

PERTINENT BASEBALL RULES

ALL MANAGERS AND COACHES MUST REFER TO AND FOLLOW THE RULES FOR YOUR DIVISION OF PLAY IN THE GREEN LITTLE LEAGUE RULEBOOK. THIS ALSO INCLUDES ALL PITCHING RULES.

THE FOLLOWING ARE PERTINENT RULES FOR YOUR DIVISION OF PLAY PER QUEEN CREEK LITTLE LEAGUE. IF YOU HAVE ANY QUESTIONS REGARDING THESE RULES OR ANY RULE IN THE LITTLE LEAGUE RULEBOOK PLEASE ASK YOUR DIVISION DIRECTOR TO CLARIFY.

ANY DISPUTE AT GAME TIME WILL BE HANDLED BY THE HOME PLATE UMPIRE. IF NEEDED THE OFFICER ON DUTY WILL MEDIATE.

PLEASE REVIEW YOUR DIVISION OF PLAY RULES HERE AND IN THE RULEBOOK AND TEACH THEM TO YOUR PLAYERS AND COACHES.

THANK YOU AND HAVE A GREAT SEASON!

JUNIOR MINORS

All players must be in hitting lineup (after 3 outs, inning changes) each player must play a minimum of (6) defensive outs.

No leading off bases. Runner may advance after the pitch has crossed home plate. If runner leaves early: 3 warnings per team, runner returns to base. On 4TH offense runner will be ruled out.

Only players on the roster may be in the dugout. Only 3 managers/coaches may be in the dugout, with 2 on the field (1st base and 3rd base coach) Note: 1st base coach may be a player with a batting helmet.

INNING RUN RULE: Maximum runs allowed per team per inning is (5) for the first (4) innings with unlimited thereafter.

MERCY RUN RULE: If one team is ahead by 10 or more runs after (4) complete innings (Top of the 5thinning if home team is ahead) game will be called complete.

Kid pitch and Machine pitch: You will have the first two innings of your game with a player on the mound pitching to a batter. Once the first two innings have passed a machine will be

brought out to complete the game. We feel this will assist with eliminating a “walk-a-thon” and give the batter some solid hits and the defense some work.

Base stealing/running on past balls: In the event a runner gets on base by a walk or a base hit the runner can advance to second & third by stealing, a hit or a walk. Once the runner is at 3rd base he is not allowed to advance to home unless the ball has been put into play by the batter hitting the ball or by a walk. The runner is not allowed to advance to home by an over thrown ball to a base, by a pass ball by the catcher or if there is a runner stealing 2nd base from 1st, the runner on 3rd can't advance to home has to stay at 3rd base. The runner can always advance to home if the ball gets hit into play and the coach wants to send the runner home, this is a live ball so the runner can advance to home if coach desires.

What we're trying to eliminate is scoring getting out of control & the ball getting thrown all over the field causing confusion. This is a developmental division not competitive and feel this will help control the game better. Technically the ball is live if a runner steals 2nd from 1st and there is a runner at 3rd but we're eliminating the ball getting thrown all over the field, so runner stays at 3rd base.

Maximum of (6) innings per game. With no new inning or extra inning to start after 1 hr 15 min. Game will drop dead after 1 hr 30 min. If inning is not complete game will revert back to last completed inning. If a game is tied after (6) innings have been completed and time still remains within the 1 hr 15 min. limit an extra inning may be started and completed. If game is still tied it will end in a tie.

SAFETY!

- If weather or other unusual circumstance ends a game, the game will revert back to the last completed inning. A game will be considered legal after (4) complete innings.
- No head first sliding into any base. (Except when diving back to a base) Runners must attempt to slide when there is a play at home plate, no running into the catcher, violation of this rule will end in the runner being called out.
- **Coaches cannot warm up pitchers. Only a player with a mask.**
- No on deck batter.
- All catcher's masks must have a throat guard. Even with the hockey style mask.
- **ALL INJURY REPORTS MUST BE FILLED OUT ASAP FOLLOWING AN INJURY AND TURNED IN TO THE OFFICER ON DUTY.**
- Current pitching rules apply. Please refer to the little league rulebook for these rules. Managers are responsible to review and pass these rules on to their coaches and players. It is the responsibility of the manager to follow all pitch count rules. **NO EXCEPTIONS!**

SET-UP/CLEAN-UP

- Home team of the first game is responsible for field set up. (Bases, chalk etc.)

- Visiting team of the last game is responsible for field tear down. (Put all bases in storage space at the end of the visitor's dugout on the Sr. Minors field (Field #2). Please keep area tidy.)

ADMINISTRATIVE

- Home team is official scorebook and pitch count recorder. Pitch count books must be signed by both coaches with the board member on duty each game.
- Home & visitor manager's report score to the Officer on Duty after each game. (Please do this so we can keep up with the standings)

Remember to have fun!