

2018 Mesa American Little League Minors Baseball-Player Pitch Division Rules

The “Little League Baseball Official Rule Book” shall be used as the official rules and guidelines. The purpose of these Local League rules is to establish guidelines in addition to the Little League Official Rule Book and in no way is intended to lessen or supersede those rules.

Local guidelines

- I. Each manager shall supply one game baseball supplied by the league to the umpire.
- II. Pitch count cards or any other pitch and/or pitcher-tracking method deemed necessary to be used by the Mesa American Little League Board of Directors must be filled out or completed and submitted as soon as possible after each game.
- III. New innings shall not start after one hour, 30 minutes. Drop Dead time for games is one hour, 50 minutes, at which time the game will be considered an official, regulation game and scores frozen at Drop Dead time. (rule 4.10).
- IV. Managers and coaches of both teams are responsible for putting out bases before game time and after the game if no further games are to be played.
- V. Managers should ensure each player gets to play an infield position within the first three innings.
- VI. Games are official and can begin, continue and end with a minimum of eight (8) players. If a team has less than eight players 10 minutes after scheduled game start, or begins with eight (8) or more and loses a player(s) to absence or injury, team must forfeit.
- VII. No more than 9 players on the field at any time.
- VIII. Batting order shall consist of all players present: continuous batting order (CBO).
- IX. The on deck position is not permitted and only the the first batter of each half inning will be permitted outside of the dugout between innings. (1.08)
- X. Runners cannot leave a base until the ball delivered by the pitcher reaches the batter. (7.13)
- XI. Each half inning ends after three outs are recorded, 5 runs are scored or all players bat once, including in the last inning. (5.07)
- XII. Dropped third-strike rule is not in effect in Little League Minors divisions.
- XIII. If after three and one half innings the home team, or after four innings the visiting team, has a lead of 10 runs or more, the trailing team will concede victory. (4.10 (e))
- XIV. End of Regular Season Tournament rules will be enacted separately.

Important highlights of Little League Rulebook

- I. Regulation IV
 - A. (i) Mandatory play requirement of 6 outs and one at-bat.
 1. Managers are subject to suspension for violations.
 2. (Note 3) In Minor League, if a half-inning ends because of the five-run limit in “Rule 2.00 – Inning,” and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive defensive outs for the purposes of this rule.
 3. If a team has 15 to 20 player rosters the Mandatory Play Rule is reduced to three (3) defensive outs and one (1) at bat per game.
- II. Regulation VI

- A. (a) and (b) All players are eligible to pitch except a player that has played the position of catcher for four innings. However, a pitcher once removed from the mound cannot assume the position of pitcher. Pitchers who deliver more than 40 pitches cannot play the position of catcher.
 - B. (c) and (d) Managers are responsible for determining pitcher eligibility in accordance with these sections.
 - C. (e) The official pitch count recorder (OPCR) is the home team scorekeeper using the league supplied scorebook for that division. In absence of a home-team scorekeeper, the visiting team scorekeeper will be OPCR if using a league supplied scorebook. If both teams do not have a scorekeeper using a league supplied scorebook, the home-team manager will be OPCR.
 - D. (f) OPCR is responsible for providing pitch counts to either manager or umpire, however, it is the responsibility of each manager to know when his/her pitcher must be removed.
 - E. (h) Violations of Regulation V can result in protest in accordance with rule 4.19
- III. Regulation XIV
 - A. (a) Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league Board of Directors
 - B. (f) Managers and coaches cannot warm up pitchers but they can play catch with players in between innings, including with the pitcher.
- IV. Rule 1
 - A. (1.01) Minor League Player Pitch teams play nine defenders. No more than one manager and two coaches are allowed in dugout and on the field. One league approved coach/manager must be in dugout at all times.
 - B. (1.08) The on deck position is not permitted and only the the first batter of each half inning will be permitted outside of the dugout between innings.
 - C. (1.11 j) Players MUST NOT wear watches, rings, pins or jewelry of any kind. Exception: Medical items or League Awarded Pins.
 - D. (1.12) The catcher must wear a catcher's mitt.
 - E. (1.15 c) A pitcher cannot wear sweat bands
 - F. (1.17) All players must be properly equipped.
- V. Rule 2
 - A. Coaches and managers are not allowed on the field unless time is called by the umpire and permits entry.
- VI. Rule 3
 - A. (3.03) A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.
 - B. (3.11) A minors team may not play doubleheaders.
- VII. Rule 4
 - A. (4.04) All teams and players are subject to a continuous batting order (CBO) of all players present.
 - 1. Those arriving late are added to bottom of the order.
 - 2. Players who are present but unable to bat due to injury or temporary absence from playing field will be skipped in the order without penalty.

The player will also be allowed to resume his/her spot in the batting order upon his/her return to the playing field or is physically able to play.

3. End of half inning occurs when three outs are recorded, 5 runs are scored or all players bat. (5.07)

- B. (4.07) A player, manager or coach ejected from a game will leave the field immediately. Managers or coaches must leave the site. Players may stay on the bench as long as they do not create a disturbance.
- C. (4.10 (a)) Games are a maximum of 6 innings.
- D. (4.10 (c) and (d)) A game is considered complete if 4 innings are completed or three and a half if the home team has scored more runs or if Drop Dead time is reached.
- E. (4.10 (e)) If after three and one half innings the home team, or after four innings the visiting team, has a lead of 10 runs or more, the trailing team will concede victory to the opponent.
- F. (4.13) No team may play two games in one day.
- G. (4.16 (a)) Each team must have at least eight (8) players present and participating for a game to start or continue.
- H. (4.19 (c) and (e)) Protests must be filed with umpire immediately and with league president within 24 hours.

VIII. Rule 6

- A. (6.05 (b) (2)) An out is recorded whether a third strike is caught or not caught by the catcher.
- B. (6.06 (a), (c), (d)) The batter is out if he/she hits the ball with one or both feet out of the batter's box, interferes with the catcher making a play or enters the batter's box with an illegal bat.
- C. (6.07 (a)) A batter is out, on appeal when failing to bat in order and another batter completes a time at bat. The proper batter may assume position in the batters box at any point before the completion of an at-bat, inheriting the ball and strike count.

IX. Rule 7

- A. (7.08 (a-3)) Runners must slide or attempt to get around defenders who have the ball and are waiting to make a tag.
- B. (7.08 (a-4)) Head first slides are not allowed when advancing, but are allowed when returning to a base.
- C. (7.13) Runners cannot leave a base until the ball is delivered by the pitcher and reaches the batter.

X. Rule 8

- A. (8.06) A team is allowed 3 total visits to the mound in one inning, with the third necessitating a pitching change. A manager or coach may have four visits to the mound to each pitcher in one game, with the fourth visit requiring a pitching change.

XI. Rule 9

- A. (9.01) Once the game starts, the umpire is responsible for making all calls and interpretations of the rulebook, including whether to suspend play.