



MAPS Division

All rules in the “Official Playing Rules” Sections of the **Little League Rule Book** apply to the MAPS Division with the following exceptions:

1. **The game will consist of six (6) innings, or one hour and forty (1:40) minutes, whichever comes first.** No new inning will start after one hour and forty minutes (1:40) from the official game start time. A minimum of four (4) innings defines an official game. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before the game may be legally started. All innings shall be played to completion.
2. **Five (5) run maximum per inning.** There shall be a five run maximum per inning, including the last inning. A half inning is concluded when a team gets 3 outs or the offense scores 5 runs. Runs should be tallied each inning, solely for the purpose of monitoring the 5 run per inning rule.
3. **All present members of the entire roster shall be included in the batting order at all times, maintaining the order entered in the official lineup.** An official batting order will be submitted to the roster/scorekeeper and opposing manager at least ten (10) minutes prior to game start time. At a minimum, this lineup must contain the player’s last name, first initial, their jersey number, their position in the batting order and their defensive position for the 1st inning.
4. **The defensive team may use 10 players.** There may be ten (10) defensive players, with the 10th player positioned as a fourth outfielder. The fourth outfielder, as well as the other three (3) outfielders, must remain in the outfield, beyond the outfield hash line, until the ball is hit. As part of field prep, there will be an arc from foul line to foul line measured at a distance of 70 feet from the back center of the pitching rubber (center of pitching circle if no rubber present).
5. **RPLL Minimum Play Standards for MAPS.** All players must play at least every other inning in the field. A player must play at least two (2) innings, and not more than four (4) innings at an infield position (at least one and no more than three in a shortened game), no exceptions. Infield positions include pitcher, catcher, first base, second base, third base and shortstop. No player is permitted to sit out for a second defensive inning until all players in the batting order have sat out at least once on defense. **EXCEPTION:** A player may play more than four (4) innings in the infield **ONLY** after the entire roster has already played two (2) infield innings.

6. **No defensive players stationed within 40 feet of home plate.** No defensive player other than the catcher will be positioned within 40 feet of home plate prior to the ball being hit. The defensive pitcher must be positioned on the back half (180°) furthest away from home plate until the ball is put in play.
7. **There will be no infield fly rule.**
8. **Bunting is not allowed.**
9. **There will be no base stealing.** A runner is not allowed to leave his base until the ball is hit by a batter.
10. **Base Running Rules.** No runner may advance any more than one base on a batted ball that does not leave the infield dirt. The only exception to this rule is that the runner may attempt to advance one additional base on an overthrow. Runners who advance in violation of this rule shall be returned to their proper base, unless they are tagged out before arriving safely at the next base or returning safely to the prior base, in which case they shall be called out. On a ball hit in the infield, the play will be over and play will stop when any defensive player has the ball in his possession and is within the infield bases. On a ball hit to the outfield, the play will be over and play will stop when the ball is in the possession of ANY infielder within the infield bases. All runners will return to the last base touched if they have advanced once one of these conditions has been met.

NOTE: A player must have the baseball in hand inside the infield bases to stop play. A runner may continue to the next base if the runner is more than one-half the way down the baseline.

11. **A runner can ONLY advance 1 base on an overthrow.** Regardless if the ball remains in fair territory or goes foul, a runner can advance only 1 base (automatically awarded only if the ball goes out of play). If another overthrow is committed during the same play, runners cannot advance to an additional base. For example, if a batter puts the ball in play and runs to second on an overthrow, he cannot advance to third due to another overthrow.
12. **Two (2) runners may not occupy the same base, but, if while the ball is in play, two (2) runners are touching the same base, the following runner will be out if tagged.** The preceding runner is entitled to the base unless a force play is involved. The preceding runner is out when tagged or the next base is touched.
13. **A runner is out when:**
 - A. He/she runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless his/her action is to avoid interference when a fielder is fielding the ball.
 - B. He/she intentionally interferes with a thrown ball, or hinders a fielder while attempting to make a play on a batted ball.

14. **If a ball is hit over an outfielder on a fly, the batter and all other runners may continue to run until the ball is returned to the infield.** Thus (as a reward and because it is a fun part of the game), a player who makes a great hit over an outfielder's head can continue to run, at his own risk, until the ball is returned to the infield.
15. **The field will have a home run fence 160 feet from home plate.** Any batted ball that bounces or rolls over the outfield boundary (usually marked by a fence or cones), will be ruled a "Ground Rule Double." Any batted ball that goes over the line on the fly, before touching the ground, is a home run; even if it is first touched by a player. The pitcher's position will be a 10-foot diameter circle in the infield, halfway between first and third base and halfway between home plate and second base. The pitcher **MUST** keep one (1) foot inside the circle until the ball is hit.
16. **Adult Pitching Machine Operator.** Each offensive team will provide one adult (see NOTE below) to operate the pitching machine for their own team. The speed of the pitching machine shall be set at 40 MPH and may not be changed during the game. The operator may adjust the direction and height of the machine before the beginning of a half inning and as reasonably necessary to bring the machine back into alignment during a half inning. The pitching machine should not be adjusted to accommodate each player's strike zone. If players on the defensive team throw the ball to the pitching machine operator, the operator must catch the ball and play is then dead. The distance from the front of the rubber on the pitcher's mound to the furthest back point of home plate is 46 feet. Set the delivery point of the pitching machine directly over the front of the rubber. The defensive pitcher (player) must have at least one foot within the pitcher's circle until the ball is hit.

NOTE: *ADULTS* 18 years or older that have an RPLL Volunteer Application filed with the League, and have had a background check performed, are authorized to feed or operate the pitching machine. RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.
17. **The coach feeding the pitching machine is the umpire for that half-inning.** The decisions of the umpire are final. NO coach can dispute an umpire's judgment call. The manager may ask for clarification of a rule of baseball only. No formal protests will be allowed. If there is an unresolved problem, it should be taken up with the Chief Umpire of the League after the game.
18. **If the ball hits the pitching machine, the cord, or the operator, it immediately is called a dead ball, and all play stopped.** RPLL does not want any player to have any incentive to go after a ball under or near the pitching machine. If a batted ball strikes the pitching machine (or otherwise), runners return to their base and the pitch is replayed. If the ball striking the machine, cord or operator is last touched by a defensive player (i.e., it was thrown or deflected by a defensive player), the offensive team is likely the team prejudiced, and as a result, the batter and any runners will be awarded the base they were going to at the time the ball struck the machine or cord. If the ball thrown by a defensive player hits the adult operator, this is deemed returning the ball to the pitcher. Runners should not advance any further, except the batter may continue to 1st base, and if any runners are forced to additional bases, they shall continue to the next base. If an adult

pitching machine operator does not catch a ball thrown to him from the defensive team, the runners should not advance any further, except the batter may continue to 1st base, and, if any runners are forced to additional bases, they shall continue to the next base. If the pitching machine operator accidentally catches the ball or if the ball hits the pitching machine, the batter gets first base and all the runners will advance one base.

19. **No manager or coach shall touch any player while the ball is in play.** If an offensive manager or coach touches a player, the ball will be dead; the nearest base runner will be called out; and all other base runners will return to the last base legally touched. If a defensive manager or coach touches a base runner, all runners will be entitled to advance one base past the last base legally touched.
20. **Each batter receives up to five (5) pitches.** The opinions of either manager cannot affect the number of pitches per batter; each batter will receive up to 5 pitches only. If the fifth (5th) pitch is fouled off, the batter will continue until striking out or putting the ball in play. An inning will consist of five (5) runs, or three (3) outs, whichever comes first.
21. **All present members of the entire roster shall be included in the batting order at all times,** maintaining the order entered in the official lineup. An official batting order will be submitted to the roster-keeper and opposing manager at least ten (10) minutes prior to game start time.
22. **No walks or bunts.** There will be no base on balls, nor will the batter be awarded a base if hit by a pitch. There will be no called strikes, nor will a batter be called out solely for 3 missed swings. The batter must take a full swing. Bunting is not allowed.
23. **Catchers shall be properly equipped.** The catcher will wear a designated catcher's mask, shin guards, chest protector, catcher's mitt, and (if male) protective cup. The catcher will stand or squat inside the backstop area, but need not squat behind the plate. **NO SHORTS ARE ALLOWED FOR ANY PLAYERS** during games or practices.
24. **A maximum of four (4) adults are allowed in the dugout at one time once play has started.** There must be at least one adult in the dugout at all times. All on-field coaches must be adults and have an approved RPLL Volunteer Application. The RPLL Volunteer Application can be found at www.rpll.org in the Documents section.
25. **There will be two (2) defensive coaches allowed on the field** once the defensive half of the inning has started. Both defensive coaches must remain in the outfield at least thirty (30) feet behind the baseline at all times. Should a ball-in-play hit one of the defensive coaches, the ball is considered live and play will continue. A third defensive coach will be positioned in the "On Deck" area facing the batter in the batter's box. This coach must not be behind home plate. All coaches understand there is no "On Deck" circle allowed per Little League Rules. The coach from the offensive team in the pitcher's circle, feeding the pitching machine (or an adult pitcher), must keep both feet within the ten (10) foot pitching circle. If a player is injured, a manager or coach may request "time" in order to attend to the injured player. "Time" is not granted until the umpire grants it.