

# DESTIN LITTLE LEAGUE

## 2024 SEASON

### BY-LAWS

Destin Little League hereby adopts the Florida District 1 Interleague Rules adopted for the 2024 season except as otherwise specified herein.

#### **League-Wide Rules**

1. Metal spikes shall not be allowed in any division of play at Destin Little League.
2. Slash bunting (the process whereby a player squares to bunt and then pulls the bat back to take a full swing) shall not be allowed in any division of play at Destin Little League.
3. The team designated as the “Home Team” shall provide a volunteer to keep the scorebook and operate the scoreboard.
4. For player pitch divisions, the team designated as the “Visitor Team” shall provide a volunteer to keep the official pitch count.

#### **Tee-Ball Rules**

1. Bases shall be 50 ft for the Tee Ball division.
2. The Batting team shall bat through half of the lineup at the time of batting, then switch. Outs will not count towards switch. Repeat between teams until time limit is up.
3. No score shall be kept in the Tee Ball division.
4. No outs will be kept in the Tee Ball division. Runners remain on base to learn base running
5. Game time shall be 1 hour and coaches should end game when timer ends regardless of who is batting.

#### **Coach Pitch**

1. The Machine Pitch Baseball rules adopted below shall be adopted with the following exceptions:
  - a. A coach shall pitch the ball overhand only from a distance not closer than 20 ft from the plate. The Coach can kneel or stand at this point.
  - b. The batter shall get four (4) pitches or three strikes. If the batter fouls off the 4<sup>th</sup> pitch then the batter shall receive another pitch. This process shall continue until the batter put the ball in play, swings and misses, or fails to swing at the pitch.
  - c. If a batted ball makes contact with the coach pitcher then it shall be considered a “no pitch”.
  - d. A play is considered dead once the infield has the ball in hand/glove and all runners must not advance further
  - e. Single only for infield hit, no advance for overthrown balls

- f. A Tee WILL NOT be used during play
- g. Five-run limit per inning or 3 outs. (whichever comes first) For tournament, five-run limit will be suspended for the 6<sup>th</sup> inning and any subsequent inning as needed
- h. No new inning may start after 1 hour

### **Machine Pitch Baseball**

- 1. The player-pitcher shall be required to wear a helmet with a facemask.
- 2. The batting team shall provide a volunteer to feed the baseballs into the machine. The volunteer feeding the machine cannot coach the players in any way.
- 3. No new inning may start after 1 hour 15 minutes.
- 4. A play is dead when a runner is controlled and umpire in charge calls time
- 5. Runner can advance 1 base on overthrown ball, per occurrence
- 6. Five-run limit per inning or 3 outs. (whichever comes first) For tournament, five-run limit will be suspended for the 6<sup>th</sup> inning and any subsequent inning as needed
- 7. All base runners will not be allowed to advance unless the ball is put into play by the batter
- 8. If an umpire is not available, the coach(es) from the other game on same night will act as umpire

### **Minors Player Pitch Baseball**

- 1. No new inning shall start after 1 hour 15 minutes.

### **50/70 Intermediate Baseball**

- 1. Teams shall bat their entire roster of players present at the game.
- 2. No new inning shall start after 1 hour 30 minutes.

### **Machine Pitch Softball**

- 1. The batting team shall provide a volunteer to feed the baseballs into the machine. The volunteer feeding the machine cannot coach the players in any way.
- 2. No new inning may start after 1 hour 15 minutes.
- 3. Five-run limit per inning or 3 outs. (whichever comes first) For tournament, five-run limit will be suspended for the 6<sup>th</sup> inning and any subsequent inning as needed
- 4. All base runners will not be allowed to advance unless the ball is put into play by the batter
- 5. If an umpire is not available, the coach(es) from the other game on same night will act as umpire

### **Minors Player Pitch Softball**

1. No new inning may start after 1 hour 15 minutes.
2. Five-run limit per inning or 3 outs. (whichever comes first) For tournament, five-run limit will be suspended for the 6<sup>th</sup> inning and any subsequent inning as needed
3. If an umpire is not available, the coach(es) from the other game on same night will act as umpire
4. For 2024 we will NOT start with no-walk rule. Board will re-evaluate after petitioned from 2 or more coaches

### **Majors Player Pitch Softball**

1. No new inning may start after 1 hour 15 minutes.
2. Five-run limit per inning or 3 outs. (whichever comes first) For tournament, five-run limit will be suspended for the 6<sup>th</sup> inning and any subsequent inning as needed
3. If an umpire is not available, the coach(es) from the other game on same night will act as umpire
4. For 2024 we will NOT start with no-walk rule. Board will re-evaluate after petitioned from 2 or more coaches