

Fall Minor Baseball Rules

General

1. A game is 6 innings or 1 hour-45 minutes. No new inning may start after time has elapsed. The next inning begins at the moment the third out is made in the previous inning. There is a drop dead rule to the game at 1 hour and 45 minute. The umpire, working with the scorekeepers, will keep the official time. The league official has the discretion of calling a game if the game is "out of hand" or approaching the time limit. No new inning will begin after 9:45 PM. In the event a game is called for curfew, the score will revert back to the last completed inning.
2. There is NO infield practice before the game.
3. Both teams (home and visitors) are responsible for the set-up of the field before the game.
4. At the beginning of each game, both teams will lineup on their respective baselines and recite the Pledge of Allegiance and the Little League Pledge.
5. Only three (3) managers and coaches may be on the field and/or in the dugout during a game. Coaches and managers may coach bases, but there must be a coach or manager in the dugout at all times. If a provisional coach begins a game as one of the team's 3 manager/coaches, he or she is deemed the coach for that game (q.v. Official Playing Rules, rule 3.09) and may not be substituted if another manager or coach subsequently arrives at the game."
6. Coaches and managers (unless coaching a base or receiving permission from the umpire to come on the field) must stay in the dugout. The umpire will warn, then confine the manager or coach to the dugout.
7. If ejected, the manager, coach, or parent must leave the park area (can not be in the stands...must leave the entire park facility) immediately. The ejected coach or managers can not be replaced by another adult coach. In addition, any ejected manager or coach will be suspended for the next game, as well as any other disciplinary actions deemed appropriate. The ejected manager/coach cannot be replaced by the provisional coach for the next game.
8. Judgment calls are calls made by an umpire as he witnesses a play. Balls, strikes, and outs are judgment calls.
9. **Appeals** are a request to review judgment calls made by the umpire. A manager or a coach may request an appeal with the "calling" umpire. The umpire, at his discretion, may elect to disregard the appeal or seek consultation from other umpires. Base running errors (for example, missing a base) will not be immediately called by the umpires and must be appealed through the pitcher.
10. **Protests** are requests to review violations of rules and clarification of the rules. Judgment calls by umpires cannot be protested. Protests must be made through the home plate umpire to the league official. Protesting managers must show the rule from the green book or this page to the umpire. The decision of the umpire with consultation from the league official will be made immediately and the decision is FINAL. Games are not played under protest.
11. Infield fly rule applies with less than two outs and runners at first and second; or bases loaded. The judgment of whether a fly ball is catchable, in the infield, or if the rule applies on a particular play is left to the umpire.
12. Players are not allowed to play with metal spikes, jewelry, or casts.
13. Teams must have 8 players to begin a game. A game will be ruled a forfeit if at any time during the game a team drops below 8 players. If neither team can field 8 players, the game will be declared a "double forfeit" with an L recorded for both teams. There is no grace time for teams to field their teams.
14. An eligibility pool may be established in the event a team cannot field 8 players. The manager must make arrangements with the Player Agent several days before the effected game. The Player Agent, not the manager, arranges the replacement player(s). The pool is established to avoid forfeits. If a player is not available, then the team will forfeit. Pool players may not pitch, must play in the outfield, and must bat last in the line-up.
15. Playing requirement: All players bat in a continuous batting order. Every player must play a minimum of 6 defensive outs (please note that an inning that ends due to the 4 run limit is the equivalent of 3 defensive outs). There are free defensive substitutions by managers and coaches during the game. If a player does not meet their playing requirement, then they must start the next game, complete the missed requirements and fulfill the present games requirement before being removed.

Offense

1. A team may score a maximum of 4 runs per inning. There is no mercy rule, although the game may be called if "out of hand" or approaching time limits. If an inning is started, it will be completed if necessary (i.e. it may be called if home team is ahead in the middle of the inning).
2. Teams will bat a continuous order. If a player arrives after the line-up has been submitted or after play has begun, the player will be inserted into the last position in the line-up.
3. A player may leave the game due to illness, injury, or an emergency. There is NO penalty in the batting order and the batter is skipped over. If he returns (with the exception of courtesy runner for injury), he will be slotted into his original position in the line-up. (4.04)

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4. Courtesy runners are NOT permitted. A runner may be replaced with the "last out" due to injury.
5. Batting out of order: Before the ball is hit: replace the batter. After the ball is hit or batter is walked (if pointed out by the other team): batter is out. After pitch to next batter: play stands. If offense points out while wrong batter is up: the correct batter replaces and assumes the count.
6. Batters, runners, and player's coaching bases must wear helmets at all time. Removal of a helmet is cause for ejection from a game but not an automatic out.
7. Stealing is permitted, but a player may not leave the base until the ball has crossed the plate. When a player leaves early, the play will continue and any out recorded will stand. If no out is recorded, the runner(s) return to the original base. (7:13 page 77 of green book) lists scenarios for leaving early.
8. A runner must be on the base when the pitcher is in possession of the ball and on the rubber and the catcher is in position to receive the ball. The runner may not leave his base until the ball has crossed the plate.
9. Runners must slide or attempt to slide to avoid a player with the ball. Runners are out when sliding headfirst while moving forward. They may dive back to a base.
10. Interference is when a runner interferes with a defender making a play on a ball. The defender has a "right to the ball". Obstruction refers to a defender obstructing a runner from advancing to a base. Interference and obstruction are judgment calls and placement of the runners and/or outs will be awarded according to the umpire's judgment.
11. A runner hit by a batted ball is OUT, even if he is standing on a base. (There is no safe haven) The exception to this is if the runner is hit by a batted ball after a fielder has had a fair play at the ball. The decision is a judgment call by the umpire.
12. A batter is out if hit by a pitch while swinging at a third strike.
13. There is NO dropped third strike. The batter is out and may not attempt to advance to first. The dropped ball is "live" as it relates to runners on the base.
14. Players are not allowed to swing bats inside or outside the dugout. There is NO on-deck circle.
15. Only 1 offensive timeout is allowed per inning. Going and talking to the batter would be considered a timeout.
16. Non-wood and laminated bats used in Little League shall bear the USA Baseball logo signifying that the bat meets the USABat - USA Baseball's Youth Bat Performance Standard. All BPF - 1.15 bats are prohibited. Bat diameter shall not exceed 2-5/8 inches. USA Baseball bat standards are shown at www.littleleague.org.

Defense

1. Players must play six defensive outs, of which 3 outs must occur in the infield by the 4th inning. Infield includes Pitcher and Catcher. (Please note that an inning that ends due to the 4 run limit is the equivalent of 3 defensive outs).
2. There are free defensive substitutions. Managers should inform the scorer of pitching substitutions.
3. All players league age 8 - 11 are eligible to pitch. Player's league age 12 are not eligible to pitch. Managers may freely change pitchers during a game, but once a pitcher is removed, he may not return to pitch in the same game.
4. There is no limit to the number of pitchers a team may use in a game.
5. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
6. **Any player who plays in any part of 4 innings as catcher is not eligible to pitch in that game or that entire calendar day.**
7. Pitching eligibility: Provided the pitcher has met the days of rest requirements and is eligible to pitch, **a player who is league age 9-11 eligible to pitch 75 pitches in a game. Player's league age 8 are eligible to pitch 50 pitches in a game.** If a pitcher reaches the max pitches while facing a batter, he will be allowed to continue until that batter's at bat is completed.
8. The league official will keep track of pitches and will attempt to inform managers when a pitcher is approaching the limit. However, the manager is responsible for knowing how many pitches a player has thrown and when he must be removed.

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9. Days of Rest:

1-20 pitches in a day	0 calendar days of rest
21-35 pitches in a day	1 calendar days of rest
36-50 pitches in a day	2 calendar days of rest
51-65 pitches in a day	3 calendar days of rest
66 or more pitches in a day	4 calendar days of rest

10. Any pitcher that hits a batter more than 3 times in a game must be replaced. Replace pitcher on the 4th hit batter.
11. The catcher must wear a throat guard as part of his protective equipment.
12. There are no balks. Runners are not awarded a base for a balk. Balks are considered illegal pitches. An illegal pitch is a BALL (see 8.05). In the event a pitcher balks or throws an illegal pitch, the umpire will attempt to correct the illegal procedure with the pitcher.
13. Managers or coaches are permitted to visit the pitcher or catcher during a game after receiving TIME OUT and permission from the umpire. Two visits to the pitcher or catcher are permitted during an inning. On the third visit during an inning, or the fourth visit during a game, the pitcher must be replaced.
14. The pitcher may take signs only from the catcher. Anyone providing signs to the pitcher other than the catcher will be warned and then may be ejected from the game by the umpire.
15. Pitchers are permitted 8 warm-up pitches or one minute between innings.
16. A team may not intentionally walk a batter in the minor leagues. This includes using pitch outs to record the balls to the batter.
17. Managers and coaches are NOT permitted to warm up pitchers between innings. Players warming up pitchers must wear a protective mask.
18. If the impact of a runner breaks a base loose, no play can be made on that runner if the player has reached the base safely and is not attempting to advance further. If action continues, the base plate becomes the actual base.
19. OVERTHROWS: If an infielder throws a ball out of play (1st play), the runners and batter may advance two bases from where they started at the beginning of the play (not where they are when the overthrow occurred). Any other throw out of play after the first play, runner and batters get two bases from where they are at the time of the wild throw. This applies to throw going "out of play" (i.e. under a fence or in a dugout) not to over thrown balls that roll into playable foul territory. Players may advance freely at their own risk for overthrown and passed balls that remain in playable territory. (7.05)