



www.ProsperLittleLeague.org



Mission Statement

Prosper Little League strives to be an outstanding educational-athletic organization that provides a high-quality experience, in which every athlete:

- Is coached in a respectful manner with skill building and good sportsmanship in mind
- Enjoys playing the game and builds a love of the sport
- Feels like an important part of the team regardless of performance
- Learns "life lessons" that have value beyond the playing field
- Learns the skills, tactics and strategies of the game and improves as a player.

Our ultimate goal is to assist the children of our community to develop positive character traits and values that will aid them in becoming successful citizens through the sport of baseball.

Little League Pledge

I trust in God
I love my country
And I will respect its laws
I will play fair
And strive to win
But win or lose
I will always do my best



Prosper Little League Baseball Rulebook

I. League Franchise

Prosper Little League will be played through the [Little League International](#) organization. Based in Williamsport, PA Little League baseball was founded in 1939 and now includes over 2,100,000 players in over 7,000 leagues worldwide. The Little League season culminates every year in August with the Little League World Series featuring the top 8 teams from the United States and the top 8 international teams, broadcast on ESPN and ABC television.

Prosper is in Texas District 8 (www.texasdistrict8.org) along with leagues from Carrollton, Dallas, Denison, Garland, McKinney, Sachse/Rowlett and Wylie. In the event our older divisions need additional opponents during the regular season, Prosper Little League will play Inter-League games to fill out our schedule with other District 8 leagues.

II. Eligibility and Boundaries

Eligibility is based on the [Prosper Little League boundaries](#), which consist of Prosper ISD and Celina ISD boundaries as well as a section of the Town of Prosper mapped to Denton ISD, and the Savannah subdivision. If a player lives outside these boundaries but played last season in Prosper Little League, they may continue to play in Prosper under a 2(d) Little League waiver. Other players who live outside the boundaries may request to play in Prosper Little League, but will have to have a waiver approved by Little League and will likely not be eligible for post-season play.

III. Player Assessments and Drafts – please refer to the [PLL Team Formation Rules](#)

IV. Leagues / Divisions

Official league age is **your child's age on April 30th** for players born on or before August 31, 2005 generally and **your child's age on August 31** for players born after August 31, 2005.

Different ages overlap multiple divisions to allow for ability-based play. The leagues / divisions are as follows:

Division	Eligible League Ages
T-Ball	4 - 5
Beginning Coach Pitch (BCP)	5 - 7*
<i>Minors Divisions:</i>	
Advanced Coach Pitch (ACP)	6 - 8**
Modified Kid Pitch (MKP)	7 - 9
AAA Kid Pitch (AAA)	8 - 11
Majors (46/60; tight bases)	10 - 12***
Intermediate (50/70; loose bases)	11 - 13
Juniors (60/90; loose bases)	13 - 14****

* League age 7 year olds who are not protected are required to attend player assessments to be eligible for the MKP and ACP drafts. If not selected for either, they will be placed on a BCP team.

** League age 6 year olds who wish to play ACP and not protected must attend player assessments to be eligible for the ACP draft. If not selected, they will be placed on a BCP team.

*** League age 12 year olds may choose between Majors and Intermediate. If Intermediate is selected but not drafted into, they will be drafted to a Majors team.



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**** League age 13 year olds may choose between Intermediate and Juniors. If Juniors is selected but not drafted into, they will be drafted to an Intermediate team.

V. Uniforms

Beginning in the Spring 2014 season, jerseys and caps will be provided by Prosper Little League. Teams may NOT purchase their own jerseys and caps and no uniform credits will be issued. Parents will be responsible to purchase pants, socks and belts (if needed). All team names will be MLB teams.

VI. Equipment – please refer to the [Prosper Little League Baseball Bat Regulations](#)

VII. Game Rescheduling Policy and Player Pool - please [CLICK HERE](#)

VIII. Local Little League Specific Rules

All Head Coaches will receive the latest version of a Little League Baseball Rulebook. Additional copies may also be purchased on the Little League International website:

<http://www.littleleague.org/managersandcoaches/coachestoolkit/bblevel.htm>.

In addition to the rules stated in the Little League Baseball Rulebook, Prosper Little League has adopted local rules, which Little League International allows local leagues to do. The rules below are either a) reiterations of a Little League International Rule, or b) an adopted local rule specific to Prosper Little League.

A. General Rules – All Divisions

- 1) COACHES ARE RESPONSIBLE FOR THEIR TEAM AND FANS CONDUCT AT ALL TIMES. PARENTS WHO ARE UNRULY WILL BE WARNED BY THE COACH AND WILL BE REMOVED FROM THE AREA IF NECESSARY. GAME FORFEITURE CAN RESULT IF THE UMPIRE DEEMS NECESSARY.
- 2) The safety of the players will be prime consideration. At the direction of the umpires or League Directors, a game will be shortened due to weather or conditions potentially harmful to the players (i.e. insufficient light). Lightning in the vicinity will be grounds for shortening a game. The umpire will impose a 15 minute (maximum) game delay before canceling a game.
- 3) Incomplete games or “rain outs” will be made up if possible. The decision to make up games will be determined by the Scheduling Director, taking into account field and time availability. Some games may not be made up.
- 4) Coaches shall exchange line-ups at least 10 minutes before the start of a game. The Home Team shall provide the Official Scorekeeper. For MKP and above, the Visiting Team will be responsible for operating the scoreboard and recording pitch counts for both teams.
- 5) The Visiting Team is responsible for: A) Retrieving the scoreboard controllers and first aid kit from the concession stand prior to the game (or one parent taking a driver's license or car keys to the concession stand if the controller is already at the field). B) Running the scoreboard during the game.
- 6) Pre-game warm ups – Each team shall get at least five (5) minutes of infield practice prior to each game. However, if there is less than ten (10) minutes available, team warm ups may be denied by the umpire. Infield practice is not allowed on game fields until ten (10) minutes prior to game time. All other warm ups shall be conducted in designated areas away from parents and other children.
- 7) At no time are practices permitted on a prepared or closed game field by Prosper Little League coaches or players. Violation of this rule will result in a mandatory one game suspension.
- 8) Coaches are encouraged to make sure that their catcher is ready for the next inning, as to speed up play. In an effort to expedite the catcher's preparedness, a designated runner may be used for the catcher when the catcher is on the base pads with 2 outs. In this case, the designated runner will be the offensive player who was the 2nd out.
- 9) A player must wear a team jersey in all games. A player will not be allowed to play in any game if they are not “in uniform” (uniform includes jersey and pants that match the team). In addition, jerseys must be tucked in.
- 10) Violation of uniform rules will result in the violator being allowed to conform or be removed from the game. Softball players are exempt from wearing a cap. They can choose to wear a hair band or have their hair pulled back.



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- 11) On the field coaches are encouraged to be dressed in the team uniform jersey with a unique number not already taken by a player. At minimum the team head coach and one assistant should be outfitted in the matching jersey issued by Prosper Little League.
- 12) The catcher must wear all assigned protective equipment at practices, games, or when warming up a pitcher.
- 13) Protective equipment shall include: protective catcher's helmet with face mask, chest protector and shin guards.
- 14) Throwing the Bat – Bat throwing is potentially dangerous to the catcher, umpire and on deck hitter.
 - Players who throw their bat or batting helmet in disgust will be immediately ejected from the game.
 - If a bat is accidentally thrown (per umpire's judgment); the offensive team will receive one warning. Any subsequent violation will result in the batter being called out.
 - If any thrown bat strikes the catcher or umpire, the umpire may call the batter out without warning.
- 15) Penalty for use of an ineligible/illegal player shall be immediate forfeit of the game in which the player in question is playing. At minimum, the head coach shall be suspended for one game and therefore ineligible to participate in the next scheduled game played by that team.
- 16) The "No Contact" rule will be in effect, meaning:
 - If a player initiates contact with a defensive player, and it is deemed to be intentional, the player will be called out and ejected from the game. This "ejection" does not require a one game suspension to be served.
 - If the "No Contact" rule is called, the player is deemed out prior to achieving the base.
 - If the umpire feels that the contact was unintentional, the runner shall only be declared out.
 - "No contact" shall not be interpreted as "MUST SLIDE". When enforcing this rule, the umpire shall judge the runner's intent. If there is a play being made, it is the responsibility of the runner to avoid contact with a defensive player, even if the defensive player is out of position and "obstructing" the runners' path. If there is no play being made, then the runner does not have to "get down", but rather must avoid contact.
- 17) Consequently, if the defensive player, without the ball, alters the runner's path in this situation, the runner SHALL NOT be called out for leaving the base path in order to avoid contact. The umpire would then call obstruction, or at the very least, warn the defensive player about "being in the path".
- 18) In the case of a season record tie, the following criteria (in order listed) will be used to determine end of season standings as well as tournament seeding where applicable:
 - 1) Head-to-Head Play
 - 2) Runs Against-Season
 - 3) Runs For-Season
 - 4) Coin Toss
- 19) Smoking or use of tobacco products in the presence of children is prohibited. This includes games, practices and any and all Prosper Little League related events.
- 20) Using, possessing, or being under the influence of alcohol or illegal drugs in the presence of children is prohibited. This includes games, practices and any and all other Prosper Little League related events.
- 21) The number of coaches/parents within the dugout shall be strictly enforced. Please refer to age level specific rules for these guidelines. Adults residing within the dugout or playing field over and above maximum allowable number of coaches shall be asked to exit the field or dugout. Failure to do so can result in ejection from the field and/or forfeiture of game.
- 22) In the event a game is tied after the maximum number of innings has been played (ACP through Majors – 6 innings; Intermediate and Juniors – 7 innings) AND time still remains on the clock, extra innings will be played until time expires.
- 23) A new inning begins upon the third out of the prior inning. The new inning will be played if (a) the division time limit had not expired prior to the start of the new inning (e.g., upon the third out of the prior inning), (b) the maximum number of innings hadn't been reached yet, or (c) the run rule is not applicable.



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B. T-Ball (ages 4 – 5)

- Safety balls will be used
- All players on defense (no bench)
- Bat entire lineup each inning
- No outs or score recorded
- No strikeouts, keep swinging until ball is put into play
- Runner put out on base path by tag or force out returns to dugout
- Play 3 innings or 50 minute “hard clock”, whichever comes first
- Runners stop advancing once ball is returned to the infield. Batted ball that stays in the infield, batter and runners only advance one base.
- The play involving the last batter of each inning should come to a natural end, then teams switch sides (no automatic “homerun” attempt for the last batter)
- Maximum of 7 infielders. All other players must play on outfield grass
- Players must rotate between infield and outfield each game (Exceptions may be made for safety reasons, but both parents and coach must agree)
- No umpires (base coaches call safe or out)
- **No on-deck batter**
- Continuous batting order, free defensive substitution

C. Beginning Coach Pitch (BCP; ages 5 - 7)

- Safety balls will be used
- Up to 11 players on defense (no player should be on bench alone, if you have a 12 player roster, you can play 10 on the field with 2 on the bench)
- No player on bench for more than one inning
- Batter will receive 3 pitches. If ball is not hit into fair territory after 3 pitches, batter will hit the ball off a tee.
- Inning ends when 3 outs or 5 runs scored
- Play 4 innings or 60 minute “hard clock”, whichever comes first
- Runners stop advancing once ball is returned to the infield. Batted ball that stays in the infield, batter and runners only advance one base.
- No game score recorded
- Players must rotate between infield and outfield each game (Exceptions may be made for safety reasons, but both parents and coach must agree)
- Maximum of 7 infielders. All other players must play on outfield grass
- No umpires (base coaches call safe or out)
- **No on-deck batter**
- Continuous batting order, free defensive substitution

D. Advanced Coach Pitch (ACP; ages 6 - 8)

- Standard baseballs will be used 10 players on defense
- Players must play a minimum of 2 defensive innings, 3 recommended
- Coach Pitcher must pitch from a minimum of 40 feet (edge of dirt circle)
- Coach pitcher may not coach base runners, must leave field once ball is hit
- Player pitcher must have at least one foot within the dirt area surrounding the pitcher's mound
- Batter will receive up to 5 pitches, regardless of strike count. If 5th pitch is a foul ball, batter continues until ball is hit fair or a strike is recorded.
- No bunting
- Batted ball that hits Coach Pitcher is a dead ball, no pitch counted
- Five run maximum per inning, unlimited in 6th inning
- Games are 6 innings or 75 minute “soft clock” (inning will be completed in full), whichever comes first



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- Stopping Play - When the ball is in possession of an infielder inside the base lines and in the umpire's judgment, all play on runners has ceased, the umpire shall call time. Base runners must go back to the previous base unless they have made a discernible turn to the next base prior to a dead ball being called (umpire's sole discretion).
- Runners advance one base MAXIMUM (at risk) on overthrows into foul territory, even if ball is thrown back into play.
- 10 run rule after 4 innings
- Scores and standings will be recorded
- All players must play a minimum of 2 full games in the infield (Exceptions may be made for safety reasons, but both parents and coach must agree)
- One umpire will be used
- **No on-deck batter**
- Continuous batting order, free defensive substitution
- A minimum of 9 players are needed to start a game. Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 9 players, you must have at least 9 players at all times. Having only 8 players will result in a forfeit.

E. Modified Kid Pitch (MKP; ages 7 - 9)

- 10 players on defense
- Players must play a minimum of 2 defensive innings, 3 recommended, and bat at least once
- Kid pitchers will pitch from 40'
- A Batter HBP by a kid pitcher will be awarded first base. If a pitcher hits 2 batters in one inning or 3 in one game, he must be replaced as pitcher, but may remain in the game at a different position.
- Batter will take a normal at-bat against the opposing team's kid pitcher. Three strikes is an out. An at-bat ending in a walk, the offensive coach will come out and throw up to 2 additional pitches, regardless of the number of strikes at that point. If the 2nd coach pitch is a foul ball, batter continues until ball is hit fair or a strike is recorded
- Coach Pitcher must pitch from pitching rubber (40')
- Coach pitcher may not coach base runners, must leave field once ball is hit
- No bunting when a Coach is pitching
- Batted ball that hits Coach Pitcher is a dead ball, no pitch counted
- Player pitcher must have at least one foot in the dirt surrounding the pitcher's mound when a coach is pitching
- Five run maximum per inning, unlimited in 6th inning
- Games are 6 innings or 90 minute "soft clock" (inning will be completed in full), whichever comes first
- Stopping Play - When the ball is in possession of an infielder inside the base lines and in the umpire's judgment, all play on runners has ceased, the umpire shall call time. Base runners must go back to the previous base unless they have made a discernible turn to the next base prior to a dead ball being called (umpire's sole discretion).
- Runners advance one base (at risk) on overthrows into foul territory
- Steals of 2nd and 3rd base are allowed once pitch crosses the plate (kid pitcher only)
- If the catcher overthrows a player stealing 3rd the runner may not advance home.
- 10 run mercy rule after 4 innings
- Scores and standings will be recorded
- All players must play a minimum of 2 full games in the infield (Exceptions may be made for safety reasons, but both parents and coach must agree)
- Two umpires will be used
- Little League pitch count rules are in effect
- **No on-deck batter**
- Continuous batting order, free defensive substitution
- A minimum of 9 players are needed to start a game. Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 9 players, you must have at least 9 players at all times. Having only 8 players will result in a forfeit.



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F. AAA Kid Pitch (AAA; ages 8 - 10)

- Little League pitch count rules are in effect
- Tight bases (no lead off), steals allowed once ball crosses the plate
- Batter cannot advance on dropped 3rd strike
- No balks
- Infield fly rule in effect
- Players must play a minimum of 2 defensive innings and bat at least once
- Five run maximum per inning, unlimited in 6th inning
- 10 run mercy rule after 4 innings
- Games are 6 innings or 90 minute "soft clock" (inning will be completed in full), whichever comes first
- Runners advance one base (at risk) on overthrows into foul territory
- Two umpires will be used
- **No on-deck batter**
- Continuous batting order, free defensive substitution
- A minimum of 9 players are needed to start a game. Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 9 players, you must have at least 9 players at all times. Having only 8 players will result in a forfeit

G. Majors (46/60; ages 10 - 12)

- Pitch count rules in effect
- Tight bases (no lead off), steals allowed once ball crosses the plate
- Runners may advance on a dropped 3rd strike (new LL rule as of 2012)
- No balks
- Infield fly rule in effect
- Players must play a minimum of 2 defensive innings and bat at least once
- Five run maximum per inning for first 3 innings ONLY
- 10 run mercy rule after 4 innings
- Games are 6 innings or 1 hour and 45 minute "soft clock" (inning will be completed in full), whichever comes first
- **No on-deck batter**
- Continuous batting order, free defensive substitution
- A minimum of 9 players are needed to start a game. Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 9 players, you must have at least 9 players at all times. Having only 8 players will result in a forfeit

H. Intermediate (50/70; ages 11 - 13)

- Pitch count rules in effect
- Balks are in effect
- Runners may lead off
- Players must play a minimum of 2 defensive innings and bat at least once
- Games are 7 innings or 1 hour and 45 minute "soft clock" (inning will be completed in full), whichever comes first
- 10 run rule after 5 innings
- **On-deck batters ARE allowed**
- Continuous batting order, free defensive substitution
- A minimum of 9 players are needed to start a game. Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 9 players, you must have at least 9 players at all times. Having only 8 players will result in a forfeit.



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I. Juniors (60/90; ages 13 - 14)

- Pitch count rules in effect
- Balks are in effect
- Runners may lead off
- Games are 7 innings or 1 hour and 45 minute "soft clock" (inning will be completed in full), whichever comes first
- 10 run rule after 5 innings
- **On-deck batters ARE allowed**
- Continuous batting order, free defensive substitution
- A minimum of 9 players are needed to start a game. Ten minute grace period from game time until a forfeit is called. A game is "on the clock" at scheduled game time. When a game is started with 9 players, you must have at least 9 players at all times. Having only 8 players will result in a forfeit.

IX. All-Stars

All-Stars are an opportunity for players to **participate** in additional games against other all-star teams in our district (and beyond) while representing Prosper Little League and the Town of Prosper. Players are selected based on their performance during the regular season. Selection to an All-Star team is **NOT** a recognition program for players who may merit selection but are not able to participate! Players who are selected are expected to fully commit to **participating** with their team in all practices and games / tournaments.

This commitment would be from June 6th through July 19th, at the minimum (some teams may advance beyond the Sectional tournament and continue playing after July 19th).

Players from the MKP, AAA, Major, Intermediate and JR divisions will be eligible for All-Star tournament play **ONLY if they participated in at least 75% of the regular season games.**

Little League has International All-Star District, Sectional and State tournaments for the following age groups based on league age (age as of 04/30):

- 9-10 (regardless of regular season division)
- 10-11 (regardless of regular season division)
- 11-12 (only those who played in Majors division) ***
- 11-13 (only those who played in the Intermediate division) ***
- 13-14 (only those who played in the Juniors division) ***

*** Can further advance to Regional and World Series tournaments

In addition, District 8 will again host the District 8 "Classic" tournament at the 7-8, 9-10 and 11-13 (Intermediate) levels for players who are not on International tournament teams.

For a complete explanation of the All-Star selection process, [CLICK HERE](#).

Future Stars Games

Prosper Little League will feature two Future Stars games, one for Beginning Coach Pitch players, and one for Advanced Coach Pitch players. Players for these teams will be selected by their head coaches.