



# 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!**

## JUNIORS DIVISION

**INNING RUN RULE:** No run rule per inning. 3 outs must be achieved by the defensive team.

**MERCY RUN RULE:** If one team is ahead by 15 or more runs after (4) complete innings (Completion of the top of the 4<sup>th</sup> inning if home team is ahead) game will be called complete. If one team is ahead by 10 or more runs after (5) complete innings (Completion of the top of the 5<sup>th</sup> 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 2 hours. All innings that are started will be completed. If a game is tied after (6) innings have been completed and time still remains within the 2 hour limit, an extra inning may be started and completed. If game is still tied it will end in a tie. Games that start at 7:30 pm will have a drop-dead time of 2 hours 15 minutes. Scores will revert to the last complete inning.

**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:** Leading off bases is permitted.

**REMEMBER TO HAVE FUN!!!**



## **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 (1<sup>st</sup> base and 3<sup>rd</sup> base coach) Note: 1<sup>st</sup> 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.
- Only a player with a mask can warm-up pitchers.
- 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**

- QCLL team is responsible for field set up. (Bases, chalk etc.) The majority of the time, your fields will be chalked when you arrive. If neither team playing is from QCLL, then the home team will be responsible for set-up.
- QCLL team is responsible for field tear down. If neither team playing is from QCLL, then the visiting team will be responsible for tear down. (Put all bases in storage space of Field #1; the storage space of Field#4 is not for Little League use.) 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. Games are to be scored on gamechanger. Head Coaches are responsible to compare pitch counts during and after games.

**REMEMBER TO HAVE FUN!!!**