



**SOUTH RIVERDALE LITTLE LEAGUE
LOCAL RULES MAJOR LEAGUE 2021**

SOUTH RIVERDALE LITTLE LEAGUE
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SOUTH RIVERDALE LITTLE LEAGUE LOCAL RULES MAJOR DIVISION

COVID-19 ADDENDUM FOR SPRING 2021

SRLL reserves the right to cancel/reschedule games/practices as needed due to COVID.

1. Social Distancing — We ask that family members of each player try and limit attendees for games or practices to two (2) spectators. We will require that masks are worn at all times by those attendees. The Board will work on a schedule to allow adequate time between games, so the players of the first game are able to leave the field before the players of a second game come on. Games will not be scheduled back-to-back as they are under normal circumstances. This schedule will continue to be reviewed and adjusted as necessary.

2. Rules on the Field – No parents in the dugout or on the field. Dugouts will be marked off to facilitate distancing and players will be required to stay apart from one another. Players must wear masks while in the dugout or coaching a base. Mask must be worn whenever a player is not on the field or at bat. No sharing of water bottles or food. No handshaking. No High-fives. No chest bumps. No personal bags on the ground inside the dugout. Baseball bags can be hung behind a player's spot. Players should have their own bat, helmet, glove, batting gloves, and catcher's equipment (if they are a catcher). No equipment sharing. No sunflower seeds, gum, or candy in the dugout or on the field. No spitting. Hand Sanitizer will be available in the dugout. Coaches and players should use it throughout the game. **DESIGNATED EXTENDED DUGOUT AREAS ARE CONSIDERED DEAD BALL TERRITORY.** If a ball is thrown into these areas, the play shall be declared a dead ball. All runners shall advance one base.

3. Coaches — Coaches must agree that they will be transparent, and forthcoming should they or a member of their family contract the COVID-19 virus, or if they had it and completed the 14-day quarantine period. Coaches must communicate with their commissioner, who will work with the executive board on guidance for possible cancellations or adjustments to schedules. SRLL will require that if they did contract COVID-19, they get a doctor's clearance stating they are Covid-recovered.

4. No post game handshakes — Players will instead line up on either baseline and tip their caps to acknowledge a game well-played. SRLL will remind parents, players and coaches to limit hand-to-hand interaction as much as possible.

5. Face Masks/ Coverings — As per Governor Cuomo executive order, any person not wearing a mask/facial covering will be denied access to the field. All players, spectators, Board members, coaches and umpires will wear masks/ face cover at all times when unable to social distance, with exceptions made for certain coaching actions (e.g. throwing batting practice, demonstrating a drill or movement, speaking to a group of players at a distance, etc.). Any parent or player not following these guidelines will be asked to leave and their child removed from the game. No face coverings can be shared.

6. Displaying symptoms or Confirmed infection — if your child is displaying symptoms, SRLL asks that they stay away from the team until either 10 days have passed, and their symptoms have cleared up, or your medical professional has confirmed the symptoms are unrelated to Covid-19. Parent / Household Member — if someone in your household is displaying symptoms, we ask that you do not have the child or the adult attend team events until either; the child has had no symptoms for 10 days, the adult has had no symptoms for 10 days, or your medical provider has confirmed you do not have the illness.

7. Communication — Coaches need to be informed if a player or a parent/household member is displaying symptoms or confirmed infection. We understand a family's need for privacy regarding their health. However, due to the risks posed by the transmission of this illness, SRLL will inform teams involved with that player or a parent/household member of potential exposure. We will not share the name, or personal information, but simply inform the team and parents of the situation so they can monitor their own symptoms.

A. GENERAL RULE

- a. The official rules of Little League Baseball shall apply to all Major League games except as provided for herein.

B. COACHES

- a. The Board of Directors must approve all coaches on an annual basis.
- b. Coaches, and members who do not participate in mandatory meetings and league functions shall be subject to change in status by the Board of Directors.
- c. Only four adult coaches are allowed per team. During Covid protocols – when team is in the field – one coach must monitor the extended dugout area. When team is at bat – two (2) base coaches, one (1) dugout coach, and one (1) coach monitoring extended dugout area.
- d. All coaches must stay inside their respective dugouts or extended dugouts at all times during a game.
- e. Coaches are not allowed onto the field of play (inside the foul lines) during a game except to assist an injured player or to adjust equipment. A coach may go on the field to change pitchers. In any case, a coach must request and receive time from the umpire before coming onto the field of play.
- f. No coach or parent shall be allowed to coach a player from the backstop area or near the opposing dugout. No person shall be allowed to stand directly behind the backstop. Any person who violates this rule will be requested to leave the field.
- g. One member from each team should be at the field forty-five (45) minutes before the scheduled start of the game to prepare the field, i.e. lining, raking and any other work necessary to prepare the field for play.
- h. Each team must present the starting lineup to opposing team ten (10) minutes before the scheduled start time of any game.
- i. Each team is responsible for keeping accurate pitching records for their own team.
- j. Each team will keep an accurate scorebook for both teams.
- k. The final score for each game must be submitted by the winning team to the league via e-mail for record keeping and posting on the website. Scores should be sent in within twenty-four (24) hours of completion of any game.

- l. Only coaches, players and umpires are permitted in the dugouts. Parents, siblings and other individuals are not to enter the dugouts during a game.
- m. There are no animals of any kind allowed inside dugouts or on ballfields.
- n. All coaches must execute the Coaches Code of Conduct Agreement before participating in any League activity

C. RAIN OUTS AND RAIN DELAYS

- a. No game may be played if there is thunder and/or lightning.
- b. If a game is stopped or delayed because of thunder and/or lightning the umpire shall wait twenty (20) minutes from the last occurrence before resuming play.
- c. Prior to the start of any game, the decision to cancel the scheduled game due to inclement weather is the decision of the League President, Commissioner of the respective division, the Chief Umpire or the umpire assigned to the game.
- d. After the commencement of any game, the decision to stop play due to inclement weather is the sole decision of the umpire.
- e. The decision to recommence play after a rain delay will be the sole decision of the umpire.
- f. No rain delay shall exceed forty-five (45) minutes or until the umpire declares the field unplayable. After forty-five (45) minutes the game shall be stopped. If a regulation game has been completed at the time the game is stopped and the home team is winning the home team shall be declared the winner. If the home team is not winning at the time the game is stopped the winner shall be the team with the most runs at the end of the last completed inning if a regulation game has been completed at this point.
- g. Any game that is stopped before the completion of a regulation game shall not be counted unless completed at a later date.
- h. Games that are cancelled or stopped before the completion of a regulation game may be rescheduled or completed at the sole discretion of the Board of Directors taking into account field availability and standings.
- i. The game shall be stopped any time the umpire determines the field unplayable.

D. FORFEITS

- a. At each game the umpire shall designate the official watch. Forfeit time will be twenty (20) minutes past the scheduled start time of the game. At that point, a forfeit will be declared unless the forfeiting team's qualifying player is within the umpire's eyesight.

- b. In the event the field is wet and in the process of being made playable, forfeit time is extended until the moment the umpire deems the field playable.
- c. A forfeit shall be declared when one team fails to field at least seven (7) players within twenty (20) minutes of the scheduled start time of the game.
- d. If a player leaves a game for any reason and this results in the team not being able to field seven (7) players, a forfeit shall not be declared.
- e. In the event a Major League team cannot field seven (7) players the game will be forfeited. Appeal to the Board of Directors is permitted within twenty- four (24) hours of a forfeit. If an appeal is upheld, the game may be rescheduled at the sole discretion of the Board of Directors. If the same team cannot field seven (7) players at the start of the rescheduled game, a forfeit shall be declared without a right of appeal.

E. OFFICIAL GAME

- a. A regulation Major League game consists of six (6) innings.
- b. If a Major League game is called it is a regulation game if
 - i. Four innings are completed.
 - ii. If the home team has scored more runs in three and a half innings than the visiting team has scored in four completed half innings
 - iii. If the home team scores one or more runs in its half of the fourth inning to tie the score.
- c. If a game is called before it has become a regulation game, but after one or more innings have been played, it shall be resumed exactly where it left off if the Board of Directors determines that the game should be completed at a later date.
- d. A called game ends at the moment the umpire terminates play.
Exception: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:
 - i. The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
 - ii. The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.
- e. No new inning shall begin after two hours and fifteen minutes from the actual starting time of the game.
- f. For night games, no inning may begin after 8 p.m. prevailing time. The Umpire shall declare a last inning once an inning ends after 7:50 p.m.
- g. If a regulation game ends in a tie, one extra inning is allowed time permitting. If time has expired the game shall be declared a tie.

- h. Every regular season game must end within two hours and thirty minutes of the scheduled start time (not the time the game actually started). If a game is not completed within the limit period provided the winner shall be determined as set forth above.
- i. Only the results of a regulation game shall count towards the standings.

F. SCHEDULING

- a. No game shall be moved from a scheduled day or time without the consent of the commissioner of the respective division.
- b. No team shall be required to play more than three games in a calendar week (Sunday through Saturday) or to play games on three (3) consecutive dates except to provide for the completion of suspended games or make up games.
- c. Make up games shall be scheduled sole discretion of the Board of Directors. The Commissioner of the respective division will schedule all make up games.
- d. For games in the last three (3) weeks of the season, contending teams shall be given priority in the make up schedule. The Commissioner of the respective division shall approve all game priorities.

G. UNIFORMS

- a. Players may not wear metal cleats.
- b. Players may not play with a cast.
- c. A player may not wear jewelry of any kind including rubber bracelets and watches. A medical alert bracelet is not considered jewelry.
- d. All male players are required to wear protective cups.
- e. A player must be in full uniform to be eligible to play. The uniform includes a proper jersey and cap. The rule may be waived by the umpire for good cause or by agreement of both teams.

H. BATTING

- a. Only Little League approved bats may be used at games or practices.
- b. Each team shall employ a "bat around" batting order consisting of the names of all players present at the start of the game. A player who arrives after lineups are exchanged is to be added at the bottom of the order.
- c. There is no on deck circle. The next batter should stand at the end of the dugout with a protective helmet on. There are no practice swings allowed.
- d. Players must not have a bat in their hands while in the dugout.

- e. All batters must wear a protective helmet.
- f. Bunting is permitted in the Major League.
- g. If a player throws a bat he shall receive a warning from the umpire. It is the umpire's discretion to warn both teams and all players. If any player throws a bat after receiving a warning the play shall be called dead; the runners shall return to their original base and batter will be declared out.
- h. The automatic out rule is not in effect if a team fields less than a full team.
- i. A bat may not exceed 33 inches in length.
- j. Batter must keep one foot in the batter's box throughout their at-bat, barring the eight exceptions provided in the rulebook (see below). If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

a. 8 exceptions:

- i. Batter swings at a pitch
 - ii. Batter is avoiding a bad pitch
 - iii. Member of either team asks for and is granted a timeout
 - iv. A defensive player attempts a play on any base runner
 - v. Batter attempts a drag bunt (no bunting in minor)
 - vi. Wild pitch or passed ball occurs
 - vii. The pitcher leaves the dirt area of mound after receiving ball
 - viii. The catcher leaves position to give defensive instructions or visit mound
- b. Coaches are not to instruct their players to leave the batters box. Coaches must ask for and be granted a time out before instructing player to step out of batter's box.
- k. If a batter steps on home plate while swinging at a pitched ball the umpire shall declare no pitch and a dead ball.
 - l. Batting Out Of Turn
 - i. A batter shall be declared out, on appeal, when failing to bat in his proper turn and another batter completes a time at bat in place of the proper batter.
 - 1. The proper batter may take a position in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls or strikes shall be counted in the proper batter's time at bat.

- ii. When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, error, a base on balls, a hit batter or otherwise.

I. BASERUNNING

- a. All base runners must wear a protective helmet at all times.
- b. If in the umpire's opinion a player removes his or her helmet on purpose the umpire shall call a dead ball and the runners will return to the base they occupied prior to the violation. If the batter has not safely reached base at the time of the violation he shall resume his time at bat with the count as it was prior to the violation. The umpire shall immediately issue a warning to the offending team. If a team violates the rule a second time the umpire shall declare a dead ball and the offending runner declared out.
- c. Leading before a pitch crosses the plate is not permitted.
- d. Headfirst sliding is not permitted except when a runner is attempting to return to a base. Violation of this rule will result in the player being called out.
- e. If there is an imminent play on a runner going to a base or home plate, the runner must slide or avoid the fielder. If a runner fails to slide or avoid the fielder and there is an imminent play on the runner, the runner shall be called out. It is up to the discretion of the umpire to determine imminent play.
- f. If a team's catcher is on base with two out, the offensive team must substitute a courtesy runner in order to allow the catcher to don the equipment and be ready to play the defensive position. The courtesy runner shall be the player who makes the second out of the inning.
- g. The Infield Fly Rule is in play in Major League games.
- h. Stealing is allowed after a pitch crosses the plate.
- i. When a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; in no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire shall determine the value of the hit ball.

- j. Two adult base coaches may be utilized in Major League games.
- k. The automatic out rule is not in effect if a team fields less than a full team.
- l. A coach or spectator may not touch a runner while the ball is in play. If a runner is touched the umpire shall declare a dead ball and the runner who was touched is declared out. All other runners shall return to the base they occupied at the time of the violation.
- m. A defensive player may not bluff receiving a throw in an attempt to induce a base runner to slide. If a player bluffs receiving a throw and there is no play on the runner the umpire shall allow the play to continue. If runner does not stop and all runners are safe the result of the play shall stand. If the runner stops because of the bluff he shall be awarded one extra base. If a base runner is put out during the play the umpire shall declare all base runners safe. All runners will advance one base.
- n. Overthrows into a dead ball area:
 - i. When the pitcher is standing on the pitcher's plate and throws the ball into a dead ball area, each runner shall be awarded one base.
 - ii. When a fielder throws a ball into a dead ball area, each runner is awarded two bases from the position the runners were in at the time the ball was thrown.
 - iii. When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched. If there is an intervening play before the first throw, such as a tag play, then the runner shall be awarded two bases from the time of the throw.
- o. Offensive interference is an act by a member of the team at bat, which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference.
- p. A runner shall be declared out when
 - i. Running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball;
 - ii. Touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, no runners may advance, except runners forced to advance.
 - 1. If a fair ball goes through, or by an infielder and touches a runner immediately back of said fielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In

making such decision, the umpire must be convinced that the ball passed through or by the infielder and that no other infielder had the chance to make a play on the ball.

J. PITCHING

- a. The South Riverdale Little League participates in the Pitch Count Program. Please see attached copy of Little League Pitching Rules as adopted by the SRLL.
- b. The pitching rubber distance is 46 feet for the Major Leagues.
- c. If a pitcher hits two batters in a single inning the player must be removed from the mound for the remainder of that inning.
- d. If a pitcher hits three batters he must be removed from the game as the pitcher. The player may remain in the game at another position.
- e. A player may not return to the game as the pitcher in any inning in which he has been removed from the game as a pitcher whether he was removed by the umpire or by a coach.
- f. There are no intentional walks or balks in Major League games.
- g. A pitcher shall be allowed a maximum of eight (8) warm up pitches subject to a two (2) minute time limit between innings. Time starts when the third out of the inning is made. Warm up pitches are not included in a pitcher's pitch count.
- h. Curve balls are forbidden in Major league games. If a player attempts throw a curve ball the umpire shall declare dead ball and issue a warning. If a pitcher attempts a second curve ball the umpire shall declare a dead ball. The pitch shall be declared a ball. The offending pitcher will be removed from the mound for the duration of the game.
- i. A coach may only make two visits to the mound in the same inning to the same pitcher. At the third visit to the mound for the same pitcher, the pitcher must be replaced.
- j. A player Little League age thirteen (13) years old may not pitch in the Major Leagues.

K. DEFENSE

- a. In the Major League nine (9) players shall play the field no matter how many players the opposing team is able to field.
- b. Each player must play at least two (2) defensive innings over the first four (4) innings of each game. Each player must play at least three (3) innings a game.

- c. A player may not be removed from the field during an inning other than for illness or injury. This includes pitcher. A pitcher must be replaced with a player on the field.
- d. Infield Fly Rule: An infield fly is a fair ball (excluding line drives and attempted bunts), which can be caught by an infielder with ordinary effort, when first and second, or first second, and third bases are occupied before two outs. The batter is declared out and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched.
- e. Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. Obstruction shall be called on a defensive player who blocks the base, baseline or home plate from a base runner while not in possession of the ball.
 - i. When obstruction occurs, the umpire shall call or signal obstruction.
 - 1. If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there was no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.
 - 2. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call time and impose such penalties if any, as in that umpire's judgment will nullify the act of obstruction.
- f. Foul tip on third strike rule. If a ball is tipped into the catcher's mitt with two strikes and the catcher maintains possession of the ball, then it is strike three and considered a strike out.
 - i. FOUL TIP: A batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play (LIVE). It is not a catch if it is a rebound, unless the ball first touched the catcher's glove or hand. A foul tip can only be caught by the catcher.
- g. Dropped third strike rule. The batter becomes a runner when the third strike called by an umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. To put the batter out, the defense must tag the batter or first base before the batter

touches first base. Please note that an uncaught third strike does not result in a dead ball or stopped play.

- h. Bull-pen sessions are not allowed during games.

L. MS141 GROUND RULES

- a. Any ball which enters a dugout shall be declared a dead ball. All runners shall advance one base.
- b. Any ball which becomes trapped in the fence behind home plate or the surrounding net shall be declared a dead ball. Runners shall not advance.
- c. Any thrown ball which strikes an overhanging tree shall be declared a dead ball. All runners shall advance one base.
- d. Any batted ball which strikes an overhanging tree shall be declared no pitch.
- e. Any ball which rolls under or behind the Job Box or sheds in left or right field shall be declared a dead ball. All runners shall be placed at the base that in the umpire's discretion they would have been able to safely advance.
- f. Any ball which rolls under a fence gate shall be declared a dead ball. All runners shall advance one base.
- g. Any ball which strikes the surrounding fence but remains within the field of play shall be a live ball. Runners may advance at their own risk.
- h. Covid addition – space designated as extended dugout is considered dead ball area. All runners shall be placed at the base that in the umpire's discretion they would have been able to safely advance.

M. RUN RULE

- a. If at the end of four (4) innings (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. This should not be called the "mercy rule" or "slaughter rule." It is the "Run Rule."

N. PROTESTS AND GRIEVANCES

- a. The Protest Committee shall consist of the five (5) executive board members.
- b. The Committee will only address protests if they are filed with the umpire while the game is in progress. No protest shall be entertained if the umpire was not advised before the next succeeding play that the game was being played under protest.

- c. A protest must be filed with the commissioner of the division in writing (or e-mail) within twenty-four (24) hours of the completion of the game in question – after filing in game with umpire.
- d. All protests and grievances shall be reviewed and resolved within one (1) week of their filing.
- e. If a league official brings a violation of the rules to the attention of the manager of the offending team and the manager refuses to correct it, the game shall continue. The manager of the offending team will be subject to a suspension hearing and a possible forfeit of the game.
- f. A successful protest does not automatically result in a forfeit or replay of the game under protest. A replay or forfeit will only be ordered if in the opinion of the Committee, the violation adversely affected the outcome of the game.

O. GENERAL RULES OF CONDUCT

- a. COACHES SPECTATORS, PARENTS AND PLAYERS MAY NOT ARGUE WITH THE UMPIRE.
- b. A coach or player who argues with an umpire is subject to ejection at the sole discretion of the umpire.
- c. A coach or player who is ejected from a game is subject to a suspension hearing.
- d. Each team is responsible for cleaning its own dugout area after each game.
- e. No alcoholic beverages are allowed at games or practices.
- f. No smoking or use of tobacco products is permitted on the field or in the dugout.
- g. No food is allowed on the field or in the dugout. Only water or “sports drinks” are allowed in the dugout.
- h. Profanity or verbal abuse including but not limited to taunting of opposing players or coaches will result in the umpire issuing a warning to the offending team. A second violation will result in the ejection of the offending player or coach.
- i. No player or coach shall throw any equipment. If a player or coach throws equipment he shall receive a warning from the umpire. A second offense and the player or coach shall be ejected from the game.
- j. If a member feels that disciplinary action is necessary towards any member the complaining member shall submit in writing (or e mail) to the appropriate Commissioner, the actions, events or conditions leading to the need for action. A meeting with the Board of Directors of the South Riverdale Little League will be scheduled within forty- eight (48) hours to determine the appropriate action.

P. STANDINGS AND PLAYOFFS

- a. Standings will be determined based upon point totals. Each regular season win is worth two points. Each tie is worth one point.
- b. The playoff tournament format shall be announced during the season.
- c. The number of teams in the division for that season shall determine the tournament format.
- d. All teams are included in the playoff tournament.
- e. The higher seeded team shall be the home team.
- f. If a team in the playoffs is unable to field a team of a least seven (7) players the commissioner of the league shall reschedule the game. If the same team is unable to field a team of at least seven (7) players on the rescheduled date, the game shall be declared a forfeit.
- a. If two teams end the season with the same point totals the following procedure shall be used to determine playoff seeding:
 - i. The first tiebreaker will be the record of the two teams in head to head competition.
 - ii. If the teams have identical records in head to head competition, the second tiebreaker shall be run differential between the two teams in head to head competition.
- g. If the first two tie breakers do not result in a winner, the names of the two teams will go into a hat and the higher seed will be the team whose name is drawn by the Commissioner

2021 Regular Season Pitching Rules – Baseball

VI - PITCHERS

- (a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- (c) 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 | |
| 17-18 | 105 pitches per day |
| 13 -16 | 95 pitches per day |
| 11 -12 | 85 pitches per day |
| 9-10 | 75 pitches per day |
| 7-8 | 50 pitches per day |

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch 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. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

- (d) 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 days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 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 days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a

warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Note 2: A player is prohibited from pitching in more than (1) one game in a day if they exceed 30 pitches in the first game

Note 3: A catcher who has caught 4 or more innings cannot Pitch that calendar day