# Shaler Area Little League INSTRUCTIONAL DIVISION RULES 

1. Games are 6 innings.
2. 10 Players in the field at a time (4 outfielders) No rovers. Outfielders must play the position (LF, LC, RC, RF) and start at least 20 feet beyond the intersection of the infield/outfield.
3. Half way rule for base advancement, judged by infield possession. (If a player has one foot in the infield and possession of the ball at any point in the play, a runner can't advance to a base they have not made it half way to unless it was a force play). Half way rule must be marked in the infield.
4. All players are required to play a minimum of 2 innings in the outfield and/or catcher each game.
5. All players are in the batting order regardless of whether or not they are in the field that inning.
6. No player shall be on the bench more than one inning in a row unless an injury prevents them from returning.
7. 5 run limit per inning with no continuation rule. (However, $6^{\text {th }}$ inning and extra innings runs are unlimited)
8. A player may not be thrown out on a force play at first base from the outfield.
9. A player at any base other than first base may be thrown out on a force play from the outfield IF the outfielder began the play no less than 20 feet into the outfield.
10. The pitcher must wear protective chest gear and a helmet to play the position.
11. The pitcher must have a least one foot inside the pitching circle during the pitch.
12. Batters get 4 swinging strikes (through May 18) or 7 pitches total after which they are called out. Beginning May 19, batters get 3 swinging strikes or 7 pitches total. (Exception: foul balls after 7 pitches are not considered an out)
13. Ball must be thrown 35 ' feet from pitcher's mound
14. Overthrows to $1^{\text {st }}$ and $3^{\text {rd }}$ base are dead. Overthrows to $2^{\text {nd }}$ are live until infield possession is obtained.

Lining the field:

1. $1^{\text {st }}$ and $3^{\text {rd }}$ base foul lines. Recommend going to the foul poles at Burchfield fields.
a. Start line at back of home plate and go to outside of base. Chalk line on inside of your string line.
b. String line from outside of base to outside of foul pole, chalk line on the inside of your string line
2. Half way lines between $1^{\text {st }}$ and $2^{\text {nd }}, 2^{\text {nd }}$ and $3^{\text {rd }}, 3^{\text {rd }}$ and home.
3. 35 ' mark for coach pitch line
4. $15^{\prime}$ diameter circle around $35^{\prime}$ pitching mark

Field Reminders:

1. PLEASE TRY AND DRAG THE FIELD AFTER USE IF NECESSARY (HELPS WITH DRAINAGE)
2. LAST PERSON USING THE FIELD OR FIELDS ARE RESPONSIBLE FOR PUTTING AWAY THE TRACTOR AND MAKING SURE THE EQUIPMENT SHED IS LOCKED.
3. PLEASE KEEP THE EQUIPMENT BOXES BEHIND THE BACKSTOPS IN GOOD SHAPE, DON'T LEAVE A MESS FOR THE NEXT COACH.
4. WHEN LOCKING UP THE BURCHFIELD SHED, ENSURE THE LATCH ON LEFT SIDE DOOR IS IN PROPER POSITION BEFORE LOCKING THE DOOR.
5. STANDING PUDDLES ON THE FIELD ARE A GOOD INDICATOR THAT THE FIELD IS UNPLAYABLE.
6. DO NOT USE A BROOM TO BRUSH OUT PUDDLES (THIS MAKES THE HOLE DEEPER)
7. DO NOT LEAVE FIELD DRAGS LAYING IN GRASS. THEY SHOULD BE PUT AWAY WITH THE TRACTOR.
