



MOON TOWNSHIP LITTLE LEAGUE BASEBALL

PO Box 1042, Moon Township, PA 15108
www.MoonBaseball.com



2025 Moon Township League Rules

Revision Date: 2/26/2025

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Coaching Code of Conduct

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for each child.
- I will communicate effectively with all parents involved with regards to practices, games, schedules, concessions and all league events.
- I will always act in a professional manner when dealing with other coaches, umpires, parents, league officials and all other's associated with the organization.
- I will do my best to provide a safe playing situation for my players.
- I promise to review and practice basic first aid principles needed to treat injuries of my players.
- I will do my best to organize practices that are fun and challenging for all my players.
- I will not cheat or engage in any form of unethical behavior that violates league rules.
- I will provide a sports environment for my team that is free of drugs, tobacco, vaping and alcohol, and I will refrain from their use at all youth sports events
- I will be knowledgeable in the rules of baseball, and I will teach these rules to my players
- I will use those coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.

Manager, Coach, Player or Spectator Game Conduct:

Any member of the game who is ejected shall take no further part in that game.

1. Any ejected person must leave field complex immediately.
2. The ejected person(s) will have no communication with the players, the manager, the umpire or coaches for the remainder of the game. Violation of this rule will result in an immediate forfeit.
3. Anyone ejected from a game will also serve an automatic one (1) game suspension in the team's next scheduled game
 - a. They may not attend the next game as a spectator or communicate with the manager, coaches, or players during the game(s) of their suspension.
 - b. A second ejection in a season will result in an additional 2-game suspension.
 - c. A third ejection in a season will result in a suspension for the remainder of the season.
 - d. A board-appointed committee will review all ejections to determine if any further action is warranted. The committee will conduct a mandatory hearing after a person's third ejection in a season.
4. Violations deemed to be major by the Moon Board of Directors could result in punishment that exceeds the above guidelines.



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Violations of the Code of Conduct:

Any member of the Association who is in violation of any of the requirements set forth in the Code of Conduct will be subject to disciplinary action:

- A. The Board of Directors, by a two-thirds majority, shall have the authority to discipline or suspend any manager, coach, player, or Association member whose conduct is considered detrimental to the best interests of the Association.

- B. Upon evidence of the misconduct of any Association member, participating manager, coach, or player, the Board of Directors shall notify the member or the manager of the team of which the Association member, manager, coach, or player is a member as to the general nature of the charges. Said member, or manager shall be given the opportunity to appear with the coach or player before a duly appointed committee of the Board for a hearing on the matter. This committee shall make a recommendation to the Board who by two-thirds majority vote have the full power to suspend or revoke such Association member, manager, coach or player's eligibility for future participation in the Association program.



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General Rules at all Divisions:

1. **League Age:** Determined by the players age as of April 30th for the spring season. In the fall, players will play to their league age as of the upcoming spring season.
2. **Playing Up:** Moon Little League does not entertain requests for players to play-up, players are expected to play within their age group with the exception of the call-up rules defined in this document.
3. **Team Rosters:** Midget, Minor & Little teams will be determined by a DRAFT with all head coaches in each division. The goal is to create teams that are as equal as possible. Teams for T-Ball and Modified will be set by the League Commissioner. Player Requests may be honored by not guaranteed.
4. **Records and Standings:** Team records and standings will be kept for Minor & Little age division only. Scores will be kept on the scoreboard for Midget, Minor & Little League.
5. **Prohibited Substances:** The use of vaping devices, tobacco and alcoholic beverages in any form are prohibited on the playing field, in the dugouts, bench areas or spectator areas.
6. **Gameplay Field Prep:**
 - a. **Home Team Coaches:**
 - i. Prepare the field, line the batter's box & base lines and if needed, install the bases.
 1. **Modified & Midget, place 2/3 lines between 1st & 2nd, 2nd & 3rd, 3rd & Home**
 - ii. Drag the field at the conclusion of the game.
 - iii. The **Home Team** will be assigned the 3rd base dugout and is responsible for running the scoreboard.
 - b. **Away Team Coaches:**
 - i. Arrange the concession stand rotation for all away games in advance.
 - ii. Remove the trash from the concession stand and all garbage cans and place it in the dumpster.
 - iii. The **Away Team** will be assigned the 1st base dugout.
7. **Inning & Time Limits:** Inning and Time Limits are set by division and are to be observed for all games.
8. **Game Cancellations:**
 - a. All games must be played as scheduled except when functions of the Moon Area School District interfere, inclement weather prevents a game from being played or when fields are closed by the Board due to field conditions.
 - b. Prior to the start of the game, it will be a decision of both managers as to calling a game due to weather, visibility, lightning, and any other unsafe playing conditions.
 - c. Once the game has begun, it will be the decision of the umpires as to calling the game.
 - d. In the event of a rain out, the **Home Team** head coach must notify the league commissioner. The league commissioner will then work with the coaches to reschedule that game for the next available date.
9. **On Deck Circles:** No on-deck swinging is permitted. Managers are responsible for ensuring all players are in the dugout unless it is their turn to bat. No bats are permitted in the dugout in any age division.
10. **Player Equipment:**
 - a. **Helmets:** All batters and base runners must wear hard-style batting helmets.
 - i. Minor – Players must wear helmet with protective face mask
 - b. **Approved Bats:** Only bats with a USA stamp or a wooden bat will be permitted at all age levels. It will be the responsibility of each manager to ensure that no player uses an unapproved bat in a game or at practice.



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c. Use of an illegal Bat:

i. If a player uses an illegal bat in a game:

1. If a player reaches base and his bat is determined to be illegal BEFORE a pitch is thrown to the next batter, the player will return to the plate with the same count he had prior to reaching base and all runners will return to the base they occupied prior to the pitch.
2. **First Offense:** the bat will be removed from the game and the player and manager will each be given a season warning not to use it again.
3. **Second Offense** could result in suspension and will be reviewed by the Board of Directors.

Unless otherwise stated in these Rules for Moon Township Little League, the Official Regulations and Rules of Little League Baseball govern all rules for the year.



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T-BALL Rules

BATTING/BASE RUNNING

- **Batting Format:** All batters shall hit off the "Tee" which is to be placed in front of home plate, no pitching permitted.
- **Roster Batting:** The batting order will be continuous, final batter runs all the bases. Defensive players remain in their defensive positions until the bases are clear of all runners.
- **Batting Order:** Managers will reverse the batting order each inning (last batter from previous inning will lead-off the next inning. The first batter from the previous inning will hit last the next inning).
- **Batter/Runner Rules:** No stealing, leading off or bunting will be permitted
- **Overthrows:** In the event of an overthrow at 1st base, runners shall not advance.
- **Base Running:**
 - All infield hits will stop with a one base advancement.
 - Outfield hits can advance to second at their own peril. Base runners must stop after advancing two (2) bases when the batter advances to 2nd
 - Even if a batter or base-runner is put out by a defensive play, they shall be allowed to remain on base. They will be allowed to occupy the base to which they were going toward when they were put out.
- **Player Development:** Coaches may stop the game to correct a batting stance.

DEFENSIVE PLAY

- **Player Equipment:**
 - The player who is fielding in the pitching position must wear a protective heart guard vest.
 - Every player in the field must have a glove to play defense.
- **Player Development:**
 - Coaches must rotate infield and outfield positions each inning.
 - The defensive team shall consist of the entire team.
 - No defensive player can run down a runner from the pitcher's mound or the outfield. He/she must throw the ball to the proper base
 - Two (2) or three (3) defensive coaches shall be permitted on the field.
 - Three (3) offensive coaches shall coach 1st and 3rd bases and home plate.

REGULAR SEASON

- There shall be no standings and no playoffs for the T-ball season

TIME LIMITS

- A game shall consist of one (1) hour.
- If your game cannot be started within 15 minutes of its scheduled start time, it should be cancelled and rescheduled.
- No inning shall start later than 15 minutes before the scheduled start of a following game
 - Example: Games are scheduled at 9am and 10:15am. In the 9am game, no inning is allowed to begin after 10am
- No inning shall start later than 1 hour from the start time of that game or after 8:00PM on a school night.



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MODIFIED T-BALL Rules

BATTING/BASE RUNNING

- **Roster batting:** Roster batting (all players) is required. If a player is late to the game, the player will be placed at the bottom of the order.
- **Batter Pitches:**
 - Six (6) pitches will be thrown to each batter.
 - After 6 pitches, if the ball has not been put in play, a “TEE” will be placed on the plate and the batter shall hit off the “TEE”
- **Batter/Runner Rules:** No stealing, leading off or bunting will be permitted.
- A 1/2 inning shall be over after three (3) outs or when the offensive team has batted around.
- **Infield Control:** Established when the infielder controls the baseball and has at least one foot in the infield dirt. At the time of infield control, runners may continue to advance to the base they were heading to and play is not dead. The defense may attempt a play on any advancing runner. Upon completion of that play the ball will be ruled dead. Any runner that had not reached the 2/3 line at the time of infield control must return to the previous base. If a runner was tagged out, he is out. Infield control does not apply on plays made first by an infielder.
- **Overthrows:** Runners may not advance on an overthrow.

DEFENSIVE PLAY

- **Fielders:** You may only field a pitcher, catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman in the infield. The remainder of the roster may play in the outfield.
- **Player Equipment:**
 - The player who is fielding in the pitching position must wear a protective heart guard vest.
 - Every player in the field must have a glove to play defense.
- **Player Development:**
 - The defensive team shall consist of the entire team.
 - Each player must play a minimum of two (2) innings in the infield and two (2) innings in the outfield. An inning is defined as being in the infield/outfield for all 3 outs of the inning or the run rule is reached.
 - No defensive player can run down a runner from the pitcher's mound or the outfield. He/she must throw the ball to the proper base.
 - Two (2) or three (3) defensive coaches shall be permitted on the field.
 - Three (3) offensive coaches shall coach 1st and 3rd bases and home plate.

REGULAR SEASON

- There shall be no standings and no playoffs for the Modified T-Ball season.

TIME LIMITS

- A game shall consist of one hour and 30 mins.
- If game cannot be started within 30 minutes of its start time, it should be cancelled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game.
 - **Example:** Game at 9am and 10:30am. In the 9am game, no inning is allowed to begin after 10am
 - No inning shall start after 8:00 PM on a school night.



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MIDGET LEAGUE Rules

BATTING/BASE RUNNING

- **Roster batting:** Roster batting (all players) is required. If a player is late to the game, the player will be placed at the bottom of the order.
- **Batter Pitches:**
 - Six (6) pitches or three (3) strikes (whichever comes first) and the batter is out. (Coach Pitch)
 - A foul ball after the 2nd strike or on the 6th and subsequent pitches will continue the at-bat.
- **Lead Offs:** Leading off is not permitted.
- **Stealing:** Stealing is not permitted.
- **Bunting:** Bunting is not permitted.
- **Inning Limits:**
 - Occurs at 3 outs or when the ball becomes "dead" after 5 or more runs are scored.
 - If runners are advancing upon the score of the 5th run, they may complete their advancement until either play is ruled dead by the umpire or the 3rd out occurs.
 - All runs scoring before the ball becomes dead or the 3rd out being recorded will count, therefore, more than 5 runs can score in an inning.
 - If the ball becomes dead because of an overthrow into a dead ball area or obstruction, any bases that are to be awarded shall also be awarded.
 - Occurs upon the score of a 5th run when no other runners are advancing on the bases.
 - The 5th run limit does not apply in the 6th inning and extra innings. Scoring is unlimited in the 6th inning and extra innings.
- **Infield Control:** Established when the infielder controls the baseball and has at least one foot in the infield dirt. At the time of infield control, runners may continue to advance to the base they were heading to and play is not dead. The defense may attempt a play on any advancing runner. Upon completion of that play the ball will be ruled dead. Any runner that had not reached the 2/3 line at the time of infield control must return to the previous base. If a runner was tagged out, he is out. Infield control does not apply on plays made first by an infielder.
- **Overthrows:** Runners may not advance on an overthrow.

SUBSTITUTION/DEFENSIVE PLAY

- **Player Equipment:** The player who is fielding in the pitching position must wear a protective heart guard vest.
- A defensive inning is defined as being in the infield/outfield for all 3 outs or the run rule is reached
- **Infield:** Each player must play a minimum of three (3) innings. If there is a safety issue and a player should not be in the infield, this should be brought to the attention of the commissioner.
- **Outfield:** Each player is to play a minimum of two (2) innings in the outfield and every play must play the outfield by end of the 5th inning, no exceptions.
- **Fielders:** 1 pitcher, Catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman in the infield. The remainder of the roster may play in the outfield.
- **Substitutions:** Substitutions can be made freely as long as the batting order does not change. A manager shall be permitted to "bench" a player for failing to comply with team rules.
- A player arriving after the start of a game will be placed in a defensive position at the discretion of the manager.



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REGULAR SEASON

- No standings will be kept but there will be a playoff tournament at the end of the season
- **Team Roster Requirements:**
 - Any team must have a minimum of eight (8) players to start a game. There shall be a fifteen (15) minute grace period from the time of the scheduled start of the game before it is forfeited.
 - A game started with eight (8) players may continue with eight players. An out will be recorded in the missing player's spot in the batting order for the remainder of the game.
 - If a team cannot field the required number of players, the game should be played with a sharing of players, but that team will forfeit the game.

TIME LIMITS

- A game shall consist of two (2) hours or 6 innings, which ever come first.
- If a game cannot be started within 30 minutes of its scheduled start time, it should be cancelled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game. As an example: Games that start at 10am are not permitted to start a new inning, when another game starts at 12pm, after 11:30am.
- No inning shall start later than 2 hours from the start time of that game.
- No inning shall start later than 30 minutes before the scheduled start of a following game.
 - **Example:** For games at 9am and 10:30am. In the 9am game, no inning is allowed to begin after 10am
- No inning shall start after 7:45 PM on a school night.



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MINOR LEAGUE Rules

BATTING/BASE RUNNING

- **Roster batting:** Roster batting (all players) is required. If a player is late to the game, the player will be placed at the bottom of the order.
- **Scoring:** Runners Can score in Minor League on walks, batted balls or balls thrown out of play.
- **Inning Limits:**
 - Occurs at 3 outs or when the ball becomes "dead" after 5 or more runs are scored.
 - If runners are advancing upon the score of the 5th run, they may complete their advancement until either play is ruled dead by the umpire or the 3rd out occurs.
 - All runs scoring before the ball becomes dead or the 3rd out being recorded will count, therefore, more than 5 runs can score in an inning.
 - If the ball becomes dead because of an overthrow into a dead ball area or obstruction, any bases that are to be awarded shall also be awarded.
 - Occurs upon the score of a 5th run when no other runners are advancing on the bases.
 - The 5th run limit does not apply in the 6th inning and extra innings. Scoring is unlimited in the 6th inning and extra innings.
- **Lead Offs:** Leading off is not permitted.
- **Stealing:** Stealing is permitted only after the ball has crossed the plate. Stealing home is not permitted.
- **Completion of Play:**
 - When possession of the baseball is gained by the pitcher, the umpire will use their judgement to declare the ball dead and no further plays will be attempted.
 - When the umpire declares the ball dead, the runners must return to their last legally touched base.
 - Note: The pitcher does not have to be on the mound, when in possession of the ball, before the umpire declares the play dead.
- **Pinch Runners:**
 - For Injury: A pinch runner may be substituted for an injured player. The player who is not on base and furthest from the batter in the batting order will be the pinch runner. The injured player must sit out 1 inning on defense.
 - For the Catcher: A pinch runner may be substituted for the catcher, who caught in the previous inning, when there are two outs in an inning. The base runner must be the player whom made the last recorded out.
- **Throwing the bat:**
 - **First Offense:** The umpire shall issue a team warning.
 - **Second Offense:** Any batter on that team that throws the bat after the team warning, during the game, shall result in that batter being called out and all runners will be returned to their original bases at the time of the pitch.



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PITCHING - SPRING

• **Pitching Rules:**

1. Pitch Count: A pitch count will be tracked and reported for each pitcher during all games.
 - The official pitch count will be kept by the visiting team scorekeeper or designated pitch counter. (See pitch count tracking rules)
 - Both managers and the pitch counter should review the final counts after the completion of the game and retain them for their records.
2. Pitch Count Reporting: Within 24 hours after the completion of a game, the **Home Team** manager is expected to enter the pitch counts on the Moon Baseball website.
3. Inning & Pitch Limits: Pitchers are limited to 3 innings or up to 55 pitches per eligible game.
4. Pitcher who hit batters: If a pitcher hits (2) batters in an inning or three (3) in a game, they must be removed from pitching the remainder of the game.
5. Intentional Walks: Intentional walks are not permitted; this includes asking a pitcher to not throw strikes.
6. Ineligible Pitchers: The use of an ineligible pitcher will result in a forfeit.
7. Any pitcher, once removed from the mound, cannot return as a pitcher in that game.
8. No Balks or Illegal Pitches will be called. Rule 8.05 is null and void.

• **Mound Visit:**

1. One mound visit per inning.
2. Second Visit: The pitcher must be removed from the pitching position for the game.
3. Injury Check: If in the umpire's judgement, a trip to the field is made to check on an injured player, no visit will be charged.

• **Pitch Count Tracking:**

1. Pitches will be tracked starting with the first pitch to a live batter.
2. **Pitch Count Grace**: If a pitcher reaches a rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs, provided the pitcher is removed or the game is completed before delivering a pitch to another batter.
 - The batter reaches base
 - The batter is put out
 - The third out is made to complete the half-inning

• **Arm Rest Requirements:**

1. Any player who has played the position of catcher in any part of four (4) or more innings in a game, is not eligible to pitch on that calendar day.
2. Players cannot pitch 3 consecutive days.
3. Pitch Count & Rest Schedule:

Pitch Count	Calendar Days of Rest Required	Game Rest Required (Regardless of days of Rest)	Ability to be Catcher that game after pitching
1-25	None	None	Yes
26-40	One	None	Yes
41-55	Two	One Game	No



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Pitch Count & Rest Schedule (Written format):

1. 1-25 pitches in a day, No (0) calendar days of rest is required
2. 26-40 pitches in a day, One (1) calendar day of rest must be observed
3. 41-55 pitches in a day, Two (2) calendar days of rest must be observed
 - i. 41 or more pitches in a game, the player cannot play the position of catcher for the remainder of the day
 - ii. 41 or more pitches in a game, the player is not eligible to pitch in the team's next scheduled game, regardless of days rest

PITCHING - FALL

- **Two (2) innings max**, no pitch count tracking in the Fall season
 - One pitch will count as one (1) whole inning.

SUBSTITUTION/DEFENSIVE PLAY

- **Innings Requirement:** Each player must play a minimum of twelve (12) defensive outs (4 Inning target)
 - Exception 1: Player has been benched for violating team rules.
 - Exception 2: Games shortened by weather, darkness, the 10-run rule, or any other reason
 - Penalty: The penalty for violation of this rule will be a forfeit.
- **Fielders:** 1 pitcher, Catcher, 1st baseman, 2nd baseman, shortstop, and 3rd baseman in the infield. Up to four outfielders may play in the outfield.
- **Infield:** Each player must play a minimum of two (2) innings in the infield. If there is a safety issue, and a player should not be in the infield, this should be brought to the attention of the league commissioner.
- **Outfield:** Each player must play a minimum of two (2) innings in the outfield. Every player must play in the outfield by the end of the 5th inning. Only full innings in an outfield position will count towards a players two (2) inning minimum.
- **Substitutions:** Substitutions can be made freely as long as the batting order does not change. A manager shall be permitted to "bench" a player for failing to comply with team rules.
- A player arriving after the start of a game will be placed in a defensive position at the discretion of the manager.

COACHING STAFF:

- **Coaches:** Only the manager, 2 coaches, and 1 additional scorekeeper are allowed in the dugout or dugout area during the game.
- **Dugout Management:** Players and Coaches must remain in the dugout and are NOT permitted behind the backstop.
 - First Offense: Team Warning.
 - Second Offense: Manager and the offender will be ejected



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REGULAR SEASON SCHEDULE

- **Games:** The minimum number of games will be twelve (12). The maximum number of scheduled games will be fourteen (14).
- **Team Roster Requirements:**
 - Any team must have a minimum of eight (8) players to start a game. There shall be a fifteen (15) minute grace period from the time of the scheduled start of the game before it is forfeited.
 - A game started with eight (8) players may continue with eight players. An out will be recorded in the missing player's spot in the batting order for the remainder of the game.
 - If a team cannot field the required number of players, the game should be played with a sharing of players, but that team will forfeit the game.
- **Run Rule:** There are no run limits during regular season. Please use your discretion with the scoreboard after a 15 run lead.
- **Posting Scores:** The **Home Team** manager should post the score into the Moon Baseball website within 24 hours of the completion of the game.

PLAYOFFS

- Standings do not count towards the playoff, seedings will randomly picked by the league commissioner
- For pitching, players must have the required rest resulting from their regular season games.
- **Run Rule:** The following run rule will apply to playoffs:
 - 15 runs after 4 complete innings.
 - 10 runs after 5 complete innings.
- All regular season rules will apply.

TIME LIMITS (SPRING/FALL)

- A game shall consist of two (2) hours or 6 innings, which ever come first.
- If a game cannot be started within 30 minutes of its scheduled start time, it should be canceled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game. As an example: Games that start at 6pm are not permitted to start a new inning, when another game starts at 8pm, after 7:30pm.
- No inning shall start later than 2 hours from the start time of that game.
- No inning shall start after 7:45 PM on a school night.
- No inning shall start after 10:00 PM on a non-school night.
- Tied games stopped because of these time limit rules will be treated as a suspended game and will be rescheduled by the commissioner for completion at a later time for playoffs only.
- Regular season games can end in a tie.



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LITTLE LEAGUE Rules

BATTING/BASERUNNING

- **Roster batting:** Roster batting is required, if a player is late to the game, player will be placed at the bottom of the order
- **Leading off:** Lead offs are permitted.
- **Stealing:** Stealing of all bases is permitted.
- **Inning Limits:**
 - Occurs at 3 outs or when the ball becomes "dead" after 5 or more runs are scored.
 - If runners are advancing upon the score of the 5th run, they may complete their advancement until either play is ruled dead by the umpire or the 3rd out occurs.
 - All runs scoring before the ball becomes dead or the 3rd out being recorded will count, therefore, more than 5 runs can score in an inning.
 - If the ball becomes dead because of an overthrow into a dead ball area or obstruction, any bases that are to be awarded shall also be awarded.
 - Occurs upon the score of a 5th run when no other runners are advancing on the bases.
 - The 5th run limit does not apply in the 6th inning and extra innings. Scoring is unlimited in the 6th inning and extra innings.
- **Infield Fly:** The infield fly rule will be in effect.
- **Slash Bunting:** Slash bunting is not permitted. If a batter shows bunt, they must bunt or pull back, no swing after showing bunt will be allowed.
- **Pinch runners:**
 - **For injured players:** The player who is not on base and furthest from the batter in the batting order will be the pinch runner. The injured player must sit out 1 inning on defense.
 - **For the catcher:** The Courtesy Runner should be a player not in the game as a defensive player or the last player to be put out.
- **Throwing the bat:**
 - **First Offense:** The umpire shall issue a team warning.
 - **Second Offense:** Any batter on that team that throws the bat after the team warning, during the game, shall result in that batter being called out and all runners will be returned to their original bases at the time of the pitch.

PITCHING - SPRING

- Rule 8.05, with accordance to **Balks and illegal pitches** will be in effect. Balks will be called but not enforced throughout the first half of the season. A balk or illegal pitch that is called will be called, however, the penalty will not be enforced in the first half of the season. If a player is put out as a result of a balk, that player will return to the base occupied at time of the pitch. If a balk or illegal pitch creates an advantage for the defensive team, or disadvantage for the offensive team, the play will be corrected as to disallow the advantageous/disadvantageous situation.

AS ALWAYS, IF A BALK IS CALLED AND AS A RESULT OF THE PLAY ALL RUNNERS INCLUDING THE BATTER ADVANCE ONE BASE SAFELY, REFERENCE TO THE BALK IS NULLIFIED.



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- **Pitching Rules:**

1. **Pitch Count:** A pitch count will be tracked and reported for each pitcher during all games.
 - The official pitch count will be kept by the visiting team scorekeeper or designated pitch counter. (See pitch count tracking rules)
 - Both managers and the pitch counter should review the final counts after the completion of the game and retain them for their records.
2. **Pitch Count Reporting:** Within 24 hours after the completion of a game, the **Home Team** manager is expected to enter the pitch counts on the Moon Baseball website.
3. **Inning & Pitch Limits:** Pitchers are limited to 5 innings or up to 85.
4. **Pitcher who hit batters:** If a pitcher hits (2) batters in an inning or three (3) in a game, they must be removed from pitching the remainder of the game.
5. **Intentional Walks:** Intentional walks are not permitted; this includes asking a pitcher to not throw strikes.
6. **Ineligible Pitchers:** The use of an ineligible pitcher will result in a forfeit.
7. Any pitcher, once removed from the mound, cannot return as a pitcher in that game.
8. No Balks or Illegal Pitches will be called. Rule 8.05 is null and void.

- **Mound Visit:** One mound visit per inning.

1. **Second Visit:** The pitcher must be removed from the pitching position for the game.
2. **Injury Check:** If the umpire judgement, a trip to the field is made to check on an injured player, no visit will be charged.

- **Pitch Count Tracking:**

1. Pitches will be tracked starting with the first pitch to a live batter.
2. **Pitch Count Grace:** If a pitcher reaches a rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs, provided the pitcher is removed or the game is completed before delivering a pitch to another batter.
 - The batter reaches base
 - The batter is put out
 - The third out is made to complete the half-inning

- **Arm Rest Requirements:**

1. Any player, who has played the position of catcher in any part of four (4) or more innings in a game, is not eligible to pitch on that calendar day.
2. Players cannot pitch 3 consecutive days
3. Pitchers can only pitch 5 innings max, so they are permitted to play in the outfield only for 1 innings (3 outs)
4. Pitch Count & Rest Schedule:

Pitch Count	Calendar Days of Rest Required	Game Rest Required (Regardless of days of rest)	Ability to be Catcher that game after pitching
1-25	None	None	Yes
26-35	One	None	Yes
36-50	Two	One Game	Yes
51-65	Three	One Game	No
66+	Four	One Game	No



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Pitch Count & Rest Schedule (Written format):

- o 1-25 pitches in a day, no (0) calendar day of rest must be observed
- o 26-35 pitches in a day, one (1) calendar day of rest must be observed
- o 36-50 pitches in a day, two (2) calendar days for rest must be observed
- o 51-65 pitches in a day, three (3) calendar days of rest must be observed
- o 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - Any player who pitches 36 or more pitches in a game is not eligible to pitch in that team's next scheduled game, regardless of the days rest.
 - A pitcher who delivers 50 or more pitches in a game cannot play the position of catcher for the remainder of the day
- **Dropped 3rd Strike Rule:** If the ball is not cleanly caught by the catcher the batter may advance to 1st base if one of the following conditions is met:
 - (1) There are 2 outs in the inning OR
 - (2) First base is unoccupied at the time of the pitch.
 - If neither condition is met the batter is out.

PITCHING - FALL

- **Two (2) innings max**, no pitch count tracking in the Fall season
 - o One pitch will count as one (1) whole inning.

SUBSTITUTION/DEFENSIVE PLAY

- **Innings Requirement:** Each player must play a minimum of twelve (12) defensive outs
 - o Exception 1: Player has been benched for violating team rules.
 - o Exception 2: Games shortened by weather, darkness, the 10-run rule, or any other reason
 - o Penalty: The penalty for violation of this rule will be a forfeit.
- **Fielders:** Nine (9) defensive players on the field. Only six (6) may play in the infield.
- **Infield:** Each player must play a minimum of one (1) inning in the infield. If there is a safety issue and a player should not be in the infield, this should be brought to the attention of the league commissioner.
- **Outfield:** Each player must play a minimum of one (1) inning in the outfield. Every player must play in the outfield by the end of the 5th inning.
- A manager shall be permitted to "bench" a player for failing to comply with team rules.
- **Substitutions** can be made freely as long as the batting order does not change.
- A player arriving after the start of a game will be placed in a defensive position at the discretion of the manager.

COACHING STAFF:

- **Coaches:** Only the manager, 2 coaches, and 1 additional scorekeeper are allowed in the dugout or dugout area during the game.
- **Dugout Management:** Players and Coaches must remain in the dugout and are NOT permitted behind the backstop.
 - o First Offense: Team Warning.
 - o Second Offense: Manager and the offender will be ejected



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REGULAR SEASON

- **Games:** The minimum number of games will be twelve (12). The maximum number of scheduled games will be fourteen (14).
 - Any team must have a minimum of eight (8) players to start a game. There shall be a fifteen (15) minute grace period from the time of the scheduled start of the game before it is forfeited.
 - A game started with eight (8) players may continue with eight players. An out will be recorded in the missing player's spot in the batting order for the remainder of the game.
 - If a team cannot field the required number of players, the game should be played with a sharing of players, but that team will forfeit the game.
- **Run Rule:** There are no run limits during regular season. Please use your discretion with the scoreboard after a 15 run lead.
- **Posting Scores:** The Home team manager or assistant should post the score within 24 hours of the completion of the game

PLAYOFFS

- Standings do not count towards the playoff seedings, seedings will be picked out of hat by the league commissioner.
- For pitching, players must have the required rest resulting from their regular season games.
- **Run Rule:** The following run rule will apply to playoffs:
 - 15 runs after 4 complete innings.
 - 10 runs after 5 complete innings.
- All rules for pitch counts and mandatory Infield/Outfield play will apply.

TIME LIMITS

- A game shall consist of two (2) hours or 6 innings, which ever come first.
- If a game cannot be started within 30 minutes of its scheduled start time, it should be canceled and rescheduled.
- No inning shall start later than 30 minutes before the scheduled start of a following game. Example: A game is scheduled at 6:00PM with a game following at 8:00PM. For the early game, no inning is allowed to start after 7:30PM
- No inning shall start later than 2 hours from the start time of that game.
- No inning shall start after 7:45 PM on a school night.
- No inning shall start after 10:30 PM on a non-school night.
- Tied games stopped because of these time limit rules will be treated as a suspended games and will be rescheduled by the commissioner for completion at a later time.



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CALL-UP Rules

Moon Township Little League Baseball shall maintain a farm pool in which each league: Minor, Little, and Pony divisions, will have a designated pool of players to be called up from the next lower division to willingly participate when teams face a shortage of rostered players. Each league Commissioner shall create this list and will include contact information from registration. This list shall be distributed to all Managers and participants prior to the opening day of the regular season.

1. Only senior players in each division are eligible for the farm pool and only the listed farm players may be utilized. (Exception: The Call-up list from Pony to Colt may include any player in Pony League)
2. Farm players should only be utilized when the Major team does not have enough roster players for each defensive position in their division (ex. 10 for Minor, 9 for Little and Pony).
3. Maximum number of farm players may not exceed the maximum number of defensive outfield positions permitted in that Major's division.

Maximum Number of Outfield Positions in each League

Minor League: 4 Little League: 3 Pony League: 3

4. Farm players may only play in an outfield defensive position, unless the team has fewer than 6 rostered players. If a call-up must play the infield, he may not play either battery (Pitcher/Catcher) position.
5. Farm players must bat after all roster players in the order.
6. Farm players may not play more innings than any roster player in that game except for injury, illness, tardiness, leaving early, violation of team rules, or ejection.
7. If multiple farm players are utilized, their playing time must be balanced and split between them as evenly as possible. (Roster players must play the entire game except for provision #6)
8. Once a farm player is called up, he MUST play in the game even if the team has enough players to field a full team.
9. Farm players, scheduled to play at the same time as the Major team, may not be utilized.
10. The opposing Manager must be notified prior to the start of the game when a farm player(s) is being utilized.
11. Violations of these rules may result in a forfeit of that game.
12. The Chairman of the Rules Committee (Vice President) shall resolve any dispute or questions concerning these rules. His ruling is final and may not be appealed.



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Protest Procedures: (for Minor, Little, Pony)

- A game may be played under protest if, an ineligible player is used, or a rule is violated.
- No Protest will be made as the result of a judgement call.

Every effort should be made to resolve the situation on the field:

- Call the League Commissioner or Eligible Representative.
- Both Managers should confer with the Umpires.
- If the situation is that of an Ineligible Player, an eligible player may replace the ineligible one. Follow Procedure for Protest and complete the game.

If the Situation cannot be resolved, this is the procedure to follow:

- Scorekeepers should record all of the pertinent information at the time of the protest. Score, Outs, Inning, Batter, Runners, etc.
- Record the Rule being Protested/Ineligible Player
- Complete the game from that point
- After game either continue with or withdraw the Protest
- Send an Email report to the League Commissioner (Protesting team)

The Protest will then be reviewed by the Rules Committee:

- If Protest is upheld, game will be replayed from the time of the Protested Situation
- If Protest is denied, game will be counted as a completed game and the results will stand.
- If it is deemed that an Ineligible Player was used, a forfeit shall result.