**2023 Mesa American Little League**

**Junior Division League Specific Rules**

(In addition to the most current Little League Rule Book)

1. All games are legal games regardless of the number of completed innings within the allotted times. Games will start “on-time” to allow for maximum innings. All coaches and umpires will rush the players on or off the field between inning halves to maximize playing time.
2. The only games that will be rescheduled will be when fields are flooded, in case of bad weather, or at Mesa American Little League Board discretion.
3. The home team will be listed last on the schedule and occupy the third base dugout.
4. Games are 105 minutes, or 7 innings, whichever happens first. The drop-dead time is 120 minutes at which time the game will be called as complete, and the score will revert to the last completed inning.
5. Teams may play with 8 players without forfeit. If only 7 players show at game starting time, with mutual agreement between the two coaches, teams may utilize players borrowed from the other team. Game will count as a forfeit if the 8th player does not arrive prior to the start of the 2nd inning. A borrowed player is not eligible to catch or pitch.
6. All players who are present at that game must play a minimum of 6 outs per game. If a player does not complete their mandatory 6 outs in a game, the player will automatically start the next game and play 9 consecutive outs before being replaced. There is free substitution of players in the field, but no batting out of order.
7. A substituted pitcher is eligible to re-enter the game in any position, including pitcher.
8. All players present at the game shall be in the batting order. All players must bat in a continuous order throughout the game. If available, the team will play 9 defensive players.
9. There is a 10-run mercy rule that will go into effect after the 5th inning.
10. Between innings, the pitchers will have 1 minute to deliver up to 8 warm-up pitches. Any pitcher substitutes shall get only 6 warm-up pitches during the innings if the substitution happens during the inning.
11. A catcher must catch the 3rd strike for the batter to be out. If the catcher drops the 3rd strike, the catcher must now tag the batter with the ball or throw the ball to 1st base before the batter gets to the base to achieve the out.
12. Base runners may not leave the base until the pitch has left the pitcher’s hand.