



JR&SR SUPPLEMENTAL RULES

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Team Formation

1. Teams shall be formed in accordance with “LOCAL LEAGUE DRAFT METHODS,” Plan A – Serpentine Draft Plan per the Little League® Operating Policies in the Little League® Baseball Official Regulations, Playing Rules, and Operating Policies for the current season.
2. Players must complete an ORWALL skills assessment to qualify as an eligible draft. Players who do not complete a skills assessment shall be assigned to a team as a Hat Pick.
3. Hat Picks - Any player who did not complete an ORWALL skills assessment shall be assigned indiscriminately (blindly) to teams in the established order of the draft. Hat picks will only be assigned after all available draft picks have been selected.
 - Hat pick players are ineligible for ORWALL Premier Division selection during the Draft.
4. Manager’s child(ren) shall be assigned to each manager’s respective team in the following draft rounds, based on the league age of the player(s):
 - Player’s age is the oldest (or only) offered in the Division: 3rd Round
 - Player’s age is the next oldest offered in the Division: 4th Round
5. Where Manager has more than one (1) child participating and are the same league age, the children shall be assigned in consecutive rounds beginning at the designated round for league age and descending toward the next (later) round.
6. Siblings – When requested by a parent, siblings, step-siblings, or players residing at the same residence shall be selected in consecutive rounds.

Player Pool

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. (Regulation V)

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent.

1. The Player Agent shall create and administer the pool.
2. The league’s Player Agent shall use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
3. Managers and/or coaches shall not have the right to randomly pick and choose players from the pool within their respective division.
4. When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game. Pool players that are called and show up at the game site must play

at least six (6) defensive outs and bat once.

Equipment & Uniform

1. All players shall wear the ORWALL-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
2. TPU and Hard Plastic (non-flexible) cleats only on Junior Field. Metal cleats allowed on Senior field only.
3. Catchers must wear:
 - long- or short-model chest protector with neck collar
 - baseball-style shin guards
 - catcher face mask
 - catcher helmet which meets NOCSAE standards
 - dangling throat protector attached to face mask (must hang freely)
 - Catcher's mitt (Rule 1.12)
 - Male catchers must wear a protective athletic cup

Field & Equipment Prep

1. Both teams are responsible for:
 - Raking the infield
 - Marking foul lines with chalk machine
2. Visiting team is responsible for:
 - **Adult** Scoreboard operator
 - **Adult** Pitch Counter
3. Home team is responsible for:
 - Official **Adult** Scorekeeper
 - **Adult** Pitch Counter
 - **Covering field with tarps if last game played of day (Senior Field Only) Post-**

Game Responsibilities

1. Remove all equipment and trash from field, dugouts, and stands
2. Turn off scoreboard (if only/last game of the day)
3. Close up scorebox building – turn off lights/ac, close windows (if only/last game of the day)

Length of Games

1. Games shall last **1 hour & 45 minutes or 7 innings, whichever comes first. No inning shall start after 1 hour & 45 minutes. Innings started prior to the 1 hour & 45-minute mark shall be completed.** An inning officially begins at the completion of the previous inning.
2. No inning shall start after 10:30pm.

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. One (1) Manager & Two (2) Coaches permitted. Coaches may not interfere with a play in

progress.

3. One adult must remain in the dugout at all times to supervise players
4. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.
5. When not in the coach's box, managers and coaches shall remain within one (1) arm's length of the dugout.
6. Base coaches, other than the team manager, may not confer with an umpire regarding any on-field ruling.
7. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time.

General Rules

1. Two (2) Umpires shall be provided.
2. Infield Fly Rule **IS** in effect.
3. Only uniformed players wearing a mask and protective cup may warm up pitchers.
4. Courtesy running for the pitcher and/or catcher of record are permitted with 2-outs. The courtesy runner shall be the last out made in the inning.
5. The batter is out when strike three is legally caught by the catcher; or when first base is occupied with less than two outs and strike three is caught or not caught by the catcher.
6. Junior-Senior Division base runners may slide head-first when advancing. Note: Head-first slides are permitted in any division when returning to a previously gained base to avoid a putout attempt from any defensive player.
7. Bunting is permitted, but fake bunts/slap swings are NOT permitted for safety reasons. A batter that squares to bunt and then swings away, will be called "out" immediately.
8. The pitcher shall not bring the hand in contact with the mouth or lips while in contact with the pitcher's plate.
9. Pitching limits and days of rest shall not be broken for any reason including any rule governing double-headers and suspended games.
10. Protests are permitted. (4.19)

Number of Players

Teams must start with a minimum of nine (9) players [eight (8) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [eight (8) players in the fall] at any time during the game shall constitute a forfeit.

Lineups & Minimum Play

1. Teams shall bat a continuous batting order.
 - A batter removed from the lineup due to absence, injury, illness, disciplinary, or other just reason shall simply be skipped in the lineup without penalty (no out recorded).
 - Players that arrive late to the game may be added to the lineup at the end of the batting order.
2. Junior/Senior Divisions of play, the following stipulations apply:
 - **No player shall sit out in consecutive innings.**

3. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.

Intentional Walks

The manager of the defense may elect to intentionally walk a batter by being granted “time” and announcing such decision to the home plate umpire prior to a pitch being delivered to the batter. At such time the batter shall be granted first base and four (4) pitches shall be added to the pitch count. **Only once per game can you intentionally walk the same batter.**

Run Rules & Limits

1. Each team is permitted a maximum of 5 runs per inning before three outs for first 6 innings. If game advances to the 7th inning, each team is permitted to score up to 10 runs.
2. The 15 run rule (after 4th inning) and 10 run rule (after 5th inning) is in effect.

Player Pitch Guidelines

Daily Limits

Any player on a regular season team may pitch. The manager must remove the pitcher from the position of pitcher when the limit of daily pitches has been reached.

Threshold Exceptions for Pitchers

If a pitcher reaches any limit imposed in Daily Pitching Limits, Required Days Rest, or Pitchers moving to Catcher, the pitcher may continue to pitch, without penalty, until:

1. That current batter reaches base; or
2. That current batter is retired; or
3. The third out is made to end the half inning.

Pitchers Moving to Catcher:

1. Any player that has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day. A pitch caught in any inning after the umpire declares “play” shall constitute as an entire inning for purposes of this rule. There is no “threshold” exception to this rule.
2. If any pitcher that delivers forty-one (41) or more pitches and is not covered by threshold exception, that player shall not play the position of catcher for the remainder of that day.
3. **Any player who played the position of catcher for (3) innings or less, moves to pitcher position and delivers (21 pitches or more) Junior (31 pitches or more) Senior in the same day and is not covered by the threshold exception, may not return to the catcher position on that calendar day.**

Required Days Rest

Pitchers are required to observe the required days rest as shown below. The rest period shall begin at the stroke of midnight after the pitcher’s outing (i.e., the following day) and shall last for the number of twenty-four (24) hour periods (days), each beginning at midnight on consecutive calendar days.

| League Age 14 and Under | | League Age 15-16 | |
|-------------------------|----------------------|---------------------|----------------------|
| Number of Pitches ▼ | Required Days Rest ▼ | Number of Pitches ▼ | Required Days Rest ▼ |
| 66+ | 4 | 76+ | 4 |
| 51-65 | 3 | 61-75 | 3 |
| 36-50 | 2 | 46-60 | 2 |
| 21-35 | 1 | 31-35 | 1 |
| 1-20 | 0 | 1-30 | 0 |

Notes:

1. **Junior League and Senior League** – A player may be used as a pitcher in up to two games in a day. **EXCEPTION:** A 12-year-old playing in the Junior and/or Senior Division is not eligible to pitch in two games in a day. **NOTE:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);
2. A player may not pitch in more than one (1) game in a calendar day.

Removing the Pitcher From the Mound

A pitcher once removed from the mound can return to the mound only if the pitcher stays on defense and does not go to the bench..

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, player or spectator may neither be present for his/her team’s next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.
 - For purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players, and is scored as an official game due to forfeit, it shall be considered a physically played game.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.
 - Exception: one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, game will be stopped and reviewed by the competition committee.

4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.



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