

Mukilteo Little League - 2024 Playing Rules

Managers and coaches should familiarize themselves with the official baseball regulations as published by Little League International. The following items are intended to clarify those rules and to identify local Mukilteo Little League rules.

Minors AAA Baseball Playing Rules

1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Minors AAA division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
 - 1.1.1. No player may be on the bench for more than two consecutive defensive innings per game.
 - 1.1.2. No player shall sit out three innings unless every player has sat for at least two full innings.
 - 1.1.3. Players shall not play more than two innings at the same defensive position (except pitcher and catcher), and each player must play two (2) innings in the infield.
 - 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. All biological male players are required to wear a protective cup.
- 1.3. Minor baseball shall be played with Little League baseballs. Rule 1.09
- 1.4. Umpire Coverage: the home team should provide the plate umpire; the visiting team should provide the base umpire.
- 1.5. Managers shall provide the home plate umpire and opposing manager a completed lineup card. All ineligible pitchers must be included on the lineup card.
- 1.6. Teams shall field nine (9) defensive positions (six infielders & three outfielders). Outfielders will be positioned at a minimum depth of 20 feet back from the baselines
- 1.7. Unlimited player substitutions are allowed. Managers shall clear substitutions with the home plate umpire.
- 1.8. Scorebook: Each team is required to maintain a scorebook at each game for the primary purposes of recording scores, innings played, and pitches thrown. Players' names will be recorded in the scorebook with first initial and last name. The home team's scorebook shall be the official record of the game.

2. Starting & Ending the Game (Supplements LL Rule 4.00)

- 2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).
- 2.2. Games will consist of a maximum of 6 innings.
- 2.3. The first of either three (3) outs or five (5) runs ends a half inning. If the sixth inning is played and time remains, there is no run limit.
- 2.4. In compliance with Little League Rule 8.03. Coaches & umpires must strive to minimize downtime between half innings to one (1) minute or less.
- 2.5. If it is apparent by the general pace of the game, impending darkness, or time limits that a full six (6) inning game cannot be completed, the home plate Umpire will advise both managers before the start of the final inning. If an inning cannot be completed due to darkness or time

limit, the game is ended, and the final score will revert to the previous inning's score. All pitch counts shall be recorded for incomplete innings.

- 2.6. The 10/15 run rule (4.10(e)) shall not be used.
- 2.7. One adult manager, coach or background checked adult must be in the dugout at all times. If a team has additional coaches, they may coach the bases. Players may serve as base coaches. Any base coach under 18 years of age must wear a batting helmet when on the field.
- 2.8. Time Limits:
 - 2.8.1. A game will start no later than 15 minutes from its scheduled start time.
 - 2.8.2. No new inning shall start after 1:45 minutes from the time the game was scheduled to start. All games must end at 2:00 hours (HARD STOP) regardless of where you are in the game. (Regulation X(c)). Time limits must be strictly adhered to.
- 2.9. At the end of the game managers must exchange pitch counts. The home team must report pitch counts to the League within 24 hours of the completion of the game.

3. The Batter (Supplements LL Rule 6.00)

- 3.1. The infield fly rule (6.05(d)) will be enforced.
- 3.2. The dropped third strike rule (6.05(b)) shall not be used.
- 3.3. Bunting is allowed. Bunting foul on a third strike is an out. A batter will be called out for illegal action if they fake a bunt and then takes a full swing.

4. The Runner (Supplements LL Rule 7.00)

- 4.1. A courtesy runner is allowed for a catcher that is on base with two outs to help expedite the game. The courtesy runner will be the player that made the last out in the current at bat.

5. The Pitcher (Supplements LL Rule 8.00)

- 5.1. Pitch counts must be recorded for all innings pitched.
- 5.2. Pitchers shall be limited in accordance with Regulation VI (c).
 - League Age 11-12 players: 85 pitches per day
 - League Age 9-10 players: 75 pitches per day
 - League Age 7-8 players: 50 pitches per day
- 5.3. All Regulation VI (d) rest rules apply (Regulation VI (d) Exception also applies).
 - 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 days of rest are required.
 - NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.
- 5.4. Managers must remove pitchers when the player reaches the pitch limit for their age group. The player may remain in the game in another position. If a pitcher reaches their limit while facing a batter, the pitcher may continue until that at bat is complete.
- 5.5. Balks shall not be called.
- 5.6. The mound visits rule (8.06) will be enforced. Pitcher must be removed upon third visit per inning or fourth visit in a game.
- 5.7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (Regulation VI(c)).

- 5.8. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. (Regulation VI(a))
- 5.9. No 12-year-old players can pitch in the Minors AAA Baseball division.

General Rules Applicable to all Divisions

1. Mukilteo Little League complies with the mandatory play rule (Regulation IV (i)) of the Official Regulations and Playing Rules. The penalty imposed for not meeting the Little League standard shall be that the player involved shall start the next scheduled game and play no less than twelve (12) consecutive defensive outs and two (2) at bats. The manager will be subject to disciplinary actions per Little League recommendations.
2. Umpires are expected to start games on time. Infield warm-ups are to be limited to ten (10) minutes for each team. The home plate umpire is responsible for ensuring the game is played within the allotted time interval to the extent that unnecessary delays are not allowed between innings.
3. Conduct of managers, coaches, assistants, umpires, and parents should set an example for the players. Alcohol or smoking will not be allowed anywhere in the Little League Complex, on any school grounds, Paine Field Community Park, Phil Johnson, or anywhere else in the vicinity of Little League games or practices. The umpire and League officials shall have the authority to remove a manager, coach, player, or spectator for inappropriate behavior. Umpires shall report any ejection to the Umpire-in-Chief within 24 hours. Any ejected manager, coach, player, or spectator will be suspended for the team's next scheduled game and is subject to additional penalties upon review by the Board of Directors. Additional disciplinary action may be taken depending on the nature and circumstance of the ejection, but in the case of coaches and managers a minimum requirement to participate as an umpire in another team's game before returning to coaching/managing will be enforced at the discretion of the UIC subject to review from the Executive Committee.
4. Only one (1) adult (usually the manager) will be in charge of their team during a game. Game management communications with the umpire (appeals/roster changes/etc.) should be through the team manager or head coach identified at the pre-game plate meeting. Appeals will not be accepted from assistant coaches.
5. Adults may coach both first and third base as long as there is an adult coach in the dugout. It is not necessary to have team members coach the bases.
6. The home team is responsible for preparing the field (dragging, raking, lining, etc.) a reasonable time before the game, and for supplying game balls for use during the game. The visiting team shall be responsible for cleaning up and storing all League equipment after the game. Every effort should be made to leave the field as clean as possible.
7. No one is allowed behind the umpire or the backstop immediately behind home plate, besides scorekeeper/score board operator/game managers/league officials in the Scorer's Box. All persons in the Scorer's Box should refrain from coaching batters, relaying information on pitches to coaches, etc. All requests for information from coaches should come through the umpire.
8. Should a player be benched from a game for disciplinary reasons, the manager or coach must notify the Player Agent before the game.
9. To avoid accidents to bystanders, players below the Intermediate division shall not take warm-up swings on any field. Warm-up pitches will be allowed only in designated areas at the Little League Complex or where a fence separates the warm-up area from spectators and other players. Players can take a few warm-up swings immediately before approaching the plate to bat. When entering a game, the pitcher will be allowed as many warm-ups throws from the mound as the umpire deems necessary.

10. Inter-league Play: During inter-league games, only the District 1 Interleague League Playing Rules shall apply. Mukilteo Little League Local Playing Rules will not apply.
11. All managers are expected to report game results and pitch counts to the respective Division Vice President within 24 hours of the completion of the game. Each Division Vice President should determine how scores are reported. Failure to comply with this rule could result in forfeiture of games at the discretion of the Board of Directors.
12. Parents and coaches will sign an online Code of Conduct form applicable to them. Players are required to sign Player Code of Conduct forms prior to their first practice. The coach will maintain these forms with him at all practices and games in conjunction with the signed medical release forms. Failure to sign the Code of Conduct form will result in player suspension until such time that the form is signed and in the possession of the team coach.

Pool Players

1. Player Pool Rules for all divisions:
 - 1.1. **Intent:** The intent of maintaining and using a pool of replacement players for Intermediate, Majors, Minors, and Farm Divisions is to avoid forfeiture of games only, not to enhance a roster for a more competitive team at the expense of regular rostered players.
 - 1.2. A pool of volunteer players from each division will be solicited and kept by the division player agent. This pool will be made up by asking every player in that division before the season begins if they are willing to be part of the player pool. Players from different divisions can never participate in the player pool for a different division (i.e., a Minors player may never substitute in Majors or Farm).
 - 1.3. This player pool will be "randomized" once all names are compiled. This randomized list will be shared with the League President, Division Vice President, and the counterpart Player Agent.
 - 1.4. When pool players are requested, granted, and utilized, the player pool list will be marked as such and shared with the Board Members mentioned above.
 - 1.5. Players will be called starting from the top of the player pool list until a player is found eligible and available for that particular game/date.
 - 1.6. Once a pool player has been activated for a game, that pool player then rotates to the bottom of the available player pool list.
 - 1.7. 11- and 12-year-old Major League players are eligible to player pool for the Intermediate League.
2. Game Rules for use of Pool Players:
 - 2.1. A team manager may request pool players for a regular season game when he has information to believe that he will be down to 9 or fewer regular rostered players. The maximum number of pool players allowed per team/per game is 2. However, the maximum total roster using pool players may not exceed 10 total players. For instance, if a team is down to 8 regular roster players, 2 pool players may be added to the roster, bringing it to 10 total players. If a roster is at 9 regular roster players, only 1 pool player may be added to bring the total rostered players for that game to 10.
 - 2.2. If a regular rostered player shows up by game time and adding pool players would bring the total rostered players above 10, the pool player(s) must still meet the required playing time listed in #3. For this reason, team managers should make all attempts at confirming their rostered player's absence.
 - 2.3. Pool players must play the minimum Little League Regulation V Playing time for Pool Players (9 consecutive defensive outs and 1 at bat), but may not pitch in a game.
 - 2.4. When teams have 10 players including a pool player, that pool player must be in the rotation of substitutes (i.e., may not play the entire game at the expense of a regular rostered player sitting out).

- 2.5. Pool players must bat in the bottom 1/3 of the batting order (Positions 7/8/9 in Majors, or 7/8/9/10 in a continuous batting order for Minors/Farm) in order to maximize at bats for regular rostered players.