

# Avon Little League

## Rules for Majors Fall Ball Baseball - 2020 Season

This league shall be primarily governed by the “Official Rules of Little League Baseball,” as published by Williamsport, PA. The following exceptions and modifications to the existing rules have been generated and Board approved in the interest of safety, fair play, and more even competition.

### **I. Pre-Game and Post-Game Rules:**

#### **A. Home team duties and responsibilities**

1. Uses the 1<sup>st</sup> base dugout
2. Has the field for practice from 35 to 20 minutes before start of the game
3. Furnishes a new game ball and a good back-up ball

#### **B. Visiting team duties and responsibilities**

1. Uses the 3<sup>rd</sup> base dugout
2. Has the field for practice 20 to 5 minutes prior to start of game.
3. Furnishes a new game ball and a good back-up ball

#### **C. Dual responsibilities**

1. Visitors will be listed first on the game schedule unless otherwise noted.
2. Any available practice time prior to 35 minutes shall be shared equally. If a prior game or event on the field reduces combined practice time to less than 30 minutes, available time will be shared equally.
3. All players and equipment not directly involved in the game must remain on the bench.
4. No batting practice is permitted on the field, within 1 hour before the start of any game. No soft toss into the fence is permitted at any time. Pre-game soft toss into hitting nets is permitted but can only take place in the outfield. Pre-game hitting in the batting cages should be shared equally between all teams.
5. There is no on-deck position in Little League. No batter may warm up outside the field of play.
6. Each team is responsible for cleaning trash from their respective dugout.
7. Batting orders must be exchanged prior to every game.

### **II. General Rules and Avon Little League Rules:**

#### **A. Game Play**

1. Time limit will be 1 hour and 45 minutes from the start of the game. Once the time limit has been reached, the current inning should be finished. This is actual start time, not game time. The next inning begins after the 3<sup>rd</sup> out has been made.
  - a. Exception: In the tournament, games will be allowed to go beyond the 2 hour time slot unless 6 innings have been completed or the mercy rule is in effect.
2. The maximum amount of innings played will be 6 innings. If there is a tie after 6 innings, and the time limit has not been reached, extra innings will be played until there is a winner or until the time limit has been reached.
3. Each inning will have a 10 run limit. An inning is over after 3 outs or 10 runs are scored.
  - a. During the tournament, the 10 run cap will be removed for the last inning to allow a team trailing by 10 runs or more to make a comeback.
  - b. See Part D, Rule 8 for additional 10 year old pitching rule for fall ball.
4. Teams will have a maximum of 9 defensive players on the field. This includes 3 outfielders and 6 infielders. All fielders must assume normal defensive positions. Outfielders must play at least 20 feet past the baseline.
5. Steals of home are permitted.
6. Extra bases can be taken on fielding errors.
7. Leading off is not permitted until after the ball crosses the plate.
8. The mercy-rule is in effect. If a team is up by 10 runs after 4 innings, or 3 ½ innings for the home team, the game will be over.

9. Players will pitch to the batters from a distance of 46 feet. The starting pitcher and any new pitcher is allowed 5 warm up pitches his 1st inning and 3 warm up pitches the following innings. Managers must track pitch counts and be certain that no pitcher exceeds pitch limits.
10. On a walk continuous movement to 2<sup>nd</sup> base is permitted.
11. Batters ARE permitted to run on a dropped 3<sup>rd</sup> strike.
12. Score will be kept. Wins and losses will determine tournament seed.
  - a. First tie breaker for tournament seeding is head to head.
  - b. 2<sup>nd</sup> tie breaker for tournament seeding is run differential. NOTE: Run differential is capped at 12 runs per game regardless of final score of game. This rule is designed so teams do not run up the score.
13. Infield fly rule is NOT in effect.
14. The Little League International Slide or Attempt to Get Around rule is in effect. Base runners must avoid malicious contact at all bases and home plate (e.g. no shoulder first slides or barreling into a catcher at home plate). Players are not permitted to slide head first while advancing to a base, this includes home plate. The runner shall immediately be called out. The runner is permitted to make a hand first dive when retreating to a base.
15. A "Courtesy Runner" ~~can~~**will (FALL BALL)** be used when there are (2) outs and the catcher is on base. The runner who made the last out will take the catcher's place on base, so that the catcher can get on his gear.
16. SPORTSMANSHIP: Fall ball is meant to be a developmental league. In the interest of fair play and sportsmanship, the following minimum rules regarding sportsmanship have been added:
  - a. No banging of inanimate objects including, but not limited to, the fence, backstop poles, dugout bench, trash cans, etc.
  - b. No yelling during the pitcher's windup. Players may cheer for their team, of course, but they cannot attempt to distract the pitcher once he/she enters their windup.

## **B. Players and Coaches**

1. The defensive team is not allowed to have coaches on the field. The offensive team is allowed 2 coaches on the field – a 1<sup>st</sup> base coach and a 3<sup>rd</sup> base coach.
2. Managers short on players must request a call-up from the GM 48 hours in advance of game time. Managers cannot directly call-up specific players. Players who are called up cannot pitch but must abide by all other league rules, including those regarding playing time.
3. Managers are highly encouraged to rotate players among the infield and outfield positions. Managers will be required to justify not playing every player in the infield to the GM.
4. No player will sit out more than 2 defensive innings each game. These innings must not be consecutive. All players must sit out 1 inning before any player sits out a 2<sup>nd</sup> inning.
5. ~~Players are not limited in the amount of innings they are allowed to play each position. Pitchers are allowed to pitch an entire game as long as they remain under the maximum allowable pitches.~~**FALL BALL: No player shall play the same defensive position more than 3 innings. Barring a substantive safety concern, each player must play at least 2 innings in an infield position (P, C, 1B, 2B, SS, 3B) by the end of the 5<sup>th</sup> inning.**
6. Defensive players must not be moved during an inning except for a pitching change or for an injury or other emergency.
7. All players present will bat in a continuous batting order. If a player shows up late, he will assume the last position in the original batting order. If a player is injured or leaves a game early other than for an ejection, his spot in the order is bypassed and no out is recorded.
8. Managers will not be allowed to cancel any games. Any cancellations due to inclement weather will be decided by the League President or "his/her designee", in consultation with the Avon Parks and Rec Dept. If a conflict exists with a school function affecting several members of the team, the manager must contact the GM, not less than 7 days before the

assigned game, to request a change of schedule. All make-up games must be rescheduled with the GM, Umpire-in-Chief, and Scheduler.

### C. Equipment

1. 9" baseball will be used.
2. Batters must wear a helmet.
3. All players must be in full uniform.
4. No player is allowed to wear any jewelry.
5. Bats must feature the USA Baseball mark & the barrel of the bat cannot exceed 2 5/8".

### D. Pitching

1. All teams will track pitchers throughout the season. After every game the manager must record the score of the game, the pitchers' names, ages and numbers of pitches thrown, and # of umpires. These results should be reported on the Pitch Tracking tool by noon of the following day. Non-compliance with pitch tracking may result in the suspension of the manager.
2. Avon Little League adheres to the strict discipline of the pitching and catching rules in regard to the number of pitches thrown per player during a game and mandatory rest days. Please read and understand the pitching rules adopted by Little League International. The pitching rules will not change for the league tournaments. Avon Little League local pitching rules do not remove any official Little League rules regarding pitching. The max number of daily pitches and required days of rest are listed in the chart below.
3. The number of pitches thrown per player will be tracked by each team and compared with the other team's score keeper after every inning.
4. After any two (2) consecutive 11 or 12-yr-old pitching appearances, a 10-yr-old must pitch.
  - a. **FALL BALL – A 10 year old must complete one of the following items in one inning to count as an official appearance in the pitch tracker:**
    - i. Throw a minimum of 50 pitches.
    - ii. Get 3 outs.
    - iii. Hit the 10 run maximum per inning.
  - b. You may use a combination of 10 year old pitchers to complete 1 inning.
  - c. This rule is designed so that 10 year old pitchers who are struggling are not embarrassed while pitching, specifically for when teams may only have one (1) 10 year old available to pitch.
5. A pitcher who pitches 41 or more pitches in a game, cannot play the position of catcher for the remainder of that day.
6. ~~Any player who has played the position of catcher in 4 or more innings in a game, is not eligible to pitch on that calendar day.~~ **FALL BALL: This rule does not apply as there is a 3 inning limit per position for each player.**
7. If a pitcher reaches his pitching limit while pitching to a batter, the pitcher may continue to pitch to that batter until the batter reaches base, is put out, or the 3<sup>rd</sup> out is made to end the half inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.
8. **FALL BALL:** Notwithstanding the Daily Max Pitches and Required Calendar Days of Rest restrictions in the table below, no 11 or 12 year old player may pitch in consecutive games and no player may pitch more than 3 innings in any game. For example, if a pitcher reaches his Daily Max of Pitches before completing his/her maximum 3 innings, he/she is not permitted to continue pitching. **NOTE: THE CONSECUTIVE GAME RESTRICTION DOES NOT APPLY TO 10 YEAR OLDS. IT ONLY APPLIES TO 11's or 12's. We do not have enough 10 year old pitchers in the league this season to carry over this rule.**

9. A calendar day of rest does not include the day that a player pitched in a game. Calendar days of rest begin the next calendar day after the game when the player pitched. For example: A league age 12 pitcher delivers 70 pitches in a game on Tuesday. The next game for their team is scheduled for Saturday. The pitcher is not eligible to pitch in the game on Saturday because he/she has not observed the required calendar days of rest. The pitcher would not be eligible to pitch again until Sunday which would allow them to observe the required calendar days of rest. (Day 1 – Wed, Day 2 – Thurs, Day 3 – Friday, Day 4 – Saturday, Day 5 eligible to pitch – Sunday)

Age	Daily Max of Pitches	Required Calendar Days of Rest (Pitches)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8 yrs	50	1-20	21-35	36-50	n/a	n/a
9-10 yrs	75	1-20	21-35	36-50	51-65	66+
11-12 yrs	85	1-20	21-35	36-50	51-65	66+

**II. Umpires:**

Avon Little League utilizes youth umpires. These umpires have limited training and education on the rules and it is expected that the umpires will make mistakes during the game. No manager or coach shall raise his or her voice nor argue or dispute or attempt to change the call of an umpire regardless of any perceived mistake. If a manager disputes or attempts to change the call of an umpire he or she may be subject to disciplinary action. Only managers are permitted to speak with umpires regarding rules or calls that have been made. A manager may ask the umpire to repeat the call if it was not heard, but in no way may make any remarks or suggestions that may be deemed to influence or suggest that the umpire change the call. **No manager, coach OR player shall make disparaging remarks about or towards any umpire.** Managers and coaches are also responsible for the conduct of parents, family members, and fans when it comes to our youth umpires. Remember, they are just kids!

**III. Rules Violations or Disciplinary Issues:**

At the recommendation of the GM and at the discretion of the President or his/her designee, a player, manager, or coach may be suspended for disciplinary reasons or rules violations for one game. If this occurs a second time, the Board of Directors shall review the player, manager, or coach, for possible expulsion from the league. All league officials can recommend disciplinary action to the President for all off field violations by players, managers, coaches, parents, etc., while on Little League property at any time.

**V. Lightning:**

If a lightning strike occurs 30 minutes prior to the start of a game or during a game, ALL games being played at the park where the lightning occurs (Veterans Memorial Park or Little League Park) shall be immediately cancelled and rescheduled as set forth under the General rules and Avon Little League rules section. The official Little League rule pertaining to a 30 minute wait between lightning strikes is suspended in this instance. This rule shall be effective during the regular playing season and the end of the year in-house tournament only.