

Twin Valley Little League Rules — Boys TBall Division

(Revised 5/14/2021)

Tball players should be 6 years old and not turn 10 years old before **August 1 of the current year.**

Measurements:

Home plate to first base and third base — 60 feet

Foul arc line — 20 feet

Second base is located in a straight line from home plate; 60 feet from first base and third base

All players must wear protective helmets *with facemasks* when batting and running the bases. A player failing to do so will be ruled out. If the helmet comes off uncontrolled, the player will not be ruled out but time will be called at the next available dead ball to retrieve the helmet.

No big barrel bats are to be used — only legal little league bats 2¼" diameter or smaller.

No trash talk or baiting players on the opposite team.

Tball games must start by 6:00pm and must be over by 7:00pm. No inning shall begin after 7:00pm. Ties will not be played out in tball divisions.

A maximum of 15 players will be on the field at one time defensively, unless agreed upon by both coaches. All players bat each inning; the team with fewer players may bat the same number of times their opponents do. Until the ball is hit, only 6 players can play defense in front of the infield baselines — including the catcher (**who must be behind home plate and must wear a helmet with a facemask**) and the pitcher (**who must keep one foot on the pitchers rubber until the bat contacts the ball**). Other players may run into the infield baseline area from the outfield if playing on a runner or attempting a play after the ball has been hit and passes the 20 foot arc.

The game will be played mainly off the tee. If each coach(es) wants a maximum of 5 batters can be allowed to be pitched to every inning by the coach. They are only allowed 3 pitches each (don't have to be strikes) — if they do not hit it, they are considered out. If it is the last batter and they don't hit one of the 3 pitches, the inning is over.

Coaches may stand at home plate to assist batters and in the field to assist fielders. Two coaches maximum in the field of play and one coach at the batters box. The batting coach may umpire home plate if the home team does not provide one. If a ball is hit and is slowly rolling towards the arc but it is unsure if it will pass it, the umpire can call a foul ball and require the batter to hit again. Runners may not advance to the next base if the ball reaches inside the 20 foot arc before they are halfway to the next base. If they are not halfway there or further, they must return to the previous base.

Ball:

Both coaches must agree on the ball the day of the game: regular or RF-5. If no agreement RF-5 must be used.

Calling games for rain, lightning, threatening events, etc are to be handled by the two coaches and the umpires in a safe location. A mutual agreement must occur at that time and if an agreement cannot be obtained, the home plate umpire will decide. In a tournament, the director and/or committee members will assist to make the decision with the coaches and umpires.

Twin Valley Little League Rules — Boys PeeWee Division *(Revised 4/11/2023)*

We will operate under the **Official** Little League Rulebook with the exception of the following: Pee wee players must not turn 13 years of age before **August 1 of the current year**.

Measurements:

Home plate to first base and third base — 60 feet

Second base is located in a straight line from home plate; 60 feet from first base and third base

Pitchers rubber — 46 feet from the *front edge of the rubber* to the *back point of home plate*

All players must wear protective helmets *with facemasks* when batting and running the bases. A player failing to do so will be ruled out. If the helmet comes off uncontrolled, the player will not be ruled out but time will be called at the next available dead ball to retrieve the helmet. A player who intentionally throws his helmet is automatically ruled out. Big barrel bats are *legal* for the pee wee division — 2¾" diameter or less. **No steel spikes will be allowed under any circumstances.**

No trash talk or baiting players on the opposite team.

Coaches must submit a roster to the league, which must be accompanied by legal documentation for date of birth (photocopies of birth certificates are preferred). If a coach does not have legal documentation when a player's age is challenged at the league tournament, the player must sit out the remainder of the game. If it is during a league game, it must be brought to the attention of the president and a ruling will be declared. A possible forfeit of the game and suspension of the player may be in order on a case by case basis. This documentation is due to the league president by **May 15th of the current year**.

Pee wee games will begin no later than 7:15pm. If tball games run full duration (7:00pm) there should be no infield practice. No inning shall start after 8:30pm, *if there is a pony team game following*. Ties are played out in the pee wee division. If the game is tied when time has expired or at the end of the 5th inning; both the visitor and home team will place *the last batter who has completed his at bat in the previous inning* at 2nd base as a runner to start the inning. Repeat this process for every extra inning until a winner is determined. This will apply to the tournament, including the championship game. Late start times — if a team is not ready to play 10 minutes after the start time determined by both coaches, the team failing to begin the game shall forfeit. Start time might be agreed upon to be 15 minutes after the tball game — so forfeit time would be 25 minutes after the tball game.

All players must play in 50% of the regular season games to be eligible for the league tournament. If a player is injured or has a legitimate excuse for missing more than 50% of the games their coach may appeal to the league president, who will then poll the other coaches to determine if said player will be allowed eligibility for the tournament. A 60% majority vote will be needed to approve said player, polled from only head coaches in the respective age category.

You may start the game with 8 players but must take outs for the two open positions in the batting order. However, the batting order shall not change in order of the players anytime during the game after it has started. In other words, "Bob" cannot bat in the 4th position, be taken out of the game and re-enter to bat in the 7th position later.

Any player thrown out of a ball game for any reason will serve a one game suspension, which will be the next available game, that team is to participate in. Any player thrown out of a ball game for any reason must be reported by both coaches to the president of the league.

Twin Valley Little League Rules — Boys PeeWee Division *(Revised 4/11/2023)*

Substitutions:

- A player who is in the starting lineup may re-enter the game in the same batting order as long as his substitute has completed one time at bat or three outs on defense.
- A starting pitcher may leave the game and re-enter as a pitcher, however a substitute pitcher may not re-enter as a *pitcher* (re-entry in other positions is permissible). This is to allow coaches the opportunity to pull out their starting pitcher if they are far enough ahead with the idea he can bring him back into the game if needed. This will give the coaches freedom to give their 2nd and 3rd string pitchers opportunities to pitch.
- A coach may without penalty of forfeiture replace any ill or injured player with a player previously in the lineup but only if all other eligible players on the roster have been used.
- A courtesy runner for the catcher is allowed. A courtesy runner will be allowed for the catcher only when there are two outs and the catcher is a base runner.

Sliding Rule:

A player must slide into second, third and home when he is being played on if the defensive player has the ball or there is a thrown ball on its way to that defensive player. You do not have to slide at all if there is no need. The defensive player may not block the baseline when the ball is not in his possession or not on its way to that base, however an attempt must be made by the runner not to collide with the defensive player. This rule is to discourage intentionally running over a defensive player and is the decision of the umpire. A player is not required to slide at home if the catcher is farther than 6 feet up the third base line. If there is no contact they cannot call the runner out, even if the ball hits the runner. *The umpire has the discretion at this point to determine if this act was intentional causing the runner to be ejected from the game.*

Running Rules:

A player may steal home plate only on a passed ball. He is not allowed to lead off until the pitched ball crosses home plate. A runner cannot advance on an overthrow to the pitcher from the catcher, as long as there has been no attempt to make a play on him. As soon as a runner stops in between two bases **(with the exception of third and home)** and the pitcher has the ball on the mound, he must immediately return to the previous base or advance to the next base. A runner on third may not go home after the catcher throws the ball to the pitcher in an attempt to encourage the pitcher to play on him at home. This runner must return to third base. The batter is out after his third strike regardless if the catcher catches it or not. The ruling is strictly up to the interpretation of the umpire, when a violation occurs. The runners can advance to any base, home included, if the ball gets away from the catcher during a pitch.

Balk Penalty:

Don't be as hard on the peewees as in the pony division games. The younger kids need to learn the proper method. When a balk is committed, the ball is dead and each runner shall advance one base without liability to be put out. If the batter reaches first base on a hit or error, base on balls or otherwise, and all runners advance at least one base, the play proceeds without reference to the balk. If the pitch is delivered and the balk is called, it will be considered a ball and if the pitch is ball four, award the batter first base and all runners advance. The umpire may warn the pitcher once and explain what he is doing wrong in an attempt to teach the correct method.

Twin Valley Little League Rules — Boys PeeWee Division *(Revised 4/11/2023)*

Balk Rule: (should be no balks in peewee when runner cannot lead off and pitcher doesn't hold)

A balk shall be called if, with one or more runners on base, the pitcher,

- While touching his plate makes any motion naturally associated with his pitch and fails to deliver the ball.
- While touching his plate feints a throw to first base and fails to complete the throw.
- While touching his plate fails to step directly towards any base before throwing to that base.
- While touching his plate throws or feints a throw to an unoccupied base except to make a play.
- While touching his plate, accidentally or intentionally drops the ball.
- Delivers the ball while his pivot foot is not in contact with the pitcher's plate (the pivot foot must stay in contact with the pitcher's rubber from the start of the windup to the delivery of the pitch).
- Delivers the pitch while he is not facing the batter.
- Makes any motions naturally associated with his pitch while he is not touching the pitcher's plate.
- Unnecessary delay of the game.
- Without the ball in his possession feints a pitch.
- Without the ball in his possession stands on or astride of the pitcher's rubber.
- Pitches while the catcher is not in his box.
- When using a kick delivery, if the non-pivot foot breaks the plane of the pivot foot's knee or leg, it is a balk if the pitcher then delivers to first or third.

Be consistent with the balk rule — make sure the umpire understands it.

A player in the peewee division is allowed to pitch **10 innings** in the entirety of the TVL tournament, with a limit of **4 appearances** in the tournament (3 games); unless in the event that the player's team will play in the play-in game in the tournament and proceed to make the finals, wherein each player on the team with 4 games may pitch **12 innings** in the entirety of the TVL tournament with a limit of **5 appearances** in the tournament.

***Note** — An appearance is a single pitch*

***Note** — All inning and appearance limitations will be tracked by the TVL tournament host of the current year during the span of the tournament*

The highest seeded team has their choice of dugouts and is home team for *tournament games*.

Run Rule:

10 runs after 3 or 4 innings, 1 run after 5 innings (*run rules are enforced throughout the entire year, league tournament and league championship game included*).

Umpires:

The home team will provide both the home plate and first base umpires. Make sure the umpires know as much as possible about the rules. It is always a good idea to have adults do the games; youth under the age of 18 usually try very hard, however are not ready.

For all games and tournaments — calling games for rain, lightning or threatening events are to be handled by the two coaches and the umpires in a safe location. A mutual agreement must occur at that time and if an agreement cannot be obtained, the home plate umpire will decide. In a tournament, the director and/or committee members will assist to make the decision with the coaches and umpires.

Twin Valley Little League Rules — Boys PeeWee Division *(Revised 4/11/2023)*

Multiple Teams from One Town:

If a town will have more than one team, the teams will be decided either by a geographic split or by draft rules agreed upon by both coaches. If both coaches cannot agree upon draft rules, geographical split must be used.

Towns must have an equal (or lesser) number of teams throughout their divisions.

All rules from above will be used in tournament play except for the umpires section in which the league will furnish umpires during tournament play.

Twin Valley Little League Rules — Boys Pony Division *(Revised 4/11/2023)*

We will operate under the **Official** Little League Rulebook with the exception of the following: Pony players must not turn 16 years of age before **August 1 of the current year.**

Measurements:

Home plate to first base and third base — 75 feet

Second base is located in a straight line from home plate; 75 feet from first base and third base

Pitchers rubber — 54 feet and 7 inches from the *front edge of the rubber* to the *back point of home plate*

All players must wear protective helmets **with facemasks** when batting and running the bases. A player failing to do so will be ruled out. If the helmet comes off uncontrolled, the player will not be ruled out but time will be called at the next available dead ball to retrieve the helmet. A player who intentionally throws his helmet is automatically ruled out. Big barrel bats are *legal* for the pony division — 2 $\frac{3}{4}$ " diameter or less. **No steel spikes will be allowed under any circumstances.**

No trash talk or baiting players on the opposite team.

Coaches must submit a roster to the league, which must be accompanied by legal documentation for date of birth (photocopies of birth certificates are preferred). If a coach does not have legal documentation when a player's age is challenged at the league tournament, the player must sit out the remainder of the game. If it is during a league game, it must be brought to the attention of the president and a ruling will be declared. A possible forfeit of the game and suspension of the player may be in order on a case by case basis. This documentation is due to the league president by **June 1st of the current year.**

Pony games will begin no later than 8:45 PM. **No inning shall start 2 hours after the first pitch of the game.** If peewee games run their full duration there should be no infield practice. Ties are played out in the Pony division. If time allows practice time must be split between both teams. Late start times — if a team is not ready to play 10 minutes after the determined by both coaches, the team failing to begin the game shall forfeit. Start time might be agreed upon to be 15 minutes after the Peewee game — so forfeit time would be 25 minutes after the Peewee game.

All players must play in 50% of the regular season games to be eligible for the league tournament. If a player is injured or has a legitimate excuse for missing more than 50% of the games their coach may appeal to the league president, who will then poll the other coaches to determine if said player will be allowed eligibility for the tournament. A 60% majority vote will be needed to approve said player, polled from only head coaches in the respective age category.

You may start the game with 8 players but must take an out for the open position in the batting order. However, the batting order shall not change in order of the players anytime during the game after it has started. In other words, "Bob" cannot bat in the 4th position, be taken out of the game and re-enter to bat in the 7th position later.

Twin Valley Little League Rules — Boys Pony Division (Revised 4/11/2023)

Substitutions:

- A player who is in the starting lineup may re-enter the game in the same batting order as long as his substitute has completed one time at bat or three outs on defense.
- A starting pitcher may leave the game and re-enter as a pitcher, however a substitute pitcher may not re-enter as a *pitcher* (re-entry in other positions is permissible). This is to allow coaches the opportunity to pull out their starting pitcher if they are far enough ahead with the idea he can bring him back into the game if needed. This will give the coaches freedom to give their 2nd and 3rd string pitchers opportunities to pitch.
- A coach may without penalty of forfeiture replace any ill or injured player with a player previously in the lineup but only if all other eligible players on the roster have been used.
- A courtesy runner for the catcher is allowed. A courtesy runner will be allowed for the catcher only when there are two outs and the catcher is a base runner.

Sliding Rule:

A player must slide into second, third, and home when he is being played on if the defensive player has the ball or there is a thrown ball on its way to that defensive player. You do not have to slide at all if there is no need. The defensive player may not block the baseline when the ball is not in his possession or not on its way to that base, however an attempt must be made by the runner not to collide with the defensive player. This rule is to discourage intentionally running over a defensive player and is the decision of the umpire. A player is not required to slide at home if the catcher is farther than 6 feet up the third base line. If there is no contact they cannot call the runner out, even if the ball hits the runner. *The umpire has the discretion at this point to determine if this act was intentional causing the runner to be ejected from the game.*

All bases are open; players may lead off bases, players may run on a third strike if missed by the catcher (if no one is on first with less than 2 outs and if someone is on first *with 2 outs*) and players may steal any base in all instances.

Balk Rule:

A balk shall be called if, with one or more runners on base, the pitcher,

- While touching his plate makes any motion naturally associated with his pitch and fails to deliver the ball.
- While touching his plate feints a throw to first base and fails to complete the throw.
- While touching his plate fails to step directly towards any base before throwing to that base.
- While touching his plate throws or feints a throw to an unoccupied base except to make a play.
- While touching his plate, accidentally or intentionally drops the ball.
- Delivers the ball while his pivot foot is not in contact with the pitcher's plate (the pivot foot must stay in contact with the pitcher's rubber from the start of the windup to the delivery of the pitch).
- Delivers the pitch while he is not facing the batter.
- Makes any motions naturally associated with his pitch while he is not touching the pitcher's plate.
- Unnecessary delay of the game.
- Without the ball in his possession feints a pitch.
- Without the ball in his possession stands on or astride of the pitcher's rubber.
- Pitches while the catcher is not in his box.

Twin Valley Little League Rules — Boys Pony Division *(Revised 4/11/2023)*

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When a balk is committed, the ball is dead, and each runner shall advance one base without liability to be put out. If the batter reaches first base on a hit or error, base on balls or otherwise, and all other runners advance at least one base, the play proceeds without reference to the balk. If the pitch is delivered and the balk is called, it will be considered a ball, and if the pitch is ball four, award a batter first base and forcing all runners to advance.

Be consistent with the balk rule — make sure the umpire understands it.

A player in the pony division is allowed to pitch **12 innings** in the entirety of the TVL tournament, with a limit of **4 appearances** in the tournament (3 games); unless in the event that the player's team will play in the play-in game in the tournament and proceed to make the finals, wherein each player on the team with 4 games may pitch **14 innings** in the entirety of the TVL tournament with a limit of **5 appearances** in the tournament.

***Note** — An appearance is a single pitch*

***Note** — All inning and appearance limitations will be tracked by the TVL tournament host of the current year during the span of the tournament*

A peewee aged player that pitches in the pony division is **only** allowed to pitch the allotted innings per the peewee division rules for the entirety of the TVL tournament; they will not be granted any extra innings or appearances for their pony division team.

The highest seeded team has their choice of dugouts and is home team for *tournament games*.

Run Rule:

15 runs after 3 innings, 10 runs after 4 or 5 innings, and 1 run after 6 innings (*run rules are enforced throughout the entire year, league tournament and league championship game included*).

Umpires:

The home team will provide both the home plate and first base umpires. Make sure the umpires know as much as possible about the rules. It is always a good idea to have adults do the games; youth under the age of 18 usually try very hard, however are not ready.

For all games and tournaments — calling games for rain, lightning or threatening events are to be handled by the two coaches and the umpires in a safe location. A mutual agreement must occur at that time and if an agreement cannot be obtained, the home plate umpire will decide. In a tournament, the director and/or committee members will assist to make the decision with the coaches and umpires.

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If a town will have more than one team, the teams will be decided either by a geographic split or by draft rules agreed upon by both coaches. If both coaches cannot agree upon draft rules, geographical split must be used.

Towns must have an equal (or lesser) number of teams throughout their divisions.

All rules from above will be used in tournament play except for the umpires section in which the league will furnish umpires during tournament play.