

Avon Little League Majors Baseball Rules

This league shall be primarily governed by the “Official Rules of Little League Baseball,” as published by Williamsport, PA. The following exceptions and modifications to the existing rules have been generated and Board approved in the interest of safety, fair play, and more even competition.

All games and practices shall take place on Avon Little League sanctioned fields (Little League Park and Veterans Park). At no time shall a coach/parent helper move a practice to any location other than those mentioned above. Any coach/parent helper found in violation of this rule is subject to disciplinary action set forth in section IV.C, below.

I. Pre-Game and Post Game Rules

A. Home Team Duties and Responsibilities

1. Occupies 1st base dugout.
2. Use the field for practice from 35 to 20 minutes before the start of the game.
3. Supply a new game ball and good back up ball.
4. Responsible for retrieving and returning the remote for the scoreboard. When back to back games are played on a field, the manager will hand off the remote to the next home team manager to utilize and return to the shed.
5. Responsible for cleaning trash from their respective dugout

B. Visiting Team Duties and Responsibilities

1. Occupy the 3rd base dugout.
2. Use the field for practice from 20 to 5 minutes prior to the start of the game.
3. Supply a new game ball and a good backup ball.
4. Responsible for cleaning trash from their respective dugout.

C. Dual Pre-Game Responsibilities

1. Visitors will be listed first and home team second on the game schedule unless otherwise noted.
2. Any available practice time prior to 35 minutes shall be shared equally.
3. When a prior game or event on the field reduces combined practice time to less than 30 minutes, available time will be shared equally.
4. All players and equipment not directly involved in the game must remain on the bench.
5. Batting practice is NOT permitted on the field within 1 hour before the start of any game on a lined field.
6. Soft toss into the fence is NOT permitted at any time.
7. Soft toss into hitting nets is permitted but can only take place in the outfield.
8. Pre-game hitting in the batting cages located between fields Nos. 4 & 5 at Vets Park should be shared equally between all teams.
9. Batting orders must be exchanged prior to every game.

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II. General Rules and Avon Little League Rules:

A. Equipment

1. 9” baseball will be used.
2. Batters must wear a helmet.
3. All players must be in full uniform.
4. No player is allowed to wear necklaces, bracelets, or earrings.
5. No white or grey arm sleeves will be visible while pitching.
6. No sunglasses permitted on a players face or hat while pitching, with the exception of prescription transitional lenses.
7. Bats must feature the USA Baseball logo & the barrel of the bat cannot exceed 2 5/8”.

B. Game Play

1. Managers will NOT be allowed to cancel any games.
 - a. Any cancellations due to inclement weather will be decided by the League President or “his/her designee”, in consultation with the Avon Parks and Rec Dept.
 - b. If a conflict exists with a school function affecting several members of the team, the manager must contact the GM, not less than 7 days before the assigned game, to request a change of schedule.
 - c. All make-up games must be rescheduled with the GM, Umpire-in-Chief, and Scheduler.
2. Managers short on players must request a call-up from the GM 48 hours in advance of game time.
 - a. Managers CANNOT directly call up specific players.
 - b. Players who are called up CANNOT pitch but must abide by all other league rules, including those regarding playing time.
3. Time limit will be 1 hour and 45 minutes from the start of the game. This is the actual start time, not game time. *
 - a. Umpire will provide start time to both coaches when game commences.
 - b. Once the time limit has been reached, the current inning should be finished.
4. The maximum number of innings played will be 6 innings. If there is a tie after 6 innings, and the time limit has not been reached, extra innings will be played until there is a winner or until the time limit has been reached.*
5. Each inning will have a 10-run limit. An inning is over after 3 outs or 10 runs are scored.
6. The mercy rule is in effect. If a team is up by 10 runs after 4 innings or 3 ½ innings for the home team, the game will be over.
7. Score will be kept.

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8. SPORTSMANSHIP: Little League is meant to be a developmental league. In the interest of fair play and sportsmanship, the following minimum rules regarding sportsmanship have been added:
 - a. No banging of inanimate objects including, but not limited to, the fence, backstop poles, dugout bench, trash cans, etc.
 - b. No yelling during the pitcher's windup. Players may cheer for their team, of course, but they cannot attempt to distract the pitcher once he/she enters their windup.
9. After every game the manager must record the score of the game, the pitchers' names, ages and numbers of pitches thrown, and # of umpires. (NOTE: Run differential is capped at 12 runs per game regardless of the final score of the game. This rule is designed so teams do not run up the score.)
 - a. These results should be reported on the Pitch Tracking tool by noon of the following day.
 - b. Non-compliance with pitch tracking may result in the discipline of the manager.
10. The number of pitches thrown per player will be tracked by each team and compared with the other team's scorekeeper after every inning.

C. Offensive Game Rules

1. The offensive team is allowed 2 coaches on the field – a 1st base coach and a 3rd base coach.
2. All players present will bat in a continuous batting order.
 - a. If a player shows up late, he will assume the last position in the original batting order.
 - b. If a player is injured or leaves a game early other than for an ejection, his spot in the order is bypassed and no out is recorded.
3. THERE IS NO ONDECK BATTER IN LITTLE LEAGUE. ALL PLAYERS MUST REMAIN IN THE DUGOUT UNTIL THEIR AT BAT. NO BATTER MAY WARM UP ON THE FIELD OR OUTSIDE THE FIELD OF PLAY AND TAKE WARM UP SWINGS.
4. Steals of 2nd and 3rd base ARE permitted.
5. Steals of home ARE permitted.
6. Extra bases ARE permitted on errors occurring during steal attempts.
7. Extra bases ARE permitted on fielding errors.
8. Leading off is NOT permitted until after the ball crosses the plate.
9. On a walk continuous movement to 2nd base IS permitted.
10. Batters ARE permitted to run on a dropped 3rd strike.
11. The Little League International Slide or Attempt to Get Around rule is in effect.
 - a. Base runners must avoid malicious contact at all bases and home plate (e.g., no shoulder first slides or barreling into a catcher at home plate).
 - b. Players are NOT permitted to slide headfirst while advancing to a base, this includes home plate.
 - c. If a base runner slides headfirst, the base runner shall immediately be called out.

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- d. A base runner is permitted to make a hand-first dive when retreating back to a base. This rule is in place to protect the runner and not be used as an opportunity to argue an out.
12. A “Courtesy Runner” shall be used when there are (2) outs and the catcher is on base. The player who made the last out will take the catcher’s place on base so that the catcher can get his equipment on.

D. Defensive Game Rules

1. The defensive team is NOT allowed to have coaches on the field.
2. Teams will have a maximum of 9 defensive players on the field.
 - a. This includes 3 outfielders and 6 infielders.
 - b. All fielders must assume normal defensive positions.
 - c. Outfielders must play at least 10 feet behind the edge of the infield grass.
 - d. Defensive shifts are NOT permitted.
3. Defensive players will NOT be moved during an inning except for a pitching change or for an injury or other emergency.
4. Players are NOT limited in the number of innings they are allowed to play in each position. Managers are highly encouraged to rotate players among the infield and outfield positions. Managers will be required to justify not playing every player in the infield to the GM. *
5. No player will sit out more than 2 defensive innings each game.
 - a. These innings must not be consecutive.
 - b. All players must sit out 1 inning before any player sits out a 2nd inning. The only exception is for the starting pitcher until removed from the game as pitcher.
6. The infield fly rule is NOT in effect.
7. Players will pitch to the batters from 46 feet.
8. The starting pitcher and any new pitcher is allowed 5 warm-up pitches in his 1st inning and 3 warm-up pitches in the following innings.
9. Managers must track pitch counts and be certain that no pitcher exceeds pitch limits.
10. A pitcher who pitches 41 or more pitches in a game, CANNOT play the position of catcher for the remainder of that day.
11. Any player who has played the position of catcher in 4 or more innings in a game, is NOT eligible to pitch on that calendar day.*

E. Pitching

1. Please read and understand the pitching rules adopted by Little League International.
2. Avon Little League adheres to the strict discipline of the pitching and catching rules in regard to the number of pitches thrown per player during a game and mandatory rest days.
3. Avon Little League local pitching rules do not remove any official Little League rules regarding pitching.
4. All teams will track pitchers throughout the season.

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5. The pitching rules will not change for the league tournaments. *
6. The max number of daily pitches and required days of rest are listed in the chart below.
7. Pitchers are allowed to pitch an entire game as long as they remain under the maximum allowable pitches.*
8. After any two (2) consecutive 12-year-old pitching appearances, an 11-year-old must pitch at least one of the following in one inning. You may also use a combination of 11-year-old pitchers to complete one inning. *
 - a. Throw a minimum of 50 pitches.
 - b. Get 3 outs.
 - c. Hit the 10-run maximum per inning.
9. Per Little League International rules – a pitcher once removed from the game cannot return to pitch for the remainder of that game even if they have not hit their maximum number of pitches thrown for the day.
10. If a pitcher reaches his pitching limit while pitching to a batter, the pitcher may continue to pitch to that batter until the batter reaches base, is put out, or the 3rd out is made to end the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, if the pitcher is removed, or the game is completed before delivering a pitch to another batter.
11. A calendar day of rest does not include the day that a player pitched in a game. Calendar days of rest begin the next calendar day after the game when the player pitched. For example, a league-age 10 pitcher delivers 70 pitches in a game on Tuesday. The next game for their team is scheduled for Saturday. The pitcher is not eligible to pitch in the game on Saturday because he/she has not observed the required calendar days of rest. The pitcher would not be eligible to pitch again until Sunday which would allow them to observe the required calendar days of rest. (Day 1 – Wed, Day 2 – Thurs, Day 3 – Friday, Day 4 – Saturday, Day 5 eligible to pitch – Sunday)

Age	Daily Max of Pitches	Required Calendar Days of Rest (Pitches)				
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8yrs	50	1-20	21-35	36-50	n/a	n/a
9-10yrs	75	1-20	21-35	36-50	51-65	66+
11-12yrs	85	1-20	21-35	36-50	51-65	66+

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III. Umpires (Remember they are kids!)

A. Avon Little League Youth Umpires

1. Youth umpires have limited training and education on the rules, and it is expected that the umpires will make mistakes during the game.
2. No manager or coach shall raise his or her voice nor argue or dispute or attempt to change the call of an umpire regardless of any perceived mistake.
3. If a manager disputes or attempts to change the call of an umpire he or she may be subject to disciplinary action.
4. Only managers are permitted to speak with umpires regarding rules or calls that have been made.
5. A manager may ask the umpire to repeat the call if it was not heard, but in no way may make any remarks or suggestions that may be deemed to influence or suggest that the umpire change the call.
6. No manager, coach, player, OR spectator shall make disparaging remarks about or towards any umpire.
7. Managers and coaches are also responsible for the conduct of parents, family members, and fans when it comes to our youth umpires.

IV. Rules Violations or Disciplinary Issues

- A.** All league officials can recommend disciplinary action to the President for all on and off-field violations by players, managers, coaches, parents, etc., while on Little League property at any time.
- B.** At the recommendation of the GM and at the discretion of the President or his/her designee, a player, manager, or coach may be disciplined or suspended for rules violations or conduct detrimental to Little League baseball.
- C.** The following disciplinary measures have been established by Avon Little League Board of Directors.
 1. First incident – Positive Coaching Alliance (PCA) self-assessment and completion of PCA online course.
 2. Second incident – One game suspension and a second PCA online course.
 3. Third incident – Removal as manager for the remainder of season and possible permanent removal from coaching.
- D.** In addition to the rules listed above related to players and coaches conduct the following shall apply.
 1. Any member of the Board of Directors not involved in the game being played is authorized to warn and/or order the ejection of any person (player/coach/fan) violating the good order and esteem of Little League Baseball. There shall be just cause to order the ejection of a person.

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2. Any board member managing the game should only take action upon witnessing an egregious act that could/would escalate to something more serious than questioning an umpire decision.
3. Law Enforcement may be called in times where a person(s) refuse to leave the field of play or any the Little League Field when ordered to do so.

V. Lightning

- A. If a lightning strike occurs 30 minutes prior to the start of a game or during a game, ALL games being played at the park where the lightning occurs shall be immediately cancelled and rescheduled as set forth under the General rules and Avon Little League rules section.
- B. The official Little League rule pertaining to a 30-minute wait between lighting strikes is suspended in this instance and not adhered to by Avon Little League.

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Addendum

There are exceptions to and changes to rules that govern both the end of season tournaments and Avon Little League Fall Ball. Below are the exceptions and changes to the Majors Baseball rules.

I. Tournament Rules – Spring and Fall

- A. Points WILL determine the tournament seed.
 - 1. The first tiebreaker for tournament seeding is points.
 - 2. The second tiebreaker for tournament seeding is runs allowed.
 - 3. The third tiebreaker is run differential.
- B. Pitching rotation by age is reset for the tournament. However the pitch count and calendar remain in effect for pitchers who fall under the appropriate days rest from previous game(s).
- C. Games will be deemed completed when there is team ahead after 6 complete innings or the mercy takes effect.
- D. Tournament games will have a 2 hour time limit.
 - 1. Official start time of game play will be kept by the home plate umpire.
 - 2. When the tournament game is tied after 2 hours
 - a. The next inning will start with a runner on second base.
 - b. The runner at second base will be the last batter or out from the previous inning.
Game play will determine if the last out is the batter or runner on a base.
- E. Tournament Championship Game will have NO time limit
 - 1. Official start time of game play will be kept by the board member keeping the official score.
 - 2. When the tournament game is tied after 2.5 hours
 - a. The next inning will start with a runner on second base.
 - b. The runner at second base will be the last batter or out from the previous inning.
Game play will determine if the last out is the batter or runner on a base.

II. Fall Ball Rule Changes

- A. Points WILL determine tournament seed.
- B. No player shall play the same defensive position more than 3 innings. Barring a substantive safety concern, each player must play at least 2 innings in an infield position (P, C, 1B, 2B, SS, 3B) by the end of the 5th inning.
- C. Pitchers are NOT allowed to pitch an entire game.
- D. After any two (2) consecutive 11 or 12-yr-old pitching appearances, a 10-yr-old must pitch and complete one of the following items to pitch one complete inning. You may also use a combination of 10 year old pitchers to complete an inning.
 - 1. Throw a minimum of 50 pitches.
 - 2. Get 3 outs.
 - 3. Hit the 10 run maximum per inning.

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- E. Notwithstanding the Daily Max Pitches and Required Calendar Days of Rest restrictions, no 11 or 12 year old player may pitch in consecutive games, and no player may pitch more than 3 innings in any game. For example, if a pitcher reaches his Daily Max of Pitches before completing his/her maximum 3 innings, he/she is not permitted to continue pitching.