



## Local Rules – Fall 2017

### Minor League **Advanced Intermediate** Division

The 2017 Little League Baseball Rules and Regulations will govern all play not specified below.

#### **Mandatory Play:**

- No player shall sit out two (2) consecutive innings, nor shall any player sit out a second inning prior to all eligible players having sat out an inning. No player shall sit out a third inning prior to all eligible players having sat out two (2) innings.
- All players must play at least one (1) inning in the infield. A player must fulfill one of his infield innings within the first four (4) innings of the game. A player may not play more than three (3) infield innings at the same position in one game.
- If a player does not have an opportunity to fulfill the one (1) inning in the infield requirement due to a shortened game (either by run-rule or weather), that player's mandatory play for the game is considered met. However, in the next game that player **MUST** meet his full mandatory infield play for that game within the first four (4) innings.
- Infield positions are defined as 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> bases, as well as shortstop, pitcher, and catcher.
- If circumstances arise whereby a team cannot field at least the required nine (9) players before or during a game, replacement player(s) shall be used:
  - A replacement player may not pitch.
  - Replacement player(s) may be from a different team in the same division, or from the opposing team.
  - If a replacement player is from within the same division –
    - When a Manager knows in advance that his team will have fewer than nine (9) players present at the start of a game, or will have fewer than nine (9) players after the game starts, then a Player Agent shall assign replacement player(s) per Green Book Regulation V(c); such replacement players provided shall play at least nine (9) consecutive defensive outs and bat once, per Regulation V(c) (1).
  - If a replacement player is from the opposing team –
    - When a team has fewer than nine (9) players present, that team shall use a replacement player from the other team.
    - The replacement player shall only play defensively.
    - The replacement player shall not pitch.
    - The replacement player shall be the player from the opposing team with the last complete at-bat in the previous half-inning; if the team requiring a replacement player is the home team, then the replacement player used in the top of the 1st inning shall be the last batter listed in the opposing team's lineup. If the player that made the last out has already been assigned as a replacement player earlier in the game, then the player that made the previous out will be so assigned.
    - If a replacement player on defense is required to come to bat during his own team's at-bat, then that player shall be replaced for the remainder of the half inning with the player recording the last out for the team currently batting.



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#### The Defense:

- The defense shall field a maximum of nine (9) players.
- All outfield players shall be positioned at least 20 feet beyond the outfield grass cut.
- A player in the outfield may not make a put out in the infield unless acting as a back-up on a run down. The outfielder must throw the ball to an infielder for an out.

**The Pitcher:** Each pitcher may pitch a maximum of three (3) innings per game. All other Little League rules and regulations regarding the pitcher shall be in force for the fall season.

#### The Runner:

- Runners may advance one (1) base on an overthrow at their own risk with only one advance on an overthrow on the same play per runner. If the defensive team chooses to try and make a play on the runner taking the additional base which results in **ANOTHER** overthrow, one additional base may be taken for each subsequent attempt made against a runner.
- Runners cannot advance to another base once the ball reaches the pitcher and is under his control while positioned within ten (10) feet of the pitching plate. Runner may continue to the next base in this situation, but must return to the previous base if they were no more than half the distance to the advancing base at the time of the ball entering the infield.
- Runners may not advance on an overthrow while attempting to steal.
- Runners may not steal home or advance home on a wild pitch or passed ball.

**The Offense:** A maximum of five (5) runs per team per ½ inning shall be allowed. **EXCEPTION:** during the 6th inning or later, each team may score an unlimited number of runs before three outs are recorded OR bat a maximum of one (1) time through the entire batting lineup.

#### Starting and Ending the Game:

- No new inning may start after two (2) hours. Time permitting, extra innings shall be played to resolve a tie, if necessary. **However, games may end in a tie.**
- An inning begins immediately upon the end of the preceding inning.
- The game will end and there will be no pitch after 2 hours and 15 minutes. The results from the end of the previously completed full inning shall stand.
- There will be no time limit in playoff games.