

APPENDIX A LOCAL DIVISION RULES

Revised Spring 2024

APP A - SENIORS DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

GENERAL:

1. The Senior Division is considered competitive. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game. Teams participating in a District 4 interleague division will follow the host league's instructions for pitch count and score reporting.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is no run limit in any inning.
5. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.

PLAYING RULES:

1. The baseball diamond will be a 90-foot diamond with a 60-foot 6-inch pitching distance.
2. Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
3. Pitchers will be penalized for illegal pitches and balks.
4. Players may wear metal spikes.
5. Batters may use the on-deck batting position outside of the dugout.
6. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
7. The infield fly rule is in effect.
8. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
9. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in

the game. **This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).** EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).

10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - a. 1st Offense – Suspended for the next played game.
 - b. 2nd Offense – Suspended for the next and consecutive played games.
 - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

Senior players must use a single piece wood bat or BBCOR certified bat.

If a lack of participation does not allow for a separate Intermediate or Junior division, league age 13- and 14-year-olds may continue to use a USA baseball certified bat.

APP A - JUNIORS DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

GENERAL:

1. The Junior Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game. Teams participating in a district 4 interleague division will follow the host league's instructions for pitch count and score reporting.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is no run limit in any inning.
5. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.

PLAYING RULES:

1. The baseball diamond will be a 90-foot diamond with a 60-foot 6-inch pitching distance.
2. Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
3. Pitchers will be penalized for illegal pitches and balks.
4. Players may wear metal spikes.
5. Batters may use the on-deck batting position outside of the dugout.
6. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
7. The infield fly rule is in effect.
8. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.
9. Every rostered player present at the start of the game will participate in each game. No player will sit on

the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).** EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).

10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rule and correcting the issue on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - a. 1st Offense – Suspended for the next played game.
 - b. 2nd Offense – Suspended for the next and consecutive played games.
 - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

Junior players may use a single piece wood bat, BBCOR certified bat, or USA Baseball certified bat.

APP A - INTERMEDIATE (50/70) DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book") The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

GENERAL:

1. The Intermediate Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLLE website within 24 hours of the end of the game. Teams participating in a district 4 interleague division will follow the host league's instructions for pitch count and score reporting.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is no run limit in any inning.
5. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.

PLAYING RULES:

1. The baseball diamond will be a 70-foot diamond with a 50-foot pitching distance.
2. Leading off before a pitch is delivered and base stealing prior to the pitch arriving at home plate are permitted.
3. Pitchers will be penalized for illegal pitches and balks.
4. Players may wear metal spikes.
5. Batters may use the on-deck batting position outside of the dugout.
6. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
7. The infield fly rule is in effect.
8. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.

9. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRLI Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).** EXCEPTION - If a team has 15 or more eligible players at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game per Regulation IV(i) Note 4).
10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - a. 1st Offense – Suspended for the next played game.
 - b. 2nd Offense – Suspended for the next and consecutive played games.
 - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is mentioned at www.mrll.org.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

Intermediate players may use a single piece wood bat, BBCOR certified bat or USA Baseball certified bat.

APP A - MAJORS DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League have adopted:

GENERAL:

1. The Majors Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

TIME AND RUN LIMITS:

1. Each game shall be a "regulation game" as described in the Blue Book with no drop-dead time.
 - a. Exception 1: If a game is called due to weather or lights out but has completed 4 or more innings, it will be considered complete by reverting the score to the last completed inning.
 - b. Exception 2: If a regular season game is tied after 6 innings, the game will be considered complete and will end in a tie.
2. There is no run limit in any inning.
3. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

PLAYING RULES:

1. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
3. The infield fly rule is in effect.
4. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
5. Players may advance to 1st base on an uncaught third strike pursuant to Rule 6.09 of the Blue Book.

6. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRLLE Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
7. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book.
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher/catcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - a. 1st Offense – Suspended for the next played game.
 - b. 2nd Offense – Suspended for the next and consecutive played games.
 - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

Minor and Major players may use a single piece wood bat or USA Baseball certified bat.

APP A - MINORS AAA DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

1. The Minors AAA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLLL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
4. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

PLAYING RULES:

1. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
3. The infield fly rule is in effect.

4. Base stealing (on pitched and/or passed balls) is permitted. Base runners attempting to steal on a pitched ball may not leave their respective bases until the pitched ball has reached the batter.
5. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
6. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

1. Pitching limits are governed by the Blue Book. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - a. 1st Offense – Suspended for the next played game.
 - b. 2nd Offense – Suspended for the next and consecutive played games.
 - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

Minor and Major players may use a single piece wood bat or USA Baseball certified bat.

APP A - MINORS AA DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

1. The Minors AA Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and two coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLLE website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
5. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

PLAYING RULES:

1. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.

3. The infield fly rule is in effect.
4. Base stealing is permitted but only up to third base. To advance to home from 3rd base, the runner must be batted in or continuously running from the previously batted ball. Overthrows from the catcher to the pitcher does count as a live ball but will not allow a runner from 3rd to advance home. However, an overthrow from the catcher to the pitcher will allow a runner to advance to the next base if he or she is starting from 1st or 2nd and the next base is unoccupied. **An overthrow from the catcher to the pitcher is not a bobbled ball by the pitcher.**
 - a. The intent of this rule is to develop catchers, base running, and batting in runs, in turn preparing them for Little League play in AAA.
5. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRL Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
6. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

1. Pitching limits are governed by the Blue Book, subject to the modifications described below. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - a. 1st Offense – Suspended for the next played game.
 - b. 2nd Offense – Suspended for the next and consecutive played games.
 - c. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

Minor and Major players may use a single piece wood bat or USA Baseball certified bat.

APP A - MINORS A BALL DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

1. The Minors A Division is considered competitive. However, the primary focus of managers and coaches should be on the development of the players. There will be a postseason tournament in this division.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during scheduled games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time.
4. Each team can have only one manager and three coaches in the dugout. One of the managers or coaches must be in the dugout at all times. If only the manager and one coach are at the game, while on offense, only one of them may be a base coach and/or pitcher and the other must remain in the dugout. A player may coach a base but must wear a helmet.
5. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
6. Pitch counts and scores must be submitted by the home team to the MRLL website within 24 hours of the end of the game.
7. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
8. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

TIME AND RUN LIMITS:

1. No new inning may commence after 1:45 from the official game time. There is a 2-hour drop-dead time.
2. During the regular season, if the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will be considered complete and will end in a tie.
3. Games called due to time expiration, lights out or weather will be considered complete by reverting the score to the last completed inning.
4. There is a 5-run limit per inning with the exception of the 6th inning, where unlimited runs are allowed, until such time as three outs are made. No other inning will allow for unlimited runs even if any such inning is the last inning of the game due to time constraints.
5. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.

PLAYING RULES:

1. This is a modified coach pitch division. Players will pitch in all innings and Coaches will only assist in the first 4 innings if needed.
 - a. Batters may not advance on a walk by a player and a coach will come into relief if a pitcher throws 4 balls during an "At Bat". Once a coach enters the game, the batters count resets to a 0 ball and 1 strike count.
 - i. Players will receive up to 4 pitches during a coach pitch at bat.
 - ii. Coaches can pitch no closer than 2 normal steps in front of the rubber and must remain directly in line from home plate to the rubber.

- iii. Batters CAN strike out with less than 4 pitches during a coach pitch at bat.
- iv. Batters cannot walk during a coach pitch at bat. Batters struck by a coach pitch will remain at home to complete the at bat.
- v. Batters will be called out if the 4th pitch is not put in play.
 1. Exception: An "At Bat" cannot end on a coach hitting a player with a pitch or a foul ball.
 - b. Umpires will call balls and strikes during all at bats.
 - c. Players will begin pitching with no coach assistance beginning in the 5th inning of every game.
 - d. Batters may walk after 4 balls and may take a base if the player pitcher hits them with a pitch.
2. The batting order will consist of all players on the team roster (Continuous Batting Order) regardless of whether they are currently playing in the field. A player that arrives late must be placed at the bottom of the batting order with no penalty.
3. The on-deck batter will not be positioned outside of the dugout during play however the leadoff batter each inning may take a position outside of the dugout while the defense completes their warmup. This is the only batter authorized to be outside of the dugout for this purpose.
4. The infield fly rule is in effect.
5. Base stealing in the A division is not permitted.
6. Runners may lead off of their base after a pitch reaches the batter. Runners must return to their base when the pitcher returns to the pitching rubber.
 - a. The intent of this rule is to coach runners to pay attention and take a proper lead off preparing them for Little League stealing in AA. Abuse of the lead off technique (baiting a throw) in the A division will not be tolerated.
7. Runners may advance up to one base on the first defensive overthrow of a defensive sequence on infield plays. Multiple overthrows will not result in multiple bases.
 - a. Umpires should call time as runners reach their next base regardless of what the defense is doing.
 - b. Throws coming from the outfield to a cutoff man, or an infield location are considered live balls.
8. The play is considered dead when the pitcher returns to the pitching rubber.
 - a. Runners in motion who have not arrived at the next base are returned to their previous base.

MRLI reserves the right to change running rules if managers abuse them.
9. Every rostered player present at the start of the game will participate in each game. No player will sit on the bench defensively in consecutive innings unless an injury prevents that player from participating in the game. **This is an MRLI Local Rule that is more restrictive than the Little League Minimum Play Time outlined in Regulation IV(i).**
10. Courtesy runners may be used for the pitcher or catcher if there are 2 outs in the inning in accordance with rule 3.04.

PITCHING LIMITS:

1. Pitching limits are governed by the Blue Book, subject to the modifications described below. Pitching limitations have two components; (1) maximum number of pitches a player can pitch based on his "League Age;" and (2) rest requirements after a player has pitched.
 - a. Exception: League Age 9-year-olds playing A ball may pitch but are limited to 50 pitches
2. Maximum Pitches Based on Age: Blue Book Regulation VI(c) provides that the manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
3. Rest Requirements: Pitchers must adhere to the rest requirements stated in the Blue Book:
4. Pitching/Catching: Blue Book Regulation VI also outlines limitation for a manager wishing to use the same player as both a pitcher and a catcher in the same game. Managers are responsible for knowing the rules and correcting the issues on the field once discovered.
5. Penalty for violation: The use of an illegal player/pitcher will NOT automatically result in a forfeit of the game in which the player is used but may be referred to the protest committee for decision pursuant to Blue Book Regulation VI(h) and Rule 4.19. But, REGARDLESS OF INTENT, any manager that does not STRICTLY ADHERE TO THE PITCH RULES shall be suspended as follows:
 - d. 1st Offense – Suspended for the next played game.
 - e. 2nd Offense – Suspended for the next and consecutive played games.

- f. 3rd Offense – Suspended for the remainder of the season.

Multiple violations and/or intentional violations may warrant additional discipline by the League.

APPROVED BATS:

1. All bats must conform to playing rule 1.10.
2. Information on approved bats is contained at <https://www.littleleague.org/help-center/does-my-bat-meet-the-usa-baseball-bat-standards/>.
3. The use of an illegal bat in a game will result in the violating team losing one eligible adult base coach for the duration of the game. For the second infraction in a given game, the manager of the violating team will be ejected. Any subsequent infraction in a given game will result in the newly designated manager being ejected from the game.

A-Ball players may use a single piece wood bat or USA Baseball certified bat.

Minors A-Ball players cannot use a certified Tee Ball bat. These bats are 26" and shorter, will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS.

APP A - ROOKIES DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

1. The Rookies Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing player from the opposing team.
4. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Each team can have only one manager, three coaches, and a cleared team parent in the dugout. One of the cleared volunteers must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that a manager or coach is not at the game.
6. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
7. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

TIME LIMITS:

The Rookies Division will have the opportunity to play 6 innings but will have a drop-dead time of 1:30 from the scheduled game time, whichever occurs first.

PLAYING RULES:

1. The batting order will consist of all players on the team roster. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be used in this division.
3. 12 defensive players are allowed on the field each inning (5 outfielders).
4. A maximum of seven infielders are permitted (catcher, 2 pitchers, 1st base, 2nd base, 3rd base and Shortstop).
5. At the beginning of each play, the outfielders must start playing behind the infielders near the outfield grass.
6. At the beginning of each play, no infielder (besides the pitchers and catcher) is allowed in the infield grass. Pitchers must start each play by standing with at least one foot on the dirt area of the mound.
7. Players will rotate positions at least every inning. The goal is to give all players an opportunity to experience as many positions as possible.
8. The catcher position may only be used if a player is properly equipped with catcher's protective gear.
9. The infield fly rule is not in effect.
10. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
11. On a batted ball that reaches the outfield, the batter and existing runners may continue to advance until the ball is in possession (glove or bare hand) by any defensive player anywhere on the infield dirt or infield grass.
12. Stealing of bases and leadoffs are not allowed. A base runner may advance one base an overthrown

ball.

13. No bunting and no half swings are permitted.
14. The team's at bat is over after half the lineup has batted.
15. The last batters in each inning **may** run all the way home. Coaches should discuss how to manage the last batter before game time.
16. Hitters and/or runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.

COACH PITCHING:

1. Coaches pitch to the batter from a standing, sitting, or kneeling position approximately 30 feet from home plate.
2. If the coach pitches to the batter, the batter gets no more than eight pitches to put the ball into play.
3. If the batter has not put the ball into play after eight pitches the batter will return to the dugout and the next player in the batting order will take their at bat.

RECOMMENDED COACHING POSITIONS:

1. Offense
 - a. One coach pitching to the batter (see pitching rules below).
 - b. One 1st base coach.
 - c. One 3rd base coach.
 - d. One coach at/near home plate to retrieve pitched balls.
 - e. One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
2. Defense
 - a. One coach in the infield behind the pitcher assisting infielders.
 - b. One coach in right-center field assisting fielders.
 - c. One coach in left-center field assisting fielders.
 - d. One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
3. Additional coaches may be used as needed provided they have successfully completed a volunteer application and a criminal background check.

UMPIRING THE GAME:

1. Umpires are not provided for Rookies games. Managers and coaches will be responsible for umpiring the game as follows:
 - a. The offensive 1st base coach will be responsible for 1st base calls.
 - b. The defensive infield coach will be responsible for 2nd base calls.
 - c. The offensive 3rd base coach will be responsible for 3rd base calls.
 - d. The home plate coach will be responsible for home plate calls and assisting the catcher and batter.
2. Managers and coaches are responsible for starting and ending games on time and maintaining order and decorum on the field.

APP A - TEE BALL DIVISION RULES

These local rules do not attempt to explain every playing or safety rule. All managers and assistants should have a thorough understanding of all Rules and Regulations in the Little League Official Regulations and Playing Rules Book (the "Blue Book"). The rules and regulations within the Blue Book allow the local leagues some room for modifications. The following are the permissible options or modifications that Mountain Ridge Little League has adopted:

GENERAL:

1. The Tee Ball Division is a non-competitive division. Neither standings nor scores will be kept during the season.
2. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout. Teams do not have to change dugouts if they are scheduled on the same field during a double header. The home team will set up and remove the bases if they are the first or last game of the day.
3. If at the scheduled game time or at any time during the game either team does not have 9 players on the field of play, the game is to be played anyway by utilizing player from the opposing team.
4. Prior to the start of the game, the infield shall not be used for warmups or practice. All warm-up activity should take place outside of the 1st and 3rd baselines towards the outfield.
5. Each team can have only one manager, three coaches, and a cleared team parent in the dugout. One of the cleared volunteers must be in the dugout at all times, even if it means the loss of a base coach or field coach in the event that a manager or coach is not at the game.
6. Postponement of games will only be allowed in the event of City field closure, inclement weather, power failure, acts of God, etc. Only an authorized Board member can make the determination to postpone a game prior to the game starting. Once the game has begun, the umpire and an authorized Board member, if available, shall make such decision jointly. If no authorized Board member is available at the fields or by phone, the umpire is authorized to suspend a game for the above-stated reasons.
7. The use of artificial noisemakers (speakers, air horns, or bells) is not permitted. Exceptions are for championship or tournament games when PA system use is supervised by a member of the Board of Directors.

TIME LIMITS:

The Tee Ball Division game is complete after all players have batted twice or will have a drop-dead time of 1:15 from the scheduled game time, whichever occurs first.

PLAYING RULES:

1. The batting order will consist of all players on the team roster. Each team will bat half of their players each inning. A player that arrives late must be placed at the bottom of the batting order with no penalty.
2. The on-deck batter will not be used in this division.
3. All players play in the field every inning (2 pitchers, 5 infielders and 5 outfielders)
4. The pitcher must start each play by standing with at least one foot on the dirt area of the mound.
5. Players will rotate positions at least every inning. The goal is to give all players an opportunity to experience as many positions as possible.
6. The catcher position **IS NOT** used in the Tee Ball Division.
7. The infield fly rule is not in effect.
8. On a batted ball that does not leave the infield, the batter and existing runners may not advance more than one base.
9. On a batted ball that reaches the outfield, the batter and existing runners may continue to advance until the ball is in possession (glove or bare hand) by any defensive player anywhere on the infield dirt or infield grass.
10. Stealing bases or leading off is not allowed.
11. A base runner may not advance on an overthrown ball.
12. No bunting and no half swings are permitted.
13. Runners that are put out in the field of play may remain on the bases.
14. If a batted ball does not go further than ten feet from home plate, it is considered a foul ball.
15. If the batter hits the batting tee, it is considered a foul ball. The ball must be hit cleanly off the tee.

COACH PITCHING:

There is NO coach pitching in the Tee-Ball division. All players will hit from the tee at all times.

RECOMMENDED COACHING POSITIONS:

1. Offense
 - a. One coach at home plate operating the tee.
 - b. One 1st base coach.
 - c. One 3rd base coach.
 - d. One background checked volunteer (coach or team parent) **MUST** stay in the dugout at all times.
2. Defense
 - a. One coach in the infield behind the pitcher assisting infielders.
 - b. One coach in right-center field assisting fielders.
 - c. One coach in left-center field assisting fielders.
3. Additional coaches may be used as needed provided they have successfully completed a volunteer application and a criminal background check.

UMPIRING THE GAME:

Umpires are not provided for Tee Ball games. Managers and coaches will be responsible for starting and ending games on time and maintaining order and decorum on the field.

APPENDIX B - END OF SEASON PLAYOFF RULES

****These playoff rules are in addition to what your division rules previously stated.***

1. Every team in each competitive division will be entered into the end of season playoff tournament. Playoff tournaments will normally be a single Playoff tournament seeding is determined by each team's record as reported on the Mountain Ridge Little League website (www.mrll.org) at the end of the regular season. Teams participating in a District 4 interleague division will follow the host league's process for determining playoff seeding.
2. If there is a regular season tie, it will be broken by comparing:
 - a. Head-to-head record during the regular season.
 - b. Runs allowed during the regular season.
 - c. Coin flip.
3. In the playoff brackets, the higher seeded team is always the home team, and lower seeded team is the visiting team. The initial standings at the start of playoffs are based off the end of season standings. Once the playoff games have begun, the higher seeded team is always the home team, and lower seeded team is the visiting team. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.

SCORE REPORTING:

1. Teams are required to use the Game Changer Application for score keeping. The home team's book is the official book during playoff games. Scorekeepers must consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions. Both teams may use Game Changer to score the game at the same time. Teams participating in a district 4 interleague division will follow the host league's instructions for pitch count and score reporting.
2. Playoff results (scores and pitch counts) must be reported to the MRLLE website immediately (in most cases, the same night) after your game in order to update schedules and brackets.

TIME LIMITS AND RUN LIMITS:

1. Senior, Junior, and Intermediate Playoff Games
 - a. No new inning may commence after 1:45 from the official game time. Any inning in progress at 1:45 will be played to completion. **There is no drop-dead time.**
 - b. If the game is tied after 7 innings and/or the final inning after the time limit has been reached, the game will continue until a winner is determined.
 - c. In the event a game is called due to time expiration, lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
 - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
 - d. The 15-run rule after 4 innings, 10-run rule after 5 innings and 8-run rule after 6 innings are in effect.
2. Major Playoff Games
 - a. Each playoff game shall be a "regulation game" as described in the Blue Book with no drop-dead time.
 - b. If the game is tied after 6 innings, the game will continue until a winner is determined.
 - c. In the event a game is called due to lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
 - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.

- d. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.
3. Minor AAA Playoff Games
- a. No new inning may commence after 1:45 from the official game time. Any inning in progress at 1:45 will be played to completion. **There is no drop-dead time.**
 - b. If the game is tied after 6 innings and/or the final inning after the time limit has been reached, the game will continue until a winner is determined.
 - c. In the event a game is called due to time expiration, lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
 - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
 - d. There is a 5-run limit per inning with the exception of the 6th inning and each extra inning thereafter, where unlimited runs are allowed, until such time as three outs are made. No inning prior to the fifth inning shall allow for unlimited runs, even if any such inning will be the last inning of the game due to time constraints.
 - e. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.
4. Minor A & AA Playoff Games
- a. In the AA and A Divisions, if a playoff game is tied at the end of 6 regulation innings, or 2 hours and 15 minutes from official game time, whichever occurs first, the International tiebreaker goes into effect. The player recording the last out of the previous inning shall be placed automatically at second base. Play shall continue until a winner is determined.
 - b. In the event a game is called due to time expiration, lights out or weather, the board of directors will make the determination on how to proceed. It could result in one of the following decisions:
 - i. If the game is called due to lights out or weather, the game will be resumed as soon as possible to determine a winner. This may be as soon as the next day and could result in multiple games being played in a single day.
 - ii. If the game is called due to time, the game is reverted back to a previously completed inning if it meets the definition of a regulation game and a winner can be determined.
 - c. There is a 5-run limit per inning with the exception of the 6th inning and each extra inning thereafter, where unlimited runs are allowed, until such time as three outs are made. No inning prior to the fifth inning shall allow for unlimited runs, even if any such inning will be the last inning of the game due to time constraints.
 - d. The 15-run rule after 3 innings, 10-run rule after 4 innings and 8-run rule after 5 innings are in effect.
5. Championship Games
- a. **TIME LIMITS FOR CHAMPIONSHIP GAMES:**
 - i. There shall be no time limits for Championship Games in the Majors and AAA Divisions
 - ii. In the AA and A Divisions, if a Championship Game is tied at the end of 6 regulation innings, or 2 hours and 15 minutes from official game time, whichever occurs first, the International tiebreaker goes into effect. The player recording the last out of the previous inning shall be placed automatically at second base. Play shall continue until a winner is determined.

APPENDIX C - SUMMARY OF PITCHING RULES

This summary is intended to be a quick reference of the basic pitching rules and limits. Managers are required to read and be familiar with Regulation VI in its entirety.

PITCHER TO CATCHER / CATCHER TO PITCHER LIMITS

- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day.
- A Pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

PITCH COUNT LIMITS:

The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

- League Age 13-16: 95 pitches per day
- League Age 11-12: 85 pitches per day
- League Age 9-10: 75 pitches per day
- League Age 7-8: 50 pitches per day
- Players who are League Age 6 and younger are not allowed to pitch.

DAYS OF REST:

1. Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
2. Pitchers league age 15-16 must adhere to the following rest requirements:
 - If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
3. UNDER NO CIRCUMSTANCES SHALL A PLAYER PITCH IN 3 CONSECUTIVE DAYS
4. Days of rest threshold / last batter exception
 - If a pitcher/catcher reaches a day(s) of rest threshold while facing a batter, the pitcher/catcher may continue to pitch/catch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. The pitcher/catcher will only be required to observe the calendar day(s) of rest for the threshold reached during that at-bat, provided they are removed before delivering/receiving a pitch to another batter.

INTENTIONAL WALKS (MINOR & MAJOR ONLY):

- The defense can "Intentionally Walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.
- The appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the Intentional Walk will be added to the players pitch count.
- Intermediate/Junior/Senior teams must pitch 4 balls to a batter in order to issue an Intentional Walk.

APPENDIX D – LEAGUE AGE CHART

2024 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	4
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	5
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	6
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	7
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	8
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	9
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	10
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	11
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	12
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	13
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	14
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	15
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2024.

