



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
www.MoonBaseball.com



2022 Rules





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2022 Rules

Contents

CALL-UP Rules.....	3
DRAFT Rules	4
Draft Rules Clarifications	7
Violations of the Coaches Code of Conduct:.....	11
Protest Procedures: (<i>for Minor, Little, Pony</i>)	12
T-BALL Rules	13
MODIFIED T-BALL Rules.....	15
MIDGET LEAGUE Rules.....	17
MINOR LEAGUE Rules	19
LITTLE LEAGUE Rules.....	23



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2022 Rules

CALL-UP Rules

Moon Township Little League Baseball shall maintain a farm pool in which each league, Minor, Little, and Pony divisions, will have a designated pool of players to be called up from the next lower division to willingly participate when teams face a shortage of rostered players. Each league Commissioner shall create this list. This list shall be distributed to all Managers and participants prior to the opening day of the regular season.

1. Only senior players in each division are eligible for the farm pool. (Exception: The Call-up list from Pony to Colt may include any player in Pony League)
2. Only listed farm players may be utilized.
3. Farm players should only be utilized when the Major team *does not* have enough roster players for each defensive position in their division (i.e. 10 for Minor - 9 for Little and Pony).
4. The maximum number of farm players allowable for any one game, per team, may not exceed the maximum number of defensive outfield positions permitted in that Major's division (i.e., 4 for Minor - 3 for Little and Pony).
5. Farm players may only play in an outfield defensive position, unless the team has fewer than 6 rostered players. In the event that a call-up must play the infield, he may not play either battery position.
6. Farm players must bat after all roster players in the order.
7. Farm players may not play more innings than any roster player in that game except for injury, illness, tardiness, leaving early, violation of team rules, or ejection.
8. If multiple farm players are utilized, their playing time must be balanced and split between them as evenly as possible. (Roster players must play the entire game except for provision #7)
9. Once a farm player is called up, he **MUST** play in the game even if the team has enough players to field a full team.
10. Farm players, scheduled to play at the same time as the Major team, may not be utilized.
11. The opposing Manager must be notified prior to the start of the game when a farm player(s) is being utilized.
12. Violations of these rules may result in a forfeit of that game.
13. The Chairman of the Rules Committee shall resolve any dispute or questions concerning these rules. His ruling is final and may not be appealed.



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2022 Rules

DRAFT Rules

1. The purpose of the draft is to select teams in an equitable manner, giving every manager a fair chance to select a competitive team. These rules will be reviewed with the managers before the draft. The League Commissioner will decide on any situations not specifically covered by these rules. Issues raised before or during the draft will be decided upon in a manner specified by the Commissioner. The Commissioner's decisions will be final and there will be no appeals. There will actually be two drafts for each league. One for the older age group players in the league and another for players in the younger age group.
2. Before the draft, the league coaches should come to an agreement as to the round in which each manager's child will be selected in their draft. If a manager's child is rated as being in the 1st or 2nd round of the draft, the managers will also come to an agreement as to the relative position within the round that the manager's child will be drafted. The manager's child should be placed in the 1st third, 2nd third, or 3rd third of the round in which he will be drafted. Once it's decided in which round and which third of the round that the player will be drafted, the manager will pick at random from the draft numbers in that third of the designated round. That will determine his draft positions for the entire draft. Please be objective in your assessments. The round and if necessary the position within the round will be determined by a majority vote of the managers. The league Commissioner will cast the deciding vote in the event of a tie vote. A manager's child will be his team's pick in the agreed upon round and possibly in the determined position within the round if the player is rated as being in the first or second round. The commissioner and managers should use the following guidelines to help establish the round in which a manager's child should be selected. "A" team tournament players from the previous year would normally be in the first round. "B" team tournament players from the previous year would normally be rated in the second round. Tournament team rosters from the previous year should be supplied before the draft to aid in this assessment. Tryout performance could also be used to help establish a round.
3. All siblings will be listed before the draft. If a team selects a player who has a sibling/s in the league, any other siblings will also be assigned as draft picks to that team. The selection round of the other siblings will have been determined by the ratings agreed upon under this provision. If two or more siblings are in the same draft age group, and are rated as being in the same round of the draft, the team selecting the first sibling will be assigned the second in the next round of that age group. If there are siblings remaining undrafted before the last pick of the next-to-last round, the Commissioner will assign one of the siblings to the team with the last pick in the next-to-last round and the other will be that team's first pick of the last round. This is to assure that a team doesn't have too many players. If a player is drafted in a position that would place their sibling in a round later than which they were rated, the sibling will be assigned as that team's next draft pick.



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2022 Rules

4. Any children of team sponsors will be listed before the draft. A manager may only select one child of a Team Sponsor, unless there is a sibling (see Rule 3). After selecting the child or children of a team sponsor, a manager may not draft the child of another Team Sponsor unless the board gives its approval prior to the draft. This is to eliminate any potential problems with the sponsors that might be caused by their child playing on a team other than the one that they had sponsored. When you select the child of a Team Sponsor your team will be assigned that sponsor for the year. One exception to this would be if a sponsor is only sponsoring one team and they have two or more children playing in different leagues. This rule will only apply to the sponsor's child who is playing in the league of the sponsored team. If a sponsor has 2 or more children in either draft age group who are not siblings in the draft, the sponsor may designate only one of the players to be treated as a sponsor's child under the terms of this rule. If by the time of the draft, the sponsor has not designated which child is to be treated as the sponsor's child, the commissioner will designate which child is to be considered the sponsor's child during the draft. All other players who were under consideration to be a sponsor's child for that sponsor will be eligible to be drafted by any team in any round.
5. A manager should not assume that he has a right to any player other than his own child or children. The Commissioner will not honor any player requests to play for a specific manager. Every player not already drafted, except a manager's child (see Rule 2), a sibling of an already drafted player (see Rule 3), or a child of a Team Sponsor, if you have previously drafted one (see Rule 4), is eligible to be drafted by any manager. If you want a particular child, draft him. Likewise, if you want a player because you want his father to be your assistant, draft the player. Remember that the purpose of the draft is to form competitive teams.
6. If a team's board-appointed manager is present for the draft, no prospective assistant coaches will be permitted to attend the actual draft.
7. If a manager is unable to attend the draft, he may send one substitute to draft in his place or he may have the League Commissioner make his selections. If the substitute has any children in the draft, they will not be treated as a manager's child, and they are eligible to be drafted by any team in any round. The substitute will be considered the acting manager and may participate in any votes held before, during, or after the draft.
8. The selection order will be reversed at the beginning of each succeeding round. The older age player draft will continue in this manner until there are no longer enough older age group players to allow for a complete round or all have been selected.
9. Any older age group players not drafted during their draft due to an incomplete last round will be added to the draft pool of the younger age group and may be drafted in any round of the younger age group draft.
10. The draft order for the first round of the younger age group draft will be the same as in the second round of the older age group draft. This will be the case no matter what draft order was used in the last complete round of the older age group.



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2022 Rules

11. The draft order in the younger age group draft will also reverse at the beginning of each succeeding round as in the older age group draft.
12. The draft will continue in this manner until a complete final round in the younger age group is not possible or all players have been drafted in complete rounds. If all of the players have been selected in complete rounds, the draft will end at that point. When there are not enough players to allow for a complete round of the younger age players, there will be a random re-selection of numbers to reset the draft order for the last incomplete round. Number 1 will draft 1st, 2 2nd, and so on until all unselected players have been drafted, and no manager may pass on his selection in any round.
13. The league Commissioner will assign any players registering after the draft to the teams using the following method. The players should be assigned to their teams in the order in which they registered with the first player assigned to the team that would have picked next in the draft had there been more players in the draft. Additional players will be assigned in the same manner using the draft order that was used for the last round of the younger age draft until all players have been assigned to a team. The goal of the Commissioner will be to keep the number of players per team as similar as possible. Therefore, the commissioner may assign players without regard to the draft order in the event of players dropping out of the league. Once all rosters have been made equal in the number of players, the commissioner will again use the draft order in assigning players. Age will not be a factor in determining to which team a late signing player is assigned.
14. There will be no trading of draft positions before, during, or after the draft.
15. To correct any errors in drafting or registration, the Commissioner will be responsible for making roster changes.
16. Once all of the three-part official rosters have been completed and given to the Commissioner, the rosters will be considered final.
17. Managers should contact their players within five days of the draft. Let the players know which team they are playing for as soon as possible.



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2022 Rules

Draft Rules Clarifications

Rule 2

Assume a 10-team draft. A manager has a child rated as a high 1st-round draft pick in the younger age group. He should pick at random from the bottom third of the picks in the 1st round of the older age group. In this case, he would pick from picks 8, 9, or 10 to establish his draft position within the 1st round of the older age draft. He picks 8. He would then be drafting his child in the corresponding position in the younger age draft. In this case, he would draft his child with the 3rd pick of the 1st round of the younger age draft. The following is a chart showing the breakdowns in thirds of the rounds based on the number of teams in the league.

- 7 – 1st Third, picks 1-3, 2nd Third, picks 4-5, 3rd Third, picks 6-7
- 8 – 1st Third, picks 1-3, 2nd Third, picks 4-6, 3rd Third, picks 7-8
- 9 – 1st Third, picks 1-3, 2nd Third, picks 4-6, 3rd Third, picks 7-9
- 10 – 1st Third, picks 1-4, 2nd Third, picks 5-7, 3rd Third, picks 8-10
- 11 – 1st Third, picks 1-4, 2nd Third, 5-8, 3rd Third, picks 9-11
- 12 – 1st Third, picks 1- 4, 2nd Third 5-8, 3rd Third, picks 9-12

Midget Draft Order
TOP 8A BOTTOM 8B BOTTOM 7A TOP 7B
MIDDLE 8A MIDDLE 8B MIDDLE 7A MIDDLE 7B
BOTTOM 8A TOP 8B TOP 7A BOTTOM 7B

- Coaches with 8A kids must be selected in the 8s - 1st Round
- Coaches with 8B kids must be selected in the 8s - 2nd Round
- Coaches with 7A kids must be selected in the 7s - 1st Round
- Coaches with 7B kids must be selected in the 7s - 2nd Round



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2022 Rules

Minor Draft Order
TOP 10A BOTTOM 10B BOTTOM 9A TOP 9B
MIDDLE 10A MIDDLE 10B MIDDLE 9A MIDDLE 9B
BOTTOM 10A TOP 10B TOP 9A BOTTOM 9B

Coaches with 10A kids must be selected in the 10s - 1st Round

Coaches with 10B kids must be selected in the 10s - 2nd Round

Coaches with 9A kids must be selected in the 9s - 1st Round

Coaches with 9B kids must be selected in the 9s - 2nd Round

Little Draft Order
TOP 12A BOTTOM 12B BOTTOM 11A TOP 11B
MIDDLE 12A MIDDLE 12B MIDDLE 11A MIDDLE 11B
BOTTOM 12A TOP 12B TOP 11A BOTTOM 11B

Coaches with 12A kids must be selected in the 12s - 1st Round

Coaches with 12B kids must be selected in the 12s - 2nd Round

Coaches with 11A kids must be selected in the 11s - 1st Round

Coaches with 11B kids must be selected in the 11s - 2nd Round



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2022 Rules

Rule 4

An 11-yr.-old brother is selected in the 2nd round, and his twin brother is also rated as a 2nd round player. The second brother would be designated as that manager's 3rd-round pick in the 11-year-old draft.

A 12-year-old sibling is rated as a 1st-round pick and his 11-year-old sibling is rated as a 6th-round pick. The team selecting the older sibling would be assigned the younger one as their 6th-round pick in the 11-year-old draft.

A 12-year-old sibling is rated as a 3rd-round pick and his 11-year-old sibling is rated as a 1st-round pick. The team selecting the older sibling would be assigned the younger one as their 1st-round pick in the 11-year-old draft.

The draft comes to the last pick in the 6th round of what will be a 7-round draft, and there is a set of brothers remaining undrafted. Team A has the last pick in the 6th round and the first pick in the 7th round. The Commissioner will assign one of the brothers as Team A's 6th round pick and the other as TEAM A's 7th round pick.

A pair of 11-year-old brothers both rated as 3rd-round players remain undrafted until the 5th round. The second brother will be assigned as the team's 6th-round pick.

Rule 5

A sponsor's team is in the Little (11 & 12 Yr.-old) League. He has a son playing in the Little League and one in the Minor (9 & 10 Yr.-old) League. Rule 5 would only apply to the child in the Little League. The child in the Minor League would be eligible to be drafted by any team with no restrictions.

Smith & Jones, Inc. are sponsoring a team. It's a business partnership and both owners of the business have a child that will be playing in the Minor League this year. The sponsor will have to designate which of the children is to be considered the "Sponsor's Child" during the draft. The other child will be eligible to be drafted by any team in any round.

Rule 10

For example, the team selecting first in the first round will select last in the second round, then first again in the third round, and so on until there are no longer enough older age group players to allow for a complete round or all have been selected.

Rule 12

Assume a six round 12-year-old draft. Team A had the 1st pick in the 1st, 3rd, and 5th rounds, and the last pick in the 2nd, 4th, and 6th rounds. The first round of the 11-year-old draft would follow the same order as the 2nd round of the 12-year-old draft. Therefore, team A would select last in the 1st round of the 11-year-old draft.



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2022 Rules

Rule 14

Assume a 12-team league. After the 5th round of the younger age draft there are 4 unselected players. At that point a new draft order will be determined by randomly selecting numbers from 1 to 12. The managers who select numbers 1, 2, 3, and 4 will select the 4 remaining players.

Rule 15

For example, assume a 10-team league. The team drafting eighth has the last pick in the draft, the first late sign-up will be assigned to the team with the ninth pick. The second player will be assigned to the team that had the tenth pick, which is the last pick of the round. The third player will be assigned to the team that would have had the first pick in the next round. This process would continue until all players are assigned to a team.

Assume a 10-team league. The last round of the draft ended after the fifth pick. Three players register after the draft. The first player that registered would be assigned to the team that would have had the sixth pick in the last round. The second player would be assigned to the team with the seventh pick, and the third would be assigned to the team with the eighth pick. This same process would continue until all registered players have been assigned to teams.

Assume a 12-team league where all teams have 12 players. The draft ended after 5 rounds. Team 12 would normally have the next pick (the first pick in the 6th round). However, a player quits team 4 bringing their roster to 11 players. The commissioner will disregard the draft order and assign the player to team 4 so every team will again have the same number of players on their rosters. Any other late signups will then be assigned using the draft order, so Team 12 would receive the next late-signing player and so on unless other players quit which would unbalance the rosters.



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2022 Rules

Violations of the Coaches Code of Conduct:

Any coach who is in violation of any of the requirements set forth in the Code of Conduct will be subject to disciplinary action:

- A. The Board of Directors, by a two-thirds majority, shall have the authority to discipline or suspend any manager, coach, player, or Association member whose conduct is considered detrimental to the best interests of the Association.
- B. Upon evidence of the misconduct of any Association member, participating manager, coach, or player, the Board of Directors shall notify the member or the manager of the team of which the Association member, manager, coach, or player is a member as to the general nature of the charges. Said member, or manager shall be given the opportunity to appear with the coach or player before a duly appointed committee of the Board for a hearing on the matter. This committee shall make a recommendation to the Board who by two-thirds majority vote have the full power to suspend or revoke such Association member, manager, coach or player's eligibility for future participation in the Association program.



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2022 Rules

Protest Procedures: (*for Minor, Little, Pony*)

- A game may be played under protest if, **an ineligible player is used, or a rule is violated.**
- **No Protest will be made as a result of a judgement call.**

Every effort should be made to resolve the situation on the field:

- *Call the League Commissioner or Eligible Representative.*
- *Both Managers should confer with the Umpires.*
- *If the situation is that of an Ineligible Player, an eligible player may replace the ineligible one. Follow Procedure for Protest and complete the game.*

If the Situation cannot be resolved, this is the procedure to follow:

- *Scorekeepers should record all of the pertinent information at the time of the protest. Score, Outs, Inning, Batter, Runners, etc.*
- *Record the Protestable Rule/Ineligible Player*
- *Complete the game from that point*
- *After game either continue with or withdraw the Protest*
- *Send an Email report to the League Commissioner (Protesting team)*

The Protest will then be reviewed by the Rules Committee:

- *If Protest is upheld, game will be replayed from the time of the Protested Situation*
- *If Protest is denied, game will be counted as a completed game and the results will stand.*
- *If it is deemed that an Ineligible Player was used, a forfeit shall result.*



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2022 Rules

T-BALL Rules

The Official Regulations and Rules of Little League Baseball govern all rules for the year with the following exceptions:

BATTING/BASERUNNING

- All batters shall hit off of the "TEE". There shall be no pitching to batters. The "TEE" shall be placed in front of home plate.
- A continuous batting order shall be used with the final batter running all of the bases and the defensive players remaining in their defensive positions until the bases are clear of all runners.
- An inning shall continue until one half of the team members have batted. The second half will bat in the next inning. The game will end at the time limit regardless if all batters on a team have batted an equal number of times. Managers will alternate the players in the top half of the order with the players in the bottom half of the order from game to game.
- All batters and base runners shall wear hard-style batting helmets.
- No stealing is permitted.
- No lead-offs are permitted.
- No bunting is permitted.
- In the event of an overthrow at 1st base, runners shall not advance.
- All infield hits will stop with a one base advancement. Outfield hits can advance to second at their own peril. Base runners must stop after advancing two (2) bases when the batter advances to second.
- Even if a batter or base-runner is put out by a defensive play, they shall be allowed to remain on base. They will be allowed to occupy the base to which they were going toward when they were put out.
- Coaches may stop the game to correct a batting stance.
- No on-deck batting is permitted. Managers are responsible to ensure all players are in the dugout unless it is their turn to bat. No bats are permitted in the dugout or in the hands of any player except the batter.
- Little League International has banned the use of unapproved composite barrel bats. It will be the responsibility of each manager to ensure that no player uses an unapproved bat in game or at practice. If a player uses an unapproved bat in a game, the bat will be removed from the game and the player and manager will each be given a season warning not to use it again. A second offense could result in suspension. If a player reaches base and his bat is determined to be unapproved BEFORE a pitch is thrown to the next batter, the player will return to the plate with the same count he had prior to reaching base and all runners will return to the base they occupied prior to the pitch. The pitch delivered at the time will still count for the pitcher's official pitch count. Bat must have a USA sticker.

DEFENSIVE PLAY

- The player who is fielding in the pitching position must wear a protective heart guard vest.
- Coaches must rotate infield and outfield positions. Positions should be rotated for every game and during each game.
- The defensive team shall consist of the entire team.
- No defensive player can run down a runner from the pitcher's mound or the outfield. He/she must throw the ball to the proper base or to the pitcher's circle.
- Two (2) or three (3) defensive coaches shall be permitted on the field. Three (3) offensive coaches shall coach 1st and 3rd bases and home plate.
- Every player must have a glove to play defense.



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2022 Rules

REGULAR SEASON

- As per Little League rule, the use of tobacco and alcoholic beverages in any form are prohibited on the playing field, and in the dugout or bench area.
- It will be a decision of both managers as to calling a game due to weather, visibility, lightning, and any other unsafe playing conditions.
- The home team will be assigned the 3rd-base dugout.
- There shall be no standings and no play-offs during the season.
- All games must be played as scheduled except when functions of the Moon Area School District interfere.

TIME LIMITS

- A game shall consist of one (1) hour.
- If another game is scheduled following your game, and your game cannot be started within 15 minutes of its scheduled start time, it should be cancelled and rescheduled.
- No inning shall start later than 15 minutes before the scheduled start of a following game. *See Clarifications.*
- No inning shall start later than 1 hour from the start time of that game.
- No inning shall start after 8:00 PM on a school night.

RULES CLARIFICATIONS

- Time limit rules example: A game is scheduled at 9:00AM with a game following at 10:15AM. For the early game, no inning is allowed to start after 10:00AM.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

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2022 Rules

MODIFIED T-BALL Rules

The Official Regulations and Rules of Little League Baseball govern all rules for the year with the following exceptions:

BATTING/BASERUNNING

- Roster batting is required. If a player arrives after the start of the game, that player will be placed at the bottom of the order.
- The batter may be thrown six (6) pitches. If the batter has not put the ball in play after 6 pitches, a TEE shall be placed on the plate and the batter shall hit the ball off of the TEE. It is very important to adhere to this pitch limit due to time concerns.
- A 1/2 inning shall be over after three (3) outs or when the offensive team has batted around.
- The game will end at the time limit regardless if all batters on a team have batted an equal number of times.
- Lines shall be placed 2/3 of the way between first and second base, between second and third base, and between third base and home plate. Once a ball is in the control of an infielder who has at least one foot in the infield dirt, this will be considered 'infield control'. At the time of infield control, runners may continue to advance to the base they were heading to and play is not dead. The defense may attempt a play on any advancing runner. Upon completion of that play the ball will be ruled dead. Any runner that had not reached the 2/3 line at the time of infield control must return to the previous base. If a runner was tagged out, he is out. Infield control does not apply on plays made first by an infielder. *See examples in the clarification section below.*
- Runners may not advance on an overthrow.
- No stealing is permitted.
- No lead-offs are permitted.
- No bunting is permitted.
- No on-deck batting is permitted. Managers are responsible to ensure all players are in the dugout unless it is their turn to bat. No bats are permitted in the dugout or in the hands of any player except the batter.
- Little League International has banned the use of unapproved composite barrel bats. It will be the responsibility of each manager to ensure that no player uses an unapproved bat in game or at practice. If a player uses an unapproved bat in a game, the bat will be removed from the game and the player and manager will each be given a season warning not to use it again. A second offense could result in suspension. If a player reaches base and his bat is determined to be unapproved BEFORE a pitch is thrown to the next batter, the player will return to the plate with the same count he had prior to reaching base and all runners will return to the base they occupied prior to the pitch. The pitch delivered at the time will still count for the pitcher's official pitch count. Bat must have a USA sticker.

SUBSTITUTION/DEFENSIVE PLAY

- The player who is fielding in the pitching position must wear a protective heart guard vest.
- The defensive team shall consist of the entire team.
- No defensive player can run down a runner from the pitcher's mound or the outfield. He/she must throw the ball to the proper base or to the pitcher's circle.
- Each player must play a minimum of two (2) innings in the infield and two (2) innings in the outfield. An inning is defined as being in the infield/outfield for all 3 outs of the inning or the run rule is reached. You may only field a pitcher, catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman in the infield. The remainder of the roster may play in the outfield.



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2022 Rules

- Two (2) or three (3) defensive coaches shall be permitted on the field. Three (3) offensive coaches shall coach 1st and 3rd bases and home plate.

REGULAR SEASON

- **As per Little League rule, the use of tobacco and alcoholic beverages in any form are prohibited on the playing field, and in the dugout or bench area.**
- All games must be played as scheduled except when functions of the Moon Area School District interfere.
- It will be a decision of both managers as to calling a game due to weather, visibility, lightning, and any other unsafe playing conditions.
- The home team will be assigned the 3rd-base dugout.
- There shall be no standings and no play-offs during the season.

TIME LIMITS

- A game shall consist of an hour and a half (1-1/2) hours.
- If a game cannot be started within 30 minutes of its scheduled start time, it should be cancelled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game. *See Clarifications.*
- No inning shall start after 8:00 PM on a school night.

RULES CLARIFICATIONS

- Infield control examples:
 - Runners on first and second, base hit to right field. When SS receives ball under control in the infield, R2 is NOT at the 2/3 line on his way home and R1 is beyond the 2/3 line on his way to third. SS throws ball to catcher and runner is (a) safe, (b) out. Batter advances to second on the throw home.
 - R2 is returned to third base, R1 is returned to second base (even though he was beyond 2/3 line he cannot force the lead runner, BR is returned to first base.
 - R2 is out on the play, R1 remains at third base, BR is returned to first base (cannot advance beyond infield control).
 - Runners on first and second, ground ball to shortstop, SS gets force out at second base. R2 remains at third base (he does not need to gain the 2/3 line before SS fields the ball).
 - Runners on first and second, ground ball to shortstop, SS overthrows first baseman. R2 remains at third, R1 remains at second, BR remains at first. No advancement on the overthrow.
- Time limit rules example: A game is scheduled at 9:00AM with a game following at 10:30AM. For the early game, no inning is allowed to start after 10:00AM.



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2022 Rules

MIDGET LEAGUE Rules

The Official Regulations and Rules of Little League Baseball govern all rules for the year with the following exceptions:

BATTING/BASERUNNING

- Roster batting is required. If a player arrives after the start of the game, that player will be placed at the bottom of the order.
- Six (6) pitches or three (3) strikes (whichever comes first) and the batter is out. A foul ball after the 2nd strike or on the 6th and subsequent pitches will enable the batter to continue the at-bat.
- A 1/2 inning shall be over after three (3) outs or when the ball becomes dead after five (5) or more runs are scored, whichever comes first. *See the example in the clarification section below.*
- Lines shall be placed 2/3 of the way between first and second base, between second and third base, and between third base and home plate. Once a ball is in the control of an infielder who has at least one foot in the infield dirt, this will be considered 'infield control'. At the time of infield control, runners may continue to advance to the base they were heading to and play is not dead. The defense may attempt a play on any advancing runner. Upon completion of that play the ball will be rules dead. Any runner that had not reached the 2/3 line at the time of infield control must return to the previous base. If a runner was tagged out, he is out. Infield control does not apply on plays made first by an infielder. *See examples in the clarification section below.*
- Runners may not advance on an overthrow.
- No on-deck batting is permitted. Managers are responsible to ensure all players are in the dugout unless it is their turn to bat. No bats are permitted in the dugout or in the hands of any player except the batter.
- Little League International has banned the use of unapproved composite barrel bats. It will be the responsibility of each manager to ensure that no player uses an unapproved bat in game or at practice. If a player uses an unapproved bat in a game, the bat will be removed from the game and the player and manager will each be given a season warning not to use it again. A second offense could result in suspension. If a player reaches base and his bat is determined to be unapproved BEFORE a pitch is thrown to the next batter, the player will return to the plate with the same count he had prior to reaching base and all runners will return to the base they occupied prior to the pitch. The pitch delivered at the time will still count for the pitcher's official pitch count. Bat must have a USA sticker.

SUBSTITUTION/DEFENSIVE PLAY

- The player who is fielding in the pitching position must wear a protective heart guard vest.
- Each player must play a minimum of three (3) innings in the infield. An inning is defined as being in the infield/outfield for all 3 outs of the inning or the run rule is reached. You may only field a pitcher, catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman in the infield. The remainder of the roster may play in the outfield. If there is a safety issue and the coach feels a player should not be in the infield, this should be brought to the attention of the commissioner.
- Each player is to play a minimum of two (2) innings in the outfield. Every player must play in the outfield by the end of the 5th inning, no exceptions.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
www.MoonBaseball.com



2022 Rules

REGULAR SEASON

- **As per Little League rule, the use of tobacco and alcoholic beverages in any form are prohibited on the playing field, and in the dugout or bench area.**
- All games must be played as scheduled except when functions of the Moon Area School District interfere.
- It will be a decision of both managers as to calling a game due to weather, visibility, lightning, and any other unsafe playing conditions.
- The home team will be assigned the 3rd-base dugout.
- There shall be no standings and no play-offs during the season.
- Any game may not be played with less than eight (8) players.

TIME LIMITS

- A game shall consist of two (2) hours or 6 innings, which ever come first.
- If a game cannot be started within 30 minutes of its scheduled start time, it should be cancelled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game. *See Clarifications.*
- No inning shall start after 7:45 PM on a school night.

RULES CLARIFICATIONS

- **5-Run Rule Example:** Bases loaded one out. 4 runs have already scored. Batter hits a single to center. The runner on third scores the 5th run of the inning. The other runners may continue to run until they either score or are put out. Play should continue until the ball becomes dead or the 3rd out of the inning is recorded. All runs scoring before the ball becomes dead or the 3rd out being recorded will count. So more than 5 runs can score in an inning. Also, if the ball becomes dead because of an overthrow into a dead ball area or obstruction, any bases that are to be awarded shall also be awarded.
- **Infield control examples:**
 - Runners on first and second, base hit to right field. When SS receives ball under control in the infield, R2 is NOT at the 2/3 line on his way home and R1 is beyond the 2/3 line on his way to third. SS throws ball to catcher and runner is (a) safe, (b) out. Batter advances to second on the throw home.
 - (a) R2 is returned to third base, R1 is returned to second base (even though he was beyond 2/3 line he cannot force the lead runner, BR is returned to first base.
 - (b) R2 is out on the play, R1 remains at third base, BR is returned to first base (cannot advance beyond infield control).
 - Runners on first and second, ground ball to shortstop, SS gets force out at second base. R2 remains at third base (he does not need to gain the 2/3 line before SS fields the ball).
 - Runners on first and second, ground ball to shortstop, SS overthrows first baseman. R2 remains at third, R1 remains at second, BR remains at first. No advancement on the overthrow.
- **Time limit rules example:** A game is scheduled at 1:00 PM with a game following at 3:30 PM. For the early game, no inning is allowed to start after 3:00PM.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
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2022 Rules

MINOR LEAGUE Rules

The Official Regulations and Rules of Little League Baseball govern all rules for the year with the following exceptions:

PITCHING - SPRING

- There shall be no balks or illegal pitches. **Rule 8.05 is null and void.**
- A coach is permitted to visit the mound once per inning. Upon the coach's second visit the pitcher must be removed from the pitching position for the remainder of the game. If in the umpire's judgment a trip to the mound or to the infield is made to check on an injured player, no visit will be charged.
- If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs and will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter:
 - That batter reaches base.
 - That batter is put out.
 - The third out is made to complete the half-inning.
- Rest requirements.

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.*

If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed. *

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed. *

If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed. *

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

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

***NOTE: Any player who pitches 36 or more pitches in a game is not eligible to pitch in that team's next scheduled game, regardless of the days rest.**

***NOTE: managers are expected to report pitch counts to commissioner, or enter pitch counts on the web site, within a 24 hour period after completion of a game.**

Note: Players cannot pitch 3 consecutive days.

Note: Pitchers can only pitch 4 innings max, so he can play in the outfield for 2 innings (6 outs)

- Pitch count sheets and pitching eligibility sheets are available online.
- Managers are required to bring the eligibility sheets from past games to every game. If a manager doesn't bring his past eligibility sheets to a game he must have the pitching record reviewed by the league safety officer or the umpire-in-chief to determine if an ineligible pitcher was used.
- In order to avoid using an ineligible pitcher, both managers and the umpires must review past eligibility sheets before the start of the game to determine which pitchers are eligible to pitch in the game.
- Use of an ineligible pitcher will result in a forfeit.
- The official pitch count will be kept by the visiting team's scorekeeper or a designated pitch counter provided by the visiting team.
- Both managers and the pitch counter should review and sign the pitch count sheets and pitcher eligibility sheets at the end of the game. Each manager should take their team's count and eligibility



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
www.MoonBaseball.com



2022 Rules

sheets after the game.

- A pitcher, once removed from the mound, cannot return as a pitcher.
- If a pitcher hits two (2) batters in an inning or three (3) in a game, he must be removed from the pitcher position.
- There will be no intentional walks. This includes asking a pitcher not to throw any strikes.

PITCHING - FALL

- Same rules as the spring except we will not track pitches. Pitchers can only pitch two (2) innings max, one pitch will count as one (1) whole inning.
 - Example: Terry comes in the 3rd inning and throws one pitch that is hit and Lee, the batter, grounds out to first baseman for the third out of the inning. Terry can pitch the 4th inning but can't not pitch anymore pitches after that 4th inning.

BATTING/BASERUNNING

- All batters must wear a batting helmet with a protective face mask while batting and running the bases.
- Roster batting is required. If a player arrives after the start of the game, that player will be placed at the bottom of the order.
- A 1/2 inning shall be over after 3 outs or when the ball becomes "dead" after 5 or more runs are scored. This rule does not apply in the 6th inning of the game, or any extra innings. *See the example in the clarification section below.*
- ***Stealing of home plate is permitted for limited situations (see below for Rule Clarification)***
- For safety reasons, when a batter unintentionally "throws" a bat during or immediately after a swing, the umpire shall issue a team warning. A second offense by any other batter on that team during the game shall result in the batter being called out and runners returned to their original bases at the time of the pitch.
- When the pitcher gains possession of the ball, and in the judgment of the umpire no further plays will be attempted, the umpire will declare the ball dead, and the runners must return to their last legally touched base. **Note:** The pitcher does **not** have to be on the mound before the ball can be declared dead.
- Pinch runners may be used for injured players. The player who is not on base and furthest from the batter in the batting order will be the pinch runner. The injured player must sit out 1 inning on defense.
- No on-deck batting is permitted. Managers are responsible to ensure all players are in the dugout unless it is their turn to bat. No bats are permitted in the dugout or in the hands of any player except the batter.
- Little League International has banned the use of unapproved composite barrel bats. It will be the responsibility of each manager to ensure that no player uses an unapproved bat in game or at practice. If a player uses an unapproved bat in a game, the bat will be removed from the game and the player and manager will each be given a season warning not to use it again. A second offense could result in suspension. If a player reaches base and his bat is determined to be unapproved BEFORE a pitch is thrown to the next batter, the player will return to the plate with the same count he had prior to reaching base and all runners will return to the base they occupied prior to the pitch. The pitch delivered at the time will still count for the pitcher's official pitch count. Bat must have a USA sticker.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
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2022 Rules

SUBSTITUTION/DEFENSIVE PLAY

- Each player must play a minimum of twelve (12) defensive outs unless he has been benched for violating team rules. This rule does not apply in games shortened by weather, darkness, the 10-run rule, or any other reason. The penalty for violation of this rule will be a forfeit.
- There shall be ten (10) defensive players on the field. Only six (6) may play in the infield.
- Each player must play a minimum of two (2) innings in the Infield and two (2) innings in the outfield. An inning is defined as being in the infield/outfield for all 3 outs of the inning or the run rule is reached. Every player must play in the outfield by the end of the 5th inning. If there is a safety concern that prohibits a player from being in the Infield, the league commissioner shall be notified.
- A manager shall be permitted to "bench" a player for failing to comply with team rules.
- Substitution can be made freely as long as the batting order does not change.
- A player arriving after the start of a game will be placed in a defensive position at the discretion of the manager.

REGULAR SEASON

- **Only the manager, 2 coaches, and 1 additional scorekeeper are allowed in the dugout or dugout area during the game. During the game, players and coaches must remain in the dugout and are NOT permitted behind the backstop. Violations of this and other safety-related rules will result in a warning for the first offense and the manager and the offender will be ejected for a second offense.**
- **As per Little League rule, the use of tobacco and alcoholic beverages in any form are prohibited on the playing field, and in the dugout or bench area.**
- The minimum number of games will be twelve (12). The maximum number of scheduled games will be fourteen (14).
- All games must be played as scheduled, except when functions of the Moon Area School District interfere.
- Prior to the start of the game, it will be the decision of the home team manager as to calling a game due to weather, visibility, lightning, and any other unsafe playing conditions. Once the game has begun, it will be the decision of the umpires as to calling the game.
- In the event of a rain out, the commissioner shall reschedule that game for the next available date.
- Any team must have a minimum of eight (8) players to start a game. There shall be a fifteen (15) minute grace period from the time of the scheduled start of the game before it is forfeited.
- A game started with eight (8) players may continue with eight players. An out will be recorded in the missing player's spot in the batting order for the remainder of the game.
- If a team cannot field the required number of players, the game should be played with a sharing of players, but that team will forfeit the game.
- The home team will be assigned the 3rd-base dugout.
- The winning team manager or assistant shall notify the league commissioner of the final score within 24 hours of the completion of the game.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
www.MoonBaseball.com



2022 Rules

- If a manager, coach, player, or spectator is ejected from a game, they shall take no further part in that game. They may not sit in the stands and may not be recalled. They shall immediately leave the vicinity of the field. The ejected person(s) will have no communication with the players, the manager, or coaches for the remainder of the game. Violation of this rule will result in an immediate forfeit. Anyone ejected from a game will also serve an automatic one (1) game suspension in the team's next scheduled game, and they may not attend the next game as a spectator or communicate with the manager, coaches, or players during the game(s) of their suspension. A second ejection in a season will result in an additional 2-game suspension. A third ejection in a season will result in a suspension for the remainder of the season. A board-appointed committee will review all ejections to determine if any further action is warranted. The committee will conduct a mandatory hearing after a person's third ejection in a season.

PLAYOFFS

- Standings do not count towards the playoff seedings, seedings will be picked out of hat by the league commissioner.
- For pitching, players must have the required rest resulting from their regular season games.
- All rules for pitch counts and mandatory Infield/Outfield play will apply.

TIME LIMITS

- A game shall consist of two (2) hours or 6 innings, whichever come first.
- If a game cannot be started within 30 minutes of its scheduled start time, it should be canceled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game. *See Clarifications.*
- No inning shall start later than 2 hours from the start time of that game.
- No inning shall start after 7:45 PM on a school night.
- No inning shall start after 10:00 PM on a non-school night.
- Tied games stopped because of these time limit rules will be treated as a suspended game and will be rescheduled by the commissioner for completion at a later time for playoffs only. Regular season games can end in a tie.

RULE CLARIFICATIONS

- 5-Run Rule Example: Bases loaded one out. 4 runs have already scored. Batter hits a single to center. The runner on third scores the 5th run of the inning. The other runners may continue to run until they either score or are put out. Play should continue until the ball becomes dead or the 3rd out of the inning is recorded. All runs scoring before the ball becomes dead or the 3rd out being recorded will count. So more than 5 runs can score in an inning. Also, if the ball becomes dead because of an overthrow into a dead ball area or obstruction, any bases that are to be awarded shall also be awarded.
- Time limit rules example: A game is scheduled at 6:00PM with a game following at 8:30. For the early game, no inning is allowed to start after 8:00PM.

STEALING HOME CLARIFICATIONS

No stealing home.

The only way runners can score in Minor League is on walks, batted balls or balls thrown out of play. All normal baseball rules.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
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2022 Rules

LITTLE LEAGUE Rules

The Official Baseball Rules and Rules of Little League Baseball govern all rules for the year with the following exceptions:

PITCHING - SPRING

- ***Rule 8.05, with accordance to Balks and illegal pitches will be in effect. Balks will be called but not enforced throughout the first half of the season. A balk or illegal pitch that is called will be called, however, the penalty will not be enforced in the first half of the season. If a player is put out as a result of a balk, that player will return to the base occupied at time of the pitch. If a balk or illegal pitch creates an advantage for the defensive team, or disadvantage for the offensive team, the play will be corrected as to disallow the advantageous/disadvantageous situation. AS ALWAYS, IF A BALK IS CALLED AND AS A RESULT OF THE PLAY ALL RUNNERS INCLUDING THE BATTER ADVANCE ONE BASE SAFELY, REFERENCE TO THE BALK IS NULLIFIED.***
 - A coach is permitted to visit the mound once per inning. Upon the coach's second visit the pitcher must be removed from the pitching position for the remainder of the game. If in the umpire's judgment a trip to the mound or to the infield is made to check on an injured player, no visit will be charged.
 - If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs and will only be required to observe the calendar day(s) of rest for the threshold he/she reached during the at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter:
 1. That batter reaches base.
 2. That batter is put out.
 3. The third out is made to complete the half-inning.
 - Rest requirements.
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.*
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed. *
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed. *
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed. *
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- NOTE: Any player, who has played the position of catcher in any part of four (4) or more innings in a game, is not eligible to pitch on that calendar day.**
- *NOTE: Any player who pitches 36 or more pitches in a game is not eligible to pitch in that team's next scheduled game, regardless of the days rest.**
- *NOTE: managers are expected to report pitch counts to commissioner, or enter pitch counts on the web site, within a 24 hour period after completion of a game.**
- Note: Players cannot pitch 3 consecutive days.**
- Note: Pitchers can only pitch 5 innings max, so he can play in the outfield for 1 innings (3 outs)**- Pitch count sheets and pitching eligibility sheets will be provided.
- Managers are required to bring the eligibility sheets from past games to every game. If a manager doesn't bring his past eligibility sheets to a game he must have the pitching record reviewed by the league safety officer or the umpire-in-chief to determine if an ineligible pitcher was used.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
www.MoonBaseball.com



2022 Rules

- In order to avoid using an ineligible pitcher, both managers and the umpires should review past eligibility sheets before the start of the game to determine which pitchers are eligible to pitch in the game.
- Use of an ineligible pitcher will result in a forfeit.
- The official pitch count will be kept by the visiting team's scorekeeper or a designated pitch counter provided by the visiting team.
- Both managers and the pitch counter should review and sign the pitch count sheets and pitcher eligibility sheets at the end of the game. Each manager should take their team's count and eligibility sheets after the game.
- A pitcher, once removed from the mound, cannot return as a pitcher.
- If a pitcher hits two (2) batters in an inning or three (3) in a game, he must be removed from the pitcher position.
- There will be no intentional walks. This includes asking a pitcher not to throw any strikes.
- Drop 3rd Strike Rule is in effect. If the ball is not cleanly caught by the catcher the batter may advance to 1st base if one of the following conditions is met: (1) there are 2 outs in the inning or (2) first base is unoccupied at the time of the pitch. If neither condition is met the batter is out.

PITCHING - FALL

- Same rules as the spring except we will not track pitches. Pitchers can only pitch two (2) innings max, one pitch will count as one (1) whole inning.
 - Example: Terry comes in the 3rd inning and throws one pitch that is hit and Lee, the batter, grounds out to first baseman for the third out of the inning. Terry can pitch the 4th inning but can't not pitch anymore pitches after that 4th inning.

BATTING/BASERUNNING

- **Leading off will be permitted. Stealing of all bases is permitted.**
- Roster batting is required. If a player arrives after the start of the game, that player will be placed at the bottom of the order.
- A 1/2 inning shall be over after 3 outs or when the ball becomes "dead" after 5 or more runs are scored. This rule does not apply in the 6th inning of the game, or any extra innings. *See the example in the clarification section below.*
- **The Infield Fly Rule will be in effect.**
- **Slash Bunting will not be allowed. If a batter shows bunt, they must bunt or pull back, no swing after showing bunt will be allowed.**
- For safety reasons, when a batter unintentionally "throws" a bat during or immediately after a swing, the umpire shall issue a team warning. A second offense by any other batter on that team during the game shall result in the batter being called out and runners returned to their original bases at the time of the pitch.
- Pinch runners may be used for injured players. The player who is not on base and furthest from the batter in the batting order will be the pinch runner. The injured player must sit out 1 inning on defense.
- **A Courtesy runner for the catcher is recommended. The Courtesy Runner should be a player not in the game as a defensive player or the last player to be put out.**
- No on-deck batting is permitted. Managers are responsible to ensure all players are in the dugout unless it is their turn to bat. No bats are permitted in the dugout or in the hands of any player except the batter.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
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2022 Rules

- **All bats must have a USA Stamp.** It will be the responsibility of each manager to ensure that no player uses an unapproved bat in game or at practice. If a player uses an unapproved bat in a game, the bat will be removed from the game and the player and manager will each be given a season warning not to use it again. A second offense could result in suspension. If a player reaches base and his bat is determined to be unapproved BEFORE a pitch is thrown to the next batter, the player will return to the plate with the same count he had prior to reaching base and all runners will return to the base they occupied prior to the pitch. The pitch delivered at the time will still count for the pitcher's official pitch count.

SUBSTITUTION/DEFENSIVE PLAY

- Each player must play a minimum of twelve (12) defensive outs unless he has been benched for violating team rules. This rule does not apply in games shortened by weather, darkness, the 10-run rule, or any other reason. The penalty for violation of this rule will be a forfeit.
- Each player must play a minimum of one (1) inning in the Infield and one (1) inning in the outfield. This rule does not apply in games shortened by weather, darkness, the 10-run rule, or any other reason. If there is a safety concern that prohibits a player from being in the Infield, the league commissioner shall be notified.
- A manager shall be permitted to "bench" a player for failing to comply with team rules.
- Substitution may be made freely as long as the batting order does not change.
- A player arriving after the start of the game will be placed in a defensive position at the discretion of the manager.

REGULAR SEASON

- **Only the manager, 2 coaches, and 1 additional scorekeeper are allowed in the dugout or dugout area during the game. During the game, players and coaches must remain in the dugout and are NOT permitted behind the backstop. Violations of this and other safety-related rules will result in a warning for the first offense and the manager and the offender will be ejected for a second offense.**
- The minimum number of games will be twelve (12). The maximum number of scheduled games will be fourteen (14).
- All games must be played as scheduled except when functions of the Moon Area School District interfere.
- Prior to the start of the game, it will be the decision of the home team manager as to calling a game due to weather, visibility, lightning, and any other unsafe playing conditions. Once the game has begun, it will be the decision of the umpires as to calling the game.
- In the event of a rain out, the commissioner shall reschedule that game for the next available date.
- Any team must have a minimum of eight (8) players to start a game. There shall be a fifteen (15) minute grace period from the time of the scheduled start of the game before it is forfeited.
- A game started with eight (8) players may continue with eight players. An out will be recorded in the missing player's spot in the batting order for the remainder of the game.
- If a team cannot field the required number of players, the game should be played with a sharing of players, but that team will forfeit the game.
- The home team will be assigned the 3rd-base dugout.
- The winning team manager or assistant shall notify the league commissioner of the final score within 24 hours of the completion of the game.



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
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2022 Rules

- If a manager, coach, player, or spectator is ejected from a game, they shall take no further part in that game. They may not sit in the stands and may not be recalled. They shall immediately leave the vicinity of the field. The ejected person(s) will have no communication with the players, the manager, or coaches for the remainder of the game. Violation of this rule will result in an immediate forfeit. Anyone ejected from a game will also serve an automatic one (1) game suspension in the team's next scheduled game, and they may not attend the next game as a spectator or communicate with the manager, coaches, or players during the game(s) of their suspension. A second ejection in a season will result in an additional 2-game suspension. A third ejection in a season will result in a suspension for the remainder of the season. A board-appointed committee will review all ejections to determine if any further action is warranted. The committee will conduct a mandatory hearing after a person's third ejection in a season.

PLAYOFFS

- Standings do not count towards the playoff seedings, seedings will be picked out of hat by the league commissioner.
- For pitching, players must have the required rest resulting from their regular season games.
- All rules for pitch counts and mandatory Infield/Outfield play will apply.

TIME LIMITS

- A game shall consist of two (2) hours or 6 innings, which ever come first.
- If a game cannot be started within 30 minutes of its scheduled start time, it should be canceled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game. *See Clarifications.*
- No inning shall start later than 2 hours from the start time of that game.
- No inning shall start after 7:45 PM on a school night.
- No inning shall start after 10:30 PM on a non-school night.
- Tied games stopped because of these time limit rules will be treated as a suspended games and will be rescheduled by the commissioner for completion at a later time.

RULES CLARIFICATIONS

- 5-Run Rule Example: Bases loaded one out. 4 runs have already scored. Batter hits a single to center. The runner on third scores the 5th run of the inning. The other runners may continue to run until they either score or are put out. Play should continue until the ball becomes dead or the 3rd out of the inning is recorded. All runs scoring before the ball becomes dead or the 3rd out being recorded will count. So more than 5 runs can score in an inning. Also, if the ball becomes dead because of an overthrow into a dead ball area or obstruction, any bases that are to be awarded shall also be awarded.
- Time limit rules example: A game is scheduled at 6:00PM with a game following at 8:30. For the early game, no inning is allowed to start after 8:00PM.