

San Ramon LL House Rules 2019	Division					
	T-Ball	Rookie	A	AA	AAA	Majors
Game Length						
From the scheduled start time, games will not exceed (hard stop):	90 min	105 min	120 min	150 min	150 min	150 min
Games end at sunset (Home manager will google "sunset 94583" prior to the game and announce end time at plate meeting)	✓	✓	✓	✓	✓	✓
Games end 30 mins prior to next scheduled game on that field. (hard stop)				✓	✓	✓
If game is called due to time, score will revert to the last previously completed inning.			✓	✓	✓	✓
10-run Mercy Rule 4.10(e) is invoked. Exceptions: AA and AAA, rule in place after trailing team's 5th at bat.				5th	5th	4th
Batting	T-Ball	Rookie	A	AA	AAA	Majors
Teams bat half their order per inning, switching off every other.	✓	✓				
A batter, who is unsuccessful after 7 pitches, may have one swing to put the ball in play from a tee. A. After Spring Break, there is no tee option and the batter is out.		✓				
SET LINEUP METHOD. Lineup is set and remains the same. You pick up the batting order the next game where you left off. If batter #6 made the last out tonight, then batter #7 is the leadoff hitter for the next game. Lineup can be rearranged at the start of the Jamboree, and again when "standings play" begins. Set Lineup method will not take place in the Playoffs			✓	Manager "Opt-in" ONLY	Manager "Opt-in" ONLY	Manager "Opt-in" ONLY
No walks / No bunting		✓	✓			
Continuous Batting option elected. Rule 4.04			✓	✓	✓	✓
Batter must keep one foot in the batter's box. Rule 6.02(c)				✓	✓	✓
Field will have an arc drawn between the foul lines, 15 feet from the back of home plate. Any batted ball that does not travel beyond the 15' line is foul, regardless of the play of the defender.		✓				
Pitching (Count Rules Supplemental to Green Book)	T-Ball	Rookie	A	AA	AAA	Majors
Coach pitch is "overhand" from a knee or bucket. Distance to be at least half the distance from plate to pitching rubber.		✓				
If a Pitcher (player) throws 7 pitches, or 4 balls before the batter puts the ball in play, coach gets three pitches. If the batter does not hit the ball in play after the third pitch, batter is out (foul ball excepted on third pitch).			✓			
Through March - 35 Max Pitches Hard Stop			✓	✓	✓	✓
After 3/31 - 50 Max Pitches +Finish the batter			✓	✓		
After 3/31 - 75 Max Pitches +Finish the batter					✓	
After 3/31 - 85 Max Pitches +Finish the batter						✓
Base Running	T-Ball	Rookie	A	AA	AAA	Majors
No stealing		✓	✓			
Batters/Runners may advance no more than 1 base on a ball hit to the infield and 2 bases on a ball hit to the outfield.		✓				
Batters/Base runners return to the dugout if they are out.		✓				
Base runners may not pass the next base once a hit ball to the outfield crosses back onto the dirt of the infield.			✓			
A batter cannot advance past first base on a walk, hit by pitch, or catcher interference.				✓		
No runner can advance on over throws from the catcher to any base following a pitched ball. Example A. On a pick off play by a catcher, if the runner advances and is safe, he must return to the original base. If tagged out, runner is out. B. Runners on first and third, runner on first steals, catchers overthrows second base, runner on third cannot score unless a play is made from the field to third base.				✓		
Stealing of home is not permitted on a wild pitch or passed ball, or an overthrow from the catcher to the pitcher.				✓		
Delayed steals are not allowed. Runner is live and can be tagged out, but if runner advances safely, must return to the original base.				✓		
Batter may advance on an uncaught 3rd strike. 6.05(b)(2)						✓
Rule 9.01(d) is NOT invoked (stealing signs)	✓	✓	✓	✓	✓	✓
Catching	T-Ball	Rookie	A	AA	AAA	Majors
A catcher that catches in 3 innings may only pitch 40 pitches max hard stop, and pitcher at or below 40 pitches may only catch a maximum of 3 innings. Pitch over 40 and you cannot catch at all in a calendar day. Any player who has played the position of catcher in four or more innings is not eligible to pitch on that calendar day, and if the player has pitched at-all in that day, cannot catch 4 innings or more.				✓	✓	✓
Defenses and Minimum Play	T-Ball	Rookie	A	AA	AAA	Majors
Defense plays all players; 6 infielders and all remaining in the outfield. Each player plays infield and outfield every game and will not play outfield in 3 consecutive innings	✓	✓				
In each game, No player can sit the bench a second inning until all available players have sat one inning. No player can sit a third inning until all available players have sat a second inning, and so on. Exception: The starting pitcher in a Majors or AAA game, as long as they do not leave the mound. Any successive pitcher can also go past their next turn to sit, as long as the player has already sat out a full inning prior to taking the mound. Minimum play rules are only for regulation games (6 innings) and do not include extra innings			✓	✓	✓	✓
Every player gets at least 1 infield inning within the first 3 innings			✓	✓	✓	
Each player must make 1 mound appearance & deliver at least 1 pitch before Jamboree concludes				✓	✓	
Required infield innings per game, per player: (Shortened games excepted)			2	2	1	
Catcher does not count as infield for minimum play			✓			
Scoring Rules	T-Ball	Rookie	A	AA	AAA	Majors
5-run rule is in place; Half inning is over when 5th run crosses home plate regardless of outs. Exceptions; 6th inning, Any inning that begins after 1:45 (1:30 for Aball); Over the fence (cones) home run counts all runs	No score keeper	No score keeper	✓	✓	✓	