



Fall 2016 Minor A Division Rules

Rules

All rules are in accordance with the Little League "Official Regulations and Playing Rules" rule book. Certain rules have been amended by our local rules; explanations and exceptions are:

Regulation Game

1. A game consists of 6 innings if time permits. Games can end in a tie.
2. If a game is shortened for any reason, it is considered to be a regulation game if
 - a. Visiting team is ahead after 4 innings, or
 - b. Home team is ahead after 3 and ½ innings, or
 - c. The game time limit has been reached
3. No protests shall be made at this level of play. All disputes must be settled on the field before play may resume.
4. No new inning will start after 1 hour and 30 minutes.
5. If a team cannot field 9 players within 10 minutes of the scheduled game time, the game will be considered a forfeit by that team with a final score of 0-6.

Run Rules

1. An inning is defined as 5 runs or 3 outs.
2. There will be unlimited runs allowed in the 6th inning, maximum 1 time through the batting order.
3. No new inning after 1 hour and 30 minutes.
4. A 10-run rule **does not** exist.

Coaches

1. Only three (3) coaches and a team mom are permitted per game in the dugout.
2. The team mom must be in the dugout at all times..
3. Only players and coaches will occupy the dugout.
4. During the game. One(1) coach is permitted to assist in the field during defense, the coach must **never** touch a live ball. The defensive team must also supply a coach to assist behind the plate with ball retrieval.

Line-up Cards

1. Line-up cards should have each player's first and last name along with their uniform number on them.
2. A line-up card must be given to the opposing Manager prior to each game and the umpire (if requested).

Mandatory Play

1. Players may only sit for a total of two (2) innings per game.
2. No player may sit for more that one(1) consecutive inning.
3. No player in the Fall shall play a position for more than two(2) innings.

Batting Order

1. The batting line-up shall consist of all players on the roster.
2. Once the batting order is set it cannot be changed.
3. Any player arriving after the start of the game must be placed at the end of the batting order regardless of the status of the game.
4. Any player that leaves during a game will simply be skipped over when their time at bat comes up.
5. Batters shall be pitched five(5) balls. If the batter swings and misses at three(3) balls, the batter shall be called out. If the batter does not swing at the fifth pitch, the batter shall be out. Unlimited foul balls.

Base Running

1. Base runners are permitted unlimited bases on a ball hit to the outfield(Must reach the grass). Once the ball is thrown back into the infield dirt, the runners may either retreat or advance at their own peril. In order to advance to the next base the runner must be more than half way toward that base before the ball reaches the infield dirt.
2. Managers and coaches are responsible for the runners. If an umpire deems an manager/coach to be sending every runner regardless, umpire may call out the lead runner at his/her discretion.
3. One(1) base per overthrown ball, at the runners peril. Ball must go more that fiver(5) feet from the fielder to be

considered overthrown.

Defense

1. All players must play infield and outfield throughout the game so they can get experience in both areas.
2. Each defense will consist of up to Ten (10) players, a pitcher, catcher, first, second, third, shortstop, and four (4) outfielders.
3. The infield fly rule will **NOT** be applied in this division.

Tournament System

1. A tournament will be played at the end of the regular season for all Minor Division teams. Teams may be seeded according to their regular season standings.
2. The tournament format can be altered each year to accommodate available dates and/or number of teams. Pool play, double or single elimination are options that can be used. The Board of Directors will approve the format.
3. Awards are provided for 1st and 2nd place tournament teams.

Weather

Teams must show for all scheduled games regardless of weather conditions, unless notified by a league official. Only an umpire or league official can cancel or postpone a scheduled game.

First Aid Kits

First Aid supplies are located in the brown/blue lock-up boxes or at the concession stand.

Trash

Dugouts and bleachers should be clear of any trash at the conclusion of the game. Teams must clean up after themselves.

Bases

The home team is responsible for placing the bases and locking them away at the conclusion of each game.