

Massapequa International Little League Baseball Rules

General Rules

- The local rules are designed to reinforce sportsmanship and safety.
- The Massapequa International Little League Code of Conduct must be observed at all times.
- Smoking and drinking are strictly prohibited at all fields and facilities. Please remind all adult family members.
- Foul or abusive language is not acceptable.
- Foul or abusive actions towards coaches and umpires is not acceptable.
- Failure to comply with conduct rules will result in disciplinary action by the MILL Executive Board.
- Managers must unlock the storage box/shed before each game for AED access, and lock it after the game. All coaches and managers must know the AED location.
- Only League-approved volunteers (with completed LL Volunteer Application and background checks) may assist players on the field, in the dugout, or on the bench.
- Managers must obtain LL Medical Release Forms for all players before participation and be aware of any relevant medical issues.

For further clarification or rule updates to any of the rules listed in this document, consult your Division Commissioner or the official Little League Rule Book.

Division-Specific Rules

Tee Ball (4/5-Year-Old Baseball)

- The game ends immediately if lightning occurs. Clear the field.
- No catcher position.
- Parents should not stop/block the ball unless for safety.
- Batters and base runners must wear caged helmets.
- No on-deck batting. The next batter may wear a helmet but not hold a bat.
- Players must remain in position until all opposing runners cross home plate to end the inning.
- Managers should notify each other when a strong hitter is up.
- Only League-approved volunteers in the dugout/bench with players.
- Minimum play: 3 innings or 1 hour 15 minutes.
- Base-to-base running only, regardless of hit quality.
- No outs are recorded. Outs are explained but runners remain.
- Bat through the order each inning; rotate batting order each inning.
- The last batter hits a "home run;" inning ends when all cross the plate.
- Rotate fielding positions each inning (max 5 infielders: 1B, 2B, SS, 3B, P).
- A safety bag must be used at first base.
- Division Commissioner determines transition from tee to coach soft-toss; coaches soft-toss from beyond the opposite batter's box.
- Use a safety baseball.

Sandlot (6/7-Year-Old Baseball – Coach Pitch)

- Minimum 3 innings per game.
- Coaches pitch to their own teams for the entire season; no player pitching.
- Batters and base runners must wear caged helmets.
- Bat through the order each inning; rotate batting order each game.
- Coaches warn opposing teams of strong hitters.
- Outs are explained but all runners remain safe.
- Base-to-base running. Only allow a double for strong hits to outfield and explain the rule.
- No runner may score from first base.
- Inning ends when play is made or all advance after the last batter.
- Rotate fielding positions each inning; all players should play all positions during the season. No repeat positions in consecutive innings.
- No catcher position.
- The coach must stand with the pitcher for safety; 1B may require similar protection.
- No on-deck batters. Only the batter may hold a bat.
- Only League-approved volunteers in the dugout/bench.
- No sliding or running into defensive players.
- Use a safety bag at first base.
- Obtain player info for medical/custody issues.
- Lightning: game is called immediately.
- Rainouts called by Division Commissioner/league agent or by consensus; may be posted on the website.
- Games do not require rescheduling, but rescheduling is encouraged.
- Use a safety baseball.

Single A (7/8-Year-Old Baseball)

- Starts as machine pitch; transitions to player pitch per VP.
- Continuous batting order (rotate order each game).
- Batters and base runners must wear caged helmets.
- Pitching distance: 42 feet.
- Machine pitch: 90 minutes or 6 innings. Player pitch: minimum 4 innings or 90 minutes.
- Batters can strike out after 5 swings (machine pitch).
- The coach operating machine protects the pitcher.
- Catchers wear full equipment; do not throw each pitch back. Use a ball bucket.
- Max 2 coaches (1 per team) on field at a time.
- No on-deck batters or donuts.
- League-approved volunteers only in the dugout/bench.
- Max 10 players on field/inning, 5 infielders in correct positions.
- Rotate all players between infield/outfield; no repeat positions in consecutive innings.
- Force plays and outs are in effect; sides change after 3 outs.
- Hitters allowed all types of hits; runners may not advance on wild throws.
- Outfielders remain 25' behind baseline before pitch.
- No "run around" for the last batter.
- No official score, but innings end after 3 outs or 5 runs.
- No plays at home plate.
- Safety bag at first base. Use soft hardballs.
- No running into defensive players; fielders may not block bases.
- Player pitch rules announced by the Division Commissioner. Max 2 innings per pitcher; Little League pitch count applies.

- Balls/strikes called by offensive team in machine/coach pitch; defensive coach present when players pitch.
- Batters strike out on 3 strikes; walks allowed (player pitch).
- No food during the game. Capture allergy/custody info.
- Lightning/rain: game is called; follow website/Division Commissioner for closures.
- Games do not require rescheduling but should be rescheduled if possible.
- No team requests; teams are drafted by skill ratings.

Double A, Triple A, Majors, Intermediate, Juniors, Seniors

- Little League Rule Book applies, with local clarifications below.
- Regulation VII (h): Time limits per division.
- Rule 4.10(e): Run rules per division.
- 4.04: Continuous batting order for all players present. Late arrivals bat last. Rule 7.14 not applicable.
- Regulation IV (i): Mandatory play – every player must sit one inning before any player sits twice (except starting pitcher/catcher until removed). All substitutions must be tracked and discrepancies fixed immediately.
- 4.16 & 4.17: Borrow up to 3 outfielders from opposing team if less than 9 players. Not allowed in the playoffs. Speak with the Division Commissioner as soon as you know you will have less than 8 players.
- Field condition decisions: Division Commissioner or Umpire in Chief. If absent, both managers may cancel.
- Once started, all game decisions are with the umpire.

Double A (9/10-Year-Old – 1st Year Competitive)

- Batters/base runners must wear a caged helmet or helmet with ear flap.
- Max 5 runs per inning (except playoffs).
- Every player must play at least one infield inning.
- Pitch counts must be agreed and recorded by the scorekeeper after each half-inning.
- No inning starts after 2 hours.
- No tagging up to any base.
- Bunting allowed.
- May steal home up to 2x per inning; no double steals.
- No infield fly rule.
- Speed-up rule: if catcher is on base with 2 outs, use courtesy runner (last batted out, not pitcher).
- Managers must email scores and pitch counts to Division Commissioner after the game.

Triple A (10/11/12-Year-Old)

- Players must be drafted to participate; undrafted play in the previous division.
- Max 5 runs per inning (except final inning and playoffs).
- Batters may wear caged helmet or helmets with ear flaps; all base runners must wear helmets.
- Every player must play one infield inning per game.
- Pitch counts agreed and recorded after each half-inning.
- 12-year-olds may not pitch in Minors.
- No new inning after 2 hours.
- Speed-up rule for catcher in effect.
- No dropped third strike or infield fly rules.
- One mound visit per inning per pitcher; second visit in the same inning requires removal.

- Call-up players from Double A division bat last in the order. Call ups only occur when a team will only have 7 players attending. Teams playing with 8 can borrow an outfielder from the opposing team. Call ups cannot pitch.
- Managers must email/text scores and pitch counts to the Division Commissioner immediately after the game.

Majors (10/11/12-Year-Old)

- No time limit.
- No run rule.
- Regulation games tied after 4+ innings end in a tie if halted by the umpire.
- Speed-up rule for catcher in effect with 2 outs.
- 8 innings max for games ending in a tie
- Call-up players from Triple A division bat last in the order. Call ups only occur when a team will only have 7 players attending. Teams playing with 8 can borrow an outfielder from the opposing team.
- Managers must email/text scores and pitch counts to the Division Commissioner after the game.

Intermediate (12/13-Year-Old)

- 2 hour 15 minutes “drop-dead” time limit.
- No run rule.
- Speed-up rule for catcher in effect with 2 outs.
- Open to all 12- and 13-year-olds registered in MILL.
- Pitch from 50', bases at 70'.
- Players still play for Majors/Juniors teams.
- Avoid using pitchers who have thrown/will throw for Majors/Juniors.
- No set teams; teams formed each game.
- Williamsport team eligibility requires participation in enough games.

Junior/Senior (13–16-Year-Old)

- Pitchers removed from mound and staying in the game (playing other positions) may return to pitch once.
- No run rule.
- May borrow up to 3 outfielders from the opposing team (last batters from previous inning, not pitcher/catcher); not allowed in playoffs.
- Pitch counts agreed and recorded after each half-inning.
- No inning after 2 hours 15 minutes.
- Speed-up rule for catcher in effect.
- The winning team must verify pitch counts and submit scores/pitch counts via email/text within 24 hours, cc'ing the opposing coach.
- Burns Park lights out at 11 PM.
- No slashing at the plate.
- Run rule: 10 runs after 5 innings (equal at-bats).
- No intentional walks.
- Balks called from the first game.
- Pitchers may fake pickoff to third base.
- No school ball uniforms (hats, jerseys, pants).
- Pitching availability per pitch count sheets; special rules for playoffs.