



Gilbert American Little League

Minors Division Rules

1. All general rules of baseball are followed. Specific rules to Little League or GALL are listed below.
2. Give scoreboard AND the other manager line up sheet before game starts with names, numbers, and ages.
3. Dugout gates must be closed at all times.
4. Only 3 TOTAL coaches in the dugout at any time. They must be registered in the GALL system.
5. BOTH teams need to have a parent to help with field prep / clean up ... it does not matter if you are home or visitor. Both teams must help out. Includes putting out bases, putting bases away, picking up trash (no dragging). Dugouts MUST be cleaned out at the end of the game. ALL garbage thrown away. Emphasize to parents that trash around bleachers must be cleaned.
6. Each team MUST have a scorekeeper in the scoreboard at least 10 minutes prior to game time. The game cannot start until both teams have a score keeper.
7. Coaches CAN warm up a pitcher before the inning.
8. Teams cannot warm up on the infield prior to game.
9. The manager must conduct the plate meeting and is the only person that may call time and speak to the umpire.
10. No player on any team shall sit more than 1 consecutive inning.
11. All players bat in the lineup.
12. Stolen bases are allowed, including home. Runner CANNOT advance until after the ball has crossed the plate.
13. Runners CANNOT slide head first. Runners CAN dive head first back to a base.
14. Batter CANNOT advance to 1st base on a dropped 3rd strike.
15. No on deck batters outside of dugout or inside dugout.
16. Standings
 - a. ****Spring Season****. Standings will be kept during the season. A double elimination tournament (playoffs) will be held at the end of the season.
 - b. ****Fall Season****. No standings will be kept. A double elimination tournament (playoffs) will be held at the end of the season. For the tournament, a coin flip will determine the home team conducted by the board member on duty when either managers or designated coaches from both teams have arrived at the fields. For the championship game the team from the winner's bracket (that has not lost) will be the home team for the first championship game. If there is a second championship game the winner of the first championship game will be the home team.
17. Game Proceedings
 - a. The end of the game occurs if:
 - i. 6 innings are completed
 - ii. An inning is completed after a time of 1:45 (no new inning at 1:45 after the start time). Drop dead is at 2:00. If game is called due to the 2:00 drop dead, the score reverts back to the last completed inning. When the 1:45 no new inning time is reached, play shall continue until the away team has completed their turn at bat AND the home team either has the lead or has completed their turn at bat. Games can end in a tie during the regular season.
 - iii. The home team is ahead by 10 runs or more after 4 completed innings.
****Tournament Play****: There is no drop dead time. Games cannot end in a tie. If tied after regulation, California Tie Breaker (last batted out put on 2nd base) will be utilized until a winner is decided, except in the championship game. Championship game will play all 6 innings without time limit (run rule still applies). Second championship game will be played if the team from the loser's bracket wins the first championship game. The team from the winner's bracket (that has not lost) will be the home team for the first championship game. IF there is a second championship game – the winner of the first championship game will be the home team.
 - b. Once a player steps into the batter's box, no new inning nor drop dead time can be called until the player completes his or her at bat.
 - c. The start of the next half inning or inning is immediately after the 3rd out is called.
 - d. Inning Run Limits
 - i. 5 run limit for innings 1-4. No limit after.
 - ii. 10 run rule after 4 innings. Teams cannot agree to continue playing.

- e. The game clock starts at the time listed for that game on the official schedule. The OD will note if any exception. Exceptions would be delays due to field conditions, weather, absence of umpire, or length of previous game. Games will not start early.
18. Batter must keep one foot in the batter's box at all times while batting or player must ask umpire for timeout.
19. Minimum number of players for a game:
 - a. ****Spring Regular Season****. Games are allowed to start with a minimum of 8 players on a team. If this occurs, the 9th batter is an automatic out. A game cannot continue with less than 8 players due to injury or ejection. You are encouraged to reach out to the player pool to obtain a replacement player to reach 9 players.
 - b. ****Spring Tournament Play****: The player pool cannot be used.
 - c. ****Fall Regular Season****. There is no minimum number of players required to start a game and there is no player pool. You may borrow players from the other team if desired to play outfield. There are no automatic outs for less than 9 players.
 - d. ****Fall Tournament Play****. Games are allowed to start with a minimum of 8 players on a team. If this occurs, the 9th batter is an automatic out. A game cannot continue with less than 8 players due to injury or ejection.
20. If a player has to leave the game early, they are not an automatic out. They are taken out of the line-up and cannot return to the game. If a player arrives late, they can be added to the end of the line-up when they arrive.
21. Pitch Count Rules for Little League (league age is recognized):
 - a. 13-15 year old pitchers – max in one day 95 pitches
 - b. 11-12 year old pitchers – max in one day 85 pitches
 - c. 9-10 year old pitcher – max in one day 75 pitches
 - d. 7-8 year old pitcher – max in one day 50 pitches
 - e. Players must rest the following number of full calendar days after pitching (age 14 and under)
 - 1-20 pitches- 0 days required
 - 21-35 pitches - 1 day rest
 - 36-50 pitches - 2 days rest
 - 51-65 pitches - 3 days rest
 - 66 or more pitches - 4 days rest
 - f. Pitchers who pitch 41 or more pitches can NOT assume the catchers position.
 - g. Catchers who catch 4 or more innings can NOT assume the pitching position.
 - h. A player who plays catcher for 3 innings or less, then moves to pitcher and pitches 21+ pitches, cannot return to the catcher position.
 - i. Exceptions for all above pitch count rules:
 - i. If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch until any one of the following occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning. The pitcher is only required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat. Example: a pitcher ends a batter at 34 pitches. The next batter takes 3 pitches to retire. The pitcher reached the 35 pitch threshold during the at-bat and would be required to rest 1 day.
 - j. Warm up pitches do not count towards to the pitch count rule.
 - k. Pitchers should be encouraged to pitch approximately 8 pitches to warm up their first inning and 5 pitches every subsequent inning. This helps maintain pace of play.
 - l. All live pitches count, including foul balls in pitch count.
 - m. Pitch count sheets MUST be filled out by score keeper and signed by **both** managers. If a player reached their pitch count threshold during an at-bat, the score keeper needs to be informed between innings to make sure the threshold is recorded correctly.
 - n. ****Tournament Play****: Pitching does not reset
22. Players must use an approved USA bat. Managers need to check their player's bats prior to each game. A manager from the other team may ask to check a player's bat. If a player bats, one pitch or more, with a non-approved bat then they will be called out. The bat will be removed immediately from the dugout. Bat size cannot be less than 2 ¼ and maximum is 2 5/8.
23. **GALL uses junior umpires for all age divisions. Little league is a training opportunity for them and they will make mistakes. There is a zero tolerance policy in regards to umpires. Any attempt by a parent, player or manager/coach to intimidate an umpire will not be tolerated and may result in suspension. Please communicate this rule this with your parents and reiterate during the season.**
24. Any coach ejected from a game must exit to the parking lot immediately and is suspended for a minimum of the next physically played game. A time will be set for them to meet with the board.
25. Walk up music is not allowed.
26. Please see the Little League rule book or use the Little League App for the remainder of the rules.