

[Type here]

[Type here]

**RESTON LITTLE LEAGUE 2017 COMBINED LOCAL RULES  
FOR MAJORS, AAA, & AA**

Unless otherwise noted, rules are specified in the 2017 Official Regulations and Playing Rules published by Little League. The notes that follow list all special exceptions and points of emphasis.

1. The home team will occupy the dugout or player bench along the 1st base line.
2. The visiting team will rake all dirt portions of the field after the game. The visiting team is also responsible for setting up and operating the scoreboard during the game, as well as returning the scoreboard control to the concession stand after the last game of the day has been completed.
3. Continuous batting order is in effect for all games (rule 4.04)
4. "10-Run (a.k.a. Mercy) Rule" (rule 4.10e) is NOT in effect.
5. LLI Rule 1.11(j) states, "Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, watches, or any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item.  
  
EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible."
6. Each team will furnish 2 leather-cover baseballs balls for each game, one that shall be new, and the other which shall be an acceptable "used" ball. The condition of the balls is subject to umpire discretion.
7. Teams have the option of using two adults as base coaches, provided one adult manager or coach remains in the dugout at all times (rule 4.05). Wearing of a protective helmet by players used as base coaches is mandatory.
8. The league shall attempt to provide umpires for each game. In the event that none is assigned to a particular game, the umpires shall be a parent from each team, with the home team responsible for supplying the home plate umpire, unless otherwise agreed to by the managers. Parents/spectators who fill in as umpires when regular umpires are not available are entitled to the same respect as regular umpires, and have equal authority as such.
9. The home team's pitch count shall be considered official. Each manager will retain a copy of his team's pitch count totals for each game, and a log of his team's pitchers' eligibility throughout the season.
10. Managers must submit results and pitching reports (name of pitchers, number of innings and pitches for both teams) prior to 6 PM of the day following the game to their respective commissioners. Majors and AAA teams must submit Saturday pitching reports by midnight Saturday.
11. Only positive cheers directed at members of their own team by players or fans will be allowed. No organized cheers will be allowed while the pitcher is delivering a pitch. The umpire has authority to request that the manager, coaches, players, or fans cease any cheers that in the umpire's judgment are inappropriate or disruptive to the game. The opposing manager may also request the umpire to control organized cheers that he believes are inappropriate.

12. The manager is responsible for the behavior of the parents/guardians of the players on his respective team. The umpire should address any complaints regarding the spectators to the relevant manager.

13. Absolutely no food is allowed in the dugout during games, except for sunflower seeds.

14. On fields that do not have dugout gates, managers and coaches may stand in front of the open doorway, but must be inside the dugout. Players must remain behind the fenced portion of the dugout. All gates, including dugout gates, will be closed during play.

15. No player will be allowed in the screened equipment area adjacent to the dugout while the ball is live, except to locate equipment necessary for game play. Once the player locates his/her bat, the player must put it aside until it is that player's time to bat. Other players will not be allowed to loiter in the equipment area.

16. The official team scorekeeper shall not be allowed in the dugout or on the bench, unless that scorekeeper is also the manager, or a coach that is permitted to be present in the dugout.

17. Players may not leave the dugout/bench area except with the permission of the manager or a coach.

18. A minimum of eight (8) players is necessary to start a game. A game may not be continued with less than eight (8) players. The opposing team with nine or more players shall provide, to the short-handed team, a player to play the outfield position closest to their dugout. That fielder shall be the last batter who was put out on the offensive team. One batter prior to the borrowed fielder's at-bat, that fielder will be substituted with the batter that made the most recent out (if no subsequent outs have occurred, use the last runner that scored).

19. Should a team not show up because of rain, and if the coach of that team that did not confirm the cancellation with the opposing manager or league commissioner, the game will be NOT be an automatic forfeit, but be referred to the appropriate league commissioner for a decision.

20. Play will immediately be suspended at the first sign of lightning or thunder. All players, managers, coaches, umpires and spectators should go to their cars. Play will not resume until the area has been free of lightning for thirty (30) minutes. After of one hour of cumulative weather delay (1 or more suspensions in play), the game is terminated and declared official, suspended or to be re-started, based on Little League rules.

21. Player Participation:

- a) No player shall sit out defensively for more than two (2) innings in a regular 6 inning game. If fewer than 6 innings are played all players shall play no less than 2 less than the total of number of innings played. (For example: if 5 innings are played, all players must play at least 3 innings, etc). If extra innings are required, no player shall sit out defensively for more than one of every three innings.
- b) All players are required to play at least 2 of their defensive innings at an infield position (First Base, Second Base, Third Base, Shortstop, Pitcher or Catcher) in the first 5 innings of a game.
  - For Majors only, the specific requirement for a player is defined as at least for 6 defensive outs at any infield position, with 3 consecutive outs constituting one full inning.

- For AAA and AA only, players must play the entire inning from start to completion at an infield position to count as one full inning toward their requirement.

Exemptions to 21b:

1. Should less than 5 complete innings be played due to light, time limit, weather, etc. then the requirement is considered waived.
  2. Players who are injured during a game and unable to play a defensive position for the remainder of the game will be exempt. If a player starts an inning at an infield position, but leaves the game temporarily due to injury, that inning qualifies as one of their required infield innings.
  3. Players arriving after the first pitch of their team's defensive 1st inning are exempt. Managers are still encouraged to play them 2 innings in the infield by the end of the game.
  4. Commissioner's exemption: Managers with a player who has been injured and rehabilitating or a player who poses a safety risk to themselves or others may seek an exemption from their Commissioner and that process is established here. Any exemption should be short term, and would be communicated to all the Managers of that division by the Commissioner.
22. Free substitution, except for the pitcher, will be allowed to encourage maximum participation.
23. Any player who fails to attend at least 50% of his team's league scheduled activities is removed from good standing. Only players in good standing are eligible to play in a game.
24. For disciplinary reasons only, a coach may request that a player not attend a particular game if both the commissioner and parents have been notified at least 24 hours in advance.
25. Pitch counts: The following maximum pitch counts must be observed. Should a pitcher reach his/her maximum allowable pitches after commencing to pitch to a batter, that pitcher may continue pitching to that batter until the end of that at-bat. Warm-up pitches do not count as pitches for this rule.

**Majors:** 11& 12 year olds – 85 pitches per game

Under 11 years old – 75 pitches per game

**AAA:** 50 pitches per game (first half of season)

9, 10 & 11 year olds - 70 pitches per game (second half of season)

7 & 8 year olds – 50 pitches per game (entire season)

**AA:** 50 pitches per game

Pitchers must adhere to the following rest requirements:

- a) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- b) If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- c) If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- d) If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- e) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Note: should a game be suspended and continued on another day, the legal pitcher at the point of suspension may continue pitching in the continued portion only if he has met his rest requirements. And, since the resumption occurs on another day, his pitch count re-starts at zero. In this case, a pitcher may pitch beyond his limit (e.g. 85 pitches for a 12 year old) within the GAME (which occurred over 2 separate days), but he/she is still limited to the daily limit for each of the DAYS the game is played.

All other rules in Little League International Regulation VI are in effect.

26. Any player on a regular season team may pitch. Exception: 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. Summary and Implementation: This prohibits a player who has played the position of catcher in any part of four innings in a game from being used as a pitcher at any time on that calendar day. This applies to all baseball divisions. Once removed, a pitcher may not return to pitch again in that game, nor may he subsequently catch in that game if he has thrown over 40 pitches. However, that player is eligible to play any other position. No pitcher is permitted to pitch in 2 games on the same day. This rule applies to all ages eligible to pitch in the various divisions.

27. All intentional bases on balls must result from legal pitches. Pitches comprising an intentional walk are counted toward the pitch total.

28. A player may not fake bunt and then take a full swing ("slash play"). A violation will result in the batter being called out.

29. Umpires may call a strike (without the pitcher delivering a pitch) if the batter does not heed his instruction to enter the batter's box. Umpires may call a ball (without the pitcher delivering a pitch) if the pitcher does not heed his instruction to deliver a pitch. In neither case is this counted toward that pitcher's pitch count.

30. A coach (adult or player) making a "safe" or "out" call in an attempt to influence the outcome of a play is considered by Little League Rules to be in violation of the Unsportsmanlike Conduct rule and therefore is subject to ejection. It is the objective of this local rule modification to create awareness among the coaches, so that this behavior is eliminated. An umpire witnessing this act will provide one warning to a base or bench coach. On the second offense during that game, the umpire will require that a base coach be replaced. The offending base coach must perform their coaching responsibilities from the bench for the remainder of that game. A coach who receives three warnings in the same game must leave the bench and watch the remainder of the game from the stands. All 2nd and 3rd offenses will be reported to the commissioner for review. (See Rule4.06)

31. In the AAA and AA Minors divisions, with 2 outs and the offensive team's catcher on base, a special pinch runner shall be inserted for that player. This runner shall be the player who made the last out. Courtesy runners are also allowed in the case of injury. In the Majors division, courtesy runners are allowed only in the case of injury.

32. In the AAA and AA Minors divisions, a team is limited to four (4) runs maximum per inning, except for the sixth (or time-mandated final) inning, which shall be unlimited.

33. In the AAA and AA Minors divisions, no new inning shall begin 2 hours after the scheduled start time. The game will cease immediately at 2 hours, 30 minutes after the scheduled start time. If the game time (based on scheduled start time NOT actual start time) at the start of a new inning is at or exceeds 1:45 but is less than 2 hours, then by rule that inning will be the last and unlimited run inning. Should the game extend into extra innings, the four (4) run maximum will be reinstated for each subsequent extra inning. In any case, the 2 hour 30 minute time limit applies. There are no time limit restrictions in the in-house post-season tournaments.

34. In the AAA and AA Minors divisions, protests must be resolved before the next subsequent pitch or play (rule 4.19g).

35. Baserunning in AAA and AA Minors divisions: AA Minors division – Baserunners may never steal second or go to second for any reason other than the three stated below:

1. A walk or hit by pitch which forces the runner to the next base
2. The ball is put into play in fair territory off the bat of the batter
3. A batter pops out in foul territory at which point any and all runners may advance at their own risk.

On pitched balls, overthrows by the catcher to the pitcher and mishandled balls by the pitcher from the catcher do not permit a runner to advance or steal second or home. Runners may not take home on passed ball or wild pitch. Stealing will be permitted of 3rd base only. Runners may also advance from 2nd to 3rd base on a wild pitch or passed ball. On a steal, runners may not advance to home due to an overthrow by the catcher or a mishandled throw by the 3<sup>rd</sup> baseman.

Should a baserunner advance to any base illegally, he/she shall be returned to his/her original base. AAA Minors division - For the first five games of the season, baserunners may not steal home on passed balls or wild pitches. Stealing of home is allowed in all other situations, including all throws from the catcher to the pitcher or any other fielder including the throw subsequent to a passed ball or wild pitch. Should a baserunner advance to home via an illegal steal, he/she will be returned to third base. At the discretion of the commissioner, all base stealing will be permitted.

36. In the AA Minors division, batters shall begin their at-bat with a no balls, one strike count (0-1). This rule will be revisited by the league's commissioner at mid-season to determine if a 0-0 count may be used. After 4 balls are issued, the batter will put the ball in play from a soft-toss from his team's manager/coach. The number of swings from soft-tosses is limited to 3. Upon the third soft toss swing that fails to put the ball fairly into play, the batter shall be called out via strikeout. None of these soft-tosses are counted against the pitcher's pitch total. Runners may not leave a base until contact.

37. During the game, inning changeovers will not exceed two minutes (measured from the time the last out is recorded to the time that the first pitch is thrown to the first batter of the subsequent inning).

38. In AAA and AA Minors divisions, for rules that change during the season, the appropriate league commissioners shall select the dates at which the rules change, and will inform all managers and the chief umpire of that date at least one week in advance.

39. In the AA Minors division, four (4) coaches will be rostered for each team, one manager and three assistant coaches, so that an adult will be in the dugout during soft toss situations.

40. In the AA Minors division during only the fall season, players who are playing in their first AA season after having played in A division in spring may pitch from 42 feet. This rule applies to the first eight (8) games of the fall season. Stated game number is subject to change at the discretion of the division commissioner.

41. Managers who fail to follow the Little League Rules or RLL's Local Rules are subject to reprimand or suspension.

42. RHLL will mandate Little League rule 6.02(c), After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Please 6.02(c) for exceptions and penalties

**REMEMBER THIS IS A GAME FOR THE KIDS. PLAY SAFE AND HAVE FUN!**