General Game Rules
1. All players will bat, whether they are playing in the field or not.
2. An inning will consist of 3 outs, 5 runs or a team batting through their line up, which ever comes first. (If one team has more players, the team with the least number of players bats the same number of players as the team with more).
3. Bats must be kept within the dugout. There is no on-deck area. Under no circumstances, should the players be swinging the bats near the dugout or inside the dugout.
4. All players that are not batting must stay in the dugout.
5. One coach should be in the dugout at all times.
6. No infield practice before the first game or in between games.
7. Games are 6 innings or 1 hour 30 minutes. You can start the top of the next inning as long as it starts before the time limit is up; you then finish out the inning. The last game of the day can be played until it gets too dark to play, and the coaches and umpire will agree when to call the game.
8. Rotation of players: we suggest that all team members play every position at some point in the season to determine where they are best suited.
9. Managers will make available their lineup card at the end of the game, with positions and innings on them, to the umpire upon request.
10. An 8 player minimum is required to field a team. You can pick up players from other teams, but they must be 8 years old or younger and a Cedarburg Little League player. If you pick up players from another team, they can only play in the outfield and they will bat at the end of the batting order.
11. If a team has 9 players all traditional positions must be played including catcher. If both teams have 10 players and the coaches agree, 10 players can play defense, with the 10th player in an outfield position only. All outfielders must be in the outfield grass.
12. There is a 10 run rule. If the home team is ahead by 10 or more runs after 3 ½ innings (this rule applies for any time thereafter 3 ½ innings) they don’t bat in the bottom of the 4th inning. If they are ahead by less than 10 runs heading into the bottom of the 4th inning, the home team bats. If the home team crosses the 10 run threshold in the bottom of the fourth inning, the game stops when this 10 run threshold is reached, even if the inning has not been completed. If the away team is ahead by 10 or more runs at the end of the 4th inning, the game ends and they are declared the winner. If a team wins via the 10 run rule, the losing team may stay to practice, and the winning team would leave.
13. There is NO infield fly rule.
14. We suggest all boys wear protective athletic cups.

Running
15. There are NO lead-offs; the runner must wait until the batter makes contact before leaving the base.
16. The first over throw is a live ball. Runners can advance at their own risk for a maximum of one base.
17. Running the bases: when a ball is hit into the outfield, and the outfielder has the ball, you run at your own risk. When the ball is returned to the infield, you may not run. This is defined as when a player has possession of the ball in the infield. We do not want everyone running until they get tagged out.
18. A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner. This allows you to get your catcher ready for your next defensive inning.

Pitching
19. Pitching machines are to be used for the first hour of each game, with player/coach pitch being optional for the last half hour of the game.

(Updated 5/28/2014)
Minors Rules
Pitching Machine League
7 & 8 Year Olds

20. When using a pitching machine, each batter will get 8 pitches. (Coach pitch may also be used with these same rules for the last half hour of each game, but the switch to coach pitch must be agreed upon by both teams. If both coaches cannot agree upon using coach pitch, then the pitching machine will be the method of pitching used.) There are NO walks. Umpires will NOT call strikes if the batter does not swing, otherwise three swinging strikes is an out (a foul ball on the third strike is not an out). If the batter does not put the ball in play in 8 pitches, the batter is out, with the following exception. If the batter fouls the 8th pitch or successive pitches after the 8th pitch, he/she will continue to bat until the batter does not swing, swings and misses, or puts the ball in play. Five pitches will be pitched and then the balls returned to the pitcher for the next five pitches. Even if the catcher catches the pitch he/she should throw it off to the side. Encourage your player to swing, especially as they approach the 8th pitch. A coach whose team is in the field will retrieve the pitched balls and return them to the coach at the pitching mound.

21. Pitching machine speed – managers should try to agree on a speed, but it can be adjusted for each team.

22. Pitching rules for player pitch:
(Player pitch may be used for the last half hour of each game, but the switch to player pitch must be agree upon by both teams. If both coaches cannot agree upon using player pitch, then the pitching machine will be the method of pitching used.)

a. Player pitching in the minor league from the mound is optional for the last half hour of each game. There will be strikeouts and walks using player pitch. The mound will be placed at 46 feet. This is from the back tip of the plate to the front of the rubber.

b. When using player pitch, there are 2 walks per inning per team, after that, once 2 walks have been given, and the count goes to 4 balls, the coach for the batting team will come in and pitch to that batter, until he/she is either out or gets a hit. Then the Minor league pitcher will come back in to pitch to the next batter, and if that batter gets to a 4 ball count, then the coach will come in again and pitch to that batter until he/she is out or gets a hit.

c. If a pitch from another player hits the hitter, the batter receives first base and it does NOT count as a walk for that inning. If a player hits three hitters in any inning, a coach will come in to pitch and finish the inning. If a coach hits a player, they do not receive first base.

d. When using player pitch, the Little League pitch count rule will be used. Each team coach will designate a parent to keep a pitch count. After the game, both managers will update their teams pitching eligibility sheet.

e. Pitchers with the following league age are limited as follows:
   Age 7-8 limited to 50 pitches per day

f. Pitchers league age 14 and under must adhere to the following rest requirements:
   • 66 or more pitches in a day = four calendar days of rest
   • 51-65 pitches in a day = three calendar days of rest
   • 36-50 pitches in a day = two calendar days of rest
   • 21-35 pitches in a day = one calendar day of rest
   • 1-20 pitches in a day = no calendar days of rest

g. If pitcher pitches 41 or more pitches in a game they cannot play the position of catcher that day.

h. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

i. A pitcher once removed from the mound cannot return as a pitcher.

j. A player may not pitch in more than one game in one day.

(Updated 5/28/2014)