

# DLL Continuation Game Rules (Single A - Majors)

\*All suspended games will resume from the point at which they were halted.\*

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## 1. Pitcher Eligibility

Little League pitch counts are determined on a **per-day basis** and apply to all games played in **one day**.

- The **pitcher of record** at the time the original game was halted **may continue to pitch** in the continuation game to the extent of their **eligibility for that day**, **provided said pitcher has observed the required days of rest**. Reference the [Little League pitch count and required days of rest](#), see examples below.
    - Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.
    - Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.
    - Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.
  - Any player who pitched in the original game but was **not the pitcher of record at the time the game was halted is ineligible to pitch in the continuation game**. Per Little League rules, a pitcher who has been removed from the mound may not return to pitch in the same game.
  - Players who **pitch in the continuation game cannot pitch in any subsequent game that day** per Little League rules.
  - The **maximum innings a player can pitch per game** still applies for each division. One inning for Single A, two innings for AA, three innings for AAA, N/A for Majors per DLL Local rules.
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## ***2. Pitcher/Catcher Eligibility***

**LL pitch counts and pitcher/catcher eligibility** rules are determined on a **per-day basis** and apply to all games played in one day.

- A player who catches **four (4) innings in a day** is **ineligible to pitch** for the remainder of that day. This includes both the continuation game and any subsequent game played that day.
  - A player who catches **three (3) innings or fewer**, and then pitches **more than 20 pitches**, is **ineligible to return to the catcher position** for the remainder of that day. This applies to both the continuation game and any subsequent game that day.
  - A player who pitches **more than 40 pitches** is **ineligible to play catcher** for the remainder of that day. This includes both the continuation game and any subsequent game that day.
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## ***3. New/Missing players in the Line Up***

Players who were present for the original game and absent for the continuation game are **skipped over in the batting lineup with no penalty**. Conversely, any player absent for the original game is **added to the end of the batting lineup** for the continuation game.

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## ***4. Start Time for Subsequent Game***

If there is a subsequent game directly following a continuation game, then the **“No new inning after 2 hours” time limit resets at the conclusion of the continuation game**. The umpires and managers should agree on the time.

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