

BASEBALL RULES SUMMARY FOR THE 2018 SPRING CAPITOL LITTLE LEAGUE SEASON

	T-BALL (U5)	AA (U8)	MINORS (U10)	MAJORS (U12)	JR (U14)
# of innings	4	6	6	6	7
End of inning	Bat the roster once per team	3 runs or 3 outs	3 runs or 3 outs; Last inning 5 runs or 3 outs. Games can end in tie	3 outs Games can end in tie	3 outs Games can end in tie
# of fielders	All team members present.	10 if available -2 center, 1 each left and right fields	9	9	9
Minimum play	Equal playing time for those present at game	Equal playing time for those present at game	3 innings or 9 defensive outs and 1 at bat; 1 defensive infield inning	6 consecutive defensive outs and 1 at bat	6 consecutive defensive outs and 1 at bat
Pitcher	Batter hits from tee Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Pitching Machine used Pitcher stands with at least one foot in pitchers circle May leave when ball is hit	Age 7-8 50 pitches Age 9-10 75 pitches Age 11 85 pitches May finish batter when pitch count reached Can move to other position Illegal pitch called; No balks called No pitcher may pitch 3 consecutive days.	Age 9-10 75 pitches Age 11-12 85 pitches May finish batter when pitch count reached Illegal pitch called No balks called Can move to other position No pitcher may pitch 3 consecutive days.	Age 11-12 85 pitches Age 13-14 95 pitches May finish batter when pitch count reached A pitcher remaining on defense in the game but moving to a different position can return as a pitcher any time but only once per game. Balks are called No pitcher may pitch 3 consecutive days.
Pitch count	Does not pitch	Minimum of 5 pitches if 5 th pitch is foul continues until misses, hits fair or takes.	Reported with score Catch 4 inning can't pitch Pitch 41 pitches can't catch Intentional walk count 4 pitches	Reported with score Catch 4 inning can't pitch Pitch 41 pitches can't catch Intentional walk count 4 pitches	Reported with score Catch 4 inning can't pitch Pitch 41 pitches can't catch Intentional walk count 4 pitches
Base Running	No base stealing No leading off Runners advance one base at time unless ball hit to outfield	No base stealing No leading off Runners advance one base at time unless ball hit to outfield	Leading off or Base stealing after ball crosses home plate permitted Stealing home allowed	Leading off or Base stealing after ball crosses home plate permitted. Stealing home allowed	Base stealing Leading off allowed Stealing home allowed
Advanced Base Running	No advancing on overthrows If a coach is hit by batted ball, ball is dead and batter is awarded first base, all other runners advance one base	No advancing on overthrows If a coach is hit by batted ball, ball is dead and batter is awarded first base, all other runners advance one base No stealing home on passed ball	Runners advance at own risk	Runners advance at own risk Special pinch runner allowed see rule 7.14 for complete rule (If using the Continuous Batting Order, Special pinch runner not allowed)	Runners advance at own risk Special pinch runner allowed see rule 7.14 for complete rule (If using the Continuous Batting Order, Special pinch runner not allowed)
Batting	Continuous batting order Players arriving after start of game go to end of batting order	Continuous batting order Players arriving after start of game go to end of batting order	Continuous batting order Players arriving after start of game go to end of batting order Batter must keep one foot in box	Continuous batting order to May 1. All players bat in line up order Subs are "married" after May 1 Batter must keep one foot in box	All players bat in line up order with substitutions as required Batter must keep one foot in box
Advanced Batting	No bunts No Walks Each batter stays at bat until: A ball is batted fair; A Batter strikes out.	No bunts-No Walks even if hit by pitch Each batter stays at bat until: A ball is batted fair; A Batter strikes out or awarded first base on catcher interference	Bunting is allowed No slash bunting Batter cannot run on dropped 3 rd strike	Bunting is allowed No slash bunting Batter may run on 3 rd strike not caught when first base is not occupied when less than 3 outs	Bunting is allowed Batter may run on 3 rd strike not caught when first base is not occupied with less than 2 outs.
Equipment	Batting Tee Safety Baseballs	Pitching machine Safety 5 Baseballs	Baseball hardball Molded cleats	Baseball hardball Molded cleats	Baseball hardball No Metal Cleats allowed on pitching mound.
10 run rule	Not applied	Not applied	Applies after 4 innings	Applies after 4 innings	10 after 5 innings/15 after 4 applies
Time Limit & Double headers	No new inning after 75 min Dugout adults unlimited No double headers	No new inning after 90 min Dugout adults unlimited No double headers	No new inning after 1 hour 45 min 4 adults in dugout No double headers	No new inning after 2 hrs weekend 4 adults in dugout 1 double header per week	No new inning after 2 hrs on weekends 4 adults in dugout Double headers allowed

In Minors and above if unable to complete the game due to weather or darkness, the score reverts to end of last inning played as long as there were enough innings played to make a complete game. 1 minute between innings. Scorekeeper allowed in grandstand or on Field 3 in 3rd base dugout.