**2019 JIM THORPE LITTLE LEAGUE – MINOR LEAGUE HOUSE RULES \*\*\*Unless modified below, rules will be enforced from the Little League Rule Book\*\*\*.**

1. Each Team will play 10 fielders, 6 infielders and 4 outfielders. These outfielders must play 4 across. There is no short-fielder. Each team’s batting line up will include all players and all will bat when it is their turn. Free substitution defensively. No courtesy or pinch runners.

2. The team playing the field is permitted (NOT REQUIRED) one coach in the outfield to give instructions. Coach must be behind all the outfielders.

3. A coach from the defensive team should be placed by the backstop to help return passed balls to the pitcher. This coach cannot interfere with a ball when a runner is eligible to steal 3rd base.

4. The first 2 innings of a game will be coach pitch. No walks permitted during coach pitch. 5-pitch limit per batter during coach pitch.   Throwing an errant pitch, does count towards the 5 pitch limit rule.

5. On an overthrow, runners may advance only one base at their own risk. If another overthrow occurs during the same play the runner must stay at that base.

6. Players may advance on a passed ball or steal from 2nd to 3rd only, with no further advance on any overthrow.   (During kid pitch only)

7.  Once a ball is returned into the infield from the outfield, and is in control of any defensive player, runners may advance one base or return to their base.  Players may be tug and/or forced out.  Ball is “live”.

8. 12 year olds may play in the minors with approval of the Board of Directors.

9. 11 years old are permitted to pitch in the minors.

10. 2 HBP in the inning or 3 in a game, the pitcher must be replaced.

11. Maximum 3 walks per inning (Hit by pitch is not a walk). a. If a team has walked the maximum of 3 batters in an inning & reaches a 3 ball count on another batter in that same inning the following would take effect: Coach of the batting team would finish pitching to the batter with the 3 ball count.  The batter cannot be walked by the coach. Please reference the following per the counts:
3-0 =3 pitch max
3-1= 2 pitch max
3-2= 1 pitch max
Note: If a foul ball occurs, the batter receives an additional pitch. \* When the at bat ends, kid pitch resumes until another 3 ball count occurs. \* In the event of a pitching change, the 3 walk / 3 Ball count rule carries over to the new pitcher.

12. No bunting, no infield fly rule. Catchers do not need to hold the 3rd strike. RUNNERS MAY TAG UP.

13. 5 run rule for the first 5 innings. Not enforced in the 6th inning.

14. 10 run rule is in effect after 4th inning.

15. Only 4 coaches are allowed in the dugout. At least one coach (or team parent) must be in the dugout at all times. Coaches will be at both baselines when their team is batting.

16. A runner may steal home 1 time per inning (only during kid pitch). Rule “only” applies when a passed ball has occurred pitcher to catcher. Does not apply in the event of a passed ball catcher to pitcher.

17. In addition to the LL pitching regulations from the rulebook, minor league JTLL pitchers also have the following restrictions: a. Only one pitcher may pitch a maximum of 2 innings in a game. b. All other pitchers are limited to a maximum of 1 inning that game. (Note: throwing 1 pitch "is" considered an inning pitched)

JTLL RULES WHEN A TEAM HAS LESS THAN 9 PLAYERS
• "Same as Major House rules"
• No game will begin when a team has less than 9 players.
• No team may finish a game with less than 8 players. An out will be recorded each time the 9th spot in the order is reached.
• Teams may scrimmage if official game cannot be played but umpires are not bound to stay.
• Final status of the canceled game will be determined by a meeting of the JTLL Board of Directors. Both coaches will be notified of either forfeiture or makeup date of the cancelled game after the Board of Directors decision has been made