenced for coaches for all-star tournament play).
16. Intentional walks are not permitted in Minors or Majors

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17. All equipment should be in accordance with Little League Rules. The umpires, coaches, coaches' coordinator, and any vice president, and president shall have the authority to waive what are deemed to be minor deviations during the game if 1. such deviations do not create a safety hazard during the game in play and 2. such deviations are in the best interest of the player(s) during the course of the game. All minor equipment deviations, if allowed, should be corrected prior to the team's next game. Under no circumstance will the use of an illegal bat be considered a minor deviation.
18. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the course of the game should be resolved between coaches and umpire, with the first line of appeal being to the coaching coordinator, next to the league VP. Any dispute that cannot be resolved between the coaches and umpire on the field, will be put in writing prior to be ruled upon by the coaches' coordinator or any other prescribed league official. Once the dispute or protest has been ruled upon by an appropriate league official, this decision is final, the game shall commence, and no other recourse is available.
19. The home team will keep the official scorebook.
20. The coaching staffs from both teams will be responsible for preparing the field for the game and raking the field after the game. Not performing this duty will result in the automatic forfeit of the game.
21. Make-up games will be scheduled on the next open day that is mutually agreeable by each team. Generally, that will be the following Friday or Saturday of the rained-out game.
22. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
23. All players and coaches are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly.

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Juniors

1. The Juniors will have inter-league play. The rules for inter-league play will be determined by a council of leagues and will be applicable for all inter-league games. The rules contained herein are for games played within CLL, and should be generally consistent with inter-league play rules.
2. A continuous batting order will be used throughout the season. The batting order for a new game will begin with the batter following the last batter of the previous game. Teams may modify the batting order one time during the regular season and one time before the regular season tournament. An open batting order will be utilized for any tournament play (except All Stars), and may be changed game to game.
3. Games will be scheduled for 1:45 hour time periods. A regular inning should not be started after 1 hour 45 minutes. Innings started under this criteria should be completed, even in the event that completion of the inning exceeds the 2-hour scheduled time period.
4. It is mandatory that you provide a pinch runner for your catcher with two outs. This should be a substitute player, if a substitute is not available then your last batted out should be utilized.
5. A regular season game will be considered a complete game if it reaches the time limit criteria.
6. All players will play a minimum of 2 innings (6 outs) per game in the field.
7. The game will be called a complete game when the home team is leading by 10 runs after 3 ½ innings and after 4 innings when the visiting team is winning.
8. There will be a 5-runs per offensive half of inning per team for the first 3 innings. There will be no run limit after 3 innings.
9. Coaches (including managers) are restricted to the dugouts and base coaching boxes during the game. Coaches are not allowed on the field of play when the ball is live, and may enter the field of play only when the umpire has approved their entry during a timeout.
10. Coaches shall not coach outside the dugout (ie, from the bleachers or sidelines).
11. The pitching rules will be as prescribed in the 2018 Little League Rules, including pitch count criteria. This will include all make-up games. In Fall Season, Pitchers will be limited to a Maximum of Two (2) innings pitched OR pitch count maximums for that age within the 2 eligible innings. A full inning will be counted if entered mid inning.
12. In the event a team loses a player during the course of the game, an automatic out will not be charged to the team when the departed player comes to bat.
13. A game can be started and played with 8 players. The team without a ninth player will not be charged an out when the ninth batting position comes to the plate.
14. A warning will be charged for the first occurrence of slinging the bat. The second offense may constitute an out, and is solely the judgment of the umpire.
15. A maximum of no more than one intentional walk per player is allowed per game.

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16. All equipment should be in accordance with Little League Rules. The umpires, coaches, coaches' coordinator, and any vice president, and president shall have the authority to waive what are deemed to be minor deviations during the game if 1. such deviations do not create a safety hazard during the game in play and 2. such deviations are in the best interest of the player(s) during the course of the game. All minor equipment deviations, if allowed, should be corrected prior to the team's next game. Under no circumstance will the use of an illegal bat be considered a minor deviation.
17. Protests are discouraged and will generally not be ruled favorably if presented to the Board. All disputes during the course of the game should be resolved between coaches and umpire, with the first line of appeal being to the coaching coordinator, next to the league VP. Any dispute that cannot be resolved between the coaches and umpire on the field, will be put in writing prior to be ruled upon by the coaches' coordinator or any other prescribed league official. Once the dispute or protest has been ruled upon by an appropriate league official, this decision is final, the game shall commence, and no other recourse is available.
18. The coaching staffs from both teams will be responsible for preparing the field for the game and raking the field after the game. Not performing this duty will result in the automatic forfeit of the game.
19. Make-up games will be scheduled on the next open day that is mutually agreeable by each team.
20. Chatter from the dugout or field must be in support of the teammates only and not directed toward the opposition in anyway.
21. All players and coaches are to observe proper baseball dress codes. Shirt- tails are to be tucked in and hats are to be worn correctly

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	T-Ball (4-6)	Machine Pitch (7-8)	Minor League (9-10)	Major League (11-12)	Senior (13-15)
Ages (As of 9/1)	4-6	7-8	9-10	11-12	13-15
Field Size (Pitcher's Mound/Bases)	46/60	46/60	46/60	46/60	60/90
Outfield Fences	200'	200'	200'	200'	200'
Official Score Kept (Spring Only)	No	Yes	Yes	Yes	Yes
Official Book Kept By	NA	Home Team	Home Team	Home Team	Home Team
Continuous Batting Order*	Yes	Yes	Yes	Yes	Yes
# of Players in the Field	All	10	9	9	9
Min Innings/Outs Played per Player	NA	2/6	2/6	2/6	2/6
Max Innings at Single Position**	2	3	NA	NA	NA
Run Limit (1 st 4 Innings)	NA	5	5	5	5
Mercy Rule (10 Runs After 3)	No	Yes	Yes	Yes	Yes
Drop 3 rd Strike	NA	Out	Runner	Runner	Runner
# of Coaches on the Field	4	4	2 (1 st and 3 rd)	2 (1 st and 3 rd)	2 (1 st and 3 rd)
Catcher Utilized	No	Yes	Yes	Yes	Yes
On Deck Circle Allowed?	No	No	No	No	No
Bunting Allowed?	No	No	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes	Yes
Intentional Walks Allowed?	No	No	Yes	Yes	Yes
Pitching Limit (Spring/Fall)***	NA	NA	Count/Innings	Count/Innings	Count/Innings
Tagging Up Allowed?	No	Yes	Yes	Yes	Yes
No New Inning After	NA	1hr 15 min	1hr 30 min	1hr 30 min	1hr 45 min
Time Limit	1hr	None	None	None	None
Field Prep Team****	H & A	Home	Home	Home	Home

* **Except Tournament Play**

** **Unless Safety Concern**

*** **In Fall, 2 inning limit**

**** **See Coach's Pre-game/Post-game Checklist**