**2023 Mesa American Little League**

**Minors Division League Specific Rules**

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

1. 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.
2. 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.
3. The home team will be listed last on the schedule and occupy the third base dugout. The home team will provide the game ball, and the visiting team will provide a back-up ball.
4. Games are 80 minutes, or 6 innings, whichever happens first. The drop-dead time is 90 minutes at which time the game will be called complete, and the score will revert to the last completed inning.
5. Teams will field 10 players. The additional player will be placed in the outfield.
6. 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.
7. 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.
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 5-run rule per inning. No matter how many outs, after 5 runs are scored the teams change places. The maximum number of runs scored is five in a half inning with no exception.
10. There is a 10-run mercy rule that will go into effect after the 4th inning.
11. 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.
12. A player that is hit by a player-pitched ball is allowed to take first base. Player/coach may choose not to accept the free base and may continue with the plate appearance with continuous count.
13. If the player-pitcher goes to a 3-0 count, the offensive coach will come in and throw a maximum of 3 more pitches to the batter (until the batter either strikes out or hits the ball fair). A foul on the 3rd coach pitched ball is a strike-out. If the player-pitcher goes to a 3-1 count, once the 3rd ball is called, the offensive coach comes and completes the at bat (until the batter either strikes out or hits the ball fair). If the Player-Pitcher gets to a 3-2 count (from 2-2 for example), she finishes pitching to the batter in which case a walk is allowed to occur.
14. Stealing will only be allowed beginning March 27th, through the end of the season and tournament. Leading off may occur after the ball has crossed the plate. Runners may advance no more than one base per pitch, providing the ball has passed the catcher and is more than 3 steps beyond the catcher reach, per the umpire’s judgement. Stealing home, including taking home on a passed is not permitted for the regular season or tournament.