

# 2024 Chandler American Little League

## Minors Division Rules

### Pre Game Set-up

- The home team is responsible for providing the umpire with two brand new baseballs issued by CALL.
- The home team is responsible for setting up the field, including bases, chalk, and raking the infield.
- The visiting team is responsible for breaking down the field and putting the equipment away in the equipment shed. This includes locking the shed. When in doubt lock the shed.
- Only little league approved breakaway bases provided by the league will be used for games.
- Home team will occupy third base dugout and the visiting team will occupy the first base dugout.
- Both coaches are required to inspect the entire infield prior to the game for rocks or holes that could create potential for injury.
- Each coach is to make sure they bring their team binder complete with medical forms for each player to every game. Basic first aid supplies are in the front shed on the back shelves.
- Each manager must declare which pitchers are ineligible to pitch before the game.
- Coaches are responsible for making sure all safety equipment being used by their players including all catchers gear and batting helmets are in good working condition.
- **Coaches are responsible for making sure all of their players are only using Little League approved bats.**

### Game Times

- Teams are asked to arrive at least 15 minutes prior to start of game so they can be ready to start game on time.
- Both teams should be ready to play at start time posted on schedule. Any players that arrive late should just be added to bottom of batting order as they arrive.
- The home team will provide an official scorekeeper and both managers are responsible for providing the official scorer with a copy of their teams lineup at least 15 minutes before the scheduled start of the game. GameChanger will be used to log the official score and pitch counts.
- Games will last 6 innings unless time limit is reached. If the score is tied at this point, the game will be called a tie.
- No new inning will begin after 1 hour 45 minutes.

- If a player leaves a game before its completion for any reason other than an injury an out will be awarded every time that player's spot in the batting order comes up for the remainder of the game.

### **In Game Play**

- All players will bat in a continuous batting order throughout the game regardless of whether or not they play defense in an inning.
- All players must play at least 6 consecutive defensive outs. Managers are strongly encouraged to give every player an opportunity to play an infield position.
- The half inning will end when 3 outs have been recorded. The 5+ run rule will be in effect for the entire game. If the team that is leading scores 5 runs, the inning is over. The losing team at the time of their at bat can tie the game and go ahead by 5 runs.
- The mercy rule will be enforced. The game will be called if a team is up by 15 runs or more after 3 innings, 10 runs or more after 4 innings, or 8 or more runs after 5 innings.
- No leading off. A player may not leave the base until the ball has crossed home plate.
- Stealing is permitted on all live balls (including walks) except for stealing home which is prohibited prior to Easter weekend. Coaches will be notified when it is allowed. During the time when there is no stealing home the only way runs can be scored is with a bases loaded walk or a ball being put in play by the batter. The runner at 3<sup>rd</sup> is considered a live runner and he can still be thrown out if he comes off the base in a stealing situation.
- There will be no arguing the call once it is made. A manager may call timeout, ask for a play to be explained by the umpire and ask if he wants help with the call if the manager believes the other umpire had a better view of the play. If the umpire says he does not need help with the call that is the end of it. The manager will return to his dugout and play will resume.
- Umpires are permitted to remove a manager, coach, player, or fan from a game for poor conduct. If an umpire removes a manager, coach, or player they will also be subject to a suspension per Little League rules.
- No on deck hitters will be allowed per Little League International Rules.
- No more than three adults per team are permitted on the field during a game.
- If using a player as a base coach in lieu of an adult, the player must wear a batting helmet while on the field.

- All batters and base runners are required to wear a batting helmet while on the field.
- All players in catcher position will wear league provided catching gear including the dangling style throat guard. A protective cup is required for all players playing the catcher position.
- It is required that an adult is in the dugout at all times when players are in dugout.

### **Pitching Rules**

- All pitching rules must be followed to the letter. Any violation of any pitching rules will result in a one game suspension for the manager who committed the violation.
- No player may pitch on any calendar day in which they have played catcher for four or more innings. Any inning where the player catches at least one pitch counts toward the four inning limit.
- No player who delivers 41 or more pitches may move to the catcher's position for the remainder of the day.
- Pitch count limits per calendar day are listed in the official 2022 Little League Rule Book. These pitch count rules will be strictly enforced.
- The official pitch count for the game will be kept by the home team.
- Any pitcher who hits 3 batters in a game will be removed from the pitcher position for the remainder of the game.

### **After The Game**

- Immediately following the game both teams should line up at home plate and shake hands.
- Coaches must make sure players gather all of their equipment and exit the dugout as quickly as possible so the next team taking the field can get in to prepare for their game.
- A coach should be last person out of dugout to make sure no equipment is left behind and all trash is thrown away.
- The visiting team should make sure all field equipment is picked up and stored in the proper place.
- When in doubt lock the shed. All people who need access will have the combination.
- Both managers need to confirm the pitch counts and final score immediately following the game.

**Please note: No part of these local rules or ground rules can conflict with or supersede any Little League rule, regulation or policy.**