



# Supplemental Rules

## Minors 9U

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of regular season tournament. The League Player Agent (LPA), or their board-assigned proxy, has final authority regarding any disputed rule. Lines highlighted in yellow denote supplemental rule changes for the season.

### Length of Games

1. Games shall last 6 innings or 1 hour 45 minutes, whichever comes first. An inning officially starts at the completion of the previous inning. **No Inning will start within the last 5 minutes of official game time.** Any inning started prior to the 1 hour 45 minute time limit shall be completed. Completion of that inning shall be defined as (a) the Visiting Team having the lead after 3 outs are made on the Home Team in the bottom half of the inning, or (b) the Home Team having the lead at any point during the bottom half of the inning.
2. No inning shall start after 10pm

### General Rule Enforcements

3. Infield Fly Rule is **NOT** in effect.
4. Drop 3<sup>rd</sup> Strike is in **NOT** effect. – **Rule 6.05(b)(2)**
5. Lead Offs and Balks are **NOT** in effect.
6. Stealing is in effect once the pitch reaches the batter. – **Rule 7.13**
7. One Foot in Box Rule is **NOT** in effect. – **Rule 6.02(c)**
8. On Deck batters are **NOT** permitted.
9. Only 1 timeout per inning is permitted for an offensive team. – **Rule 5.10(d)**
10. Managers or coaches are permitted to warm up a pitcher. – **Rule 3.09**
11. Courtesy running for the catcher and/or pitcher of record are permitted with 2-outs. The courtesy runner shall be the last out made in the inning. – **Rule 3.04**
12. Bunting is permitted, but fake bunts/slap swings are **NOT** permitted for safety reasons. A batter that squares to bunt and then swings away, will be called “out” immediately.

### Run Rules and Limits

13. A 5-run limit shall be in place until the beginning of the 6<sup>th</sup> inning. No run limit shall exist for the 6<sup>th</sup> inning.
14. The 15-run rule after the 3<sup>rd</sup> inning, 10-run rule after the 4<sup>th</sup> inning, and 8-run rule after the 5<sup>th</sup> inning shall be in effect. – **Rule 4.10(e)**

### Scoreboard & Scorebook

15. Home Team will supply a volunteer to keep the scorebook
16. Visiting Team will supply a volunteer to maintain the scoreboard
17. Both volunteers must sit in the field’s press box during the game

### Lineups and Rosters

18. Teams shall play 9 defensive players
19. A team may start a game with as few as 8 players. In the event a team plays with 8 players, they must take an automatic out each time the unoccupied 9<sup>th</sup> spot in the line-up is due up at bat.



20. Teams shall bat in a continuous lineup rather than an active lineup.
21. Players that arrive late for a game may be added to the lineup in the next available spot in the batting order – **Rule 4.01 Note 2**
22. When a player is injured, becomes ill, or must leave the game site after the game has started may be skipped over without penalty assuming that the team still has 9 other players in the continuous lineup. – **Rule 4.04 Note 2**

## Suspended and Regulation Games

23. Any game suspended due to curfew, weather conditions, or field conditions, shall be rescheduled and resumed at the exact point at which it was suspended, unless the game has reached Regulation status.
24. To be considered Regulation, a game must complete any **one** of the following:
  - a. 4 innings, or 3-1/2 innings if the home team is ahead
  - b. Current inning once the 1 hour 45 minute time limit is reached
  - c. Shortened by a run rule (see Run Rules and Limits)

## Metal Cleats

25. Metal spikes or cleats are **NOT** permitted in this division.

## Pitching Rules

26. Pitching limits and days of rest shall not be broken for any reason including any rule governing double-headers and suspended games. – **Regulation VI and Rule 8**

## Mandatory Play

27. Each player present at the start of the game shall have one (1) offensive at bat and play six (6) defensive outs. Failure of a player to meet their mandatory play will result in that player starting the next scheduled game, playing any requirements not completed in the previous game as well as their full mandatory requirements for the next game before being removed from the next game. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. – **Regulation IV(i)**
28. The penalty for the manager may be waived for a shortened game, but the next game requirement for the player that did not reach their mandatory will still be enforced. – **Regulation IV(i)**

## Pick-Up Players

29. A team may request the use of up to 2 players from a team not participating in the game in order to reach up to (9) players.
30. The player(s) must come from a registered player in the same division
31. The player(s) must be requested through the LPA. Requests should be made no later than 3pm on the day of the game in which the team will be short.
32. The player(s) must bat at the end of the batting lineup and play the outfield the entire game.
33. The use of pick-up players is suspended for any end of regular season tournament play.