



PERTINENT BASEBALL RULES

ALL MANAGERS AND COACHES MUST REFER TO AND FOLLOW THE RULES FOR YOUR DIVISION IN THE OFFICIAL LITTLE LEAGUE RULEBOOK. THIS ALSO INCLUDES ALL PITCHING RULES.

THE FOLLOWING ARE PERTINENT RULES FOR YOUR DIVISION OF PLAY PER QUEEN CREEK LITTLE LEAGUE. IF YOU HAVE ANY QUESTIONS REGARDING THESE RULES OR ANY RULE IN THE LITTLE LEAGUE RULEBOOK PLEASE ASK YOUR DIVISION DIRECTOR TO CLARIFY.

ANY DISPUTE AT GAME TIME WILL BE HANDLED BY THE HOME PLATE UMPIRE. IF NEEDED THE BOARD MEMBER ON DUTY WILL MEDIATE.

PLEASE REVIEW YOUR DIVISION OF PLAY RULES HERE AND IN THE RULEBOOK AND TEACH THEM TO YOUR PLAYERS AND COACHES.

THANK YOU AND HAVE A GREAT SEASON!

JUNIOR MINORS DIVISION

INNING RUN RULE: Maximum runs allowed per team per inning is (5) for the first (4) innings with unlimited thereafter.

MERCY RUN RULE: If one team is ahead by 10 or more runs after (4) complete innings (Completion of the top of the 4th inning if home team is ahead) game will be called complete.

GAME TIME RULE: Maximum of (6) innings per game. With no new inning or extra inning to start after 1 hour 15 min. Game will drop dead after 1 hour 30 min. If inning is not complete game will revert back to last completed inning. If a game is tied after (6) innings have been completed and time still remains within the 1 hour 15 min. limit an extra inning may be started and completed. If game is still tied it will end in a tie.

LINE-UP/MINIMUM PLAY RULE: All players must be in hitting lineup (after 3 outs, inning changes) each player must play a minimum of (6) defensive outs.

BASE RUNNING RULE: No leading off bases. Runner may advance after the pitch has crossed home plate. If runner leaves early: 3 warnings per team, runner returns to base. On 4TH offense runner will be ruled out.

KID PITCH/MACHINE PITCH RULE: You will play the first two innings of your game with a player on the mound pitching to a batter. Once the first two innings have completed, a machine will be brought out to complete the game. We feel this will assist with eliminating a walks and give the batter some solid hits and the defense some work.

REMEMBER TO HAVE FUN!!!



BASE STEALING/RUNNING ON PAST BALLS RULE: In the event a runner gets on base by a walk or a base hit, the runner can advance to second & third by stealing, a hit or a walk. Once the runner is at 3rd base he is not allowed to advance to home unless the ball has been put into play by the batter hitting the ball or by a walk. The runner is not allowed to advance to home by an over thrown ball to a base, by a pass ball by the catcher or if there is a runner stealing 2nd base from 1st, the runner on 3rd can't advance to home has to stay at 3rd base. The runner can always advance to home if the ball gets hit into play and the coach wants to send the runner home, this is a live ball so the runner can advance to home if coach desires.

SAFETY!

- Only players on the roster may be in the dugout. Only 3 managers/coaches may be in the dugout, with 2 on the field (1st base and 3rd base coach) Note: 1st base coach may be a player with a batting helmet. An adult coach must be in the dugout at all times. If there are only two coaches, one must be in the dugout.
- If weather or other unusual circumstance ends a game, the game will revert back to the last completed inning. A game will be considered legal after (4) complete innings.
- No head first sliding into any base. (Except when diving back to a base)
- Coaches cannot warm up pitchers. Only a player with a mask can warm-up pitchers.
- No on deck batter.
- All catcher's masks must have a throat guard. Even with the hockey style mask.
- Current pitching/catching rules apply. Please refer to the Little League Rulebook or Pitch Count Books for these rules. Managers are responsible to review and pass these rules on to their coaches and players. It is the responsibility of the manager to follow all pitch count rules. NO EXCEPTIONS!
- ALL INJURY REPORTS MUST BE FILLED OUT ASAP FOLLOWING AN INJURY AND TURNED IN TO THE BOARD MEMBER ON DUTY.

SET-UP/CLEAN-UP

- Home team of the first game of the day/evening is responsible for field set up. (Bases, chalk etc.) The majority of the time, your fields will be chalked when you arrive.
- Visiting team of the last game of the day/evening is responsible for field tear down. (Put all bases in storage space next to the dugout on that field.) Each team is responsible to make sure their side of the stands and their dugout are free of trash. Please make sure all trash is placed in appropriate trash receptacles.

ADMINISTRATIVE

- Home team is official scorebook and pitch count recorder. Pitch count are to be kept on gamechanger.

REMEMBER TO HAVE FUN!!!