

**ANNANDALE – NORTH SPRINGFIELD
LITTLE LEAGUE**

**LOCAL RULES AND REGULATIONS
Updated March 2010**



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ANNANDALE-NORTH SPRINGFIELD LITTLE LEAGUE (ANSLI) LOCAL REGULATIONS

The ANSLI Board of Directors (BOD) has voted on and approved the Local Rules and Regulations. These rules supplement the *Official Regulations and Playing Rules* as published by Little League Baseball, Inc. These rules and regulations apply to all Divisions (Majors, AAA, AA, A, Developmental, and T-Ball), except where it specifically states that it applies only to a single level of play. If these local rules conflict with the *Official Regulations and Playing Rules* of Tee Ball, Minor League, or Little League, these local rules shall apply. For end-of-season tournaments sponsored by ANSLI, these local rules shall continue to apply with two (2) exceptions:

EXCEPTION 1: The administrative game time limit for the final Championship games is deleted. Teams shall play final Championship games to its full regulation 6 innings as specified in *Official Regulations and Playing Rules* Rule 4.10 and 4.11.

EXCEPTION 2: All tournament tie games shall continue until a winner is determined.

REGISTRATION

Parent Release Form - (registration form) must be completed before any player may participate in any ANSLI activity.

Registration Fee - the ANSLI BOD will approve a registration fee consistent with Little League Baseball, Inc. regulations before the League registration period. At no time will a payment of any fee be a prerequisite for participation in ANSLI.

Late Registration - A reasonable period after regular registration is over will be allowed for late registrations. The Player Agent in consultation with, and approval by, the ANSLI BOD will determine this period. Any acceptance of late registrations received after the try-outs and drafts are completed will be received by the Player Agent (in order of receipt) for possible assignment to teams if there are openings. The Player Agent has the sole right to assign players to teams for registrations held after the try-outs and drafts are completed. The Player Agent may consult with the respective League Commissioner in this assignment. A manager may not add a player to his or her team.

EVALUATIONS

Every eligible child that registers will play on a baseball team. Evaluations will be held to assess the skills of players in order to place each in a league with players of similar skill level and also to balance the teams within each league.

- All players age 9 through 12 not previously assigned to an ANSLI Majors team must attend the evaluation session and be reviewed by the managers of AA, AAA and Majors teams. If the player cannot attend, the Player Agent must be contacted in advance. Players that are league age 7 or 8 may apply to participate in the draft but are 1) not eligible for Majors, and 2) not assured of placement above A level. Players that are league age 9 may request to be placed in the A league (and thus would not be required to attend evaluation session).
- The team and level where each player participates will be determined by the Managers' drafts.
- Prior to the Majors draft, parents may request that their 9 or 10 year old not be eligible for selection to the Majors. Prior to the AAA draft parents may request that their 8 or 9 year

old not be eligible for selection to AAA. Prior to the AA draft, parents may request that their 8 or 9 year old not be eligible for selection to AA. Other parent requests will be considered, specifically those requesting placement at a lower level than typical for the age group.

- Any player age 9 or 10, who does not attend the evaluation session is not eligible for selection by a Majors team, unless the Player Agent determines otherwise. This decision will be based on the reasons for not participating in the evaluation session and also a determination if enough information is available for all managers to have knowledge of the player(s) relative ability.
- Only in an exceptional circumstance will the league permit a player to be released from his Majors team. In such cases, there will typically have been a history of prior incidents between the player and members of the coaching staff or other players assigned to the team. The primary reason for re-entry should be the best interest of the player. Parents requesting release (and return to the draft pool) must submit a written request to the Player Agent by the completion of registration (or, in cases where there are new managers, when the new managers are announced). The initiator of the request shall appear before the Executive Committee to review the reasons for the request. The Manager of the players' team should be provided the opportunity to provide input as well. The decision of the Executive Committee is final. The President shall inform the initiator of the request and the Secretary shall record the decision in the league records. If the request is approved, the player shall become a member of the draft of pool players and must attend the evaluation session.

TEAMS

- Players will be assigned to a Major, AAA, or AA team by a draft conducted by the managers. Draft procedures will be reviewed annually by the ANSLL Board of Directors and conducted by the Player Agent with assistance of commissioners.
- Each year, a minimum number of 12-year old players and maximum number of 10-year old players permitted on each team will be determined by the Player Agent and approved by the ANSLL BOD before the draft.
- Prior to the draft, managers will be assigned to either the American League or the National League. Players will be assigned to their League as selected by the manager in the "Common Pool" draft method (defined in the Operating Manual.)
- AAA and AA Managers will be permitted a "Coach's Option" by submitting the name of one coach (to the Player Agent for BOD approval) at least 3 days prior to the draft. *For draft purposes, the coach's child(ren) will be slotted in the draft according to their tryout ranking. (This is designed specifically to prevent "red-shirting" of players.) Example: If there are 8 teams, any coach's child(ren) that are rated 1-8 from the draft tryout are slotted into the first round of the draft; 9-16 in 2nd round, etc. In the case of "ties" the child is slotted in the higher round. (Example: if 2 players are tied for the 8th/9th rating, and one is a child of the manager/coach, then that child is considered #8 and a first round selection.) In the case where a team has more than one "option" in the same round, then the player must also move "up" in the draft. (Example: if a coach has two children, and both were scored as a '2nd round selection', then they must be slotted in rounds 1 and 2.)*
- This option is the responsibility of the commissioner who will inform each of the managers of all coach's options at least two days prior to their respective drafts.

- Team formations of A, Developmental, and T-Ball will be done by the Player Agent and the Information Officer. Teams will be primarily formed by neighborhoods and parent requests.
- The Player Agent is responsible for assignment of players to a team roster, including replacements during the season.
- All Major, AAA and AA league team rosters will have of a minimum of 12 players and a maximum of 15 players. A, Developmental, and T-Ball teams will be formed at the discretion of the Player Agent.
- Managers must notify the Player Agent within 72 hours should a player be lost to the team during the regular season due to injury, illness, change of address, or any other reason that could be expected to cause the player to miss more than two weeks of play. If a Majors team loses a player on roster (quit, change of address, or other NON-injury related incident), then the BOD should approve that a replacement player be added to the roster. If extenuating circumstances exist, the BOD may allow the team to play without a replacement. If a player suffers an injury that will cause he/she to miss more than two weeks, the manager may request a replacement by contacting the player agent. In both cases, the player agent should be notified of any reason a roster is to be below 12 players for more than 2 weeks. It is the role of the player agent to submit to the manager a list of candidates for the replacement. These candidates should be willing to move up to the Majors. The manager may not contact players or parents directly, for that is the role of the player agent. The new player becomes a permanent roster replacement, and the replaced player would go back into the ‘draft pool’ the following season, if still eligible to participate in ANSL.
- No more than two players may be called up as replacements from the original roster of any AAA, AA or A team during a season.
- Call-ups for a single game will be coordinated between the divisions Commissioners, Player Agent and the managers and may be made, when necessary, to have 10 players available to play a game. Players “called-up” are not permitted to pitch and minimum participation rules apply. Call-ups must be made from the appropriate league and the division immediately below the team in need, unless approved by BOD.

CONDUCT

- Managers are responsible for the conduct of his or her players at all times. Players must sit in their team’s dugout (unless participating in game) although when necessary, the manager may excuse them to leave the dugout.
- Unsportsmanlike conduct (such as throwing equipment) will not be tolerated and the managers and umpires are expected to take such action necessary and appropriate. Managers are ultimately responsible for the conduct of fans supporting their team and may be required to help remove them from the facility if requested by the umpire.
- Attempts to intimidate or distract the opposing players are not permitted. (Example: “hey batter” chant, rattling fences, etc.)
- Managers and umpires will report serious violations to the League President and may be cause for disciplinary action by the BOD.
 - Attempts to discuss decisions by an umpire by any person (other than the manager or coaches) are grounds for ejection from the premises. Managers and coaches are permitted to discuss, in a calm manner, rule interpretations with the umpire. Disputing judgment calls by an umpire may be grounds for ejection. Teams may use two adult base coaches if there is a Little League certified volunteer remaining in the

dugout, but no more than 3 adult coaches may be in the dugout at one time. If a batter turns to bunt, then takes a full swing at the pitch, the ball is dead and the batter is out.

SCOREKEEPING

Managers will maintain the team scorebook for all league games and will provide a scorekeeper and pitch counter for each game. The home team is the Official Scorer and shall clearly indicate all player substitutions and the inning that the substitutions take place. (Most scorebooks provide explanations for proper scorekeeping.) The Official Scorer shall ensure that the Umpire-in-Chief (usually the plate umpire) sign the official scorebook if the game is protested or suspended. The scorer and pitch counter will provide the data for the managers to submit to commissioners. The visiting team's pitch counter is the Official Pitch Counter and shall provide managers and umpires with pitch count information upon request. The Official Pitch Counter must account for all pitches in writing. Teams may use mechanical counters to supplement, but not replace, written pitch count sheets. (The BOD highly recommends that the Official Pitch Counter reconcile pitch counts with the home team at the conclusion of each inning.) Managers must submit score and pitch counts to their commissioner and send the scores to scores@ansll.org within 48 hours of game - 24 hours if back to back games.

UMPIRES

Umpire Authority

All umpires (parents and juveniles) are representatives of the BOD and have the authority to make all rulings in accordance with both Little League and Local Rules. The authority of the umpires begins with the plate conference and terminates when the umpires and / or all defensive players leave the field. Beginning with the plate conference, the umpires will have full authority to continue, postpone, or terminate play. Umpires will postpone all games for a minimum of 30-minutes if thunder or lightning are present. During this time all players will vacate the field and dugouts and wait in an automobile or other safe area.

Communication with Umpires

A team's manager is the official representative of their team and should represent the team at the plate conference. At that point, all communications with the umpire(s) will be through the respective team managers. Rule interpretations and protests will NOT be discussed with coaches, parents, or players. In the event the team manager is absent or unavailable a coach will present themselves to the chief umpire at the plate conference (or as soon as is practicable) as the acting manager.

GAME BALLS

The home team shall furnish two new game balls. Both teams will provide additional useable balls as needed.

Majors, AAA	LL regulation
AA	RIF 10
A	RIF 10
Developmental/T-Ball	Incredi-ball

FIELD PREPARATION

- The home team manager is responsible for field set-up, including properly marking all foul lines and batter's boxes, and assuring the pitcher's mound, batter's boxes, and other high use areas are in proper condition (no holes). If the game is not being played where league equipment is stored, the home team manager is responsible for assuring that the umpire's equipment (mask, chest protector and shin guards) is brought to the field and returned to storage. Equipment should not be kept overnight, as others may need it the next day.
- The visiting team is responsible for field maintenance after the game. This includes dragging the field and filling in any holes in the high use areas. This is critical to avoid standing water in the event of rain before the next game.
- The visiting team manager and coaches are expected to assist the home team with infield preparations when weather conditions necessitate extensive field preparation.
- Teams playing later in the day should help when possible, since preparation for the first game of the day benefits all that follow.

DIVISION STANDINGS

Final placement of teams (for draft purposes the following season, for in-house tournaments, and for any awards) will be determined by regular season winning percentage. (Exception: For the following year's draft purposes, the first place team is always determined by the outcome of the in-house tournament, regardless of record.) Every effort will be made to play all games scheduled. However, it may be necessary to use winning percentage to determine placement, if there is an uneven number of games played. Division Standings will not be kept for divisions below the AA level. The following tiebreaker rules will be applied, when necessary:

- (1) Head to Head record of tied teams
- (2) Record within the league
- (3) Coin Flip

TOURNAMENT TEAMS

A tournament committee will be established to make recommendations (to BOD) for the procedures for tournaments, specifically including selection of managers, coaches, and players. The BOD will make final determination.

ANSLI LOCAL RULES

PARTICIPATION

- Each player must play in the field at least one-half of each game (or 3 innings in event of extra inning game) that he or she is available to play while a team member in good standing.
- The continuous batting order permitted by *Official Regulations and Playing Rules* Rule 4.04 is adopted for all playing levels. Managers will list every player in the batting order and they will bat in the order listed regardless of whether or not they play in the field that inning. Managers shall add tardy players to the end of the batting order when they arrive at the team dugout.
- The Commissioner and Player Agent shall be responsible for verifying the participation rules and may enlist other assistance as necessary to enforce this action. Managers are responsible for ensuring compliance with participation rules.
- All cases involving a violation of the rule will be referred to the BOD for appropriate action. In cases where a team wins in violation of this rule, the BOD may order the game to be replayed or forfeited.
 - This rule shall not force a sick or injured player to participate. When this occurs after the start of a game, the manager must immediately notify the Umpire and the Official Scorekeeper. This player will be skipped in the batting order, not replaced.
- Each manager must provide the opposing manager with a starting lineup including the last names of all players before the game begins. This should include the player's last name, number, and pitching eligibility.
- Suspended players should not be present and in uniform and the Player Agent and Commissioner should be notified and approve such disciplinary action

Minor Divisions additional participation requirements:

- No player may sit out 2 innings until ALL players have sat out 1 inning; and no player may sit out 3 innings until all players have sat out at least 2 innings.
 - Exception: AA/AAA if starting pitcher is still pitching he or she may remain but once removed, must sit out the next inning.
- AA League. Each player is required to play an infield position a minimum of once in the first three innings.
- A League .
 - No player may sit out two consecutive innings.
 - Each player is required to play an infield position a minimum of once in the first two innings.
 - A player may not play the same defensive position for more than two innings in any one game. (Note this is not consecutive, but rather total innings.)
- Developmental
 - No player may sit out two consecutive innings.
 - Each player is required to play an infield position a minimum of once in the first two innings (if mathematically possible.)
 - No player shall play the pitcher position more than one inning per game.

- T-Ball. All players play in the field in every inning and must play at least one of the first two innings in the infield (if mathematically possible.)

MINIMUM NUMBER OF PLAYERS PER GAME

Minors – if either team is unable to field nine (9) players, the game may be played with a minimum of seven (7) players. In this case, a minimum of two (2) players must play outfield positions.

If a team is unable to field the minimum number of players, this shall not be grounds for automatic forfeiture, but shall be referred to the Director of League Operations for a decision (forfeiture or reschedule.)

NO “10-RUN RULE”

In accordance with Little League rule 4.10e (2), ANSLL does not apply rule 4.10e(1). Games will continue regardless of the score in all ANSLL levels of play.

Exception: In Majors, if a game is a “complete game” (3.5 or 4 innings completed), one hour and forty-five minutes have elapsed, and the winning team leads by 10 or more runs, then the game will be considered completed.

LENGTH OF GAMES

The “start time” of a game is defined as the time the game is scheduled to start. The start time may be delayed only if 1) field conditions warrant extra preparation time or 2) for late arrival of umpire.

By Little League definition, a “new inning” is defined as starting the instant the last out of the previous inning is made.

ANSLL regular season games will follow the time limitations below:

Majors

Normally, no time limits, except that no inning may start after 10:00 pm (per the *Official Regulations and Playing Rules*). There is a time limit if two games are being played on a weeknight (lighted field). See “Other Local Ground Rules”.

AAA

No new inning shall start after two hours from the start time (see B.4.1 above). If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of *Official Regulations and Playing Rules*.

AA

No new inning shall begin after one hour and forty-five minutes from the scheduled start of the game. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of *Official Regulations and Playing Rules*.

A & Developmental

No new inning shall begin after one hour and forty-five minutes from the scheduled start of the game. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of *Official Regulations and Playing Rules*.

T-Ball

All games have a maximum time of 90 minutes.

PITCHING

Eligibility of all pitchers shall be provided to the Umpire and opposing manager before each game. Majors and AAA will follow the *Official Regulations and Playing Rules*.

AA Pitching modifications

- Distance from the rear of home plate to the front of the pitching rubber shall be forty-one (41) feet.
- Players league age eleven (11) are not eligible to pitch in AA.

SCORING LIMITS

AAA games will be limited to five (5) runs per half inning.

AA games will be limited to four (4) runs per half inning.

A and Developmental games will be limited to five (5) runs per half inning.

In all cases, the limit per inning can only be exceeded when an out of the park home run or other ground rule forces in more than the limit per inning.

STEALING

In AA games, limited stealing is permitted mid-way through the season in accordance with the provisions of *Official Regulations and Playing Rules* Rule 7.13. The League Commissioner will inform the managers at preseason managers' meeting of effective date when stealing will be allowed in games. Each base runner may steal only one base per pitch, but may not steal home. This encourages the fielders to throw to the base(s) being stolen in an attempt to obtain an out.

INFIELD FLY

The Infield Fly Rule will only apply in Majors.

COURTESY RUNNER FOR CATCHER

In AAA, AA and A, to save time in between innings, a manager may use the courtesy runner for catcher. While a team is at bat, if the catcher for the next inning is a base runner and there is at least one out, the manager may substitute a 'courtesy runner' for that base runner/catcher. The courtesy runner MUST be the player immediately above the catcher/runner in the batting order. If that player is already on base, then the courtesy runner must be the next player above that player in the batting order.

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Example, with 2 outs, Player A, the #4 batter in the batting order is a base runner. If Player A is to be the next catcher, then Player B, the #3 batter in the lineup may pinch run for Player A, to allow them to get the catcher gear on for the next inning. The courtesy runner in this case MUST be Player B, the #3 batter in the order. If Player B is on base, then Player C, the #2 batter in the order must be the courtesy runner. Rule does not apply if it is the last inning.

OTHER LOCAL GROUND RULES

- The home team shall occupy the dugout or bench on the 1st base side of the field.
- Batting practice is NOT permitted prior to games on the game fields and it is never permissible to bat balls into the backstop or fences of ANSLL fields.
- Visiting team may take the field 25 minutes prior to start time for infield/outfield practice, and the home team shall take the field 15 minutes prior to start of game. If field time prevents the full allotment of time for both teams, then the two teams shall evenly split the remaining time. Both teams must be off the field 5 minutes prior to game time. Game time start may be delayed due to field conditions, as necessary.
- When two games are played on a week night (at a lighted field), the first game should start at 5:30 pm, and no new inning may be started after 7:30 pm. At 7:50 pm the game shall be called and the darkness rule applied. The second game must start no later than 8pm and no new inning may begin after 10:00pm.
- The home team manager is responsible for notifying their Commissioner if a game is cancelled for weather conditions. Managers cannot reschedule games without approval of their Commissioner.
- All players must be in complete uniform, including hats, as provided by ANSLL with no attachments (pins, buttons, tape, etc.) (T-Ball, Developmental, and A league players may play without hats, if necessary.)
- Americana Field (Mickelwright) only: Any batted ball that strikes the electrical transmission lines over right field, and lands in fair territory, will be a Home Run. If it lands in foul territory, it will be a foul ball. Batted balls striking electrical transmission lines cannot be caught for an out.

GUIDELINES FOR A (MACHINE), DEVELOPMENTAL, AND T-BALL

A DIVISION (MACHINE PITCH)

- A pitching machine, provided by ANSLL, shall be used to deliver the ball from the mound to the batter. Machine speeds vary, but should typically be 30-40mph
- The distance from the machine to the rear of home plate shall be forty-one (41) feet.
- The machine shall be adjusted to the satisfaction of both managers prior to the start of the game. Subsequent adjustments may need to be made to the machine by the two managers to allow the machine to deliver the ball into the strike zone.
- The defensive team manager, coach, or other adult volunteer acceptable to both managers should operate the machine. Defensive coaches are not permitted in the field.
- The adult pitcher shall not participate in any defensive play. If a batted ball accidentally touches the adult pitcher through no fault of the adult pitcher, the ball shall be live and remain in play. The adult pitcher may wear a normal fielder's glove for his/her own protection while using the pitching machine.
- When using the machine, the operator should raise the ball to head height and then slowly lower the ball into the machine. No attempt to vary the delivery shall be made.
- If a batted ball in flight first hits the pitching machine it is a fair ball in all cases and cannot be caught by a defensive player for an out--consider that the ball has touched the ground if it contacts the pitching machine on the fly; therefore, the defense must play on any runner by force or tag play to gain an out.
- If a thrown ball hits the machine, it shall remain in play. However, any ball that comes to rest under, or very close to the machine, should be declared "DEAD" by the machine operator to avoid potential contact (and injury) with the machine by a player. Batter and runner are entitled to advance to the base they were going to at the time of the occurrence.
- Pitched balls, caught by the catcher, should be returned to the pitcher, and then machine operator after each pitch. Passed balls can be gathered but no more than 4 balls in use at one time. Always allow the catcher to throw at least one of the balls to the pitcher.
- Batters are permitted a maximum of seven pitches and are ruled "Out" if they swing and miss the 3rd strike. Exception: A foul ball on the final pitch entitles batter to another pitch, unless caught by the catcher.
- The defensive team shall station a player (pitcher) within a ten-foot diameter of the pitching rubber, no closer to the plate than the machine and on the opposite side of the machine from the wheel.
- No bases on balls, hit batsman, or called strikes are permitted.
- When the ball has been returned to the vicinity of the pitching mound by the fielding team, play halts.
- No base stealing permitted.

DEVELOPMENTAL

- No score will be kept.
- Ten (10) defensive players are allowed in the field, but only 6 are allowed in the infield. (Counting pitcher and catcher).
- Pitches will be delivered by the offensive team by a registered volunteer who is acceptable to both managers. The ball may be delivered overhand or underhand. It is

recommended that the coach kneel near the pitching mound in order to get to the level of the player and toss the ball as he would throw a dart.

- While on the playing field, the adult pitcher may instruct his batter, but should not coach the base runners.
- First and third base coaches will be allowed. The defensive team may have one (1) coach in the outfield. No coaches will be allowed in the infield at any time.
- If the batted ball strikes the adult pitcher it remains in play.
- The pitcher will have 5 balls in his position, and the catcher will not return balls until 5 are pitched.
- A batter will have seven (7) pitches or three (3) swinging strikes. The batter must hit one of the seven (7) pitches or the batter shall be ruled out. EXCEPTION: A foul ball on the final pitch entitles the batter to another pitch, unless caught.
- The base runners must stay in contact with the base until the ball is hit. (No base stealing or lead offs are permitted).
- Batter and base runners may advance multiple bases only if a ball is hit past the outfielders, otherwise, only one base may be advanced on each hit.
- No advancing on overthrows.
- The half inning ends when the defensive team records three (3) outs, if five (5) runs are scored or if the batting team bats through the lineup. The next batter in the batting order will start the next inning.
- No intentional bunting allowed.

T-BALL

- Game consists of 3 innings or 90 minutes.
- No batter “strikes out”.
- Live pitching not permitted.
- Each player bats once in each inning.
- Batters and runners may be “put out” on the bases.
- Play stops when the ball is thrown toward the pitcher.
- Last batter of an inning must be announced clearly to the opposing team. When the ball is hit, the last batter is out when an opponent with the ball touches home plate. The “last” batter may also be put out at any other base – ending the inning.
- Two coaches of the fielding team may be in the field while the opponent bats.
- A maximum of 6 players shall be positioned inside the baselines when the opposing team is batting. (Don’t crowd the infield)

ANSLI RULES FOR FALL BASEBALL

PHILOSOPHY

Fall Baseball, also called developmental baseball, will be offered by ANSLI annually. The purpose of fall baseball is to develop the baseball skills of individual players in an attempt to improve their overall quality of play. There will be no standings and championships. Team accomplishments will be secondary to the accomplishments of the individual team members. There will be no forfeits in Fall Baseball. However blatant disregard for the rules may subject a manager or coach to disciplinary action and arguments with umpires will not be tolerated. All rules established in *Official Regulations and Playing Rules* are applicable as amended by the preceding Local Rules. Rules applicable to Fall Baseball only are:

MINIMUM NUMBER OF PLAYERS PER GAME

If either team is unable to field nine (9) players, the game may be played with a minimum of seven (7) players. In this case, a minimum of two (2) players must play outfield positions. If a team is unable to provide the minimum number of players, the game will not be played. There are no forfeitures in Fall Baseball.

NO “10-RUN RULE”

In accordance with Little League rule 4.10e (2), ANSLI does not apply rule 4.10e(1). Games will continue regardless of the score in all ANSLI levels of play.

LENGTH OF GAMES

The “start time” of a game is defined as the time the game is scheduled to start. The start time may be delayed only if 1) field conditions warrant extra preparation time or 2) for late arrival of umpire.

By Little League definition, a “new inning” is defined as starting the instant the last out of the previous inning is made.

ANSLI fall season games will follow the time limitations below:

Majors and AAA

No new inning shall start after two hours from the start time (see B.4.1 above). If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of *Official Regulations and Playing Rules*.

AA

No new inning shall begin after one hour and forty-five minutes from the scheduled start of the game. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings

completed. Note this specifically supersedes rule 4.10 of *Official Regulations and Playing Rules*.

A & Developmental

No new inning shall begin after one hour and forty-five minutes from the scheduled start of the game. If 90 minutes of play are completed and the game is called due to darkness or weather conditions, the game shall be judged completed regardless of the number innings completed. Note this specifically supersedes rule 4.10 of *Official Regulations and Playing Rules*.

T-Ball

All games have a maximum time of 90 minutes.

PITCHING

Managers are encouraged to permit all players to pitch throughout the Fall Baseball season. Therefore no pitcher will pitch more than three innings per game and no pitcher will pitch in consecutive games. In addition all pitch count limits listed in *Official Regulations and Playing Rules* will be followed.

SCORING LIMITS

Majors games will be limited to six (6) runs per half inning.

AAA games will be limited to five (5) runs per half inning.

AA games will be limited to four (4) runs per half inning.

A and Developmental games will be limited to five (5) runs per half inning.

In all cases, the limit per inning can only be exceeded when an out of the park home run or other ground rule forces in more than the limit per inning.

COURTESY RUNNER FOR CATCHER

At all levels, to save time in between innings, a manager may use the courtesy runner for catcher. While a team is at bat, if the catcher for the next inning is on base, the manager may substitute a 'courtesy runner' for that base runner/catcher. The courtesy runner MUST be the player immediately above the catcher/runner in the batting order. If that player is already on base, then the courtesy runner must be the next player above that player in the batting order.

ANSLL RULES FOR 90-FOOT BASEBALL

DRAFTING

If the manager is drafting their own child, that child shall be drafted in the 3rd round if the child is league age 14 or the 4th round if the child is league age 13 or 12.

PLAYER PARTICIPATION

In the Spring season, all players reporting for a Junior League Majors Division level game shall, in addition to all rules presently governing player participation, play at least three (3) complete innings of each seven (7) innings available and be entered into the game no later than the top of the fourth (4th) inning.

In the Spring season all players reporting for a game shall be in a continuous batting order for the entire game. There are no substitutes; therefore, National Playing Rule 7.14 does not apply. All players shall play a defensive position at least every other inning of each game. Managers are strongly encouraged to rotate defensive players between infield and outfield positions.

GAME LIMIT PER WEEK OF PLAY

No Junior League team shall be compelled to play more than four (4) games during a program week; no Little League team shall be compelled to play more than three (3) games during a program week.

MINIMUM NUMBER OF PLAYERS PER GAME

The number of players on each team shall be as follows: Junior League, minimum of 12 and maximum of 15;

TIME LIMITS

No inning shall start later than two hours after the **scheduled** game start time. The 10 run rule option of Playing Rule 4.10 (e) is adopted for the Leagues. In the event of a lead of ten (10) runs or more after five(5) complete innings, or four and one-half innings if the home team is ahead, the manager of the team with the least runs shall concede the victory to the opponent and the game shall terminate immediately. When artificial lights are used Junior League games, no inning shall start after 10:30 P.M. and play shall cease at 10:50 P.M.