

GLL Rule Highlights and Local Rules

Juniors and Seniors Division

Official Little League Regulations and Playing Rules apply except where there is a conflict or modification caused by the rules in this handout. In cases of conflict with the Official Little League Rulebook, these “local rules” apply.

Team Formation

Teams are formed for Juniors from players primarily league age 13 and 14 but exceptions can be made for 15 year-old players provided they do not present a safety risk. Additionally, League Age 12 players may join, following the Majors season.

Juniors is designed to be competitive but instructional at the same time. A wide-range of playing ability and experience has become the standard for GLL Juniors. Managers should make an effort to get the maximum play time for all players. There are no inning requirements on defense but no kid should sit two consecutive innings and a continuous batting order will be utilized. In the post-season a standard 9-man lineup will be used with minimum 1 at bat per player.

Tournament Team

Greenville Little League regularly participates in the Little League International Tournament. Teams are formed from our Junior and Senior Divisions to participate in the Little League International Tournament. A maximum of 1 team per League may participate. Tournament Teams (“All-stars”) are formed through the following process:

- 1) Applications for Tournament Team Managers are solicited by the Junior and/or Senior Division Player Agent
- 2) Tournament Team Manager(s) are appointed by the League President and approved by majority vote of the Board of Directors.
- 3) The appointed Manager(s) select the roster of players for his/her team from the eligible players in the appropriate division(s).

Game Play

**Game Play rules should be considered guidelines for Fall play. Fall is instructional, and Managers should make an effort to get the maximum play time for all players.*

1. **Number of Players Required to Play:** A team must have a minimum of 8 players to start a game. The other team is encouraged to supply an extra outfielder. The team with 8 players can bat an 8-man lineup.

2. **Call-over / Call Up Players:** Coaches have the option to “call over players” (from another Juniors team only - **no unregistered players will be allowed**). Coaches can work together on call-overs. If your team plays a 6pm game, work to identify a player that has an 8pm game. Call-overs must be a player that was drafted within 2 rounds of the round the absent player was picked. Once the call-over player is identified, the coach must contact that player to determine his availability to play in the game. **The only restriction for call-over players is they cannot pitch.**

3. **Time Limit:** Juniors games have a time limit of 1:45 or 6 innings. If an inning is started it will be completed. If a game is tied after the 1:45 mark, one extra inning will be played provided that it starts before the 1:55 mark. If still tied after completing that inning, the game will end in a tie. Example - game is tied 5-5 in the 5th inning at the 1:48 mark, one additional inning will be played. If the game is still tied after that inning, it will be a tie

5. **Run Limit:** There is no run limit per inning.

6. **Mercy Rule:** The game is called when a team is ahead by 15 or more runs after the end of the 3rd inning or 10 runs after 4 innings or any subsequent inning.

7. **Pitching & Catching Limits:** A pitcher may throw a maximum of 85 pitches per day, but the pitcher will be allowed to finish the batter in an inning. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. If he delivers the 40th pitch to a batter, he is allowed to finish the batter and still be eligible to catch. A player who plays the position of catcher for more than 3 innings cannot move to the position of pitcher. (If a catcher catches 1 pitch in the 4th inning, he cannot pitch.) A catcher who pitches in the same game and throws more than 20 pitches may not return to the position of catcher.

8. **Rest Rules for Pitchers:** Pitchers must adhere to the following rest requirements.

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception: *If a pitcher reaches a day(s) rest threshold while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs:*

- *That batter reaches base*
- *That batter is retired*
- *The 3rd out is made to complete the ½ inning*

The pitcher will only be required to observe the calendar day(s) rest for the threshold he reached during the at-bat, provided the pitcher is removed before delivering a pitch to another batter.

9. Balks and Illegal Pitches: If a balk is committed, the ball is dead and all runners advance one base, unless the batter reaches first base as a result of a hit, error, base on balls, hit batter *and* all other runners advanced at least one base. Otherwise, it is no pitch to the batter, and runners are awarded one base.

If the balk is a pitch delivered to the batter, it will not be called either ball nor strike unless it is ball 4, forcing the batter to first *and* all other runners are forced to the next base. It does count as a pitch for the pitcher's count regardless of the outcome.

If the balk occurs while attempting a play on a runner, it does not count towards the pitch total.

10. Bats: Must be BBCOR or USA Baseball approved with a maximum barrel diameter of 2 5/8". Players league age 12U can use drop 5 ounces (exp. 31 inches / 26 ounces) but everyone else must use drop 3 (exp. 33 inches / 30 ounces).

11. Year-End Tournament: Following the regular season conclusion teams will be seeded based on their season ending win percentage including wins, losses and ties. If two teams tie in the final standings the tiebreakers will be as follows: head to head record, defensive runs allowed, coin flip. The post season tournament this season will match up 1 vs. 8, 2 vs. 7, 3 vs. 6 and 4 vs. 5 on Monday, June 27th. Winners will play in the semifinals on June 30th with a Championship game played immediately thereafter.

General Information for Coaches:

Quick Play: Teams will be allowed 2-3 minutes or 7 warm-up pitches between each half inning. Please have your players quickly enter and leave the field between each half inning. Assign someone to assist getting your catcher ready before you take the field, and use a courtesy runner for your catcher when there are 2 outs. Have your substitutions ready to go before the end of the inning. Keep your team meetings during/between innings to a minimum.

Postgame Meetings: Please help us keep games on schedule by immediately gathering all your trash and clearing out of the dugouts at the conclusion of your game. Move outside

of the fenced area to hold postgame team meetings (unless your game is the last one of the night/day).

Soft Toss: Absolutely no hitting baseballs (i.e. soft toss) into any of the fences at our ballparks. Please use the batting cages and nets.

Safety Notes: Adults are not allowed to throw with players. This is a strict Little League rule. On-deck batters are not allowed. Casts may not be worn on the field by players, coaches, or umpires. Anyone wearing a cast must remain in the dugout during the game. Players are not allowed to sit at the open entrance of the dugouts. Please do not allow your players to wander into the bullpen area.

Alcohol and Tobacco Policy: Little League, the City of Greenville, and the Greenville County Recreation Department prohibit all alcohol and tobacco products at our ballparks. This includes fields, dugouts, stands, parking lots, and other areas within the confines of the park.