



Local Rules and Regulations – Effective Spring 2014

Virginia District 16 – Junior League

These rules and regulations are in effect for all Junior League games, including intra- and inter-league games. The *2014 Little League Baseball Rules and Regulations* govern all other play not specified below.

Pre-Game

- The home team is responsible for all field preparation, which must be completed 30 minutes prior to game time.
- The league of the home team shall be responsible for notifying the visiting team and any assigned umpires of known pre-game field conditions, including cancellations and "game time decision" status.
- Do not assume a game is rained out. Managers are responsible for checking the opposing league website, applicable weather lines, AND contacting the manager of the opposing team to verify.
- Up to three (3) eligible players not on the roster of a team may be utilized according to the Local League's regulations and rules governing the Player Pool to complete a nine player lineup. Pool players:
 - May not pitch.
 - Shall not play any more defensive outs than any rostered player.
 - Shall be placed at the bottom of the lineup when using a continuous batting order, unless additional rostered players arrive late.
- There shall be a fifteen (15) minute grace period before a game is suspended due to insufficient players. Games must be played with at least nine (9) eligible players on each team at all times.
- The home team shall occupy the first base dugout.
- The visiting team may have infield practice for ten (10) minutes, beginning 25 minutes before game time; the home team beginning 15 minutes before game time. If a previous game delays the start of this game, an abbreviated infield warm-up of five (5) minutes per team will be imposed.
- Both the visiting team and home team shall each supply the umpire-in-chief with two (2) new baseballs at the plate meeting.
- The home team shall maintain the official scorebook and pitch count for each game. The visiting team is encouraged to confirm the pitch count and score at the end of each half-inning.

The Pitcher

- Balks shall be enforced. Each pitcher shall receive one (1) balk warning per game

The Offense

- Each team shall use either a continuous batting order lineup OR follow the Official Little League Baseball Regulations and Playing Rules (9-man lineup). The decision as to which lineup method is being used shall be declared at the plate meeting.
NOTE: both teams do **NOT** have to utilize the same lineup method.
- Courtesy runners are **NOT** permitted; however, a team selecting to bat a 9-man lineup may use Rule 7.14 "special pinch runners" as applicable.
- A maximum of five (5) runs per team per half-inning shall be allowed.
EXCEPTION 1: a homerun which clears the outfield fence in fair territory shall count all runs scored on that play.
EXCEPTION 2: during the 7th inning or later, each team may score an unlimited number of runs before three outs are recorded.



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Starting and Ending the Game

- The umpire-in-chief of the game shall maintain the official time of the game.
- The home team scorekeeper shall record the time of the first pitch as the official start time, as indicated by the umpire-in-chief.
- If after five (5) innings (4 ½ innings if the home team is ahead) one team has a lead of ten (10) runs or more, the team with the least runs shall concede victory to the opponent.
- Once a game has completed five (5) innings (4 ½ innings if the home team is ahead), no new inning may start after 2:15 from first pitch. [NOTE: an inning begins immediately upon the final out of the previous inning.] Maximum game time is 2:45; however an inning in progress shall be completed.
- A regulation game which has completed five (5) innings (4 ½ innings if the home team is ahead) and has reached the time limit shall be considered complete and official.
- **A game may not end in a tie.** A regulation game which has reached the time limit and remains tied must be resumed at a later date as outlined in Rules 4.10(d), 4.11(e), and 4.12.

Protests

- All protests shall be made in accordance with Rule 4.19. A protest shall first be declared to the Umpire-in-Chief on the field of play at the time of the infraction.
- The home team scorekeeper shall be responsible for recording the state of the game at the time of protest, in coordination with the Umpire-in-Chief.
- The protesting Manager and game Umpire-in-Chief shall each separately file a protest report within 24 hours:
 - For intra-league games, the protest shall be reported to the Local League President.
 - For inter-league games, the protest shall be reported to the Presidents of each league.
- All protests involving two intra-league teams shall be handled by the respective Local League.
- All protests involving inter-league play shall be handled by a three (3) person Protest Committee consisting of the two Local League Presidents involved (or their designees), and the District Umpire Consultant. The Protest Committee shall report their findings to the District Administrator, who shall issue a ruling on the protest. The decision of the District Administrator shall be final.