

# MILLTOWN LITTLE LEAGUE MINOR LEAGUE RULES 2016

## A. GENERAL

1. The minimum number of players required at the start of a game is 8. After the game has started, at least 8 players are required to complete the game. The opposing team manager will allow the last batted player to play the outfield for the opposing team.
2. Official Game: A game is official, even if stopped due to inclement weather, once 4 innings have been completed, or 3 and 1/2 innings, if the home team is ahead. Tie games are allowed except.
3. 10 Run Rule: Once a game is official, it will end if one team is ahead by 10 or more runs. This rule applies to all games.
4. Time Limit: A new inning shall not start after two hours have elapsed from the start of the game. This time limit shall be measured from the start of the game to the time of the third out in the bottom of the inning. This rule is in effect for all games game.
5. Maximum of 4 runs in an inning, however unlimited in the DECLARED last inning.
6. No Infield Fly Rule
7. NO stealing of Home
8. A substitute player from another team not playing that fills your 9th player slot must bat last and play a maximum of 2 innings in the infield and the remaining innings in the outfield. Substitute players are not allowed to play the position of pitcher or catcher.

## B. PLAYER SUBSTITUTIONS:

1. Free defensive substitutions are permitted. Once a pitcher has been removed, he shall not return to the game as a pitcher.
2. All players must bat in consecutive order. Players arriving late shall be placed at the end of the batting order and shall bat in turn. Once two full innings have been completed, no late arriving players shall play in the game.
3. All teams must bat the full complement of players for any given game.
4. The catcher speed-up rule shall apply. With two outs and the catcher on base, a pinch runner may be inserted to allow the catcher to start putting on his defensive equipment. The player recorded as the last out shall serve as the pinch runner.
5. Player Ejection-Batting Line-up: A player's spot in the batting line-up will count as an out if said the umpire has ejected player from the game. This would be for the rest of the game from the point of ejection.
6. Player Illness/Injury-Batting Line-up: A players spot in the batting line-up shall count as an out for one at bat if said player is removed from the game due to illness/injury, unless a substitute player is available to be inserted into that spot in the line-up. (A late arriving player who misses the deadline to participate in the game may not be used as a substitute.) The opposing team manager may waive this rule.

7. All pitching changes, batting line-up changes and the use of players arriving after the start of the game must be reported to the opposing team manager.

## **C. PITCHING:**

1. Any player on a team may pitch. There is no limit to the number of pitchers a team may use in a game.
2. A pitcher once removed from the mound cannot return as a pitcher.
3. Each team is responsible for keeping both teams pitch count. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
4. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

**11-12 years old / 85 pitches per day**

**9-10 years old / 75 pitches per day**

**7-8 years old / 50 pitches per day**

**EXCEPTION:** If a pitcher reaches limit imposed for his age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning.

5. Little League Rules for Pitchers with the following ages must adhere to the following rest requirements:

- If a player pitches **66 or more pitches** in a day, four **(4)** calendar days of rest must be observed.
- If a player pitches **51-65 pitches** in a day, three **(3)** calendar days of rest must be observed.
- If a player pitches **36-50 pitches** in a day, two **(2)** calendar days of rest must be observed.
- If a player pitches **21-35 pitches** in a day, one **(1)** calendar days of rest is required.
- If a player pitches **0-20 pitches** in a day, no **(0)** calendar day of rest is required.

**EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following conditions occurs:

1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

6. A pitcher who has delivered 41 or more pitches cannot play catcher for remainder of the day.

7. A player who has played the position of catcher in 4 innings in a game, is not eligible to pitch on that calendar day.

8. A pitcher who hits 2 batters in an inning or 3 in a game must be removed.

9. Pitchers and Scores: Each team manager will email scores, pitchers and counts to the all Minor Managers and the Minor President upon completion of each game. The manager shall list every pitcher used in the game and the number of pitches each pitcher pitched.

#### **D. BASE STEALING:**

1. Stealing of all bases is permitted as per Little League rules except as noted below.

2. Stealing of home is **NOT** permitted at Minor League Level.

3. No stealing is permitted by a team leading by 10 or more runs.

4. A runner may advance only one base per steal attempt at the Minor League level.

**EXAMPLE:** A runner on first attempting to steal second, may not advance beyond second for that attempt assuming he is safe on his attempt, i.e., he may not advance to third due to the ball being misplayed by the defense on the attempt.)

5. If the ball is batted into play and an attempt is made to get the runner out at the base and the ball is misplayed you can only advance one base (ONE BASE ON AN OVERTHROW).

6. All runners must slide or avoid contact with the fielder at any base where there is a play. No head first sliding except when going back to the base.

#### **E. GROUND RULES:**

1. The umpire will review the field ground rules with the managers prior to every game.

2. Only certified managers and coaches are allowed on the field.

3. Managers and coaches should remain in the dugout except for the base coaches.

4. Adult coaches shall coach the bases.

#### **F. SPORTSMANSHIP:**

1. Good sportsmanship and fun competition are the keys for a successful game.

2. Unsportsmanlike conduct from Managers, Coaches, Parents, & Spectators will be grounds for ejection by the umpire.