

Mesa American Little League Juniors Softball-Player Pitch Division Rules

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

Local guidelines

- I. Draft method for Mesa American Little League
 - a. **It is recommended that managers** not select more than eight players in a given age group.
 - i. **Secrecy:** Players should never be told the position in which they were drafted.
 - ii. **Bonus Picks:** Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completer of round four. If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed by the draft.
 - b. **Plan A Conventional Draft Plan**, this method will be used to draft all divisions in Mesa American Little League.
 - i. When a thorough tryout program has been completed, the last place team of the preceding season gets the first choice in every round of the draft, the next to last place team gets the second selection in every round and the remaining teams select in the reverse order of standing. With each manger keeping the returning players from the preceding season.
- II. Each manager shall supply one game ball to the umpire.
- III. Pitch count cards or any other pitcher availability method deemed necessary by the Mesa American Little League Board of Directors must be filled out or completed and submitted as soon as possible after each game.
- IV. Game time officially starts at first pitch.
- V. New innings shall not start after one hour, 50 minutes. Maximum time for games is two hours, to be continued at a later date if not a regulation game (rule 4.10).
- VI. Managers and coaches of both teams are responsible for putting out bases before game time and after the game if no further games are to be played.
- VII. Games are official with a minimum of nine (9) players present. If a team has less than nine players five minutes after scheduled game start, or begins with nine (9) or more and loses a player(s) to absence or injury, team must forfeit.

- VIII. No more than 9 players on the field at any time.
- IX. If after four and one half innings the home team, or after five innings the visiting team, has a lead of 10 runs or more, the trailing team will concede victory. (4.10 (e))
- X. End of Regular Season Tournament rules will be enacted separately.

Important highlights of Little League Rulebook

I. Regulation IV

- A. (i) Mandatory play requirement of 6 outs and one at-bat.
 - 1. Managers are subject to suspension for violations.
 - 2. If a team has 15 to 20 player rosters the Mandatory Play Rule is reduced to three (3) defensive outs and one (1) at bat per game.

II. Regulation VI

- A. (a) and (b) All players are eligible to pitch. There are no pitch limits.
- B. (c) and (d) 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 in the same inning as he/she was removed. A pitcher, withdrawn from the game offensively or defensively for a substitute, may not re-enter the game as a pitcher.
- C. Managers are responsible for determining pitcher eligibility in accordance with these sections.
- D. (h) Violations of Regulation V can result in protest made in accordance with rule 4.19

III. Regulation XIV

- A. (a) Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the local league Board of Directors
- B. (f) Managers and coaches cannot warm up pitchers but they can play catch with players in between innings, including with the pitcher.

IV. Rule 1

- A. (1.01) Nine defenders. No more than one manager and two coaches are allowed in dugout and on the field. One league approved coach/manager must be in dugout at all times.

- B. (1.08) The on deck position IS permitted and only the the first batter of each half inning will be permitted outside of the dugout between innings.
- C. (1.11 j) Players MUST NOT wear watches, rings, pins or jewelry of any kind. Exception: Medical items or League Awarded Pins.
- D. (1.12) The catcher must wear a catcher's mitt.
- E. (1.15 c) A pitcher cannot wear sweat bands, bracelets or similar items.
- F. (1.17) All players must be properly equipped.

V. Rule 2

- A. Coaches and managers are not allowed on the field unless the ball is dead and approval has been received from the umpire.

VI. Rule 4

- A. (4.04) The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order except as covered in Rule 3.03.
- B. (4.07) A player, manager or coach ejected from a game will leave the field immediately. Managers or coaches must leave the site. Players may stay on the bench as long as they do not create a disturbance.
- C. (4.10 (a)) Games are a maximum of 7 innings, unless extended due to a tie score.
- D. (4.10 (c) and (d)) A game is considered complete if 5 innings are completed or four and a half if the home team has scored more runs. If a game is called before the game becomes a regulation game, but after one or more innings have been played, the game shall be resumed at a later date.
- E. (4.10 (e)) If after four and one half innings the home team, or after five innings the visiting team, has a lead of 10 runs or more, the trailing team, will concede victory to the opponent.
- F. (4.13) A team may play two (2) doubleheaders in a seven-day period. No team shall play three games in a day.
- G. (4.16 (a)) Each team must have at least nine players present and participating for a game to start or continue.
- H. (4.19 (c) and (e)) Protests must be filed with umpire immediately and with league president within 24 hours.

VII. Rule 6

- A. (6.05 (b) (2)) An out is not recorded if the third strike is not caught by the catcher when first base is occupied before two are out unless first base or the batter are tagged.
- B. (6.06 (a), (c), (d)) The batter is out if he/she hits the ball with one or both feet out of the batter's box, interferes with the catcher making a play or enters the batter's box with an illegal bat.
- C. (6.07 (a)) A batter is out, on appeal when failing to bat in order and another batter completes a time at bat. The proper batter may assume position in the batters box at any point before the completion of an at-bat, inheriting the ball and strike count.
- D. (6.09) The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out.

VIII. Rule 7

- A. (7.08 (a-3)) Runners must slide or attempt to get around defenders who have the ball and are waiting to make a tag.
- B. (7.13) Runners cannot leave a base until the ball is released by the pitcher.

IX. Rule 8

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

X. Rule 9

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