GAME TIME LIMITS

Weekday games – Drop dead time limit of 2 hours. This time will shorten (1hour 45 minutes or less) as daylight becomes limited.

Saturday games – Drop dead time limit of 2 hours.

The umpire will announce when the time limit has been reached. You will complete the at bat currently in and the game will be called at that point. The score will revert to the last complete inning unless the home team is ahead at the time of the game being called.

STANDARD LEAGUE RULES AND GUIDELINES

The Official Regulations and Playing Rules of Little League Baseball will govern all activities associated with Little League Baseball. The Manager/Coaches should download The Little League® Rulebook App prior to the season; paper rulebooks are no longer being printed. In addition, the following guidelines will also be enforced. The following rules and guidelines include all action associated with pregame, game, postgame, and practice activities. Any actions deemed contrary to sportsmanship and fair play will be subject to league disciplines as stated in these guidelines.

Managers are accountable for upholding all said rules and guidelines and will be subject to dismissal when unable to do so.

PLAYER RULES

A team may start a game with 8 players. If a team cannot field at least 8 players prior to or during a game, said team will forfeit the game and be responsible for the umpire fees. When playing with 8 players, the 9th position in the batting order is an automatic out. A team playing with 8 players may insert a 9th player into the line-up if a player becomes available. Later arriving players can be added to the bottom of the batting order. Any player leaving early must be coordinated with the umpire and opposing coach during the umpire meeting prior to the game (only school functions/other games or extraordinary circumstances are accepted). It is mandatory that the player leaves at the time set prior to the game and is removed from the batting order with no out taken in his batting spot. This rule can be reversed if there is any abuse seen during the year.

All players are required to wear a complete uniform in their intended manner, including team hats, shirts, pants, and stockings. A player may wear his school uniform if he/she is coming from a school game. However, it is encouraged that a player who comes from a school game wear their Senior team jerseys if possible. **Steel (metal) spikes are allowed.**

LINEUPS and INJURIES

Continuous batting order will be used. All players present at a game for a given team must be listed in the batting order. Free defensive substitutions are allowed. Changing a fielder in the field does not impact the batting order.

Players will hustle on and off the field. Players will remain on the player's bench when not in the game or warming up, to enter the game. Players will refrain from conversing with the umpires during the game.

CANCELLATIONS

All games will be played according to the schedules provided. Non-weather-related cancellations **must be made 24 hours in advance** and will be allowed only for extraordinary circumstances (proms, school functions, not to include sporting events). Teams that are unable to play a game and do not provide 24 hours prior notice will forfeit the game.

PITCHING RULES

For the fall season any given pitcher can pitch for up to nine (9) consecutive outs. After the nineth (9) consecutive out is achieved the pitcher must be removed from the mound. If a pitcher pitches less than nine (9) consecutive outs and is removed from the mound and another pitcher assumes the pitcher position, the pitcher that was removed cannot reenter as a pitcher.

Pitchers will receive an automatic warning if they hit three batters in a game. If said pitcher hits a fourth batter, that pitcher must be replaced on the mound. **Note:** If, in the umpire's opinion, the pitcher intentionally throws at a batter, that pitcher will be removed from the game. **There are no Balk warnings.**

If the pitcher desires to walk a batter intentionally they may announce the decision to the plate umpire prior to or during the at bat or legally deliver all pitches to the batter.

During warm-ups, catchers must wear masks. Any batting sleeves must be, Little League approved. Batting doughnuts sledgehammers, or any item deemed potentially dangerous by the umpire will be removed.

RUN LIMIT

Junior Division- There is a five (5) run limit per inning.

- If there were zero (0) outs at the time of the 5 run limit being achieved, the pitcher will be credited with three (3) additional outs.
- If there was one (1) out at the time the five (5) run limit was achieved, the pitcher will be credited with two (2) additional outs.
- If there were two (2) outs at the time the five (5) run limit was achieved, the pitcher will be credited with one (1) additional out.

Senior Division- There is no run limit per inning.

MERCY

A twelve (12) run mercy rule will be in effect. If at any time after 4 ½ innings the home team has a lead of twelve (12) runs or more the game will be over. NOTE: if the visiting team has a lead of twelve (12) runs or more the home team must bat in the bottom half of the inning, unless the game time limit has been reached.

TIME OUTS

One defensive time out is permitted per game and not to exceed 45 seconds. This time out may be used to confer with any number of infielders and does not count as a trip to the mound providing the home plate umpire is notified of the purpose at the point when time out is requested.

One offensive time out is permitted per inning. Managers and coaches are encouraged to have base runners call their own time outs after sliding safely into a base.

BORROWED PLAYERS

Borrowed players: When a team cannot field a full team, managers are responsible for borrowing players so as to have 9 players available prior to the start of the game. All borrowed players will wear their own team uniform for the game in which they are being borrowed for. All players will play a minimum of 3 full defensive innings for any team using borrowed players. Managers may borrow a player from other teams within their division that are not playing at that time. **Borrowed players are not permitted to pitch or catch and will play as follows:**

First borrowed player plays in the outfield and bats last on the order. Second borrowed player plays in the outfield and bats second last in the order. Third borrowed player plays in the outfield and bats third last in the order.

STANDINGS

Final regular season standings will be determined by:

- Number of wins
- Head-to-head
- Win percentage
- Runs allowed head-to-head
- Coin toss

EJECTIONS and VIOLATIONS

In the event of a player, manager, coach or fan ejection, it is the home plate umpires responsibility to file a written report to the League Division VP and Chief Umpire. The VP is responsible for distributing the report to the Board of directors. When said event involves inter-league play, it is the VP's responsibility to communicate all violations to their respective boards of the leagues participating in said play, including a copy of the written report. These actions will be initiated within 24 hours of said violations.

When rules violations occur during inter-league play, such violations will be referred to the respective division review board. When violations occur between two teams of the same league (intra-league), the review board will be comprised of the President, The Chief of Umpires and one other board member not directly associated with the division. When a violation occurs between two teams not within the same league, the review board will be comprised of the Chief of Umpires of the leagues involved as well as the Presidents of the leagues not participating in said game. Rules violations will include the following:

If a player is ejected from the game, they are required to leave the complex. If a parent is not present to drive and the player does not have a driver's license/vehicle available, the manager and a coach (or

volunteer parent) are required to drive the player home. The team shall remain at the facility until the manager and coach/volunteer- parent return.

The first occurrence of a player, manager, or coach being ejected from a game will result in a meeting with the review board with a written warning. The first occurrence of a player, manager, or coach being ejected from a game will also result in an automatic one game suspension to be served on the next game played.

The second occurrence of the above situation will result in an automatic three game suspension and will be served the next three games played. The violating party will also meet with their internal review board to determine if further action should be taken, and before participating in any other League activities. Additional action could include dismissal from the league.

Any combination of four offenses against the same team will be the responsibility of the team manager and said manager is subject to the subsequent penalties listed in the first three cases above. Managers that are having a problem with players, coaches or spectators are responsible for obtaining help from their respective league when they do not feel they can personally address the problem. Anyone dismissed from the League will be referred to the League's Board of Directors before participating in League activity in subsequent years.

Any rules not covered in these local rules will be governed by the official Little League rule book only.