

All rules and regulations should be followed according to the 2021 Little League Baseball Rule Book. The following are additional rules and clarifications that the Ankeny Little League organization has adopted. If you have any questions about these, please contact your league administrator.

* denotes a modification (to rule itself or league/age applicability) from previously played year

Rule #	Rule Description	4/5	6	7	8	9	10	11	11/12	12/13	13/14	15/16
		T-ball	Front Toss	Coach Pitch	Rookies	A	AA	AAA	Majors	Interm.	JR	SR
1	Batting/Fielding – A hit ball is considered foul unless it travels 10 ft in fair territory.	X										
2	Batting/Fielding – Manager/Assistant/League Approved Adult must pitch to batters from a knelt position 15 feet from home plate.		X									
3	Batting/Fielding – The batter gets 6 pitches. After 6 pitches, the batter will hit from a tee.		X									
4	Batting/Fielding – Managers pitch to batters from knelt position from front of the mound. Batter gets 6 pitches. After 6 pitches without hitting the ball, the batter is out by strikeout.			X								
5 *	Batting/Fielding – Batters will receive a maximum of 4 pitches from kid pitchers and up to 4 pitches from the coach. After four coach pitches without hitting the ball, the batter is out by strikeout.				X							
6 *	If the final coach pitch results in a foul ball, an additional pitch is given.			X	X							
7	Batting/Fielding – The batting team coach at the mound is expected to call strikes from the kid pitcher.				X							
8	Batting/Fielding – If a batter is hit by a kid pitcher, it is a dead ball and the batter will take the base.				X							
9	Batting/Fielding – No bunting.		X	X								
10	Batting/Fielding – Bunting is allowed off of kid pitcher only.				X							
11	Baserunning outs count the entire season.		X	X	X							
12 *	Coaches on the field nearest the play will call the outs at the bases.		X	X	X							
13 *	Batting/Fielding – All players bat and play the field, with up to 6 infielders and the rest outfield.	X	X	X	X							
14 *	Batting – Players bat round robin (all players bat, regardless of whether they are playing in the field that inning).					X	X	X	X	X	X	X
15	Fielding – Managers can use free substitutions throughout the game.					X	X	X	X	X	X	X
16	Equipment - Catchers are required to use a catcher's mitt (Rule 1.12) and athletic support with protective cup (Rule 1.17, male players only).				X	X	X	X	X	X	X	X
17	Fielding – A player cannot sit more than 2 innings in a game. Across games, a player cannot sit a third inning until all other players have sat at least 2 innings. Non-attendance does not circumvent the rotation requirement. The intent of the rule is for all players to play equally regardless of skill level.					X	X	X	X	X	X	X
18	On dropped 3rd strike, batter is out when he/she leaves the dirt circle.							X	X	X	X	X
19 *	Batting Cages – Teams may only use one of the batting cages at any time in order to allow others to practice in other cages. Pre-game gets priority over practice.				X	X	X	X	X	X	X	X
20	Cancelled/Reschedule Games – Manager may not cancel or reschedule any game without permission from their League Administrator. Any game cancelled or rescheduled without permission will be considered a forfeit. Contact the league administrator to set the schedule.					X	X	X	X	X	X	

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21	Rescheduling Games – The league administrator will reschedule canceled games on the first available day both teams can play. The goal is to get the game made up as soon as possible after the cancellation so the season doesn't conflict with other tournaments.					X	X	X	X	X	X	
22	Rain outs/Extreme Weather cancellations may or may not be rescheduled (many of the lower ages don't reschedule). Any managers wishing to reschedule a game should work with their league administrator.	X	X	X	X							
23	Coaching – Base coaches can be 1 coach and 1 player. If a player or non-adult coach is coaching the base, a helmet must be worn (Adult = 18 years or older).										X	X
24	Coaching – Base coaches must be managers, coaches, board approved parents.	X	X	X	X	X	X	X	X	X		
25	Managers/coaches will not leave the dugout at any time, unless they are a base coach, without calling for and receiving time-out from an umpire.					X	X	X	X	X	X	X
26	If there is a reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. The appeal shall be made only to the umpire who made the protested decision, and must be made before any other pitch is thrown. The game may be protested, if the manager does not agree with the umpire's interpretation of the rule, in the normal protest sequence, as in the Little League Rule Book (Rule 4.19). If the umpire's decision is still contested, the game is officially in protest, and an Officer of the Day must clarify the rule before the game can continue.					X	X	X	X	X	X	X
27	Judgment calls by either umpire cannot be argued or protested.					X	X	X	X	X	X	X
28	Dugouts – Maximum of 3 adults in the dugout at all times.					X	X	X	X	X	X	X
29	Dugouts – Maximum of 4 adults in the dugout at all times.	X	X	X	X							
30	Any adult in the dugout must be approved by the league, per Little League International.	X	X	X	X	X	X	X	X	X	X	X
31	Players must be in the dugout behind the fence.	X	X	X	X	X	X	X	X	X	X	X
32	Home Team – Home team occupies the 3 rd base dugout.	X	X	X	X	X	X	X	X	X	X	X
33	Visitor Team – Visitor team occupies the 1 st base dugout.	X	X	X	X	X	X	X	X	X	X	X
34	* Innings – Consist of batting through the entire batting lineup.	X										
35	* Innings – Consist of batting through the entire batting lineup, regardless of how many defensive outs are made during the inning.		X									
36	* Innings – Consist of 3 outs or 5 runs, whichever comes first.			X	X							
37	* Innings – Consist of 3 outs or 5 runs, whichever comes first. If a team is down more than 5 runs going into the last inning, it is the losing team manager's option whether to play the inning.					X	X					

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38 *	Innings – Consist of 3 outs or 8 runs, whichever comes first. If a team is down more than 8 runs going into the last inning, it is the losing team manager's option whether to play the inning.							X	X	X	X	
39	Innings – Maximum 5 innings per game.				X							
40	Innings – Maximum 6 innings per game, unless tied.					X	X	X	X			
41	Innings – Maximum 7 innings per game, unless tied.									X	X	
42	Mercy rule – Ankeny Little League will follow the Little League International as stated in the rule book under rule 4.10e.					X	X	X	X	X	X	X
43	League Standings – All games will count toward the standings used to determine league champions and end of season tourney seedings. In case of a tie see policy manual.					X	X	X	X	X	X	X
44	League Standings – Games with other District 3 teams won't count for Ankeny LL standings.					X	X	X	X	X	X	
45	Maintenance – All players and managers are responsible for picking up trash inside dugouts, around fences, field and seating areas.	X	X	X	X	X	X	X	X	X	X	X
46	Pitching – Kid pitchers will throw up to 4 pitches to each batter. Maximum 12 batters faced per pitcher, resulting in up to 48 pitches (Little League max pitch count per day for this age is 50).				X							
47 *	Managers/coaches are allowed to warm-up pitchers between innings for regular season games.				X	X	X	X	X	X	X	X
48	Equipment - Players are not allowed to wear metal cleats.	X	X	X	X	X	X	X	X			
49	Players – Teams are allowed to start with 8 players without penalty – no mandatory out for 8 players. If a team starts a game with 9 players and one leaves or is injured, the 9 th players batting position is not considered an out.	X	X	X	X	X	X	X	X	X	X	X
50	On Deck batters are not allowed.	X	X	X	X	X	X	X	X	X		
51	Practice – No batting practice from home plate on the field before games. Please utilize the batting cages.				X	X	X	X	X	X	X	X
52	Practice – Infield practice can be taken before a game - visitors go first, home second. Each team can take practice for 10 minutes.	X	X	X	X	X	X	X	X	X	X	X
53	Practice – Players and coaches shall not bat hard balls or weighted balls directly into the field fences or the batting cage fences. This is to prevent major field maintenance costs.	X	X	X	X	X	X	X	X	X	X	X
54	Practice – There is no warm up pitching allowed using the mound before the game.				X	X	X	X	X	X	X	X
55	Time Limit – Hard stop at 45 minutes.	X	X									
56	Time Limit – Hard stop at 1 hour and 15 minutes.			X								
57	Monday-Friday (non-double headers): No new inning after 1 hour and 30 minutes. There are no hard stops.				X							

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58	Monday-Friday (double headers) and Saturdays: No new innings after 1 hour and 15 minutes. There are no hard stops.				X							
59	Monday-Friday: No new inning after 2 hours for non-double headers. There are no hard stops.					X	X	X	X	X	X	X
60	Saturdays: No new inning after 1 hour and 45 minutes. There are no hard stops.					X	X	X	X	X	X	X
61	On week nights with double header games scheduled for a field: Game 1 - 5:30pm scheduled start: No new inning after 1 hour and 45 mins. Hard stop at 7:30pm. Game 2 - Must start by 8pm. No new inning after 1 hour and 45 mins. Hard stop at 10:00pm (Little League International Rule). Ties may be completed at a later date.					X	X	X	X	X	X	X
62	Pool Players cannot pitch or catch in a game they are a pool player. Pool Players will be placed last in the batting lineup at the beginning of the game.					X	X	X	X	X	X	X
63	Pitchers are not to pitch more than 35 pitches per scrimmage/practice game. The threshold can be passed only when finishing a batter.				X	X	X	X	X	X	X	X
64	Pitcher exposed undershirt (LL rule 1.11(a3)) – Restricts white and gray undershirts from being exposed by the pitcher. If a neoprene sleeve is worn, it must be covered by an undershirt.				X	X	X	X	X	X	X	X
65	Batter must keep one foot in the batters box during their at bat (LL Rule 6.02(c)). Exceptions: 1.On a swing, slap, or check swing. 2.When forced out of the box by a pitch. 3.When the batter attempts a “drag bunt” 4.When the catcher does not catch the pitched ball. 5.When a play has been attempted. 6.When time has been called. 7.When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box. 8.On a three ball count pitch that is a strike that the batter thinks is a ball. Penalty is one warning on a batter, then umpire shall call a strike. Any number of strikes can be called on each batter.					X	X	X	X	X	X	X
66	Managers/coaches are not permitted to fill out pitch count sheets, scorebooks, or utilize electronic game tracking while on the field during the game - focus should be on the game and coaching their players. Parents and fans can complete the books.					X	X	X	X	X	X	X

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67 *	Pitch count sheets must be turned in to an Officer of the Day at the Quad by the home team's manager before they leave the ball fields. Pitch count sheets must be signed by the manager or assistant from each team.					X	X	X	X	X	X	

Other General Rules of Conduct:

- 1 Managers and coaches must remember that they are setting an example for all players. **We expect all adults and players to follow the Little League Code of Conduct.**
- 2 Absolutely NO profanity will be allowed by players, managers, coaches or parents. Use of profanity may result in an ejection for any player, manager, coach or fan. Ejections may be done by any umpire or Officer of the Day.
- 3 No tobacco products are allowed at the Ankeny Little League complex. E-cigarettes are prohibited in spectator areas.
- 4 Managers are responsible for their team's behavior while they are on the playing field.
- 5 Each manager will control the conversation of his or her players toward the other team in a sportsman like manner. No derogatory chanting, etc. will be allowed. No direct gesturing (ex. clapping on the bases) intended to distract the pitcher will be tolerated.
- 6 Each manager is responsible for the conduct of their parents/fans in the stands. Managers can be ejected because of the negative conduct of their fans, per Little League rules.
- 7 Managers will not allow any player to question an umpire's decision or judgment.
- 8 The manager will always approach the umpire in a sportsmanlike manner.
- 9 Any umpire's decision which involves judgment is final. No player, manager or coach shall object to a judgment decision. The manager should bring umpiring complaints to the Officer of the Day/Umpire Coordinator AFTER the game. A complaint form must be completed.

NOTE: Any umpire may eject players in violation of these rules. Any umpire or any Officer of the Day may eject a manager or coach or fan, potentially on recommendation from other Board member, in violation of these rules.