



Game Time Limits

General Time Limit Rules

- All games must start on time.
- Both managers are responsible for starting on time. Reduce pre-game practice if necessary. If the game start is delayed, the times listed below are still in effect.
- The lights must be turned off **by 10:00pm** per town ordinance, however, if this time limit is reached and the game is not over, finish the inning.

Game Timing

5:15pm start time

- Target time limit is 2 hours.
- Do not start a new inning with less than 15 minutes remaining in the time limit (7:00pm).
- If the time limit is reached (7:15pm) and the game is not over, finish the inning.

5:30pm start time

- Target time limit is 2 hours.
- Do not start a new inning with less than 15 minutes remaining in the time limit (7:15pm).
- If the time limit is reached (7:30pm) and the game is not over, finish the inning.

7:15pm start time

- Target time limit is 2 hours.
- Do not start a new inning with less than 15 minutes remaining in the time limit (9:00pm).
- If the time limit is reached (9:15pm) and the game is not over, finish the inning.

7:30pm start time

- Target time limit is 2 hours.
- Do not start a new inning with less than 15 minutes remaining in the time limit (9:15pm).
- If the time limit is reached (9:30pm) and the game is not over, finish the inning.

7:45pm start time

- Target time limit is 2 hours.
- Do not start a new inning with less than 15 minutes remaining in the time limit (9:30pm).
- If the time limit is reached (9:45pm) and the game is not over, finish the inning.

Weekend games

- Target time limit is 2 hours.
- Do not start a new inning with less than 15 minutes remaining in the time limit.
- If the time limit is reached and the game is not over, finish the inning.

Game Length

- 4 innings are the minimum for an official game. If the time limit is reached before the completion of five innings (3 ½ if the home team leading), the game is considered final.
- 6 innings are the maximum.



- Extra innings are permitted if the score is tied after six innings and the game is within the time limits listed.
- Ties are permitted.
- Game ends if the visiting team has a ten (10) run lead after four innings or the home team has a ten (10) run lead after three and one-half innings.
- Inning Run Limits:
 - Rookie: There is a three-run maximum rule per team per inning. This applies to all innings played.
 - Minors: There is a five-run maximum rule per team per inning. This applies to all innings played.
 - Majors: There is no run limit per team per inning.
- The home scorebook is the official scorebook when there is a discrepancy.
- The home plate umpire must sign each team's scorebook, unless using GameChanger.

Field Maintenance

Before the Game

- Home team takes the 1st base dugout. Visitors take the 3rd base dugout.
- Visiting team rakes/grooms the field before the start of the game. Home team is strongly encouraged to assist.
- Fields should be lined.
- Base paths must be raked parallel to the foul line.
- Standing water must be raked into the dirt, not to the infield / outfield grass.
- Each team provides two (2) new official game balls.

After the Game

- Home team rakes/grooms the field at the conclusion of the game. Visiting team is strongly encouraged to assist.
- Home team locks equipment boxes / shed and turns off the lights if no game follows.
- Each team emails/texts the following to the division coordinator:
 - Final score.
 - Player pitch counts for both teams. (Coordinator will adjudicate any discrepancies and inform teams of official pitch counts, ineligible pitchers & when eligibility is regained.)
- All field issues must be reported to the division coordinator.

General Rules

- Field closures will be communicated via text, website and/or Facebook.
- Upon field closure, do not try to work the field or re-open it. Any team caught on an MOTLL field after field closure will forfeit their next game and be given a loss in the standings.
- First Aid kits and medical release forms must be on hand at every game and practice.
- All injuries must be noted on the Incident Tracking Form (available on the website) and reported to the Safety Officer within 48 hours. The Safety Officer will work with you on the next steps.
- Everyone must abide by the MOTLL Parent/Player Code of Conduct and the Coach's Code of Conduct.



Game Play

- Continuous batting order.
- Minimum Player Requirements: Eight (8) players.
- Player Call-Ups:
 - Minor: A minors team may borrow a capable player from the Rookie division if a team cannot field eight players. Only players having tried out for minors AND not having a game on that day are eligible to be borrowed. Managers must submit a request to their division coordinator. The Minors division coordinator will work with the Rookie division coordinator in processing this request.
 - Major: Majors team CANNOT borrow players from any other division. If a team cannot meet the minimum player requirement, notify the division coordinator and he/she will reschedule the game.
 - Minor / Major: If a team loses a player for the season due to injury, withdrawal, etc. That team must replace the departing player with a player from the lower division that tried out for the division of the team needing a replacement.
- Infield fly rule.
 - Rookie & Minors: Does not apply.
 - Majors: Infield fly rule is in effect.
- Uncaught (dropped) third strike.
 - Rookie & Minors: Does not apply.
 - Majors: Uncaught (dropped) third strike rule is in effect.
- Pitcher warm-ups.
 - New pitchers, including the beginning of a game, are allowed a maximum of seven warm-up pitches.
 - Returning pitchers who pitched a previous inning are allowed a maximum of four warm-up pitches.
 - Managers or credentialed assistant coaches may warm-up a pitcher. Any players warming-up a pitcher must wear protective catcher's equipment.
 - If a pitcher is warming up in the bullpen, the catcher must be wearing protective catcher's equipment. A player not currently playing in the field must also be standing near the bullpen with a batting helmet on looking for potential balls entering the bullpen.
- There is no on-deck circle. Only the first batter of an inning may warm up while the pitcher is warming up.
- There is a three-minute time limit between half-innings. The batter must be in the batter's box and the fielders must be in position by then. This rule supersedes the pitcher warm-up count and will be strictly enforced by the umpires.
- Batters must stay in the batters box with no more than one foot outside of the box between pitches if the pitch is caught cleanly by the catcher. Upon passed balls, balls in the dirt, or foul balls, players are permitted to fully step out of the box with both feet.
- Bats must be USA Baseball approved bats (stamp is on the bat). USSSA bats are illegal.
- No bat throwing. 1st time a player throws a bat: warning, 2nd time: out.
- Fake bunting / slash bunting / butcher boy is PROHIBITED. The batter will be called OUT if attempted.
- Head-first sliding is an immediate out, except when returning to a base.



Local Rules – Baseball – Majors / Minors / Rookie Divisions



- Sliding into home plate is up to the discretion of the umpire. Fielders may not stand on the plate or fully block home plate.
- A player must attempt to avoid contact at any base, including home plate.
- Stealing bases is permitted.
 - Rookie.
 - Stealing is permitted on a passed ball only. A passed ball is when the catcher did not catch the ball, the ball is in foul territory, and the ball touches the backstop. Runners may not leave the base until the ball touches the backstop.
 - No stealing home.
 - Players may not steal on throws by the catcher back to the pitcher.
 - No advance on an overthrow to any base by the catcher.
 - Leading is not permitted.
 - Bunting is prohibited.
 - Minors.
 - Stealing is permitted only on a pitched ball. Players may steal once the ball has reached the batter.
 - Stealing home is permitted.
 - Players may not steal on throws by the catcher back to the pitcher.
 - Stealing a base (including home) on a catcher's throw to 1st, 2nd or 3rd is permitted.
 - Leading is not permitted.
 - Majors.
 - Stealing is permitted only on a pitched ball. Players may steal once the ball has reached the batter.
 - Players may steal on throws by the catcher back to the pitcher.
 - Leading is not permitted.
- Baserunning.
 - Rookie: Once the ball enters the infield, the runner must stop on the base they are approaching.
- Minimum playing time.
 - Rookie.
 - All players must play a minimum of three defensive innings prior to the completion of the 4th inning of play.
 - Each player must play at least one infield inning during the first four innings of the game.
 - No player may sit more than two innings during the game.
 - Minors.
 - All players must play a minimum of two defensive innings prior to the completion of the 4th inning of play.
 - Each player must play at least one infield inning during the first four innings of the game.
 - No player may sit more than two innings during a six-inning game.
 - Majors.
 - All players must play a minimum of two defensive innings prior to the completion of the 4th inning of play.
 - No player may sit more than three innings during a six-inning game.
- Special runners.
 - There are no special / courtesy runners.
 - When your pitcher or catcher is on base with 1 or 2 outs, you may replace him/her with a pinch runner. The pinch runner must be the player who made the last out.



Pitching Rules

Pitch Counts and Limits

- If a pitcher hits three batters in a game, he must be removed.
- Rookie: If a pitcher places four consecutive batters on base via walk or hit-batsman, the pitcher must be removed.
- Limits and Required Rest are not modified from Little League's Rulebook but are provided here for convenience.

Pitch Count - Age is a player's Little League age	
<u>Age</u>	<u>Maximum Pitches Per Day (incl. double-headers)</u>
8	50 pitches
9-10	75 pitches
11-12	85 pitches

Required Rest Rules	
<u>Pitch Count Threshold</u>	<u>Required Rest</u>
1-20	0 Calendar Days (can pitch next day)
21-35	1 Calendar Day (can pitch in two days)
36-50	2 Calendar Days (can pitch in three days)
51-65	3 Calendar Days (can pitch in four days)
66+	4 Calendar Days (can pitch in five days)

Additional Pitching Rules

- Pitch limits and required rest (see tables above) are based on players LL age as of the current season.
- A pitcher's pitch count for the purpose of days' rest threshold is determined by the first pitch to the last batter faced.
- Any pitcher on a regular season team roster may pitch.
 - Minors: 12 year olds may not pitch.
- Borrowed players may not pitch.
- Pitchers may NOT pitch on three (3) consecutive days.
- If a pitcher reaches the limit imposed for their Little League age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - The batter reaches base.
 - The batter is put out.
 - The third out is made to complete the half inning.
 - The pitcher is removed from the mound prior to the batter completing the at-bat.



- If a pitch limit is reached, the pitcher may continue to pitch until the end of the current at-bat, or if the third out is made to complete the half-inning. Those pitches will count toward mandatory rest requirements.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game, regardless of threshold reached.
- Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day. If a catcher catches one pitch in their 4th inning, they are also ineligible to pitch.
- Any player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches (13-14yo) or 31 pitches (15-16yo) or more in the same day, may not return to the catcher position that calendar day, regardless of threshold reached.
- When a pitcher is replaced in a game by another pitcher, they cannot return to the mound as a pitcher during that game.
- Each team is responsible for keeping an accurate pitch count. Teams must check with the other team after each half-inning to ensure both teams have the same count. Any discrepancies must be resolved as soon as possible. In cases of discrepancies, umpires will determine the actual number of pitches thrown.
- Notify the umpire once a pitch count limit has been reached.
- If pitch counts are exceeded, notify the coordinator of the division. Managers exceeding pitch counts may be brought before the Board of Directors for possible disciplinary action.
- Pitch counts will be tracked by the division coordinator and all managers will be notified of ineligible pitchers and the date they will be eligible to pitch next.

Game Attire

- Any part of an undershirt or long sleeve shirt that is exposed on the pitcher's arm must be a color other than white or gray.
- If a pitcher is wearing an arm sleeve, it must be fully covered by long sleeves that are neither white or gray.

Spring Standings / Tiebreakers / Playoffs

- Each team will play 12 games and make the playoffs.
- Teams will be seeded based on overall record & winning percentage.
- In the event of a two-way tie, the tiebreakers are:
 - Head-to-Head Record.
 - Run Differential in Head – to – Head Games.
 - Record In Common Games.
 - Run Differential in Common Games.
 - Coin Flip.
- In the event of a three-or-more-way tie, the tiebreakers are:
 - Record In Common Games.
 - Run Differential in Common Games.
 - Season Run Differential.
 - Random Drawing.
- Playoffs will be single elimination.