

## 2009 KEYSTONE LITTLE LEAGUE LOCAL RULES AND REGULATIONS

The Official Little League Baseball/Softball Rule Book is the basic guidelines for all rules. Exceptions to the above, which are made necessary by the particular needs of Keystone Little League, will be found herein.

### SECTION I GENERAL RULES AND REGULATIONS

1. The Keystone Little League will conform to the National Little League rulebook. However, the Keystone calendar week will start on Monday and end Sunday at midnight.
2. Managers are required to present their lineups to the opposing manager before the start of the game. In all divisions with player pitchers, managers must present their pitcher eligibility form to the opposing manager before the start of the game. At the end of the game, the pitcher eligibility form must be completed in ink and verified and signed by each team's manager or coach.
3. All games, where there are two or more scheduled on the same field will start at the scheduled starting time. ***All infield practice must be taken prior to the scheduled starting time.*** Games in progress will be called at the starting time of the next game by the Plate Umpire who is the official timekeeper. Scorebooks shall be signed by plate umpire and both managers with a notation of position of runners, number of outs, and count on the batter when play was suspended. If the game is not official, it will be resumed at the point of play it was called, at a date prior to the (2) teams' next game against each other, if possible. Vacate dugout and playing area immediately when another game is scheduled behind you. To alleviate conflicts on practice prior to the game, the visiting team will have rights to the field for 15 minutes, beginning 30 minutes prior to the game's scheduled starting time. The home team will begin its practice 15 minutes prior to the games scheduled starting time. In the event of a second scheduled game on the same field, allotment of practice time will be at the discretion of the umpire, to be equally shared by both teams.
4. The first games scheduled in the evening should start by 6:15 p.m. No Sunday games will start prior to 1:00 p.m.
  - No play will continue after 11:00 p.m., nor shall any inning start after 10:30 p.m. A new inning starts the moment the third out is made, completing the preceding inning. This rule applies to all divisions.
  - In the event of weather or unplayable field conditions, the umpire may delay the start time of a game up to 30 minutes.
  - If field conditions are not playable at the end of 30 minutes, and two (2) or more games are scheduled on the same field, the umpire ***MUST*** call the game without affecting the following game if conditions become playable.
5. In the printed schedule, the team listed last is the home team and shall occupy the 3rd base dugout. In the event two teams play each other an odd number of games during the course of the season, a coin toss will decide who will be the home team for the last game.
6. Drinking of alcoholic beverages in the complex or the use of tobacco products on the playing fields is prohibited during league play. Board members, umpires, managers, and coaches are responsible for enforcing this regulation. Any game played on Keystone diamonds will be governed by Keystone Little League policies.
7. Rules and regulations are not to be changed during the regular playing season. However, suggestions for the modification or revisions of these rules for future years are welcome if submitted in writing along with the reasons for the proposed change(s). In the event that temporary emergency changes must be made, they must have Board approval and written notification will be given to the managers involved one week prior to their enforcement. The Keystone Board of Directors must approve any exception.

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8. The Little League shoulder patch is not required for division play.
9. During regular season play, no player will sit out for more than 1 defensive inning until all other players have also sat out for an equal number of defensive innings. Exceptions to this rule are as follows: a player is late to the game, a player is injured, a parent requests that their player not play, disciplinary reasons, or any other reason agreed upon by the manager, parent, and the league. If an exception exists, the player in question must not sit out more than 1 consecutive defensive inning (3 outs). These rules do not apply to All Star games or tournaments.
10. Each team will bat their entire roster.
11. Disciplinary action may be taken against a player at the Manager's discretion. If discipline is to involve a change or violation of the Keystone mandatory playing time, then the Manager must notify the Division Vice President or the Player Agent of this intent prior to the next scheduled game. If conditions warrant on-the-spot corrections and discipline, the Manager must notify the Umpire and the opposing Manager **IMMEDIATELY** and the Division Vice President must be informed within 24 hours of the action.
12. A protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. In the event of a protest, the umpire must be immediately informed of the protest at the time of the occurrence and must sign both scorebooks at the point of the protest. The umpire will inform the opposing manager of the protest and the game will continue. Two copies of ALL protests must be made in writing within 24 hours of the game involved, one to the Umpire-in-Chief and one to the League President, or Division Vice President.
13. The game is officially over when the visiting team is ahead by 10 or more runs after 4 full innings of play, or the home team is ahead by 10 or more runs after 3 ½ innings in any official 6-inning game. For 7 inning games, the game is officially over when the visiting team is ahead by 10 or more runs after 5 full innings or the home team is ahead by 10 or more runs after 4 ½ innings.
14. The game is officially over when the visiting team is ahead by 20 or more runs after 3 full innings of play, or the home team is ahead by 20 or more runs after 2 ½ innings in any official 6-inning game. For 7 inning games, the game is officially over when the visiting team is ahead by 20 or more runs after 4 full innings or when the home team is ahead by 20 or more runs after 3 ½ innings.
15. **IMMEDIATELY** following the completion of each game, each team is required to police their respective half of the playing areas, dugouts, and spectator areas for trash, cups, and paper items before getting a pop ticket.
16. At the completion of each game, both Managers will verify and initial the score in the opposing manager's scorebook. Each Manager will report game results and highlights to the Division Vice President.
17. Throwing equipment in anger or any abuse of equipment or conduct will be grounds for expulsion from the game by the Umpire. **NO WARNING IS NECESSARY.**
18. If a player, manager, or coach is expelled from a game by the umpire, or displays unacceptable or unsportsmanlike conduct, the umpire shall notify the umpire-in-chief who will in turn notify the League President. Player will meet with a review committee consisting of at least one Division Vice President, President or Vice President of the league, umpire-in-chief, umpire and coach or manager of the team. The manager or coach will meet with a review committee consisting of the Division President or Vice President of the league, umpire-in-chief and umpire. This committee will meet within 5 days of the expulsion and the player, manager, or coach may be allowed to participate in the remaining games until the meeting is held and

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the results are reported to the manager, coach and in the case of a player, the player's parents by the Vice President of the division.

19. It will be **MANDATORY** for one adult to be in the dugout for the entire game.
20. The division champion is the team with the best win-loss record during the regular season. In the event of a tie, the winner shall be determined by the following method in order:
  - Division playoff as governed by the Division Vice President
  - If weather, time or field availability does not permit a playoff game as determined by the Division Vice President, the winner shall be determined by the teams' record against each other.
  - If a tie still remains, a comparison will be made to opponents in descending order.
  - All ties will be handled in this manner. Standings as of closing day will be official.
21. In the event division Playoffs are held, all rules and regulations pertaining to such Playoffs will be governed by the Division Vice Presidents. The Vice President is responsible to notify managers and the League President of rule changes 24 hours prior to play.
22. To field a full team or avoid forfeiture of a game, a player pool will be established in each division by the Division Vice President. Borrowed players should be taken from the player pool. If a situation arises that does not allow time to contact a player from the player pool, any player accepted by the opposing manager is acceptable and is not grounds for a protest. A manager should make every effort to use those in the player pool. Pool player must start the game. Borrowed players must bat last and play outfield. The maximum number of players that can be borrowed is 3.
23. Players in all baseball and softball divisions (excluding tee ball and coach pitch divisions) are recommended to wear a hat/visor, socks, and solid white pants in order to participate in a division game. Shirts must be tucked in. All team members in these divisions must be in FULL uniform including socks that cover the entire calf area of the leg and extend upward to the bottom of the pant leg. NO SKIN showing on the legs. Infraction of this regulation by players in divisions age 9 and below may be cause for removal of the player from the game.
24. If any abusive language from the stands exists, the manager of that respective team shall be warned once by the Umpire-in-Chief or Division Vice President. The second infraction will result in suspended play.
25. No game shall be forfeited without the reason for such action being heard by the Keystone Executive Board of Directors and a decision made by said Board. Exception: Nonappearance by a team (5 players or less) without 24 hr notice to the Division Vice President for a regularly scheduled game is grounds for a forfeit.
26. In lieu of appointed League scorekeepers, the home team scorebook will be the official scorebook. Scorebooks and player pitch counts (for baseball divisions Farm 7 through majors) should be compared by the scorekeepers at the completion of each inning. Pitches thrown (strikes, balls and fouls) should be tracked in each scorebook and with league-provided counters. Pitch count discrepancies are to be resolved before the next inning starts. At the end of the game, the pitcher eligibility forms must be completed in ink and verified and signed by each manager.
27. Redraft each division annually.
28. Division Vice President shall pick the best possible managers for the players. The following are recommended guidelines for selecting Managers for all Divisions:
  - a) Returning manager to that age group in which his/her child participates.

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- b) Returning coach to that age group in which his/her child participates.
- c) Board member who has completed at least 1 year on the board and who managed a year prior.
- d) Previous manager from league immediately below.
- e) A manager moving down or laterally (meaning boys to girls or vice versa)
- f) Previous coach from league immediately below.
- g) A parent who has not managed before.
- h) Adult who does not have a child participating at Keystone.

Final selection of managers is contingent upon Board approval. In the event that a division has more qualified managers applying for the position than there are teams, all Board approved Managers will be voted on by the Board. Those managers receiving the most votes will be given the positions.

29. All players of draft age that register after the draft is completed will be put in a lottery drawing and the next teams eligible to select a player will draw in order. Example: Team #2 was last to draft a player; two players sign up after the draft; Teams #3 & #4 would draw for the new players. The Player Agent would be in charge of the lottery. The lottery cannot occur until a player or players is/are placed on the waiting list.
30. The slide rule will be in effect at all times in all divisions and strictly enforced by the umpire.
- No warning necessary
  - Only 2nd base, 3rd base, and home
  - In a simultaneous meeting at a base by the ball and a base runner, the runner will be called out if they do not slide.
31. All batters and runners must wear helmets with face guards. This is mandatory throughout the league.
32. No one without a valid driver's license will be allowed to operate machinery owned by Keystone Little League.
33. **TIE BREAKER RULE:** If at the end of regulation time the score is tied, each team will have one offensive opportunity to break the tie. The last batter from the previous at bat will be placed on second base. The inning will start with no outs. The offensive team will have three outs to break the tied score. If either team fails to score in the extra inning the game will be recorded as a tie.
34. **THE KEYSTONE LITTLE LEAGUE SPORTSMANSHIP POLICY WILL BE IN EFFECT FOR ALL OF THOSE WHO PARTICIPATE AT ANY LEVEL, INCLUDING PLAYERS, COACHES, MANAGERS, UMPIRES, SPECTATORS, AND BOARD MEMBERS.**

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**SECTION II  
TOURNAMENT TEAM SELECTION**

PART A

Nominations will be submitted by team managers to the Player Agent(s) 2 weeks prior to the day of voting (or if 3 rounds are played, at the beginning of the 3<sup>rd</sup> round). The Player Agent(s) will prepare a ballot. Nominations will remain open and will be accepted at the time of voting and then close. Players to be nominated must be counseled by the Manager and advised to be able to confirm that if selected they will be available for all practices and games.

Before voting, nominated player will be discussed by the managers. After voting has begun, lists cannot be changed. Vote will be by secret ballot.

PART B

Farm Boy, Minor Boy, Minor Girl, AA Boy may use the above procedure or hold tryouts for tournament teams. The Division Vice President will announce by opening day the method to be used for their division.

PART C

All tournament teams will be chosen without a manager. Once the team has been selected, all managers interested in coaching the tournament team will be entered in the manager selection process. All those managers entered will be voted on by all the managers of that league, Vice President of that league and Player Agent of that league. Once the manager has been picked that manager will pick his/her coach. Before any vote is taken, the voting process needs to be decided upon by all parties.

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**SECTION III  
T-BALL  
4 – 5 YEARS OLD**

1. Each team shall consist of from 10 – 13 players. It is the Board's intention that no child be denied from being assigned to a team, without cause, and therefore no one is to be on the waiting list. An exception will be made to the number of players assigned to a team if necessary to accommodate additional players.
2. Boys and girls will play on the same team. An attempt will be made to balance the teams by age and gender.
3. The division shall consist of players age 4 before May 1 of the current year and Little League age 5. No player will be allowed to advance to the Farm division of baseball or softball until they reach league age 7, unless approved by the board to advance up after proper notification to board.
4. All team members present at a game will play the entire game in the field (maximum of 7 members in the infield).
5. An inning shall be defined as 6 batters per team, with the last batter stopping at first base. The last batter of each inning will return to first base to start his/her team's next inning.
6. No official standings will be kept and no division winner will be named.
7. Managers and coaches should stress the fundamentals of the game: fielding, catching, throwing, batting, and running bases. If Board members or other division managers and coaches are asked to help with the instruction by T-Ball managers or coaches they will do so as time permits.
8. Managers and coaches in the T-Ball division will be permitted on the field with their team to help position and instruct players. They will also be allowed to help the opposing team's players in base running. No more than two adults per team may be on the field at a time.
9. Managers should make sure that every player is given a chance to play each position for at least three innings during the season.
10. All games will be played on a diamond with 50-foot bases and an incrediball-style baseball will be used.
11. Every batter will use the tee. There is no coach pitch in this league.
12. No player will be allowed to play the catcher position.
13. The coach will stand opposite the batter where he/she can best judge the contact of the bat on the ball.
14. If the ball is topped, the rubber is not hit, and the ball falls in fair territory and remains there it is a hit if it travels beyond a 15-foot radius from home plate. If the ball falls on the base of the tee, whether it remains there or rolls into fair territory, it is a dead ball and must be hit again.
15. If the ball is undercut and in the coach's judgment more rubber is hit than ball, it is a hit if it stays in fair territory.
16. If the ball is undercut and in the coach's judgment more rubber is hit than ball, the coaches shall call foul ball and the batter will bat again unless the ball is caught on the fly, in which case the batter is out.

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17. The coach has total responsibility for the tee. When the ball is hit the coach will immediately move the tee to clear the area so that plays can be made at home base without obstruction or injury to the player.
18. The batter is not allowed to bunt.
19. The pitcher must remain in contact with the rubber until the ball is hit. All other players must remain in their normal playing positions until the ball is hit.
20. Base stealing is not allowed.
21. The time limit is 1 hour.
22. Base runners cannot advance on an overthrow.
23. Regulation baseball pants are permitted. Shorts or cutoffs are prohibited.
24. The ball is considered dead when an infielder has possession and the runner has reached the bag on a play.

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**SECTION IV  
COACH PITCH LEAGUE (CO-ED)  
6 YEARS OLD**

1. Boys and girls will play on the same team. An attempt will be made to balance the teams by age and gender.
2. All team members present at a game will play the entire game in the field (maximum of 7 members in the infield).
3. An inning shall be defined as 6 batters per team, with the last batter stopping at first base. The last batter of each inning will return to first base to start his/her team's next inning.
4. No official standings will be kept and no division winner will be named.
5. Managers and coaches should stress the fundamentals of the game: fielding, catching, throwing, batting, and running bases.
6. Managers should make sure that every player is given a chance to play each position for at least three innings during the season.
7. All games will be played on a diamond with 50-foot bases and an incrediball-style baseball will be used.
8. A maximum of 6 pitches will be thrown to each batter; overhand for boys and underhand for girls. Coaches pitching overhand will pitch from one knee. If the player does not hit the ball in 6 pitches, a tee will be placed at home plate and the batter will hit from the tee.
9. For the first half of the season, all players will reach base regardless of whether an out is made. For the second half of the season, all fielding outs will be recorded but the 6 batters per inning rule will remain in effect. At the midway point of the season, the league Vice president will suspend this rule.
10. Coaches will umpire their own games.
11. Games are scheduled for 6 innings or 1 hour 15 minutes. No new inning will start after 1 hour 15 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
12. Base runners cannot advance on an overthrow.

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**SECTION V  
FARM BOYS  
7 – 8 YEARS OLD**

1. This division will play with an incrediball-style baseball.
2. Bases will be 50 feet apart, pitching distance will be 40 feet from the point of home plate to the front edge of the pitching rubber.
3. **No more than one additional base may be taken on an overthrow.** Runners may not advance more than one base on a throwing error to the base or error by the baseman receiving the throw regardless of any additional attempt made by a defensive player. This is not an automatic advance and runners do so at their risk.
4. No balks will be called.
5. Base stealing is not allowed. If a runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch.
6. The infield fly rule is not in effect.
7. The batting order will consist of all players suited up for the game. The batting will not change regardless of defensive substitutions. Only one bat around will be allowed per inning. In the event 2 teams do not have the same number of players, the manager with the most players sets the number to be used in the bat around if that were to occur. It must be the number of players from one team or the other present at the start of the game. In the event 3 outs occur prior to the bat around being completed, the side shall be retired. At the completion of the bat around with less than 3 outs, the side shall be retired and the teams change place on the field.
8. The Little League Baseball Pitch Count Regulation, Option 2, is in effect for all pitchers. Player pitch counts should be compared by the scorekeepers at the completion of each inning.
9. Any pitcher hitting or walking 6 batters in an inning may be replaced at that time by the Manager or allowed to complete the inning. However, that pitcher will not be allowed to pitch in any subsequent innings during the game.
10. Adults will be allowed in both coaching boxes.
11. Any defensive player, with the exception of the pitcher and catcher, may wear a first baseman's glove.
12. Regulation white baseball pants will be allowed. Shorts, cutoffs, and stirrup socks are prohibited.
13. Games are scheduled for 6 innings or 1 hour 40 minutes. No new inning will start after 1 hour 40 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead. A new inning starts the moment the third out is made, completing the preceding inning.
14. Bunting is allowed.
15. Adult umpires will be used for finals of the League Tournament. Junior umpires may be used if adults cannot be scheduled.
16. Warm up pitches will be limited to 1 minute maximum.

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17. A maximum of 6 players, including the catcher, may be in the infield. If 10 defensive players are present on the field, the 4 outfielders must be positioned in a normal outfield position alignment.
18. For the League Tournament and the Championship Game the time limit and length of game will be determined by the Vice President. All ties need to be broken.

**FARM 7 RULES ONLY**

1. Each team will field 10 defensive players; however, the game will proceed if only 9 players are present.
2. At such time as the batter reaches a count of 4 balls, prior to 3 strikes, the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes. There will be no walks. Coaches will pitch overhand and on one knee. Vice President may suspend coach pitch rule for the tournament.
3. If the batter gets hit with a pitch it automatically reverts back to the preceding rule.

**FARM 8 RULES ONLY**

1. Each team will field 9 defensive. This is limited to 6 infielders, including the catcher, and 3 outfielders.
2. At such time as the batter reaches a count of 4 balls, prior to 3 strikes, the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes. There will be no walks. Coaches will pitch overhand and on one knee.
3. If the batter gets hit with a pitch it automatically reverts back to the preceding rule.
4. The Vice President will suspend the coach pitch rule as described above after the first round of play. After that time the coach of the team at bat will only pitch to a batter when a walk or hit batter would force a runner to score from third base. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes.

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**SECTION VI  
MINOR BOYS  
9 YEARS OLD**

1. Bases will be 60 feet apart, pitching distance will be 46 feet from the point of home plate to the front edge of the pitching rubber. A regulation Little League approved baseball will be used.
2. Each team will field 9 defensive players; however, the game will proceed if only 8 players are present.
3. ***No more than one additional base may be taken on an overthrow.*** Runners may not advance more than one base on a throwing error to the base or error by the baseman receiving the throw regardless of any additional attempt made by a defensive player. This is not an automatic advance and runners do so at their own risk.
4. No balks will be called.
5. Base stealing is not allowed. If the runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch. One warning per game will be given by the umpire. At the midyear Manager's meeting, the Vice President will determine if stealing of 3<sup>rd</sup> base only will be allowed for the remainder of the year.
6. The infield fly rule is not in effect.
7. The batting order will consist of all players suited up for the game. They will bat regardless if playing defense or not. Only one bat around will be allowed per inning. In the event 2 teams do not have the same number of players, the manager with the most players sets the number to be used in the bat around if that were to occur. It must be the number of players from one team or the other present at the start of the game. In the event 3 outs occur prior to the bat around being completed, the side shall be retired. At the completion of the bat around with less than 3 outs, the side shall also be retired, and the teams change place on the field.
8. The Little League Baseball Pitch Count Regulation, Option 2, is in effect for all pitchers. Player pitch counts should be compared by the scorekeepers at the completion of each inning.
9. Intentional walking of batters is prohibited. Any pitcher violating this rule will be removed from the game.
10. Any pitcher hitting or walking 6 batters in an inning may be replaced at that time by the Manager or allowed to complete the inning. However, that pitcher will not be allowed to pitch in any subsequent innings during the game.
11. Adults will be allowed in both coaching boxes
12. Only the first baseman will be allowed to wear a first baseman glove.
13. Regulation white baseball pants are recommended. Shorts or cutoffs and stirrup socks are prohibited.
14. Games are scheduled for 6 innings or 1 hour 45 minutes. No new inning will start after 1 hour 45 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
15. Adult umpires will be used for finals of the League Tournament. Junior umpires may be used if adults cannot be scheduled.

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16. A maximum of 6 players, including the catcher, may be in the infield. If 9 defensive players are present on the field, the 3 outfielders must be positioned in a normal outfield position alignment.

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**SECTION VII  
AA / MAJOR BOYS  
10 – 12 YEARS OLD**

1. If a runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch. One warning per team per game will be given by the umpire.
2. The Little League Baseball Pitch Count Regulation, Option 2, is in effect for all pitchers. Player pitch counts should be compared by the scorekeepers at the completion of each inning.
3. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.

**AA (10) RULES ONLY**

1. Bases will be 60 feet apart, pitching distance will be 46 feet from the point of home plate to the front edge of the pitching rubber. A regulation Little League approved baseball will be used.
2. Stealing of home is **NOT** allowed. A runner at 3<sup>rd</sup> base or advancing to 3<sup>rd</sup> base may advance to home at his own risk only if he is played on at 3<sup>rd</sup> base. At the midyear Manager's meeting, the Vice President will determine if the stealing of home will be allowed for the remainder of the season.
3. The AA Division batting order will consist of all players present at the game regardless of whether they are playing defense.
4. The infield fly rule will be in effect.

**MAJOR BOYS (11-12) RULES ONLY**

1. Bases will be 60 feet apart, pitching distance will be 48 feet from the point of home plate to the front edge of the pitching rubber. A regulation Little League approved baseball will be used.
2. The on deck batter will not be allowed on the field.
3. Coaches/Managers meeting with players will be restricted to meeting with the pitcher and catcher only. This meeting can take place on the field of play.

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**SECTION VIII  
FARM GIRLS  
7 – 8 YEARS OLD**

1. The pitching distance will be 30 feet from the point of home plate to the front edge of the pitching rubber.
2. A special 11-inch diameter incrediball softball shall be used.
3. Each team shall field 10 defensive players, however, the game may proceed with 7 players.
4. Base stealing is not permitted.
5. Bunting is allowed.
6. Bases are to be 50 feet apart.
7. Little League Softball pitching rules shall apply.
8. The infield fly rule is not in effect.
9. A pitcher may pitch a maximum of 3 innings per game and 6 innings per calendar week. A pitcher must have at least one calendar day rest between pitching appearances. Pitching one pitch in an inning constitutes an inning pitched.
10. One adult Manager or Coach will be permitted on the field in the outfield when their team is on defense to help in positioning and instructing the players. At the midyear Managers' meeting, it will be determined if this practice will continue for the remainder of the season.
11. Adults will be allowed in both coaching boxes.
12. At such time as the batter reaches a count of 4 balls, prior to 3 strikes, the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has three strikes. There will be no walks.
13. If the batter gets hit with a pitch, it automatically reverts back to the preceding rule.
14. When the Coach is pitching, the pitcher must remain within a 10-foot semi circle in front of the rubber until the ball is hit.
15. Coach pitch will end if and when the Division Vice President determines. The coach will pitch under hand from the rubber and may coach from the mound.
16. The batting order will consist of all players suited up for the game. They will bat regardless if playing defense or not. Only one bat around will be allowed per inning. In the event 2 teams do not have the same number of players, the manager with the most players sets the number to be used in the bat around if that were to occur. It must be the number of players from one team or the other present at the start of the game. In the event 3 outs occur prior to the bat around being completed, the side shall be retired. At the completion of the bat around with less than 3 outs, the side shall also be retired, and the teams change place on the field.
17. The ball is considered dead when an infielder has possession or the infielder and /or runner has reached the bag on a play.

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18. No more than one additional base may be taken on an overthrow. Runners may not advance more than one base on a throwing error to the base or an error by the basemen receiving the throw, regardless of any additional attempt made by a defensive player. This is not an automatic advance and runners do so at their own risk.
19. Games are scheduled for 6 innings or 1 hour 25 minutes. No new inning will start after 1 hour 25 minutes. When the time limit is reached, any inning in progress will be completed unless the inning is in the bottom of the inning and the home team is ahead.
20. A maximum of 7 players, including the catcher, may be in the infield.

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**SECTION IX  
MINOR GIRLS  
9 – 10 YEARS OLD**

1. The division will consist of girls age 9 and 10.
2. Pitching distance will be 36 feet from the point of home plate to the front edge of the pitching rubber. Bases will be 60 feet apart.
3. Bunting is allowed.
4. Stealing will be allowed from 1<sup>st</sup> base to 2<sup>nd</sup> base, and from 2<sup>nd</sup> base to 3<sup>rd</sup> base. If a play is made on the runner advancing to 3<sup>rd</sup>, that runner may advance to home plate at their own risk. If no play is made at 3<sup>rd</sup>, there may be no advancement to home plate. If the runner leaves the base before the ball reaches the batter, the runner is out, the ball is dead, and there is no pitch. One warning per team per game will be given by the umpire.
5. The infield fly rule will not be in effect.
6. The batting order will consist of all players suited up for the game. They will bat regardless if playing defense or not. Only one bat around will be allowed per inning. In the event 2 teams do not have the same number of players, the manager with the most players sets the number to be used in the bat around if that were to occur. It must be the number of players from one team or the other present at the start of the game. In the event 3 outs occur prior to the bat around being completed, the side shall be retired. At the completion of the bat around with less than 3 outs, the side shall also be retired, and the teams change place on the field.
7. The coach's box may be occupied by two adults or one adult Manager/Coach and one uniformed player wearing a helmet.
8. An 11-inch diameter regulation softball will be used.
9. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
10. Any pitcher hitting or walking 6 batters in an inning may be replaced at that time by the Manager or allowed to complete the inning. However, that pitcher will not be allowed to pitch in any subsequent innings during the game.
11. At such time as the batter reaches a count of 4 balls, prior to 3 strikes, with the bases loaded the coach of the team at bat will pitch to the batter. The strike count will remain the same and the coach will pitch until the batter hits the ball or has 3 strikes. (Note: If the bases are loaded, regardless of how they became loaded (either from all walks, all hits, or a combination of walks and hits), if the next batter receives four balls, the coach will come in to pitch. The only exception to this would be if the pitch hits the batter. If a pitch hits the batter, she'll take her base and a run will walk in.)
12. The Vice President may suspend the coach pitch rule as described above at mid-season.
13. Little League Softball Regulations, Section VI (b) Minor Division apply. A player may pitch in a maximum of six innings in a game and a maximum six innings in a calendar week (weeks run Sunday to Saturday). If a player pitches in more than one inning, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

**2009 KEYSTONE LITTLE LEAGUE  
LOCAL RULES AND REGULATIONS**

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**SECTION X  
MAJOR GIRLS  
11 – 12 YEARS OLD**

1. The coach's box may be occupied by two adults or one adult Manager/Coach and one uniformed player wearing a helmet.
2. Catchers must use a catcher's mitt that is Keystone approved. A catcher may not use a fielder's glove.
3. A 12-inch diameter regulation softball will be used.
4. Little League Softball Regulations, Section VI (b) Majors Division apply. A player may pitch in a maximum of nine innings in a game and a maximum eighteen innings in a calendar week (weeks run Sunday to Saturday). If a player pitches in more than one inning, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
5. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.

**2009 KEYSTONE LITTLE LEAGUE  
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**SECTION XI  
SENIOR LEAGUE GIRLS  
13 – 15 YEARS OLD**

1. A 12-inch diameter regulation softball will be used.
2. Little League Softball Regulations, Section VI (b) Junior/Senior/Big League Division apply. A player may pitch in a maximum of ten innings in a game and a maximum of thirty innings in a calendar week (weeks run Sunday to Saturday). If a player pitches in more than five or more innings, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
3. Games are scheduled for 6 innings or 1 hour 50 minutes. No new inning will start after 1 hour 50 minutes. When the time limit is reached, any inning in progress will be completed unless the game is in the bottom of the inning and the home team is ahead.
4. If a Keystone is playing another Keystone team then rule 9 of the general rules applies. If a Keystone team is playing a non-Keystone team then the Little League softball rule book or managers' agreement applies.