

2009 LITTLE PRAIRIE LEAGUE “A” RULES

1. Players cannot turn 15 before May 1st.
2. No bat barrels larger than 2 5/8 and no differential greater than -9. Boy's bats only. No girl's softball bats allowed.
3. No metal cleats are allowed.
4. Bases are 75 feet apart; pitchers will pitch from 55 feet.
5. All games are 6 innings with no new inning starting after 1 hour and 20 minutes (although extra innings can be used in a tied game, time permitting). 4 innings is considered a complete game. At the end of 4 innings, if any team leads by 10 runs, the game will end. Home team must bat before darkness, unless they are leading. For double-header games, no new inning after 1 hour and 15 minutes unless the score is tied.
6. There may be up to 10 players playing in the field (using four distinct outfielders with 10 players). If you have 8 or 9 players, there is no automatic out for the 9th or 10th position. It is each coach's choice on whether to bat their entire roster or to bat only the 10 players in the field. Please let the other team know what you are doing prior to the game. Teams must have at least 8 players to start a game; any less is an automatic forfeit of the game.
7. Catchers must wear a protective helmet with their facemasks whenever they catch a pitch, including warm up pitches. The batter at the plate and all base runners must wear a batting helmet.
8. A pitcher is limited to six innings per game; one pitch in an inning constitutes an inning. Once a pitcher is removed from that position, he may reenter as pitcher only once later in the game as long as he has not pitched more than six innings.
9. Dropped 3rd strike and infield fly rule is in effect per Little League Rules.
10. If batter squares to bunt, he cannot swing away. Batter will be out if he swings.
11. The base runner must slide to avoid contact with opposing players when played upon; otherwise the base runner will be called out. Umpire discretion.
12. Runner may leave base after the ball leaves the pitchers hand. Player will be called out if they leave early.
13. Batter being walked may attempt second base on passed ball.
14. Home plate is open. Runner may steal all bases on overthrows and passed balls. The ball is also live when thrown back to the pitcher.
15. Umpire's decision on the field is final.

Cups and other safety equipment are strongly recommended!