



Rules cannot be changed even if agreed by both coaches except in the Pre 1A / PreK.  
 If a question *isn't* answered in the rules, we follow little league rules – umpires' discretion.



**General STLL Game Rules**

- 1) If the home team cannot field the 7 required players at the start time (1:45 & 3:15 & 4:30) it loses its home field advantage. If a team of 7 players is 10 minutes late, it is considered a forfeit.
- 2) PreK through 2<sup>nd</sup> grades can end in a tie. 3<sup>rd</sup> and up has extra innings. All extra innings begin with the last batter on 2<sup>nd</sup> base.
- 3) Should it rain during a game, it is the discretion of the umpire whether to allow play. Games played for 3 full innings (or 2 1/2 if the home team is winning) are considered final.
- 4) There is a maximum of 6 runs per inning except for the last inning. If a team has 20 more runs than the opponent after the bottom of the inning, the game is over.
- 5) PreK and Kindergarten play for an hour. 1<sup>st</sup> and 2<sup>nd</sup> grades play for 5 innings. 3<sup>rd</sup> – 6<sup>th</sup> play for 6 innings.
- 6) Grades PreK through 2<sup>nd</sup> can have a coach in the field. 3<sup>rd</sup> grade and up **cannot** have a coach on the field.
- 7) If an umpire fails to show up, the home team will provide an umpire for the first three innings and the visiting team will provide an umpire for the remainder of the game.
- 8) **Players are no longer required to wear batting helmets.** Players *must* be wearing their jersey and cap during play.

**Batting Rules for STLL**

- 9) In PreK through 3<sup>rd</sup> grade, the coach or a parent pitches to his team. There is no bunting.
  - a. PreK and Pre1A are allowed 7 pitches to put the ball in play (no strikeouts).
  - b. Grades 1-3 *can* strikeout on 3 swings. There is a maximum of 7 pitches, then it's an out.
  - c. Grades 4-7 are pitched by the opposing team. No maximum pitches. Regular baseball rules.
- 10) After a warning, a player throwing a bat should automatically be declared out by the umpire.
- 11) In 1<sup>st</sup> through 3<sup>rd</sup> grades, a batted ball that doesn't reach the pitcher's mound is foul. Umpires' discretion.
- 12) A ball hitting an umpire is in play. In games where coaches are pitching, a ball hitting a coach is in play.

**Base Running Rules for STLL**

- 13) If a parent, coach or teammate touches a runner for any reason, **the runner is automatically out.**
- 14) Sliding feet first is permitted. Sliding headfirst is an automatic out. We suggest having two "1<sup>st</sup> Bases" for the runner.
- 15) There is no stealing, no advance on a wild pitch, no leading off any base, and no running to first base on a dropped third strike.
- 16) There is no tagging up. Grades 4-6 can tag up from 3<sup>rd</sup> base only.
- 17) Runners are always "back" **unless they own a base.** Umpires' discretion. We focus on the lead runner.
- 18) Overthrows in PreK – 3<sup>rd</sup> are allowed one base from the current base. 4<sup>th</sup> and up have no base limit unless the ump calls dead ball.
- 19) If the fielder is obstructing the batter or runner from reaching a base, the runner can slide but **may not** ram the fielder. It is the discretion of the umpire to decide if the player was blocking the base which would result in the runner being safe.

**Fielding Rules for STLL**

- 20) All players on a team must be in the field or they may not bat.
- 21) In grades PreK – 3<sup>rd</sup> grade, play stops when the fielder throws the ball to the pitcher and it's within a few feet. In grades 4-6, play doesn't end until the play is over. **Throwing to the pitcher in these grades doesn't stop a play unless the umpire says so.**
- 22) In grades 1-3, fielders cannot *start* a play past the pitcher (towards the batter). They can run up after the pitch.
- 23) In 1<sup>st</sup> & 2<sup>nd</sup> grades, a coach or parent may stay on the field to help guide the kids. 3<sup>rd</sup> and up cannot have anyone on the field.

**Pitching Rules for STLL (Grades 4-6)**

- 24) Pitchers can only pitch for a maximum of 4 innings (even if there are extra innings.) One pitch is an inning pitched.
- 25) Pitcher's motion must begin with one foot on the rubber and cannot cross the rubber with both feet until the ball is released.
- 26) Pitches must be underhand. Sidearm and Overhand motions are not allowed.
- 27) New for 2021 – 4<sup>th</sup> grade is playing with a T-ball, clincher begins with 5<sup>th</sup> grade.
- 28) There are no balks. Hit by a pitch in 4<sup>th</sup> grade is a ball every time (unless intentional). 3<sup>rd</sup> time in 5<sup>th</sup> / 6<sup>th</sup>, the pitcher is removed.

Measurements	Pre1A	1st	2nd	3rd	4th	5th/6th
Pitcher's Mound	20	20	25	30	33	36
Base Length	45	45	45	50	55	60

