



POPLAR BLUFF
PARKS & RECREATION
Little League Rules

(Boys: 10 -11 years of age)

Regulation Little League Baseball rules are generally followed, with a few exceptions:

1. Players may not be allowed to switch teams. The team they are assigned to at the coaches meeting will be the team they will play for the entire season.
2. Absolutely no warm-ups or infield practice may be taken on the infield playing area. All warm-ups must be taken in the outfield area or outside of the ball field.
3. Lineups should be turned in to the scorekeeper **ten (10) minutes prior to game time.** Any players who show up late will be added to the bottom of the order.
4. Games will be six innings. Little League Live Pitch games have a seventy (70) minute time limit. No new innings will be started after the time limit has expired, unless teams are tied. The scorekeeper is the official timekeeper.
5. Run Rule: Fifteen (15) runs after 3 innings
 Twelve (12) runs after 4 innings
 Ten (10) runs after 5 innings
6. The pitching distance is 46 feet and the base paths are 60 feet. A pitcher can throw a maximum of seventy (70) pitches per game (**SEE REFERENCE CHART FOR DAYS OF REST**). If a pitcher reaches 70 pitches, the pitcher will be able to finish pitching to the batter he is facing at the time of the 70th pitch. Curve balls are not allowed in this league.
7. A player **CANNOT** play pitcher and catcher positions during the same game.
8. A player who is removed from pitching, cannot return to pitch again in the same game.
9. Each player must play a minimum of every other inning in the field. Each team is allowed ten (10) players on the field for defense. This consists of 6 infielders and 4 outfielders. Players must be in their areas before the play can begin.
10. All teams must bat their entire roster. Every player that is at the game to play will be included in the lineup whether they are in the field or not. Players taken out of the game may re-enter in any position, but the same batting order will be kept the entire game

unless someone is injured and cannot continue.** The Park Department encourages coaches to give all players a chance to experience different positions. **

11. Helmets must be worn at all times by players at bat, on base or on deck. Any player that stands in the coach's box must also wear a helmet.
12. A batter is still out when a catcher drops the ball on the third strike call, they may not attempt to advance to first base.
13. A team must have eight (8) players to start a game. One out will be given for one of the missing players at bat. The coach may designate to the official scorekeeper where in the batting order the out will take place. If the coach does not, then the official scorekeeper will place the out at the end of the batting order. If a player arrives late, they will be inserted into that position in the batting order on completion of the inning. If a team does not have eight (8) at game time, the game will be considered a forfeit, with the official score being 7-0. A scrimmage game may be played (unless it is the last game of the evening) until fifteen (15) minutes prior to the next game starting.
14. The pitcher and catcher positions must be filled by a player. A chalked line, not a circle, will be drawn to designate where the pitcher may stand.
15. Play is considered dead when all runners have stopped advancing. The umpire will be the only person who can call or grant timeout to any team. This will be done when two things have occurred: 1) an infielder has possession of the ball AND 2) ALL runners have ceased to advance. The umpires will signal a time out, based on their judgment of the two previously mentioned occurrences.
16. Only one time out per inning will be allowed.
17. No metal spikes will be allowed.
18. Coaches are NOT allowed behind the catcher's area or backstop. Coaches may coach from inside their own dugout or in the coach's boxes beside first and third bases. Only ONE coach will be allowed outside the dugout area in the playing area while their team is on defense. This person must be against the fence in the grass area.
19. There are no lead offs in this league.
20. Runners may steal once contact is made with the bat or the ball has crossed home plate. Players that are caught leaving too early will be given one warning and after that will be called out. If a runner is called out for leaving too early then the play is considered dead, even if the ball was hit into play. This rule applies to both machine pitch and live pitch games.
21. A courtesy runner can be utilized for the pitcher and/or catcher once the pitcher and/or catcher has reached first base. A team will utilize the player that made the last out for their respective team. If in the first inning, and no outs have been recorded, the last

player on the lineup card will run for the pitcher and/or catcher. If any other situation exists, the umpire will make the final decision.

22. Slide Rule: When a play is being made at a base, the runner must 1) attempt to avoid contact with the fielder; or 2) if contact is made, they must be attempting to slide into the base along the baseline. Based on the umpire's judgment, a player may be called out for not sliding or un-sportsmanlike conduct. Also, a player cannot block a base without possession of the ball. If this happens, the runner will be awarded the base.
23. Batting out of order: A batter shall be called out on appeal when failing to bat in proper turn and another batter completes a time at bat in place of the proper batter. The appeal must be made before the first pitch to the next batter. When an improper batter becomes a runner or is put out and a pitch is made to the next batter of either team before an appeal is made, the improper batter becomes the proper batter and the results of such time at bat become legal for that bat. The batting order will not be changed. Therefore, the next time those batters come to bat again they should be in the same order as before the improper batting took place. If coaches have questions they should always check with the official scorekeeper.
24. Bat barrel will not be larger than 2 1/4 inches. If a bat barrel is over 2 1/4 inches, it must have a USA baseball stamp on it. If you have a bat in question, please contact Parks and Recreation Supervisor on-site or call the Parks and Recreation Athletics Supervisor at 573-686-8645. NO USSSA bats.
25. In the matter of the heat index: Heat index will be monitored, games may be pushed back. The league supervisor will notify the coach if games get moved.
26. Any new player must be signed up 3 weeks prior to tournament. No one will be allowed to sign up after date is set.
27. No games will be played on the day before or day after July 4th.
28. Once tournament dates are set, there will be no changing dates.