



### **SPECIFIC RULES FOR AMERICAN**

- A.** Six innings are played
- B.** It is the intention of the Board that all players experience a variety of positions. However, each available player, **but not** including call up players, must play a minimum of two innings in the infield and two innings in the outfield during each game, with both being satisfied prior to the end of the 5th inning. A player sitting on the bench will be an allowable substitution only for satisfying the outfield requirement. The pitcher and catcher will be considered infielders for the purposes of this rule. This rule may be waived by the coach or by the parent or guardian of a specific player only with League Director's approval. Approval must be granted prior to the start of the season. Any such waiver should be an exception occurrence only and only occur if it is clear that the player will be safer playing only in the outfield. **The Senior League is exempt from this requirement.**
- C.** All available team players will bat in order, regardless of the starting defensive line up. Every player on the roster will be assigned a position in the batting order and will bat in that order during the entire game even though he/she may not be in the game defensively. Thus, defensive substitutions may be made freely with the constraint that no player may sit out two defensive innings more than any other player.
- D.** When a rule, such as bunting, the infield fly rule, balks, stealing of home, outfield positioning, etc., is put into effect for any league, it shall be invoked for all higher leagues.
- E.** The Major League shall be played on a regulation little league diamond. The American league will be played on a 70-foot diamond. The National and Senior Leagues shall be played on a regulation 90-foot diamond.

### **ARTICLE FOURTEEN.**

#### **SPECIFIC RULES OF PLAY FOR AMERICAN LEAGUE**

- A.** No more than nine defensive players may be deployed in the field at any time. Should the absence of regular team players result in fewer players being present than allowed on the field of play, an official player from the next lower league may be added to the official roster for that game. The temporary player is subject to the following restrictions:

- 1.** The temporary player cannot pitch and must be assigned to the last position in the batting order.
  - 2.** If the temporary player is the 10th available player, he/she will occupy the 10th spot in the batting order and must play defensively for a minimum of six outs. A temporary player who is the 10th available player is not subject to the minimum infield/outfield rules contained in Article Twelve. In no event shall any team field more than 10 players through the use of call ups. If a regular player is injured or otherwise unable to continue to play, the temporary player may then participate without restriction.
  - 3.** A late arriving regular roster player must enter the game for the temporary player once the temporary player has batted once and played defensively for six outs. The coach may, if for disciplinary reasons, use his/her discretion as to when the late arriving regular roster player enters the game.
  - 4.** Any temporary player should be called up from the assigned Major league teams. If no appropriate player is available from the assigned teams, a player may be called up from any other Major league team. If a player is used from other than the assigned teams, the League Director must be notified immediately after the completion of the game in which such player is used. Permission must also be obtained from a parent or guardian of the player. If permission is not obtained, the player cannot play.
- B.** A decision to postpone a game due to unplayable conditions is up to the coaches prior to the start of the game. Once the game begins, it is the umpire's decision.

**C. Pitching Rules:**

- 1.** The rules are exactly as defined in the Little League Rule Book. A player is allowed to pitch a maximum of 85 pitches, but no more than three (3) innings, in any one GAME or DAY. Pitching rules outlined in these By-Laws will apply to both House and Travel Leagues combined, during the House Season.

The following schedule of rest must be adhered to for all pitchers:

<u># of pitches</u>	<u># of days rest</u>
65-85	3 calendar days
41-64	2 calendar days
21-40	1 calendar day
1-20	0 calendar days

Prior to each game, each team will designate a parent or coach who will keep count for both teams' pitchers. At the end of each inning, the designated parent or coach from each team will compare pitch counts for each pitcher and agree upon a number for that pitcher. If a player reaches the maximum number of pitches before an at bat is over, he/she may finish pitching to that batter and then must be removed as pitcher. Coaches will have the ultimate responsibility of insuring that the pitcher receives the appropriate number of days rest. The pitch count rules are established for the health and safety of the players, and coaches who abuse this rule will be suspended.

**2.** During the House League season, Travel League games and scheduling take precedence, and are to be given priority, over House League games when scheduling Travel player pitching availability for House League games. The lone exception is during the House League Playoffs, when House League playoff games take precedence over Travel League games in terms of Travel player pitcher availability. Travel player pitching availability will be noted in a weekly emailed Travel Pitching report to House League coaches which must be adhered to per the criteria and intent noted above.

**3.** The balk rule will not be applied. In case of a balk, the umpire should explain the infraction to the pitcher so he/she can correct his/her play in the future.

**4.** In no case may a pitcher be reinserted as a pitcher after he/she has been removed as a pitcher.

**D.** Stealing of home is allowed.

**E.** The infield fly rule as defined in the official Little League rule book will be used.

**F.** A maximum of five runs may be scored in one inning, except this rule shall not apply to the last inning of any game.

**G.** On a 70' diamond, players can lead off and steal. (Note: no balk rule in effect, it is a dead ball, runners return to their original base.)

**H.** Each game of a doubleheader shall be 5 innings in length. Pitching rules for the league apply.

**I.** Standings will be kept and playoffs held.

**J.** No drop 3rd strike will be enforced.