



# **FAIRFAX LITTLE LEAGUE, INCORPORATED**

OUR 60<sup>th</sup> SEASON

# **2015**

# **LOCAL PLAYING RULES**

WILLIAM A. MACHT  
CHIEF UMPIRE, FAIRFAX LITTLE LEAGUE

# TABLE OF CONTENTS

Introduction .....	2
1. PLAYER PARTICIPATION .....	2
1.1. Practice Limitations .....	2
1.2. Game Participation .....	2
1.2.1 Big/Senior/Junior League/Intermediate (50/70) Division Player Participation .....	2
1.2.2 Majors Division Player Participation .....	3
1.2.3 Minor League Division Player Participation .....	3
1.2.4 Tee Ball Division Player Participation.....	4
1.3. Enforcement of Player Participation Rules .....	4
2. PRE-GAME AND GAME ADMINISTRATION .....	4
2.1. Batting Cages .....	4
2.2. Batting Practice .....	5
2.3. Field and Grounds Maintenance .....	5
2.4. Pre-game Time Limits .....	6
2.4.1. Normal situation .....	6
2.4.2. Reduced warm-up time .....	6
If fewer than 30 minutes are available for pre-game activities, the participating teams shall equally split the available time. ....	6
2.4.3. No warm-up time on the infield is available.....	6
2.5. Dugout Assignment and Occupants; Base Coaches .....	6
2.6. Pre-Game Plate Conference .....	6
3. MODIFICATIONS TO GAME PLAYING RULES .....	7
3.1. Junior League, Intermediate (50/70) Division and Majors Rules Modifications ....	7
3.1.1 Continuous Batting Order .....	7
3.2 AAA Level .....	7
3.2.1 Advancement of Bases.....	7
3.3 AA Level .....	7
3.3.1. Advancement of Bases.....	7
3.3.2. Use of Adult Pitcher .....	8
3.3.3. Pitching Distance.....	8
3.3.4. Number of Defensive Players.....	9

3.3.5. Deleted National Playing Rules .....	9
<b>3.4 'A' Level .....</b>	<b>9</b>
3.4.1. Advancement of Bases.....	9
3.4.2. Pitching Machines.....	9
3.4.3. Stoppage of Playing Action .....	9
3.4.4. Number of Defensive Players.....	9
3.4.5. Deleted National Playing Rules .....	10
<b>3.5 Tee Ball Division.....</b>	<b>10</b>
3.5.1 Modified Playing Rules.....	10
<b>4. PITCHING REGULATIONS .....</b>	<b>11</b>
4.1. Big/Senior/Junior League and Intermediate (50/70) Division, Majors, and AAA Pitching Modifications .....	11
4.2. AA Pitching Modifications.....	11
4.3. 'A' Level Pitching Modifications .....	11
4.3.1 Pitching Machine.....	11
4.3.1 Pitch Counts .....	12
4.4. T-Ball Level Pitching Modifications.....	12
<b>5. TIME LIMITS, DELAYS, POSTPONEMENT, REGULATION GAMES .....</b>	<b>12</b>
5.1. Game Time Limits.....	12
5.1.1. Big/Senior/Junior/Intermediate (50/70) Division Game Time Limits .....	12
5.1.2. Majors Game Time Limits .....	13
5.1.3. AAA and AA Game Time Limits .....	13
5.1.4. 'A' Game Time Limits .....	13
5.1.5. Tee Ball Division Game Time Limits .....	13
5.2. Evening Game Time Limits (Sunset Rules).....	13
5.3. Games Played on Fields Equipped with Artificial Lights .....	13
5.3.1. Big/Senior/Junior League/Intermediate (50/70) Division.....	13
5.3.2. Pickett Road Complex (Thaiss Park).....	14
5.3.3. Fields other than Thaiss Park .....	14
5.3.4 Failure of Artificial Lights.....	14
5.4. Delayed Games .....	14
5.5. Postponed Games .....	14
5.6. Regulation Game .....	14

5.7. Tie Games .....15

5.8. Unsafe Playing Conditions (Lightning, Thunder, etc.).....15

    5.8.1. Thunder / Lightning..... 15

    5.8.2. Unintentional Bat Throwing/Unsafe Follow Through..... 15

Appendix A - Official Sunset Schedule.....19

Appendix B - Official Game Ending Times.....20

# Introduction

These local rules are meant to augment Little League International Rules as reflected in the Little League International Rule Book. Little League International Rules apply in all circumstances except where outlined herein.

## **1. PLAYER PARTICIPATION**

### **1.1. Practice Limitations**

Prior to opening day of the Spring or Fall season, each team in Fairfax Little League is limited to three (3) days per week (a week being defined as Sunday to Saturday) in which it may conduct practice or play a scrimmage game, of which only two (2) of these days may be school days. When the season begins, teams may practice or play games for a maximum of four (4) days in a seven (7) day period. Three (3) of these days may be school days. For the purposes of this rule only, the following applies:

- A practice is considered as an event where the team manager and/or coach(s), and five (5) or more players listed on the team roster is present.
- A school day is any day of the week (Monday through Thursday only) when the Fairfax County Public Schools are in session. Spring Break days are not considered as school days.
- Practices/scrimmage games shall be held only on fields (or in approved indoor facilities) covered by Fairfax Little League's liability insurance policy. No play shall be conducted on league fields until the Director of Fields and Grounds and the Director of Safety certify the fields ready for use.

The penalties for violation of Local Rule 1.1. are as follows:

1st Offense: The manager shall receive a written warning.

2nd Offense: The manager shall be suspended for the next two scheduled games.

3rd Offense: The manager shall be suspended for the remainder of the season.

- Local Rule 1.1. does not apply to any Tournament Team at any level.

### **1.2. Game Participation**

#### **1.2.1 Big/Senior/Junior League/Intermediate (50/70) Division Player Participation**

- Spring season:
  - All players reporting for a Big/Senior/Junior League and Intermediate (50/70) Division games shall, in addition to all rules presently governing player participation, play at least three (3) complete innings of each seven (7)

innings available and be entered into the game no later than the top of the fourth (4<sup>th</sup>) inning.

- Junior League and Intermediate (50/70) Division shall utilize a continuous batting order. All players shall play a defensive position at least every other inning of each game.
- Fall season:
  - A continuous batting order shall be used for all Big/Senior/Junior League and Intermediate (50/70) Division games for the entire game. All players shall play a defensive position at least every other inning of each game.

### 1.2.2. Majors Division Player Participation

- Spring season:
  - All players reporting for a game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings **defensively** of each six (6) innings available.
  - A continuous batting order shall be utilized.
- Fall Season:
  - The same participation rules defined for the Spring season apply.

### 1.2.3. Minor League Division Player Participation

- Spring season:
  - All players reporting for a game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings **defensively** of each six (6) innings available.
  - All players reporting for a game shall play **at least every other inning** in a defensive position.
  - Managers **shall** rotate their players between infield and outfield position, providing every player the opportunity to play an infield position for at least two full defensive innings in each game. This rotation requirement applies to all players.
  - No player shall be out a second defensive inning until all other players have sat at least one defensive inning with the exception of a pitcher which is limited to a pitch count.
  - Over the course of a season, managers shall allocate bench innings evenly among the players on the team.

- **NOTE 1:** Players who do not play the required number of infield innings in a game shall start the next game in an infield position until all playing requirements for both games have been fulfilled. If teams cannot fulfill this infield playing requirement due to not completing at least four defensive half innings in a game, team managers shall inform the League Director of Minors for decision on how to schedule playing time to provide the most equitable opportunity to all players. Decisions made by the League Director of Minors are final.
- **NOTE 2:** Managers shall notify the League Director of Minors of safety concerns that, in their view, disqualifies a player from playing either an infield or an outfield position. The League Committee shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions.
- Fall Season:
  - The same participation rules defined for the Spring season apply.

#### **1.2.4. Tee Ball Division Player Participation**

- All players shall play the entire game on offense and defense. Additionally, managers **shall** rotate their players between infield and outfield positions providing every player the opportunity to play an infield and an outfield position in each game.
  - **NOTE:** Managers shall notify the Director of Tee Ball of safety concerns which, in their view, disqualifies a player from playing either an infield or an outfield position. The Director of Tee Ball shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions.

### **1.3. Enforcement of Player Participation Rules**

Alleged violations of player participation rules shall be reported to the League Player Agent. Please see the Local By-Laws and Regulations document for procedures.

## **2. PRE-GAME AND GAME ADMINISTRATION**

### **2.1. Batting Cages**

The batting cages at each game field are reserved for one hour prior to the start of any scheduled game for use by the two teams participating in the game to be played.

Batting cages may be used while scheduled games are in progress **only as follows:**

- Chilcott Stadium: **Used only by teams currently playing on the field for warming up a pitcher only.**
- Thaiss park (Pickett): batting cages, but not hitting stations, may be used during scheduled games by teams scheduled to next play on any field at Thaiss park based on the following priorities:
  1. Teams scheduled to play on Fields #1 and #5 (equal priority – 1 cage per field).
  2. Teams scheduled to play on Fields #2 and #3.
  3. Teams scheduled to play on Field #4.
  4. The Visiting team has the assigned batting cage 60-40 minutes prior to the scheduled start of a game. The Home team from 40-20 minutes prior to the scheduled start.
- Burke field: batting cages may be used during scheduled games by the teams scheduled for the next game on Burke field.
- Providence: no restrictions on use of batting cages.
- Robinson High School: no restrictions on use of Varsity cages; the JV field cages shall not be used while a game is being played on the JV field.

League Presidents may further restrict the use of batting cages during games as necessary.

## **2.2. Batting Practice**

- **On game days, pitched** batting practice with baseballs on playing fields is **NOT** permitted.
- During practices on playing fields, no batting practice with baseballs shall be conducted against any backstop or fence, only wiffle balls or similar type plastic balls may be used.
- Pickett #5 ONLY – No electronic pitching machines shall be used for batting practice on the field.

## **2.3. Field and Grounds Maintenance**

Under normal playing conditions:

- **The Home team** shall prepare the field for play.
- **The Visiting team** shall rake the field after the game is over and pick up any trash on the playing field to prepare it for the next game. The **visiting team** of the last game of the day at each field shall remove and store all bases in the equipment shed and verify that field lights, if available, are properly shut off.
- **If the field needs extra work due to inclement weather both teams are responsible for ensuring the field is playable.**



- **Each team** shall be responsible for cleaning out its dugout, and surrounding area, as well as properly disposing of trash on its side of the field.

## **2.4. Pre-game Time Limits**

All games shall begin at their scheduled start time. Pre-game practice activities on the game field shall be completed no less than 5 minutes before the scheduled start time.

The following limits shall be applicable to pre-game activity if the scheduled starting time of the game will not be affected:

### **2.4.1. Normal situation**

- The visiting team may have the field for 10 minutes beginning 30 minutes prior to the scheduled start of the game.
- The home team may have the field for 10 minutes beginning 20 minutes prior to the scheduled start of the game.

### **2.4.2. Reduced warm-up time**

**If fewer than 30 minutes are available for pre-game activities, the participating teams shall equally split the available time.**

### **2.4.3. No warm-up time on the infield is available**

- If fewer than 15 minutes are available for pre-game activities based on the scheduled game start time, pre-game warm-ups on the game field are limited to the outfield area and no infield practice shall be taken.

## **2.5. Dugout Assignment and Occupants; Base Coaches**

The **home team** shall occupy the **1st base dugout**. Scorekeepers are **not** permitted to occupy the dugout or bench. Big/Senior/Junior League/Intermediate (50/70) Division level scorekeepers are permitted to occupy the dugout with the manager and coaches when the games are played on a high school varsity playing field or Providence #3.

## **2.6. Pre-Game Plate Conference**

- Managers, with team captains, shall report to the Umpire-in-Chief at home plate 5 minutes prior to scheduled game start time.
- The **home team** shall provide the Umpire-in-Chief three (3) new game baseballs and additional suitable balls, if necessary, during the course of the game. The Umpire-in-Chief shall determine the suitability of all baseballs.
- Game Coordinators shall attend the pre-game plate conference.

## 3. MODIFICATIONS TO GAME PLAYING RULES

If Local Playing Rules conflict with Little League International Playing Rules, these Local Playing Rules shall take precedence.

### 3.1. Junior League, Intermediate (50/70) Division and Majors Rules Modifications

#### 3.1.1 Continuous Batting Order

- Fairfax Little League has adopted the policy of a **continuous batting order** as defined in National Rule 4.04.

### 3.2 AAA Level

#### 3.2.1 Advancement of Bases

- Modifications of National Playing Rule 7.13 concerning runners advancing via base stealing.

Rule 7.13 is modified as follows:

- The base runner's opportunity to advance through base stealing is limited to a maximum of **one base per play; any base, including home may be stolen**. This restriction does not apply for runners advancing on a hit ball.
  - **NOTE 1:** For the purposes of this rule, the definition of a "play" is the action which takes place on the field from the time of a pitch by the pitcher until the time of the next pitch.
  - **NOTE 2:** A batter who is awarded a base on balls (walk) may attempt to steal second base immediately after the player has touched first base. This stealing action by the batter runner occurs during the same play in which the player was awarded first base.

### 3.3 AA Level

#### 3.3.1. Advancement of Bases

Modifications of National Playing Rule 7.13 concerning runners advancing via base stealing.

The rule is modified as follows:

- A base runner's opportunity to advance through base stealing is limited to a maximum of **one base per play. A runner may NOT initiate a steal of home**.
  - **NOTE 1:** For the purposes of this rule, the definition of a "play" is the action which takes place **on the field from the time of a pitch by the pitcher until the time of the next pitch**.
  - **NOTE 2:** A batter who is awarded a base on balls (walk) **MAY NOT** attempt to steal second base on the same play in which the player was awarded first base.

- **NOTE 3:** When an adult pitcher is in the game per Local Rule 3.3.2, no base stealing is permitted.

### 3.3.2. Use of Adult Pitcher

International Playing Rule 6.08 (a) is modified to provide a better opportunity for batters to hit a pitch. This special pitching rule only becomes effective in any half inning after the defensive team has walked two batters. This rule temporarily substitutes an adult pitcher from the offensive team for the player pitcher who remains in the game playing the defensive position of pitcher.

- Once two walks have occurred in a half inning, all subsequent batters who receive ball four (4) in the same half inning shall remain in the batter's box. The Umpire-in-Chief shall call "timeout" and the offensive team shall provide an adult pitcher to pitch to the batter until his/her time at bat is completed. Then the adult pitcher will return to the dugout and the player pitcher resumes the full role of pitcher for the next batter.
- The adult pitcher shall wear a glove for self-protection and pitch using the set position from the pitching plate on the mound. Illegal pitches shall not be called. The adult pitcher shall not participate in defensive plays but is authorized to use a glove for protection from a batted ball.
- If the adult pitcher is an adult base coach positioned in a coaching box on the field, he/she is not required to be replaced in the box while performing as an adult pitcher and may not return to the coach's box during any play in which he/she pitched.
- **The adult pitcher may deliver a maximum of two pitches to the batter, regardless of the count to the batter. The batter has two pitches to either put the ball in play. After two pitches, the batter is out if the ball is not put in play with the exception of the second pitch resulting in a foul ball. The adult pitcher will continue to pitch until the ball is either put in play or the batter fails to swing at or miss the second pitch.**
- **NOTE:** Adult pitchers are encouraged to warm up prior to the game so they can deliver a hittable pitch when placed in the game. **Adult pitchers shall not warm up on the field.**

### EXAMPLES:

- 1) Two batters have walked in the top of the 3<sup>rd</sup> inning. A third batter receives ball 4. The adult pitcher enters the game to pitch a maximum of 2 pitches to the batter. If the batter does not swing at either of the adult pitches, the batter is out—regardless of pitch location. If the batter swings at, but misses the adult pitches, the batter is out. If the batter fouls off the second pitch, another pitch is authorized—which the batter must put in play or foul off earning yet another pitch until the batter hits a fair ball, takes the pitch, or swings and misses.

### 3.3.3. Pitching Distance

The distance from home plate to the pitcher's plate shall be 42 feet instead of 46 feet (National Playing Rule 1.07).

### **3.3.4. Number of Defensive Players**

National Playing Rule 4.17 is modified to allow a fourth outfielder, thus allowing ten (10) defensive players on the field. This fourth outfielder shall be positioned at normal outfield depth at the start of every play. No outfielder shall move from his/her position in the outfield into the infield for the purpose of making defensive plays as an additional infielder. The penalty for violation of this rule is the same as for violation of playing rule 7.06, obstruction.

### **3.3.5. Deleted International Playing Rules**

The following National Playing Rules are deleted for this level of play:

- 6.05 (d), infield fly.
- 8.05, illegal pitch.

## **3.4 'A' Level**

### **3.4.1. Advancement of Bases**

Modifications of National Playing Rule 7.13 concerning runners advancing via base stealing.

- There is no base stealing at the 'A' level of play.

### **3.4.2. Pitching Machines**

- Use of a pitching machine for scheduled games is mandatory—unless no working machine is available. The pitching machines are to be placed 42 feet from the back point of home plate.

### **3.4.3. Stoppage of Playing Action**

International Playing Rule 5.02 is modified to allow for stoppage of playing action.

- All plays at the A level are stopped by an **umpire calling "TIME OUT"**. A defensive player returning the ball to the defensive pitcher does not automatically stop play. Play continues until the lead runner is stopped, the umpire calls "TIME OUT", and the ball is returned to the offensive team's pitcher. Managers are expected to teach their players to properly run bases. Managers are also expected not to violate the spirit of good sportsmanship at this level of play by automatically advancing following runners behind a stopped lead runner when such advancement is not typical nor based on the merits of the play.
- To increase the speed of the game, plate umpires may deliver the ball back to the pitcher.

### **3.4.4. Number of Defensive Players**

- International Playing Rule 4.17 is modified to allow a fourth outfielder, thus allowing ten (10) defensive players on the field. This fourth outfielder shall be positioned at normal outfield depth at the start of every play. No outfielder shall move from his/her position in the outfield into the infield for the purpose of making defensive plays as an additional infielder. The penalty for violation of this rule is the same as for violation of playing rule 7.06, obstruction.

### **3.4.5. Deleted International Playing Rules**

The following International Playing Rules are deleted for this level of play:

- National Playing Rule 2 (Definitions) – Bunt (No bunting allowed)
- 6.08(a) – Base on Balls (No walks allowed)
- 6.08(b) – Hit Batter (No award of 1<sup>st</sup> base for a batter hit by a pitch)
- 9.04(a) – Counting Balls and Strikes

## **3.5 Tee Ball Division.**

### **3.5.1 Modified Playing Rules.**

All modifications defined in A Local Playing Rules (3.4) are in effect for T-Ball, with the following modifications:

- The home team supplies the batting tee.
- Score is not kept, outs are not recorded, no protests are allowed, and there are no forfeits.
- The visiting team provides the Umpire-in-Chief.
- Managers should adjust their batting order each inning to allow a different player to lead off.
- No strike outs. Bunting is not allowed. Batters must take a full swing at the ball. Batters get an unlimited number of swings to hit a fair ball. For a ball to be fair, it must meet the definition of a fair ball in National Playing Rule 2 and be batted past an arc drawn from foul line to foul line 15 feet in front of the back point of home plate.
- For safety reasons, no defensive player in fair territory shall be closer than 45 feet to the batter, and all players must have baseball gloves. The catcher shall be positioned in a safe area against the backstop facing the batter.
- No base stealing. Runners may not leave the base until the ball is hit and shall avoid contact with defensive players. Runners who leave early shall be sent back one base, if possible, at the end of playing action. Play continues until the runners have been stopped and the ball is returned to the defensive pitcher, at which time the umpire will call "Time Out". Play resumes when the manager/coach repositions the ball on the tee for the next batter. If runners have advanced beyond normal advancement on the merits of the play, the umpires shall return runners to the appropriate base. On any overthrow into dead ball territory, a standard award of one base is made.
- The half inning ends when the last batter has completed their turn at bat and rounds the bases. Prior to the half inning ending, if the defensive team completes three outs against the offensive team, all base runners on base when the 3<sup>rd</sup> out is made shall be administratively removed

from the bases—to reward the defensive team for its play—and then the half inning will continue to its conclusion.

- Offensive and defensive coaches may be on the playing field for instructional purposes as permitted by the International Playing Rules. Their instruction may be limited by the Umpire-in-Chief if excessive game delays occur.

## **4. PITCHING REGULATIONS**

### **4.1. Big/Senior/Junior League and Intermediate (50/70) Division, Majors, and AAA Pitching Modifications**

- Fall season
  - An individual player may pitch in no more than three separate innings per game.
    - Example: A pitcher who comes in with two outs in the 2<sup>nd</sup> inning cannot pitch past the end of the 4<sup>th</sup> inning.

### **4.2. AA Pitching Modifications**

- In the interest of safety, only players league age ten (10), or younger, shall be allowed to pitch in scheduled and practice games.
- Fall season
  - An individual player may pitch in no more than three separate innings per game.
    - Example: A pitcher who comes in with two outs in the 2<sup>nd</sup> inning cannot pitch past the end of the 4<sup>th</sup> inning.
- Local Rule 3.3.2 defines the use of an adult pitcher during scheduled games.

### **4.3. 'A' Level Pitching Modifications**

#### **4.3.1 Pitching Machine**

International Playing Rule 8, The Pitcher, is modified by the following:

- A properly functioning pitching machine supplied by the League shall be the method of pitching to 'A' level batters. Only if a pitching machine malfunctions, or is not available, shall a manager or designated adult pitch to batters at this level.
- The manager (or his/her other adult representative) of the team at bat shall operate the pitching machine for his/her team. A player from the defensive team shall be positioned to the side, or behind, the pitcher's plate and within four (4) feet of the pitcher's plate to make all defensive plays. The catcher shall return all pitches to the defensive player stationed near the

pitcher's plate, who will in turn give the ball to the adult pitcher to pitch, **unless, in the umpires judgment the speed of play is unnecessarily delayed. Local Rule 3.4.3 applies.**

- The adult pitcher shall not participate in any defensive play and should try to avoid obstructing the defensive team's play. If a batted ball accidentally touches the adult pitcher through no fault of his/her own, the ball shall be live and remain in play.
- The adult pitcher may wear a normal fielder's glove for his/her own protection while pitching or using the pitching machine.
- If a ball in play hits the pitching machine, such contact shall be considered a touch of the ball by a fielder. Therefore, a batted ball that first hits the pitching machine is a fair ball in all cases. If a thrown ball hits the pitching machine, continue play as if a fielder had not caught the ball.
- If the adult pitcher must manually pitch to the batters due to non-availability of a functioning pitching machine, the adult pitcher shall pitch from a distance of 42 feet using the set position.

#### **4.3.1 Pitch Counts**

- The batter shall receive a maximum of seven (7) pitches (unless the seventh and subsequent pitches are fouled).
  - Three (3) strikes (swinging) or failure to put a ball in play within seven pitches shall constitute an out. Balls and strikes shall not be called. No walks shall be issued. If the pitching machine malfunctions and does not deliver a pitch that the batter could hit in the opinion of the Umpire in Chief, that pitch will not count as one of the seven maximum allowable pitches. If the adult pitcher makes an unhittable pitch, the pitch shall count as one of the maximum seven (7) pitches allowable.

#### **4.4. T-Ball Level Pitching Modifications**

- No live pitching or machine pitching shall be used.
- All batters **shall hit the ball from the batting tee.**

### **5. TIME LIMITS, DELAYS, POSTPONEMENT, REGULATION GAMES**

#### **5.1. Game Time Limits – Regulation X of the International Rule Book**

##### **5.1.1. Big/Senior/Junior/Intermediate (50/70) Division Game Time Limits**

- Monday - Thursday nights (school nights):
  - No inning shall start later than two hours (2:00) after the game's **scheduled** start time. Once started, an inning shall be played to its completion.

- Friday - Sunday (weekend games):
  - No inning shall start later than two hours fifteen minutes (2:15) after the game's **scheduled** start time.

### 5.1.2. Majors Game Time Limits

- No time limit. No inning may start after 10:00 PM.
- For the Fall season only, no new inning shall start later than two hours (2:00) after the game's **scheduled** start time. Once started, an inning shall be played to its completion.

### 5.1.3. AAA and AA Game Time Limits

- No new inning shall start later than one hour and fifty minutes (1:50) after the **scheduled** game start time. Once started, an inning shall be played to its completion, subject to Local Rules 5.2 and 5.3, which take precedence.

### 5.1.4. 'A' Game Time Limits

- No new inning shall start later than one hour and thirty minutes (1:30) after the **scheduled** game start time. Once started, an inning shall be played to its completion, subject to Local Rules 5.2 and 5.3, which take precedence.

### 5.1.5. Tee Ball Division Game Time Limits

- No new inning shall start later than one hour and 15 minutes (1:15) after the game's **scheduled** start time. The game terminates after four (4) complete innings or completion of the last legally started inning.

## 5.2. Evening Game Time Limits (Sunset Rules)

Unless the field is equipped with artificial lights, no inning shall start after the day's official sunset time listed in **Appendix A**. On fields equipped with artificial lights, inning start time is regulated by league time limits (Local Rule 5.1), or Local Rule 5.3, whichever comes first.

Unless the field is equipped with artificial lights, all games shall **CEASE PLAY** no later than the official game ending times listed in **Appendix B**, regardless of the current situation of the game. On fields equipped with artificial lights, play shall continue until the game is completed or terminated due to a league time limit (Local Rule 5.1), or Local Rule 5.3, whichever comes first.

## 5.3. Games Played on Fields Equipped with Artificial Lights

### 5.3.1. Big/Senior/Junior League/Intermediate (50/70) Division

- No inning shall start after 10:30 P.M. and play shall cease at 10:50 P.M., unless superseded by Local Rule 5.1.1.



### **5.3.2. Pickett Road Complex (Thaiss Park)**

- Play **shall cease** no later than 9:20 P.M. and lights **shall be turned off** no later than 9:30 P.M., unless superseded by Local Rule 5.1.

### **5.3.3. Fields other than Thaiss Park**

- Sunday through Friday – no inning shall start after 9:30 P.M. and play shall cease at 10:00 P.M., unless superseded by Local Rule 5.1.
- Saturday – no inning shall start after 10:00 P.M.; play shall cease at 10:30 P.M., unless superseded by Local Rule 5.1.

### **5.3.4 Failure of Artificial Lights**

- In the event of failure of the artificial lights to turn on or continue to operate, game time limits specified in Local Rules 5.1 and 5.2 shall apply.

## **5.4. Delayed Games**

On fields scheduled for multiple games on a specific day, any game delayed beyond thirty (**30**) minutes of the scheduled starting time due to inclement weather or field conditions **shall be postponed** and rescheduled on another date. The remainder of the games scheduled for that date shall be played according to schedule. The last game scheduled on any day may be started up to one (1) **hour** later than the scheduled starting time with the concurrence of both managers, provided sufficient time is available to play a regulation game.

## **5.5. Postponed Games**

In the event of game postponement, the **home team manager** shall notify the person responsible for the rescheduling of games within each League.

If an interleague game is postponed, the **home team manager** is responsible for notifying the person responsible for the rescheduling of the game.

Rescheduling should not require a team to play a game on three consecutive days unless under extreme circumstances, as determined by the League President.

Managers shall not deviate from the official published schedule of games. All rescheduling of games shall be done by the person responsible for the rescheduling of games within each League. Any game played at a time, or on a field, not scheduled with prior approval by the League Player Agent or the person responsible for the rescheduling of games within each League shall not be considered an official game and shall be replayed.

## **5.6. Regulation Game**

If the Local Rule game time limits are reached before the requirements of Playing Rules 4.10 (a) and (c) are met, the game is a **Regulation Game**.

## **5.7. Tie Games**

For all levels of play except the Challenger and Tee Ball Divisions where score is not kept, tie games shall go into extra innings if not prevented by game time limits of Local Rule 5.1. If these limits apply, and the game is a regulation game according to International Playing Rule 4.10 (c), or Local Rule 5.6, play shall cease and the tie result shall count as 1/2 win and 1/2 loss for each team.

## **5.8. Unsafe Playing Conditions (Lightning, Thunder, etc.)**

### **5.8.1. Thunder / Lightning**

- It is the responsibility of the Umpire-in-Chief to determine when a game in progress should be suspended due to unsafe playing conditions, such as: **slippery footing, insufficient light, lightning, thunder**, or other hazardous conditions. When a game has been suspended because of thunder or lightning, the game shall not be resumed until at least **30 minutes** have passed without thunder or lightning being observed in the vicinity of the game field.

### **5.8.2. Unintentional Bat Throwing/Unsafe Follow Through**

- When a batter unintentionally throws a bat, or fails to control their follow through and that action is judged unsafe by an umpire, the player shall receive a warning.
- In the event of a second unsafe act by that same player in the same game, the following penalties shall be enforced
  - **Tee Ball:** At the player's next turn to bat, the batter next listed on the batting order shall hit the ball for the unsafe batter; the unsafe batter shall run the bases and shall remain eligible to play in a defensive position.
  - **'A' level:** The player shall be removed from the batting order for the remainder of the game, but shall remain in the game defensively and complete all defensive player participation requirements.
  - **All other playing levels:** The player shall be immediately disqualified from playing in the remainder of the game and administratively restricted to the dugout until the game is completed. This dugout restriction is not an ejection and does not include the automatic suspension penalty for the next game. If substitution rules apply, an eligible substitute shall enter the game for the unsafe batter.

## Appendix A - Official Sunset Schedule

APRIL		MAY		JUNE		SEPTEMBER		OCTOBER	
1	7:32	1	8:01	1	8:28	1	7:40	1	6:53
2	7:33	2	8:02	2	8:29	2	7:39	2	6:51
3	7:34	3	8:03	3	8:30	3	7:37	3	6:50
4	7:35	4	8:04	4	8:30	4	7:36	4	6:48
5	7:36	5	8:05	5	8:31	5	7:34	5	6:46
6	7:37	6	8:06	6	8:31	6	7:33	6	6:45
7	7:38	7	8:07	7	8:32	7	7:31	7	6:43
8	7:39	8	8:08	8	8:33	8	7:29	8	6:42
9	7:40	9	8:09	9	8:33	9	7:28	9	6:40
10	7:41	10	8:10	10	8:34	10	7:26	10	6:39
11	7:42	11	8:11	11	8:34	11	7:25	11	6:37
12	7:43	12	8:12	12	8:35	12	7:23	12	6:36
13	7:44	13	8:13	13	8:35	13	7:21	13	6:34
14	7:45	14	8:13	14	8:36	14	7:20	14	6:33
15	7:46	15	8:14	15	8:36	15	7:18	15	6:31
16	7:47	16	8:15	16	8:36	16	7:17	16	6:30
17	7:48	17	8:16	17	8:37	17	7:15	17	6:29
18	7:49	18	8:17	18	8:37	18	7:13	18	6:27
19	7:50	19	8:18	19	8:37	19	7:12	19	6:26
20	7:51	20	8:19	20	8:38	20	7:10	20	6:24
21	7:52	21	8:20	21	8:38	21	7:09	21	6:23
22	7:53	22	8:20	22	8:38	22	7:07	22	6:22
23	7:53	23	8:21	23	8:38	23	7:05	23	6:20
24	7:54	24	8:22	24	8:38	24	7:04	24	6:19
25	7:55	25	8:23	25	8:38	25	7:02	25	6:18
26	7:56	26	8:24	26	8:38	26	7:01	26	6:16
27	7:57	27	8:25	27	8:38	27	6:59	27	6:15
28	7:58	28	8:25	28	8:39	28	6:57	28	6:14
29	7:59	29	8:26	29	8:39	29	6:56	29	6:13
30	8:00	30	8:27	30	8:38	30	6:54	30	6:12
		31	8:28					31	6:10

Times listed are eastern daylight savings times - adjust for eastern standard time by subtracting one(1) hour.

## **Appendix B - Official Game Ending Times**

APRIL		MAY		JUNE		SEPTEMBER		OCTOBER	
1	7:42	1	8:11	1	8:38	1	7:50	1	7:03
2	7:43	2	8:12	2	8:39	2	7:49	2	7:01
3	7:44	3	8:13	3	8:40	3	7:47	3	7:00
4	7:45	4	8:14	4	8:40	4	7:46	4	6:58
5	7:46	5	8:15	5	8:41	5	7:44	5	6:56
6	7:47	6	8:16	6	8:41	6	7:43	6	6:55
7	7:48	7	8:17	7	8:42	7	7:41	7	6:53
8	7:49	8	8:18	8	8:43	8	7:39	8	6:52
9	7:50	9	8:19	9	8:43	9	7:38	9	6:50
10	7:51	10	8:20	10	8:44	10	7:36	10	6:49
11	7:52	11	8:21	11	8:44	11	7:35	11	6:47
12	7:53	12	8:22	12	8:45	12	7:33	12	6:46
13	7:54	13	8:23	13	8:45	13	7:31	13	6:44
14	7:55	14	8:23	14	8:46	14	7:30	14	6:43
15	7:56	15	8:24	15	8:46	15	7:28	15	6:41
16	7:57	16	8:25	16	8:46	16	7:27	16	6:40
17	7:58	17	8:26	17	8:47	17	7:25	17	6:39
18	7:59	18	8:27	18	8:47	18	7:23	18	6:37
19	8:00	19	8:28	19	8:47	19	7:22	19	6:36
20	8:01	20	8:29	20	8:48	20	7:20	20	6:34
21	8:02	21	8:30	21	8:48	21	7:19	21	6:33
22	8:03	22	8:30	22	8:48	22	7:17	22	6:32
23	8:03	23	8:31	23	8:48	23	7:15	23	6:30
24	8:04	24	8:32	24	8:48	24	7:14	24	6:29
25	8:05	25	8:33	25	8:48	25	7:12	25	6:28
26	8:06	26	8:34	26	8:48	26	7:11	26	6:26
27	8:07	27	8:35	27	8:48	27	7:09	27	6:25
28	8:08	28	8:35	28	8:49	28	7:07	28	6:24
29	8:09	29	8:36	29	8:49	29	7:06	29	6:23
30	8:10	30	8:37	30	8:48	30	7:04	30	6:22
		31	8:38					31	6:20

Times listed are eastern daylight savings times - adjust for eastern standard time by subtracting one (1) hour.