

COLO DISTRICT 4 INTERLEAGUE RULES

TBall League Rules

The T-Ball League will use the Little League Rulebook with the following exceptions:

Coach will pitch 3 balls, then player will hit off T.

Coach will prepare a batting order using every available player from their team. This batting order will be following throughout the game regardless of which players are on the field defensively.

All team members will play defense out in the field.

Three outs or one time through the entire batting order will end the half inning.

There will be a player in the pitcher position.

No pitching circle. Any infield with control of the ball will end the play.

Games are one hour.

Batters must have helmets.

Micro League Rules

The Micro League will use the little League Rulebook with the following exceptions:

- Coach will prepare a batting order using every available player from their team. This batting order will be followed throughout the game regardless of which players are on the field defensively.
- Defensive substitutions may be made freely. A player may not sit out more than one inning in a row defensively.
- A half-inning will consist of three outs, **5 runs or nine batters**. On the ninth batter, **or 5th run**, play stops when the third out is recorded or no more base runners remain. Last inning will be 3 outs or nine batters without a run limit.
- No base stealing. Players may advance only on a hit ball. No leading off. Runner cannot advance until the ball is hit.
- Batters may not advance to first base on passed balls or on the third strike.

Updated 3/15/18

District Rules 2018

- Base runners may not advance on a passed ball or a dropped strike. Play is dead while the catcher returns the ball to the pitcher.
- A coach of the batting team will feed the pitching machine with no more than five pitches per batter. A batter may extend his at-bat indefinitely by hitting foul balls on the fifth pitch (not caught in the air by the defense).
- A batter may be called out on strikes according to the rules of baseball when batter records the necessary amount of foul balls and/or swings without making contact.
- Pitches taken without swinging are not called a strike. If a batter takes a pitch without swinging on the fifth pitch, the batter is out.
- Pitching machine will be set at 40 miles per hour for play.
- A maximum of two coaches for the defensive team may be in the outfield. The coaches must be on the grass of the outfield.
- If the coach running the pitching machine or the pitching machine is hit by a batted ball, the play is dead and runners may advance one base. The batter will advance to first base.
- A defensive coach on the field may not interfere with play or coach base runners.
- A ten-foot pitcher's circle shall be marked on the diamond. The pitching machine will be placed in the middle of the circle with the rubber 46 feet from the back of home plate.
- Any batted ball that goes into the pitcher's circle and remains in the circle is not dead until the pitcher maintains control of the ball. The runners may advance one base and the batter may advance to first base. No player or coach may influence the travel of the ball inside the pitcher's circle.
- Play is dead after the pitcher regains control of the ball inside the circle. The pitcher cannot put the ball back into play after it is ruled dead.
- A chalk hash mark will be added to the field midway between first and second base, second and third base, and third base and home plate. When play is called dead base runners may advance to the next base IF they have passed the hash mark. Base runners who have not reached the hash mark must return to the previous base.
- Games are **one hour and thirty minutes (1.5 hours)** and are played to the finish of that inning.

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- Bats must meet the USA Baseball Bat Standard (USABat) as adopted by Little League. Bats shall bear the USA Baseball logo and the bat diameter shall not exceed 2 5/8 inches for these divisions of play.
- There is no minimum number of players to start a game. The nine-batter / 5 run rule still applies. If the next batter in the line-up is currently on base, that at-bat is recorded as an out. Home and away teams can share players if it is agreed upon between coaches to fill out positions and line-ups.
- No umpires will be provided at the micro league level.

MINOR, MAJOR AND JUNIOR RULE ADDENDUM:

- There will be a five run scored per team/per inning maximum for minors.
- No new inning will be started after 1 hr 45 minutes for minors, 2 hr for major and intermediate. 2 hr 30 min for Jr and Sr.
- The home team supplies the baseballs, umpires and is the official scorebook and pitch count.

Minors, Majors, Juniors, Seniors

- Coach will prepare a batting order using every available player from their team. This batting order will be followed throughout the game regardless of which players are on the field defensively.
- Defensive substitutions may be made freely. A player may not sit out more than one inning defensively in a row unless it is for disciplinary reasons or injury. Coaches must communicate this with the other teams coach as well as the scorekeeper.