

GLL Rule Highlights and Local Rules

Minors 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

Spring Season

All players in the Minors Division are required to attend Evaluations prior to being drafted to a regular season team. Team Managers will attend Evaluations for the division which they have been assigned, prepared to evaluate the talent level of the players.

Teams will be formed through a player draft, which will be overseen by the Minors Division Player Agent (“League Director”), the League President, and League Secretary. Greenville Little League uses **Draft Plan B, alternate method**, as outlined in the Little League Rulebook. Player trades are allowed but must be completed and approved prior to the end of the draft session. Player trades must unanimously approved by the coaches.

Fall Season

Teams are formed by Manager selection or League allocation. Player evaluations nor a draft are used to form teams.

Tournament Team

Greenville Little League regularly participates in the (8-, 9-, 10-year old) District, State, and Tournament of State Champions Tournaments. The District and State tournaments are considered part of the Little League International Tournament and are governed by those rules. The Tournament of State Champions are considered to be Special Games, not part of the International Tournament. A maximum of 2 teams per League may participate. Tournament Teams (“All-stars”) are formed through the following process:

- 1) Applications for Tournament Team Managers are solicited by the Minor 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 Minors Division.

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. Fall rules may be modified and supplemented by the League Director.*

1. **Number of Players Required to Play:** A game will start with only 9 players, but no less. If additional players arrive late (after the first pitch is thrown), they will be put into the game at the bottom of the batting order.

If a team has less than 9 players to start a game, the league will officially call it a forfeit. If both coaches agree, the coaches may re-schedule the forfeited game by coordinating the time and place with the league's master scheduler and chief umpire. Coaches must notify the league in advance for it to be considered an official game.

If a team starts a game with 9 players and is reduced in numbers, due to injury or illness, the game will be finished with 8 players. If the roster drops below 8, the game will be suspended and resumed by the league at a later date.

2. **Call-up Players:** Coaches have the option to "call up players" (from a CP team) to make a roster of 9 players, but they cannot call up a player to obtain a roster of 10 or more. The roster, with call-ups, must be submitted before the game begins and approved. In the event that a 9th regularly rostered player arrives at the game site after a call-up player has been retained, and less than 30 minutes before the start of their game, the call-up player may still participate as the 10th player.

Call-up restrictions:

- Coaches shall not make call up arrangements without notifying the League Director.
- Each Minors team may call up any individual CP player just once. The CP player may be called up numerous times, but only once per Minors team.
 - In other words, "The Braves Minors" team must call up a different CP Player each time one is required.
- Call-up players may not pitch.
- Call-up players must play outfield.
 - Exception: If there is a safety concern (or reasonable other concern), both head coaches must agree before the game and announce to the umpire that a call up player must play infield in lieu of a rostered player.
- Call-up players must be placed last in the batting order at the start of the game.
- Call-up players must be 2nd or 3rd year CP players only (no first year CP players)
- Call-up players must meet their minimum play requirement even if the team's additional players arrive late. If the late arriving player is present after the call-up player has met his minimum play requirement, then the call up player may (but doesn't have to) leave the ballpark. Call-up players may elect to stay in the dugout, but he may not be re-inserted into the line-up for any remaining portion of the game unless illness or injury occurs. Late arriving players do not have to meet mandatory minimum play requirements.

3. **Time Limit:** During the regular season, no new inning will start (defined as when the final out of the previous inning is recorded) after 1 hour and 30 minutes of play. Coaches and umpires should agree/confirm official start time prior to first pitch.

4. **Extra Innings & Games Tied at End of Time Limit:** One additional “tiebreaker” inning will be played in any game that is tied at the end of an inning finishing after the time limit has expired.

- Extra innings will follow the format listed below.
 - The inning will begin with 0 outs.
 - The inning will begin with a runner on second base. The runner will be the last batted out in the lineup.
 - The ½ inning will be capped at a 10-run maximum.
- If the game is still tied after one extra inning outside of the time limit, the game will be declared a tie.
 - Exception for Playoffs: Extra innings will continue until a winner is determined.

5. **Run Limit:** There will be a 5-run limit per team per ½ inning, except in the 6th inning. In all innings prior to the 6th inning, once 5 runs have scored or 3 outs have been recorded, the inning is over. In the 6th inning and any extra innings, 3 outs or a 10-run maximum will be followed.

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

7. **Free Substitution for Mandatory Play:** The minimum play requirement is 6 defensive outs and one at bat (in a full 6 inning game). If a game is shortened for any reason, there are no minimum play requirements. Coaches may substitute freely throughout the game as long as the minimum play requirement is met. Play does not have to be for 6 consecutive outs.

8. **Batting Order:** Minors will utilize a continuous batting order of their full available roster.

- Playoffs Exception: In the playoffs, teams should generally follow a continuous batting order unless the opposing team has less players. In this case, a team may choose to match the number of batters in the other roster. All minimum play requirements must still be met as defined in Item 7 above.

9. **Pitching & Catching Limits:** All standard pitching and catching rules are listed in the section below. The league will adhere to a reduced max pitch count limit for a portion of the season.

*****The maximum per day pitching limit is 50 UNTIL Monday, March 31st.***** Otherwise, all other pitching and catching rules will be followed as listed below. Games on March 31st and following will remove the 50 pitch max and allow for standard pitching limits. The number of games a team has played, games played before the date and rescheduled afterward, or any other similar concern are irrelevant.

Starting on March 31st the full standard pitching limits are followed as listed below.

A pitcher may throw a maximum of 75 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 starts his last before the 41st pitch, he is allowed to finish the batter and retain eligibility to play the catcher position. A player who plays the position of catcher for more than 3 innings cannot move to the position of pitcher for the remainder of the day. (If a catcher catches 1 pitch in the 4th inning, he cannot pitch.) A catcher who enters the game to pitch may not throw more than 20 pitches (but can finish the batter) and still return to the catcher position.

10. **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.

11. **Balks and Illegal Pitches:** A balk or illegal pitch, whether or not the pitch is actually delivered to the batter, counts as a pitch in determining the pitch count for that pitcher.

12. **Intentional Walks:** Intentional walks will be allowed in minors. No single player can be intentionally walked more than once per game. The defensive team elects to "Intentionally Walk" the batter by announcing such decision to the home plate umpire. The pitcher does not have to throw any pitches to the batter being "Intentionally Walked". 4 pitches are automatically added to the pitcher's pitch count.

It will be at the umpire's discretion as to whether a player who has already been "intentionally walked" in the game is being "undeclared, intentionally" walked. When the umpire determines that a player is being "undeclared, intentionally" walked, then no "balls" that are thrown will be counted in the ball/strike count – only strikes. However, all "balls" and "strikes" that are thrown will be counted towards the pitcher's pitch count. This rule is not intended to prevent intentionally keeping the ball "on the corners" or "just outside the strike zone."

13. **Suspended Games:** In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for the day the game is resumed, provided the pitcher has observed the required days of rest. The lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted, subject to the rule governing substitution. A pitcher removed from the mound in the game suspended may not return to the mound after the game resumes. At the time a game is suspended, both coaches and umpire should agree and note the official elapsed game time as this will be required to enforce the time limit (if applicable) when the game is resumed.

- Example #1: A pitcher delivers 66 or more pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.
- Example #2: A pitcher delivers 66 or more pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game because he/she has observed the required days of rest.
- Example #3: A pitcher delivers 66 or more pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 75 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

14. **GLL Year-End Tournament Pitching Rules:** The normal regular season pitching rules (i.e. days rest and pitch limits) apply.

15. **Pinch Runners:** No pinch runners are allowed (except that courtesy runners can be used for catchers). Courtesy runner should be the player who made the last recorded out.

16. **Playoff Seeding Tie-Breakers:**

1. Head-to-Head
2. Total Runs Allowed for Season
3. Coin Flip
4. League Director Blind Draw

General Information for Coaches:

Quick Play: 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 if possible. Courtesy runners for catchers are optional, but strongly encouraged. 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.