



Maricopa Little League House Rules

Revised November 9, 2025

All playing rules for the normal season games and end of season playoffs will be in accordance with the **Official Little League Rule Book** provided by Little League International with the following exceptions, additions and clarifications that have been approved by the Maricopa Little League Board.

Division Definitions

1. All Ages listed are League Ages as defined by Little League International.
2. Tee ball is for league age 4- and 5-year-olds.
3. Coach Pitch divisions are for league age 6- and 7-year-olds.
4. Minor divisions are for league age 8-, 9-, and 10-year-olds.
5. Major divisions are for league age 11- and 12-year-olds.
6. Junior divisions are for league age 13- and 14-year-olds.
7. Senior divisions are for league age 15- and 16-year-olds.
8. The Safety Officer will evaluate any league age 5- or 7-year-old who wishes to move up a division. The Safety Officer is authorized to make final decisions on player placement prior to evaluations.
9. Players that are league age 7 will have the opportunity to play Minor division baseball or softball. All players that are league age 7 and wish to play up in Minors must attend evaluations.
10. Players that are league age 8 and above will be evaluated and drafted as defined in the Draft section of this document. If there are exceptions, they will be considered by the Board on a case-by-case basis. Exceptions to these definitions are discouraged and will be rare.
11. Players that are league age 10 may be drafted into Majors division. All league age 10-year-olds not drafted into the Majors division, must play in the Minors division.
12. League age 15-year-olds may play down to the Juniors division upon board approval.

Practices

1. All teams practicing at any Little League insured ball field must use the green mats (if available) on the batter's boxes, catcher's box and pitching plate.
2. Cages at Pacana, Lake View, and Copper Sky must remain locked when not in use. If you unlock the equipment storage cage, you are responsible for locking it back up.
3. Equipment must be stored properly and neatly in the equipment cages. If you remove equipment from the cage, you must return it neatly to where you found it at the conclusion of your practice.
4. Practices will be guaranteed once per week. Up to two (2) practices may be granted based on field availability.

Umpire Interaction

1. Only Managers shall interact with any Umpire per Little League Regulations.
2. No person, including a Manager, shall interact with Junior Umpires without an Adult Umpire or Board Member Present. It is not the role of Managers to coach Junior Umpires.
3. Each game should have at least 1 Adult Umpire. If no Adult Umpire is available, and neither team can produce an umpire, a board member must be present at the game for the entirety of the game. If no board member is available, the game shall be canceled, and/or rescheduled based on field availability.

Pre-Game

1. Home team must drag the field and chalk the lines before their game begins. Away team will break down the field.
2. Both teams' official scorekeepers are required to sit at the scorekeeper's table located behind home plate. This is to ensure accurate and efficient recording of game statistics.
3. Managers shall turn in one copy of their line up to the official score table or scorekeeper, no less than ten minutes prior to the scheduled game time.
4. Managers will bring the remaining copies of their line up to the plate meeting to be given to the plate umpire and opposing team manager.
5. The Manager or coach that is at the plate meeting shall be considered the Manager for that game and will be the only member of the coaching staff allowed to appeal to the umpires and make changes.
6. Each team must physically identify their CPR-trained adult before the start of each game and acknowledge that all players are properly equipped.

Time Limits

1. There is a 1-hour limit on all games in the T-ball division. This is a hard stop.
2. There is a 1 hour and 15-minute time limit for Coach Pitch Baseball and Softball. This is a hard stop.
3. The Minor and Major baseball and softball divisions shall start no new inning after 1 hour and 45 minutes of play with a hard stop at 2 hours. The Umpire may allow the last inning to complete, if the game is the last scheduled game of the day, and the umpire states so during the plate meeting.
4. The Juniors and Seniors Baseball and Softball divisions shall start no new inning after 2 hours of play and may finish the inning. There is no hard stop.
5. An inning starts the moment the third out is made. One minute is allowed in between innings.
6. Rainout games may be rescheduled for the Minor divisions and above if time permits and fields are available. Whether or not to reschedule will be determined on a case-by-case basis by the Board of Directors. Rainout games for Tee Ball and Coach Pitch divisions may be rescheduled based on field availability. Multipurpose fields may be used for these makeup games.

All Divisions, Baseball and Softball (See each division for division specific rules)

1. Participation in on-field activities, including practices and games, as well as access to the dugout during games, is restricted to Managers and Assistant Coaches who have submitted an approved volunteer form. The volunteer form must be reviewed and approved by the Board of Directors, which includes passing a background check.
2. Practice coaches are permitted access to the dugout and on-field activities during practices only, and must have an approved volunteer form on file, which includes passing a background check. Practice coaches are not official rostered coaches and may not enter the dugout or field during games. Practice coaches may not be requested prior to the formation of official rosters and must be selected from team parents after rosters become official and are distributed to Managers.
3. Approval of Practice coaches to fill in for an official rostered coach requires approval from the Board of Directors, is handled on a case-by-case basis and must be requested at least 24 hours prior to the start of the game.
4. In order to maintain a strong league and provide the best experience for the kids, all managers and coaches (including practice coaches) must complete league approved training prior to the first practice of the season.
5. At least one coach from each team is required to hold CPR certification, as mandated by Little League International.

6. For Minor divisions and above, any coach who wants to coach during the All-Stars tournament must umpire at least two (2) local Maricopa Little League games to be eligible to coach in All-Stars.
7. The Home team will occupy the third base dugout. The Away team will occupy the first base dugout.
8. A batter who, in the umpire's judgment, throws their bat during their at-bat, shall be given a warning. If it happens a second time the batter will be called out. In the event the batter hits the ball, the play shall finish, then the umpire shall call Time, then declare "Batter threw the bat. The batter is out".
9. Managers must inform the Player Agent if any player misses more than seven consecutive days (week) for any reason.
10. The possession of firearms and the use of tobacco, marijuana and alcoholic beverages in any form is prohibited on the playing field, benches, stands, or dugouts. Vaping in or around the dugouts is also prohibited. Parents and players may not attend any event while under the influence of any drugs or alcohol. Anyone found to be in violation, by either sight, smell or actions, will be asked to adhere to this rule at practices and games, or will be required to leave the field and may face suspension from future events.
11. Lightning Strike Rule - If lightning strikes within 6 miles of your game or practice the field must be cleared for 30 minutes. The 30-minute countdown starts once the last lightning moves because electrical charges can linger in clouds after a thunderstorm has passed. Any weather app may be used to track the distance of the lightning strikes.

Sportsmanship

1. All Players, managers and coaches will shake hands with the opposing team after each game. Failure to do so will result in disciplinary action from the Board of Directors.
2. Foul language (including the word suck) or any negative remarks at any time by any player, coach, or parent may result in disciplinary action from the Board of Directors.
3. Negative cheering is not allowed in Maricopa Little League. Cheer for your team, not against or about your opponents. Negative cheers or chants referring to the other team will not be permitted. Once the pitcher takes a position on the plate chants may continue throughout the pitcher's pitch as long as the volume remains constant. The use of the word swing is prohibited after the release of the pitch. Reference to the opposing player's name or number in an attempt to distract or disrupt that player is prohibited. Offenders will be warned and/or removed by an Umpire on the field or by any board member.
4. All coaches are required to read, acknowledge, and agree to the Coach's Code of Conduct and are expected to uphold it during all Little League activities throughout the entire season
5. Any act of non-sportsmanship may result in a disciplinary action from the Board of Directors, up to expulsion from the league for the remainder of the year.

Tee Ball

1. There is a minimum of six (6) players required to start the game.
2. There will be no umpires officiating Tee Ball Games.
3. The batting lineup will be the entire roster.
4. All players must play on defense.
5. All Players must change defensive positions every inning.
6. Each half inning will end when the offensive team bats through its entire roster in its half-inning.
7. The offensive team may have two (2) adult base coaches in the coach's boxes (first and third base) and one coach behind the tee in Tee Ball. One adult coach is required to remain in the dugout at all times.
8. The defensive team is permitted three (3) coaches on the field for development purposes of the players but must avoid interfering with the play. All coaches should be positioned behind players and the base path.
9. There are no strikes in Tee Ball.
10. All players shall hit off the tee for the first five (5) games of the season. All batters will be given four (4) swings to hit the ball. If the batter does not hit the ball after four (4) swings they will be awarded first base, same as a base on balls.
11. For all games after the first five (5) games, players may have a coach pitch to them, at the manager's discretion. Managers are strongly encouraged to reserve coach pitching for those players developmentally ready. The Coach may pitch from wherever they are comfortable. Players utilizing coach pitch will get three pitches irrespective of the quality of pitches. If the batter does not put the ball into play, the batter reverts to the tee and will be given one additional swing attempt. If the batter does not put the ball into play the batter shall be awarded first base.
12. After the first five (5) games, OUTS will be called at each base. The First Base Coach shall call the plays at first base. The Field Coaches shall call the plays at second base. The Third Base Coach shall call the plays at third base. The Tee Coach shall call the plays at Home Plate.
 - a. A runner called OUT shall return to the dugout.
 - b. There is no tracking of outs.
13. There are no game results recorded to determine a winner/loser of scheduled games.
14. Double Headers are not permitted for players in this division.

Coach Pitch Baseball

1. Teams may play with a minimum of six (6) players.
2. There will be no umpires officiating Coach Pitch games.

3. Teams must have a player play catcher. No exceptions.
4. The player at the pitching position must play behind the Pitching coach.
5. All players must play on defense, with six (6) in the primary infield positions. All other players must play in the outfield grass.
6. Managers are required to change their player's defensive positions every other inning.
7. Managers are encouraged to make every effort to play each player in all defensive positions during the season, with exception of the catcher.
8. The batting lineup shall be the entire roster.
9. Each half inning will end when three (3) offensive players are legally put out or when the offensive team scores five (5) runs.
10. The offensive team may have two (2) adult base coaches in the coach's boxes at first and third base. One adult coach is required to remain in the dugout at all times.
11. The defensive team is permitted up to three (3) coaches on the field for the development purposes of the players, but must avoid interfering with the play. One coach must be the Pitching coach and one coach must be positioned behind the catcher. Any other coach should be positioned behind players and the base path.
12. The Pitching coach shall pitch from 35 feet in front of home plate.
13. The pitching coach shall issue a strike out when the batter is clearly not attempting to swing at three (3) "strike-zone" pitches. If a batter is attempting to swing at "good pitches", they may continue to hit until they strike out or put a ball in play. A "good pitch" is defined by the perspective of the pitching coach.
14. A batter is called out after five (5) pitches if the ball is not put into play. There will be no walks.
15. Advancing on a passed ball is NOT permitted. Once a pitch passes the catcher or is caught by the catcher, any runner on base must remain.
16. Any batted ball that hits the Pitching coach, the batter shall be awarded first base.
17. Any thrown ball that hits the Pitching coach will result in a dead ball and the runner may continue to the next base.
18. If a play is made against the runner and an overthrow results, the runner may attempt to reach the next base. This will be allowed one time during a play. Any consecutive overthrows will result in a dead ball and no additional advancements will be made.
19. Once a ball thrown from the outfield crosses the base path, the play shall be dead.
20. The infield fly rule will not be called.
21. The rule for leaving early will follow the baseball rule, which will result in the player being returned to the base they left from.
22. Official score and game results will not be recorded.
23. Double Headers are not permitted for players in this division.

Coach Pitch Softball

1. Teams may play with a minimum of six (6) players.
2. There will be no umpires officiating Coach Pitch games.
3. Teams must have a player play catcher. No exceptions.
4. The pitching circle and pitching plate are required to be on the field.
5. The Pitching coach may pitch from wherever comfortable so long as they remain within the pitching circle. The player at the pitching position must play in the pitching circle behind the Pitching coach.
6. All players must play on defense, with six (6) in the primary infield positions. All other players must play in the outfield grass.
7. Managers are required to change their player's defensive positions every other inning.
8. Managers are encouraged to make every effort to play each player in all defensive positions during the season, with exception of the catcher.
9. The batting lineup shall be the entire roster.
10. Each half inning will end when three (3) offensive players are legally put out or when the offensive team scores five (5) runs.
11. The offensive team may have two (2) adult base coaches in the coach's boxes at first and third base. One adult coach is required to remain in the dugout at all times.
12. The defensive team is permitted up to three (3) coaches on the field for the development purposes of the players, but must avoid interfering with the play. One coach must be the Pitching coach and one coach must be positioned behind the catcher. Any other coach should be positioned behind players and the base path.
13. Circle violation will not be called. Players must return immediately to the base once the ball is held by the Pitching coach.
14. The pitching coach shall issue a strike out when the batter is clearly not attempting to swing at three (3) "strike-zone" pitches. If a batter is attempting to swing at "good pitches", they may continue to hit until they strike out or put a ball in play. A "good pitch" is defined by the perspective of the pitching coach.
15. A batter is called out after five (5) pitches if the ball is not put into play. There will be no walks.
16. Advancing on a passed ball is NOT permitted. Once a pitch passes the catcher or is caught by the catcher, any runner on base must remain.
17. Any batted ball that hits the Pitching coach, the batter shall be awarded first base.
18. Any thrown ball that hits the Pitching coach will result in a dead ball and the runner may continue to the next base.

19. If a play is made against the runner and an overthrow results, the runner may attempt to reach the next base. This will be allowed one time during a play. Any consecutive overthrows will result in a dead ball and no additional advancements will be made.
20. Once a ball thrown from the outfield crosses the base path, the play shall be dead.
21. The infield fly rule will not be called.
22. The rule for leaving early will follow the baseball rule, which will result in the player being returned to the base they left from.
23. Official score and game results will not be recorded.
24. Double Headers are not permitted for players in this division.

Minor Division

1. Mandatory playing time: Every player must have at least one complete at-bat and play six defensive outs. Any player not receiving their mandatory playing time will play the entire next played game and will be put on top of the batting order.
2. Each half inning will end when three (3) offensive players are legally put out or when the offensive team scores five (5) runs, with the exception of the sixth inning where there is no limit on the number of runs the offensive team may score.
3. Coaches claimed at draft must be the same coaches used in dugout. No substitutions will be allowed.
4. The batting lineup shall be the entire roster.
5. Teams may play with a minimum of eight (8) players.
6. To minimize forfeitures, a player pool may be utilized as outlined in these House Rules. A player pool will be kept by the Player Agent. If a pool player is needed the Manager must contact the Player Agent and the Player Agent will contact the pool players.
7. Pool Players are not allowed to pitch.
8. The offensive team may have two (2) base coaches in the coach's boxes at first and third base. One adult coach is required to remain in the dugout at all times.
9. Players may perform the duties as a base coach but are required to wear a helmet.
10. If a pitcher hits three (3) batters within a single inning or accumulates a total of five (5) hit batters throughout the game, they must be removed from the pitching position. This rule is specific to the Minor baseball division only and does not apply to the Minor softball division.
11. All batters are required to keep one foot in the batter's box during their at-bat.
12. Intentional walks are allowed.
13. The Major division rule for uncaught third strike will not be used in Minor division baseball and softball.

14. Official score and standings will be kept for Minor division. Scorecards will be kept for every game and submitted to the league's Scorekeeper Coordinator within a timely manner. They will include line-ups, any substitutions, and all pitchers with innings and pitch counts noted. Both teams are responsible for their official game scorecard.

Major Division

1. Mandatory playing time: Every player must have at least one complete at-bat and play six defensive outs. Any player not receiving their mandatory playing time will play the entire next played game and will be put on top of the batting order.
2. Coaches claimed at draft must be the same coaches used in dugout. No substitutions will be allowed.
3. The batting lineup shall be the entire roster.
4. Teams may play with a minimum of eight (8) players.
5. To minimize forfeitures, a player pool may be utilized as outlined in these House Rules. A player pool will be kept by the Player Agent. If a pool player is needed the Manager must contact the Player Agent and the Player Agent will contact the pool players.
6. Pool Players are not allowed to pitch.
7. The offensive team may have two (2) base coaches in the coach's boxes at first and third base. One adult coach is required to remain in the dugout at all times.
8. Players may perform the duties as a base coach but are required to wear a helmet.
9. If a pitcher hits three (3) batters within a single inning or accumulates a total of five (5) hit batters throughout the game, they must be removed from the pitching position. This rule is specific to the Major baseball division only and does not apply to the Major softball division.
10. All batters are required to keep one foot in the batter's box during their at-bat.
11. Intentional walks are allowed.
12. Official score and standings will be kept for Major division. Scorecards will be kept for every game and submitted to the league's Scorekeeper Coordinator within a timely manner. They will include line-ups, any substitutions, and all pitchers with innings and pitch counts noted. Both teams are responsible for their official game scorecard.

Junior/Senior Division

1. All rules under Major Division apply to Junior and Senior divisions.
2. League age 15-year-olds may pitch in Junior division.

Draft Process

1. All league age 8-year-old players and older shall participate in the Evaluation process.

2. Managers must submit their Assistant Coach options and Manager and Coach player options to the Player Agent at least 48 hours before the draft.
3. Once a thorough evaluation of players has been completed, players will be drafted to teams.
4. League age 10-year-old players are considered participants of the Minor division but may be drafted into the Major division by a Major division coach. All league age 10-year-old players not drafted into the Major division shall be drafted into the Minor division.
5. Parents of league age 10-year-old players may request their player NOT be drafted to the Major Division. Such a request must be submitted at least 48 hours PRIOR to the Evaluations.
6. Managers must use draft option coaches during games. No substitutions will be allowed.

Player Pool

1. A player pool may be established to support teams experiencing a temporary shortage of rostered players for regular season games. Pool players are individuals from existing regular season teams who have volunteered to participate in extra games.
2. The player pool shall be organized in accordance with Little League International. Only players who are age-appropriate and have been assessed as capable by the league may participate as pool players within their qualifying divisions.
3. The Player Agent shall oversee and manage the player pool, assigning players to teams experiencing shortages in a fair and rotating manner. Managers and coaches are not permitted to directly select pool players; all assignments must be coordinated through the Player Agent.
4. The Player Agent shall assign pool players to a team only until the affected team's roster reaches the minimum of nine (9) players necessary to field a team.
5. Players in the minor division may only participate in one (1) doubleheader within a calendar week. Players in the Major division and above may participate in up to two (2) doubleheaders within a calendar week. Pool players may participate in games scheduled as either home or away games.
6. Pool players are prohibited from pitching during games in which they participate as pool players. Pool players may only catch during games in which they participate as a pool player so long as they do not pitch or catch in their normal team's scheduled game on the same calendar day.
7. When assigned to a team, pool players must play at least six (6) defensive outs during the game, and bat at least once. Pool players must be placed at the end of the batting lineup for the game to bat last.

Amending the House Rules

1. The Maricopa Little League House Rules may be amended at any time during the regular season.

2. Any regular member of Maricopa Little League can ask for an amendment.
3. An amendment can be, but not limited to, a rule addition, a rule subtraction, and/or modification of a rule. Corrections of typos and/or spelling mistakes do not require board approval.
4. The President, with board approval, shall appoint a Rules Committee at the start of each spring season.
5. To request an amendment, members must ask the Rules Committee in writing to review or consider a rule amendment including justification for amendment. If accepted by the Rules Committee, the amendment must be recommended to the board of directors by the Rules Committee. The board of directors must then approve the amendment.

Disciplinary Action for Misconduct or House Rules Violations

1. First offense:
 - a. Conversation to review code of conduct and request a change of behavior. In the event the behavior does not change, the offender will be asked to leave property.
2. Second offense:
 - a. Removal from the property
 1. Denial to leave property
 1. Local law enforcement will be called to remove the offender.
 - b. As a result of an offender being removed from the property, a written letter is required from the offender to explain what they will do differently before re-entry is granted. Board of directors to make decision for re-entry.