

11/12 Division

Game time Limits

No new inning shall be started after 1hr and 50 minutes from the start time of the game according to the Umpires watch. Umpires are instructed to begin all games on time unless unforeseen circumstances arise, field availability, field preparation and equipment issues or weather. If the game does not start at the scheduled time due to a team issue such as not enough players, a team is not ready to take the field, etc. Game time shall be started at the discretion of the umpire. Once an inning starts, it must be completed. A new inning starts as soon as the last out is made.

Number of Players

A team must have at least eight (8) players to be eligible to start the game and continue to play the game. Players can help a team to avoid a forfeit, but the substitute player must be registered in the same division and cannot assume the position of pitcher. This player must be removed once a registered team player arrives.

Dugout Occupants

No one except the players, one manager and registered coaches shall occupy the bench or dugout during a game. Managers and coaches must wear distinctive league shirts identifying them as part of the team in the dugout. The manager must keep all players away from the dugout opening. All teams are responsible for cleaning the dugout before they leave.

Base Coaches

Both base coaches may be adults and/or kids on the team if there is an adult manager or coach in the dugout. Players may act as a base coach if they wear an appropriate batting helmet.

On-Deck Batters

The only player on a team that may pick up a bat is the player that is coming up to bat. This player must remain in the dugout until his time at bat. All other players may not have a bat in their hand. Bat donuts, batting weights, and weighted bats are prohibited.

Infield Fly Rule

The infield fly rule is in effect, unless agreed upon by both managers during ground rules.

Drop 3rd strike is in effect

Run Rule will be max 7 runs for the first 3 innings, Starting the 4th inning no run limit will be in effect.

Mercy Rule

A mandatory "mercy" rule will apply. If at the end of 3 Innings (2 1/2 if the home team is ahead) one team has a lead of fifteen (15) runs or more. 4 innings (3 1/2 if the home team is ahead) one team has a lead of ten (10) runs or more, the game is officially over. The manager of the losing

team shall have no discretion to continue the game at this point. For the "mercy" rule to be declared, each team must have equal times at bat.

Pitching Rules

Each team must carry a pitch counter to every game and supply an adult to act as pitch counter.

A manager or coach shall confirm the number of pitches thrown at the completion of every ½ inning.

- Managers must declare ineligible pitchers to the opposing team manager prior to the start of the game.
- The catcher speed up rule is in effect for this season. A catcher who reaches or is on base when two outs are recorded must be replaced by the last batted out.
- There is no limit to the number of pitchers a team may use in a game.
- A pitcher must be removed from a game if he/she hits three (3) batters in an inning or four (4) in a game.
- A third trip to a pitcher in any inning, or a fourth trip to the same pitcher during the game will result in the pitcher's removal from the mound.
- Pitchers once removed from the mound may not return as pitchers in the same game.
- When a pitcher is removed, the manager must notify the Umpire.
- During the game, pitchers can only warm up on the mound. Penalty: Pitcher warming up will not be permitted to pitch.
- In a game suspended by darkness, weather or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility for that game.
- Intentional Walk: The pitcher must pitch all 4 balls to the batter. 4 Pitches must be counted in the pitch count.
- A third strike not held by the catcher is still an out. There is no running on dropped 3rd strikes. No throw to 1st is required.

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Bunting

Bunting will be allowed in this division.

Stealing

Stealing of all bases is permitted. Ball MUST cross Home Plate prior to stealing or leading off bases. No max on steals in this division.

Tagging Up

Tagging up will be allowed from any base in this division. A runner that leaves early may be called out upon appeal. Umpires' discretion. Tagging up rules can be modified based upon agreement between the managers prior to the start of the game during ground rules.

Overthrows and Dead Balls

A player can advance and is not limited to one base on an overthrow. A dead ball will constitute the current base that the runner is approaching plus one additional base. This will be determined at the sole discretion of the umpire. Overthrow rules can be modified based upon agreement between the managers prior to the start of the game during ground rules.

Conduct

Players and spectators can cheer for their own teammates. No chanting or verbal harassment of any kind by players or spectators will be allowed. Managers and Coaches will be guided by the District 34 Code of Ethics, which will be strictly enforced. Managers and Coaches are also responsible for the conduct of their fans, and they must always keep them under control. Managers and Coaches are requested to settle any disputed rules as discreetly as possible. If you keep control of any situations that arise, the players will enjoy a better game.

Called Games

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. All records, including pitching, shall be counted. If four (4) full innings have been played (3 1/2 if the home team is ahead), the game will be considered official.

Protests

No protests are allowed. All disputes will be handled immediately. Any manager not satisfied with a rule interpretation only, will request a clarification of that rule from the little league committee before the next pitch. Their decision will be final.

Rescheduling of Games

In the event a game needs to be cancelled the Managers must notify the division coordinator and the league director, so that umpires can be notified and reassigned.

Injuries

Any player that sustains a head injury MUST be removed from the game and sent for Medical Evaluation. He or she will not be permitted to re-enter the game or any subsequent games without written clearance from a doctor.

Home Team

The home team must occupy the first base dugout.

*****Pitching*****

- The Coach must remove the pitcher when said pitcher reaches the limit of 80 Pitches, Pitcher may remain in the game at another position Exception: If a pitcher reaches the 80-pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

85 PITCHES PER DAY MAXIMUM pitch count in this division

Rest rules still apply. Pitcher Rest Rules – See Separate Pitch Threshold Rules Pitchers league age 16 and under must adhere to the following requirements:

- If a player pitches over 66+ pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches over 51-65 pitches in a day, three (3) calendar days of rest must be observed (only if the pitcher reaches 50 pitches and is still facing a batter)
- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no rest is required.

Any rule not covered in rulebook will be covered as found in the Little League Rule Book.