

2011 OTLL Baseball Rules (by division)

TBALL

- Bat and play the entire lineup.
- Bat everyone in each inning. Last batter circles the bases.
- Batting order does not need to be consistent throughout (i.e. 12 batter in 1st inning can leadoff next inning).
- While "outs" will be taught, we will not remove runners from the bases.
- Advanced players will be given opportunity to hit "live" pitching from the coach. This will be overhand pitching, NOT underhand. The batter will get 4 hittable pitches to make contact. In the event that the 4 pass without contact the tee will be setup and he/she will then hit off the tee (if you have to throw underhand to hit, they are not ready for live pitching).
- Games will be 3 to 4 innings (minimum 3, maximum 4) based on speed of game played and the interest of the kids. Both coaches need to agree if a 4th inning is to be played
- Balls put into play need to pass the circle setup around home plate.
- Coaches need to advise the team in the field when an advanced player is coming to bat to ensure the coaches in the field can position themselves around a player who may not be able to protect oneself.
- Sportsmanship by players, coaches, parents are expected. You are responsible for your entire team, parents included. In the event that an issue surfaces, please contact the OTLL Board immediately after the game.

Instructional

- Bat and play the entire lineup (up to 10 players – if a team were to have 11 they would play 9 in the field, but bat all 11).
- 4 innings pitching machine no exceptions unless the machine is broken, 2 innings kids pitch. The maximum pitches on the machine will be 6 hittable pitches. If a batter fails to make contact they will be out.
- There will be a 4 walk rule for kids pitching.
- Runners will not advance on overthrows.
- Runners will be locked at third base once a runner reaches that base. He/she is required to be batted in.
- Runners may advance more than one base. However, the play is considered “dead” once the ball is secured by the defensive team on the infield. It is expected that teams agree on what secured means. In short, the offensive team is not to take advantage or “run on” the defensive team.
- Pitchers will not throw more than 1 inning. This is a developmental league.
- Time limit on games will not exceed 2 hours. This is a hard cut.
- There is no stealing.
- Sportsmanship by players, coaches, and parents are expected. You are responsible for your entire team, parents included. In the event that an issue surfaces, please contact the OTLL Board immediately after the game.

COLT

- Bat and play the entire lineup (up to 10 players – if a team were to have 11 they would play 9 in the field, but bat all 11).
- 2 innings pitching machine no exceptions unless the machine is broken, 4 innings kids pitch. The maximum pitches on the machine will be 5 hittable pitches. If a batter fails to make contact they will be out.
- There will be no 4 walk rule. An inning will consist of 3 outs or one rotation through the batting order.
- Runners will not advance on overthrows.
- Runners will be locked at third base once a runner reaches that base. He/she is required to be batted in.
- Runners may advance more than one base. However, the play is considered “dead” once the ball is secured by the defensive team on the infield. It is expected that teams agree on what secured means. In short, the offensive team is not to take advantage or “run on” the defensive team.
- Maximum amount of pitches to be thrown is 50. Proper rest between appearances is to follow the rules outlined in the Little League rule book. Failure to adhere to these restrictions will result in the coach being suspended for 1 game. In the event that this were to happen a second time the coach will be asked to sit down with members of the board to discuss.
- Time limit on games will be 2 hours 15 minutes. This is a hard cut as we are giving teams 15 minutes to warmup.
- There is no stealing.
- Sportsmanship by players, coaches, and parents are expected. You are responsible for your entire team, parents included. In the event that an issue surfaces, please contact the OTLL Board immediately after the game.

Spartan

- Circular batting order (the entire lineup bats).
- 9 Fielders
- Kids will pitch the duration of the game.
- There will be no 4 walk rule. An inning will consist of 3 outs or one rotation through the batting order.
- Runners may advance on overthrows. The number of bases he/she may take is at the discretion of the umpire in charge.
- Runners will be locked at third base once a runner reaches that base. He/she is required to be batted in.
- Runners may advance more than one base. However, the play is considered “dead” once the ball is secured by the defensive team on the infield. The umpire in charge will make the decision.
- Pitch counts as stated in the Little League rule book are to be adhered to. The maximum number of pitches in this division is 75. Proper rest between appearances is to follow the rules outlined in the Little League rule book. Failure to adhere to these restrictions will result in the coach being suspended for 1 game. In the event that this were to happen a second time the coach will be asked to sit down with members of the board to discuss.

- Innings will not start after 1 hour 30 minutes. The umpire in charge will communicate this to both teams. This is non-negotiable.
- Stealing is permitted with the exception of home.
- Sportsmanship by players, coaches, and parents are expected. You are responsible for your entire team, parents included. In the event that an issue surfaces, please contact the OTLL Board immediately after the game.

Colonial/Majors

These divisions adhere to the rules outlined in the little league rules book. The lone exception is in the Colonial Division who adheres to a 4 walk rule per inning (waived in the final inning) and runners are not permitted to steal home.