

2024 Senior Fall Rules

GENERAL RULES:

- 1-** There will be no more than **one** minute between innings. a. To speed up game, teams can have the last batted OUT run for the catcher with 2 OUTS. This should not delay game and the runner must be ready to take the field before time will be granted.
b. The Pitcher and Catcher are expected to take the field once the third out has been recorded. Failure to do so will result in less warmup pitches as umpires will strictly enforce the 1 minute rule.
- 2-** There is a 5 run limit per inning except the 7th. There is also a 10 run mercy rule after 5 innings of play. 4 ½ if the home team is in the lead. If there is time left and the coaches would like to continue they may but the score will not count.
- 3-** There is a 2 hour drop dead time limit. All Saturday games also have a "drop dead" 2 hour limit. If "drop dead" time is reached during an at-bat, the player will finish their at-bat and the game will end immediately after any subsequent play. For scoring purposes, **revert back to the last fully completed inning for the final score.**
- 4-** When games get shorter due to darkness, please be sure to rotate players every inning to ensure minimum play requirements have been met. **GAME TIMES WILL DECREASE ON WEEKDAYS AS DAYLIGHT DECREASES.** Times will be communicated as they change.
- 5-** Coaches are not permitted to be outside of the dugout during games with exception of base coaches. This includes being in the field between innings while their teams are warming up. Please keep gates shut at **all times.**
- 6-** All scores and must be reported by winning team within 24 hours of games end to Chuck via text message.
- 7-** Each manager is required to keep track of pitch counts for their own team and the opposing team; you must report pitch counts to Chuck within 24 hours.
- 8- All players must wear a cup at all times.**
- 9- Please read, understand, and follow the guidelines in the NTNLL Concussion Protocol**
- 10- The home team gets the dugout on the first base side.**
- 11-** All games will be 7 innings.
- 12-** Any abuse of any umpires from coaches, players, or spectators will not be tolerated and will result in an ejection and one game suspension. Any individual that is ejected will have to meet with the board before returning to the complex.
- 13-** An ejected player's spot in the batting order will be skipped over and will count as an "out" due to continuous batting order. Injured players will be skipped and have no "out" be recorded unless the number of players drops below 9.

PITCHING RULES:

1. PITCHING RULES REVIEW: a. Visits to the mound – 1 visit per pitcher allowed with a 30 second time limit. If there is a 2nd visit, the pitcher must be pulled. Only one infielder is allowed to participate in a mound visit. Otherwise it will be considered a defensive timeout.
b. Each team is permitted **one** 30-second defensive timeout per game
c. BALK – no warnings
2. 3 INNINGS PER PITCHER, 9 OUTS, OR 95 PITCHES, WHICHEVER COMES FIRST.
3. You must follow Little League rest requirements: a. 66 or more pitches = 4 days of rest
b. 51-65 pitches = 3 days of rest
c. 36-50 pitches = 2 days of rest
d. 21-35 pitches = 1 day of rest
e. 0-20 = No required days of rest
4. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. 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. Catching one pitch = catching one inning.
5. ONCE A PITCHER IS REMOVED FROM THE MOUND THEY MAY NOT COME IN AND PITCH ANY OTHER TIME IN THE GAME.
6. If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
7. Pitchers will receive an automatic warning if they hit three batters in a game. If said pitcher hits a fourth batter, that pitcher must be replaced on the mound. Note: If, in the umpire's opinion, the pitcher intentionally throws at a batter, that pitcher will be removed from the game.
8. There are no Balk warnings.

OFFENSIVE RULES:

BBCOR -3 or wood bats only. NO USA OR USSSA

- 1- The batting order must be continuous.
- 2- On deck batters may warm up in the "on deck" circle in the infield. On deck batters are responsible for retrieving passed balls (if no one is on base) and foul balls in the vicinity to speed up the game.
- 3- No out will be recorded if a player has to leave the game due to the following: injury, school function, or religious function. Any player leaving early must be coordinated with the umpire and opposing coach during the umpire meeting prior to the game (only school functions/other games or extraordinary circumstances are accepted). It is mandatory the player leaves at the time set prior to the game and is removed from the batting order with no out taken in his batting spot. This rule can be reversed if there is any abuse seen during the year. If a player just decides to leave for no reason an out will be recorded when it's their at bat.
- 4- Any player that arrives to the game late or after lineups are exchanged will be added to the end of the order. **It does not matter how late the player arrives or if the team has batted through the lineup; any player can be added to the lineup at ANY time.**

5- When a team cannot field a full team, managers are responsible for borrowing league players so as to have 9 players available prior to the start of the game. All borrowed players will wear their own team's uniform for the game in which they are being borrowed. Borrowed players are not permitted to pitch or catch and will play as follows: a. First borrowed player plays in the outfield and bat last on the order.

b. Second borrowed player plays in the outfield and bat second last in the order.

c. Third borrowed player plays in the outfield and bats third last in the order.

d. Borrowed players are not permitted to play any position including pitcher or catcher for the team that borrowed them.

6- Lineups must be exchanged prior to the first pitch.

7- There is a 5 run rule per inning except in the 7th inning.

8- Head first sliding is allowed.

9- All players **must** try to avoid contact. Players may **not** leap over another player in order to avoid contact. A player may be called "out" if the umpire believes contact could've been avoided when it wasn't. This is at the umpire's discretion. **Any arguing with such a call will be grounds for immediate ejection.**

DEFENSIVE RULES:

1- All players must play a minimum of 3 defensive innings.

2- INFIELD FLY will be in effect

3- No fake tags. This is unsportsmanlike conduct and is grounds for ejection.

All players are required to wear a complete uniform in its intended manner, including team hats, shirts, pants, and stockings.

Any rules not covered in these local rules will be governed by the official Little League rule book only.