



Parkway Little League  
West Roxbury & Roslindale  
Massachusetts District 10

Summer Junior Division  
Local Option Rules  
(upd. 8/2019)

Anything not specifically mentioned in these rules is subject to the Little League Official Playing Rules for the Minor level.

**Gameplay:**

- Junior division is a combination of tee and player-pitch competition, where each team will hit for 3 innings off the tee followed by 3 innings of player pitch (one inning per player).
- Defensively teams will play 9 fielders in traditional positions with free substitution other than pitcher.
- Pitch counts will be strictly enforced. The maximum allowed pitches per day is based on age of player. See attached handout from Little League International, Regulation VI.
  - NOTE 1: The first day of rest is the calendar day following the game; i.e. 2 days of rest needed after pitching Sunday makes the player ineligible to pitch until Wednesday.
  - NOTE 2: There is an exception to paragraph (d)
    - EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete 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, provided that pitcher is removed before delivering a pitch to another batter.
- Once a player is removed from the position of pitcher the player may not return to pitch in that same game.
- A player may not play the position of catcher for more than 3 innings and pitch in the same game.
  - Even one pitch in a 4<sup>th</sup> inning constitutes “more than 3 innings”.
  - As an example, a player may not catch the first 3 innings, pitch the 4<sup>th</sup> inning, and then return to catch in the 5<sup>th</sup> or 6<sup>th</sup> inning. The rule works both ways and the innings do not need to be consecutive for the rule to apply.
  - Both managers should do their best to prevent a violation of this rule from occurring before the start of the inning by approaching the umpire. A violation caught during the course of play will not negate any gameplay action, it will simply require a delay in the game while a new catcher or pitcher is substituted.

- A player that throws 41 or more pitches in a game may not play the position of catcher in the same game.
- 12 year old players are not permitted to pitch, Regulation VI paragraph (j).
- Following each game 1 coach from each team must confirm with each other the total pitch counts and days of rest for every player.
  - Those confirmed counts along with the final score must be reported on the PLL website by the winning manager within 24 hours of the game.
- Offensively teams will bat a continuous batting order of all players present.
- No on-deck batters are permitted at any time. Even in the enclosed part of Praught's bullpen area.
- No stealing or advancing or wild pitch/passed ball is allowed in the Junior division. Leading is permitted, however runners are not allowed to advance on pickoff throws.
- Little League International regulations require that when a play is being made at each base and home plate that the player slide or avoid the defender. There is no "must slide" rule but it is highly encouraged.
  - 7.08(a)(3) - "A runner is out when...the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag"
- Headfirst slides are only permitted when returning to a bag.
  - 7.08 (a) (4) - "A runner is out when...the runner slides head first when advancing."
  - This rule allows for a headfirst slide only when returning to a previously occupied base. This is a safety precaution to prevent head, face, & hand injuries.
- Catchers cannot block home plate and must allow the runner a pathway at all times.
- Dropped 3<sup>rd</sup> strike rule will NOT be in effect. The batter is out and cannot advance.
- In accordance with the Little League International Rule 2.00 definition of "An Inning" there will be a maximum of 1 at-bat per player in the batting order and 5 runs scored per half inning.
  - EXCEPTION: the 5 run scored maximum will not apply during any inning determined by the umpire to be the last inning due to time constraints, the 6<sup>th</sup> inning, or any extra innings. However the batting order restriction remains.
- There will be NO maximum number of batters walked per inning rule
- There will be NO maximum number of hit batters per game or inning rule
- Bunting is permitted but slash-bunting, defined below, is not permitted.
  - The slash bunt is defined as a half or full swing or an attempt at a half or full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter's box the batter squares or pivots as if to bunt, he either must bunt or attempt to bunt the ball or let the pitch go. A drag bunt is acceptable. The umpire MUST call the batter out if in his judgment the batter was attempting a slash bunt.
- Games will be played for 6 complete innings unless shortened for time.

- Each game is scheduled for 2 hours from the posted start time of the game.
  - Each game shall begin promptly at the scheduled time and the umpire shall note the time of the first pitch with each manager.
  - A new inning shall not begin 1 hour and 45 minutes after the noted start time. If the game reaches that point the home plate umpire shall alert the team managers and the game will end at the conclusion of that current inning in play.
- Games can end in a tie due to the time constraints.
- Managers shall not agree to extend games beyond the time constraints described above or beyond the Little League regulation game. Umpires have been instructed to officially end the game and leave the field at the point of a completed game regardless of the scheduled availability of the field.

**Coaching staff:**

- Every volunteer who will be with children in any league sanctioned activity, including marching in the parade, must submit documentation to comply with the Safety Officer's Background Check program. No volunteer will be considered approved for the coaching staff without submitting that material.
  - ANYONE WHO FAILS TO COMPLY WILL BE REMOVED FROM ANY GAME OR PRACTICE. This is a Little League Rule, a State Law, and the right thing to do to ensure the safety of all of our children. Please do not take this lightly.
- A minimum of one adult must remain in the dugout with the players at all times during games.
- Arguing with umpires will not be tolerated. The umpires have been instructed to eject any adult who argues a call: members of the coaching staff and spectators alike. Ejection from a game is accompanied by a mandatory suspension for the team's next scheduled game. Only the Manager may request a timeout from the umpire for a discussion regarding the interpretation of a rule. Judgment calls and balls and strikes are not open for that discussion.