

JUNIOR-SENIOR RULES & AGREEMENTS

Leagues: 405-63-09, 405-63-10, 405-63-11

Any problems or issues not covered by these local rules and agreements, or the Little League Rule Book will be settled by unanimous decision of the Junior-Senior league VPs involved in the regular season. If the VPs can't reach unanimous agreement, a majority vote by these VPs and the League Presidents will decide the issue. A Protest Committee will handle official game protests. (Refer below to "Protesting a Game").

1. THE DRAFT, SCHEDULE and ALL-STAR ELIGIBILITY

Teams to be drafted by each League depending on their own demographics, keeping in mind Little League rules regarding age-group competition. The making of the game schedule will be rotated among the different Leagues. All-Stars to be determined by each League within Tournament Rules.

2. MANAGERS and COACHES

Prior to and during games, no more than 3 adults are allowed in the dugout or on the field for warm-ups, and each must have an approved application on file with their league. Two adult base coaches are allowed as long as there is a 3rd adult coach in the dugout. Emergency substitution of a coach or manager must be approved by the plate umpire. Managers and coaches should be immediately ejected for swearing or "improper behavior" and must leave the grounds before the game continues (i.e., they may not sit in the stands). Managers and coaches are to be automatically suspended for their next game if they receive an ejection. Managers and coaches should also attempt to calm unruly fans. **NOTE: Most problems have occurred as a result of managers or coaches not knowing the Little League Rules and these local rules, especially those relating to substitution and pitcher eligibility.**

3. PLAYERS and ZERO TOLERANCE

Managers should explain this "No Warning" rule to players clearly and prior to each game: Players should be immediately ejected for swearing, throwing equipment in anger, intentionally harmful and attempt-to-harm actions, and other inappropriate behavior. Note: Base runners who do not slide or avoid fielders attempting to tag them or field a ball, resulting in a collision, shall be declared out and then ejected.

4. MINIMUM PLAY RULE

All three leagues have agreed that each player must have a minimum one at bat and play **three innings** (**two prior to Daylight Savings**). Six of these nine defensive outs must be consecutive. Players not meeting this requirement due to shortened games or mismanagement are to start the next game and receive their new minimal play plus what they missed previously prior to being removed.

5. LENGTH OF REGULATION GAME

Juniors: 4 innings prior to Daylight Savings (3 ½ if home team ahead)
5 innings after Daylight Savings (4 ½ if home team ahead)
Seniors: 5 innings (4 ½ if home team ahead)

NOTE: Games called after one complete inning, but before regulation, shall resume exactly where they left off when they are rescheduled.

6. POSTPONEMENTS & FORFEITS

Managers must provide at least a **21-hour notice** for a game to be postponed. The manager first notifies his/her league V.P., who will make a decision with the other league V.P.(s) whether, or not, postponement is for a valid reason. If so, the opposing manager, Head Umpire, scorekeepers and concession personnel must then be notified by the home team manager or V.P. Not being able to field 9 players may be a valid reason for postponement. Manager, coach or “key player” not being available are not valid reasons. Postponed games will only be rescheduled depending on significance, and time or field availability, and also may result in a team playing 3 games in a week. Each team is allowed one **short-notice postponement** (less than 21 hours) for each season. An example is a team showing up with less than 9 eligible players. Beyond this one exemption, subsequent short-notice postponements will result in a **forfeit** win for the other team.

7. STARTING & ENDING GAMES

Umpires will wait not more than 20 minutes to begin play. Both teams must have at least 9 players present before play begins, including the team that bats first. Umpires may end a game at anytime due to darkness or other unsafe conditions. Problems have occurred when a game was ended because the umpire felt there wasn't enough daylight for one more **complete inning**. For example, if the visitors were 6 runs behind with 10-15 minutes of daylight left in the 7th inning, there wouldn't be enough time to score 6 or more runs **and** have the home team bat as well. Umpires should discuss such situations with both managers prior to continuing play or ending the game.

8. FILL-IN PLAYERS (Refer to Regulation V)

Players may be borrowed from any other Junior teams (NOT the Majors), **except the team you're playing against**, in order to field 9 players and avoid postponement of games. Fill-In players must play in the outfield only and must bat last in the line-up. A maximum of two players may be “borrowed” per game. Teams needing such players must contact the Jr.-Sr. Player Agent, who will then receive permission from the manager of these Fill-In players. Player Agents should try to use different Fill-In players and must never allow the same player to fill-in for a team more than once. If a Fill-In player ends up being the 10th or 11th player at the game, he or she must not be a starter, but must play **6 consecutive outs and bat once**, but no more. Fill-In players must be identified as such to the plate umpire, scorekeepers and opposing manager. The opposing manager may choose to postpone the game if the Fill-In player appears to be a “ringer”. Non-compliance with these rules may result in forfeiture of the game.

9. SCOREKEEPING

- a) Games may not begin without an official scorekeeper sitting in a booth or designated area easily accessible to the plate umpire. Each team should provide one scorekeeper who sits together. If one team doesn't provide a scorekeeper, it severely limits that team from protesting scorekeeping errors (e.g., runs scored, innings pitched, etc.).
- b) The line-up cards for the opposing manager and the scorekeeper **must** have first and last names of players, jersey numbers, starting positions, notation of Fill-In players, and the **names of all managers and coaches** in the dugout. **Pitcher eligibility** will be determined as in All-Stars by listing **the date of the last game, names of pitchers used, and number of innings pitched**. (One pitch is enough to equal one inning.)
- c) Scorekeepers are **not allowed** to inform anybody of rules violations, especially batting out-of-order. However, if it is known, they **must** inform the umpire of ineligible players, e.g., someone who is ineligible to pitch, a player illegally reentering the game, etc.

10. PROTESTING A GAME (2003 Rule Book, 4:19)

The main points are: 1) Rules only, not judgement calls. 2) Must be officially declared before the next pitch or play begins. 3) Umpire notifies other manager and scorekeeper but makes every effort to resolve the problem without an official protest. 4) Protesting manager submits a write-up of the protest to league President within 24 hours and the head umpire submits a report "immediately". 5) A Protest Committee will render a decision. 6) If both teams are from the same Little League, **the Protest Committee will consist of the President, Jr.-Sr. Vice President and Head Umpire of that league. If the teams are from different Little Leagues, the Protest Committee will consist of the two Presidents, the two Jr.-Sr. Vice Presidents and two Head Umpires.** Any member of the Protest Committee serving as an umpire during the protested game is excused from voting on the game in question. 7) A team has 7 days to protest the use of an ineligible player.

11. HIGH SCHOOL PLAYERS

Once their high school season is finished and these players begin Little League, and **regardless of the position they played, high school players may not pitch in a Junior or Senior game without one full calendar day between their final high school and first Little League game.**

12. TEN-RUN RULE

This rule will **not** be in effect during the Junior season. However, the losing team in such a situation may concede the game after it has become a regulation game.

13. HIDDEN-BALL TRICK

Allowed at all times.

14. COURTESY PINCH RUNNER for CATCHER: (2003 Rule Book, 7:14)

Allowed by **any** bench player not in the current batting line-up and only when there are two outs. This is not mandatory.

CHAMPIONSHIPS & TIE-BREAKERS

First Half: To be determined.

Second Half: To be determined.