

2018 JUNIOR 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 rule per inning except in the 7th inning. 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. If teams choose to continue the game after mercy has been called, umpires will not be present; this is a complete game
- 3- There is a 2 hour time limit. No new inning after 2 hours for games played. Also all Saturday games have a 2 hour limit, no new inning after 2 hours. Games will start at 5:30pm till September 10th. Games on September 10th and after will start at 5:15pm. Starting September 10th, there will be no baseball played after 7:30 PM. Starting September 17th, there will be no new baseball after 7:15 PM. Starting September 24th, there will be no new baseball after 7:00 PM. If 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- As games get shorter due to darkness, please be sure to rotate players every inning to ensure minimum play requirements have been met
- 5- Follow 90 foot rules
- 6- 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.**
- 7- All scores must be reported by winning team within 24 hours of games end to Tom Metzger via text message to 716-523-6081
- 8- Each manager is required to keep track of pitch counts for their own team and the opposing team; you must report pitch counts to Tom Metzger within 24 hours.
- 9- All players must wear a cup at all times.
- 10- Please read, understand, and follow the guidelines in the NTNLL Concussion Protocol
- 11- The home team gets the dugout on the first base side.
- 12- If weather permits rainouts will be made up. We are scheduling for at least 10 games (Weather Permitting).
- 13- All games will be 7 innings.
- 14- 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.
- 15- An ejected player's spot in the batting order will be skipped over and will count as an "out" due to continuous batting order

PITCHING RULES:

1. PITCHING RULES REVIEW:
 - a. Visits to the mound – 2 visits per pitcher allowed with a 30 second time limit. If there is a 3rd 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, 85 PITCHES (12-year olds), OR 95 PITCHES (13-year olds), 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.

OFFENSIVE RULES:

- 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. If a player just decides to leave for no reason an out will be recorded when it’s their at bat.
 - a. 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.**
- 4- Lineups must be exchanged prior to the first pitch.
- 5- There is a 5 run rule per inning except in the 7th inning.
- 6- Head first sliding is allowed **except** at home. Any player that slides head first into home will be called “out”.
- 7- Leading off is permitted.
- 8- 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- 9 Players – 6 Infielders and 3 Outfielders only
- 3- INFIELD FLY will be in effect
- 4- No fake tags. This is unsportsmanlike conduct and is grounds for ejection.