



Gilbert American Little League Juniors Division Rules

1. Coaches are allowed to warm up the pitcher.
2. **ONLY 3 COACHES ALLOWED IN THE DUGOUT.**
3. **KEEP THE GATES CLOSED TO THE DUGOUT.** Coaches need to stay IN the dugout when your team is on the field. No buckets in the doorway --the gate must be closed.
4. One on deck batter is allowed. No swinging bats in the dugout.
5. Metal or rubber cleats can be worn.
6. Sliding head first is allowed.
7. Players must use an approved USA, BBCOR, or wood 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.
8. 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.
9. Game Proceedings
 - a. The end of the game occurs if:
 - i. 7 innings are completed
 - ii. An inning is completed after a time of 2:00 (if game starts at 7:30 no new inning at 9:30). There is no drop dead time. Games can end in a tie during the regular season.
 - iii. The home team is ahead by 15 runs or more after 4 completed innings. The home team is ahead by 10 runs or more after 5 completed innings. Teams cannot agree to continue playing.
****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 7 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. ****Spring Season**.** No run limit per inning.
 - ii. ****Fall Season**.** 5 run limit in innings 1-5. No limit after.
 - 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.
10. Minimum number of players for a game:
 - a. ****Spring Season**.** No one should have to forfeit a game. You can borrow a player from the other team for defense if needed. They need to play outfield. If you start a game with 8 players, the 9th batter is an automatic out.
 - b. ****Spring Tournament**.** Borrowing players is not allowed. 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.

- a. ****Fall 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.
- b. ****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.
11. 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 (NOTE: this is applicable to all ages in Juniors; this differs from the little league rule which allows for greater number of pitches for 15 year olds)
 - 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.
12. All players in lineup must bat.
13. No player can sit out in consecutive innings.
14. If interleague is played refer to local rules of the home team.
15. Team Volunteer Responsibilities
 - a. Prior to the game, set your lineup on the GameChanger (GC) app. Have your scorekeeper share the lineup with the other team.
 - b. The GameChanger (GC) app will be used to keep the official score and pitch count. Both the HOME team and the AWAY team are responsible for having a team representative operate GameChanger (GC). The HOME team will be the official scorekeeper. If there is a discrepancy the HOME team score will prevail. Any discrepancies are encouraged to be resolved during the game. If a parent is not available then a coach must keep the score and pitch count. Score can be kept outside the scoreboard but the HOME scorekeeper must be available to the coaches to check/confirm pitch counts.
 - c. The AWAY team is responsible for the scoreboard. A volunteer must be in the scoreboard at least 10 minutes prior to the start of the game to operate the scoreboard.
 - d. BOTH teams need to help with field set up and 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.
- 16. GALL has 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.**
17. 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.
18. Walk-up music is not allowed.
19. Please see the Little League rule book or use the Little League App for the remainder of the rules.