

# Reston Herndon Little League: 2024 Banana Rules

*Follow RHLL Local Rules and Little League Rules unless otherwise noted in these Banana Rules*

## **1. Scoring:**

- 1.1. The team with the most points (not runs) at the end of the game wins.
  - 1.1.1. The game consists of 6 innings, unless shortened by time limit rules.
- 1.2. Each inning prior to the “Golden Inning” (last inning of the game) is worth one point and is awarded to the team that scores the most runs that inning.
  - 1.2.1. There is a 4-run limit per inning, except for the “Golden Inning” where there is no limit.
  - 1.2.2. If a non “Golden Inning” ends in a tie, no point is awarded.
  - 1.2.3. Once an inning has been won, the inning is over, i.e., the home team can “walk off” any inning.
- 1.3. The “Golden Inning” is either the 6<sup>th</sup> inning or the final inning as determined by time limit rules.

## **2. Time Limits:**

- 2.1. Any inning started at or after 1 hour and 15 minutes past the scheduled start time automatically becomes the final and “Golden Inning.”
  - 2.1.1. Time is read by the umpire immediately after the 3<sup>rd</sup> out of the previous inning.

## **3. Tie Breaker:**

- 3.1. If the game is tied at the end of the “Golden Inning” the game will go into a Showdown Tiebreaker.
- 3.2. In the Showdown, each team will have the opportunity (unless a walk off homerun over the fence immediately ends the game) to send up one batter with two outs and the bases loaded. The coach may pick any players they chose. The defense will consist of only a Pitcher, Catcher and two Fielders.
- 3.3. Coaches must choose players that have not participated in the prior round(s) until every player has participated. All players must participate once (or be in the current round) before a player can participate twice and so on. This rule does not apply to positions of Pitcher and Catcher – they may remain the same or be replaced with players regardless of their participation status.

- 3.3.1. The “Showdown” shall count as 1 inning pitched, regardless of the number of rounds. Little League pitch count rules and restrictions apply.
- 3.4. There are no walks or sprints during the Showdown, ball 4 simply resets the count on the batter and counts as a new batter in regard to Little League pitch count rules. *For example, Pitchers are allowed to surpass pitch limit thresholds to finish a batter. Ball 4 would count as if a new batter was coming to bat.*
- 3.5. Once the ball is put into play, all runners and the batter must attempt to score until everyone scores or an out is made.
- 3.6. Runners may not advance unless the ball is put in play by the batter.
- 3.7. If at any point a homerun is hit over the outfield wall, it’s a walk off win and the game is over.
- 3.8. If the showdown round ends in a tie, an additional round will be played until there is a winner.

#### **4. Miscellaneous Rules:**

- 4.1. No Bunting. A bunt will result in a dead ball. The batter is out, and all runners return to their base.
- 4.2. No Walks. If a pitcher throws ball four, it becomes a sprint. The hitter will take off running while every infielder and pitcher must touch the ball before it becomes live, and they can make an out. The hitter and runners can advance to as many bases as they want.
  - 4.2.1. In AAA, the pitcher does not have to touch the ball before it becomes live.
- 4.3. Caught Foul balls are outs. An Umpire must be able to see the ball caught. Balls must be caught in the air and not touch any other surface before being caught. Spectators must not run to catch the ball, balls caught on the run are foul balls, not outs.
- 4.4. Pitchers are limited to 2 innings pitched. Any pitch thrown in an inning counts as an inning pitched. Showdown tie breakers are counted as 1 inning, regardless of the number of rounds.