

Avon Little League

Rules for Rookie Baseball - 2019 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 1st base dugout
2. Has the field for practice from 35 to 20 minutes before start of the game
3. Furnishes a new game ball

B. Visiting team duties and responsibilities

1. Uses the 3rd base dugout
2. Has the field for practice 20 to 5 minutes prior to start of game
3. Furnishes 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.
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 30 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 3rd out or 5th run is scored.
2. The maximum amount of innings played will be 5 innings. If there is a tie after 5 innings, the game is over. There will be no extra innings played, except for tournament games.
3. Each inning will have a 5 run limit. An inning is over after 3 outs or 5 runs are scored.
4. Teams will have a maximum of 10 defensive players on the field. This includes 4 outfielders and 6 infielders. All fielders must assume normal defensive positions. Outfielders must play at least 20 feet past the baseline.
5. There will be no steals. There will be one extra base allowed on fielding errors.
6. On balls hit to the outfield, runners will be frozen as soon as the ball is in the infield.
7. Leading off is not permitted.
8. There will be no mercy-rule.
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. Pitchers must pitch from the mound. Managers must track pitch counts and be certain that no pitcher exceeds pitch limits.

10. There are no walks. After 4 pitches that have been called balls have been pitched to one batter, the offensive team's coach (team at bat) will pitch until the ball is hit in play or the batter strikes out. The pitcher will resume pitching to the very next batter.
11. Strikeouts are permitted by both kid pitchers and coach pitchers.
12. Score will be kept. Wins and losses will not determine tournament seed.
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 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.

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 1st base coach and a 3rd 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. All players must play the infield at least 1 inning each game by the 4th inning.
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 2nd inning.
5. No player will be permitted to play the same position more than 2 innings in a game. This includes the pitcher.
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 Little League Logo and 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 10am 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 LL 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. Pitchers may not pitch in consecutive games that the team plays.
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.
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 3rd 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. 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+

III. 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 or coach 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!

IV. 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.