



Johnston Little League rules “MAJORS”
Johnston Little League
Updated 3/25/15

LEAGUE RULES:

- ❑ Teams will be selected according to the 11 - 12 year-old division draft guidelines. There should be eleven or twelve players per team but not more than 13.
- ❑ Each team will play a minimum of 12 games. Weekday games will be scheduled at 6:00 PM and weekday doubleheaders will be played at 5:30 and 7:15 PM.
- ❑ The intent of Johnston Little League will be to schedule games Monday-Friday. No games will be regularly scheduled on the weekends, but weekends may be used for makeup games upon the agreement of both coaches. In the event of weather-related cancellations or field availability, it may become necessary to reschedule some games on the weekends.
- ❑ The season schedule is designed by the Registrar and respective league representative and will be based on the number of teams in the league.
- ❑ The season ending tournament will be determined by a random draw held at the JLL complex. All league managers will be made aware of the draw and will be invited to attend. Regular season performance has no bearing for seeding in the post-season tournament.
- ❑ RAIN OUTS: The opposing managers should make the determination of whether the field is playable. This determination MUST be made a minimum of 1 hour and 40 minutes prior to the start of the scheduled game time. If the game is a rain out, the home team needs to contact the league representative immediately following the determination, so that the umpires may be contacted and the game can be rescheduled.
- ❑ GAME DUTIES:
 - Home team – 1) Prepare field before game. 2) Setup scoreboard and assign scoreboard operator. 3) Provide two game balls
 - Visiting team – 1) Drag infield and rake home plate and pitcher’s mound after game 2) Clean up all trash around dugouts and bleachers. 3) Return scoreboard equipment to shed and insure shed is locked.

GAME RULES:

Read the Rulebook. Games will be played in accordance with the Little League rulebook except as follows:

- 1) A team must have at least 8 players to play a game. Failure to do so will result in a forfeit. A game may not be delayed for more than ten minutes to wait for the minimum number of players.
- 2) Rescheduling is not allowed unless it is necessary because of weather or school events that affect both teams. Contact the league representative immediately on all scheduling situations.
- 3) There will be instances when a team does not have enough players to field a team. When a team is short on regular players, we encourage coaches to seek substitute players so that they may field a complete team. The following rules govern number of players/substitutes:
 - Substitutes must be active participants in Johnston Little League during the current season.
 - Ideally, substitutes should come from the division/age group they are substituting for, but individuals may also participate if they are from a division one year younger.
 - Substitutes are not to play the position of pitcher or catcher. They are to be placed at the bottom of the batting order.

- No player regularly assigned to a team should sit on the bench while a substitute plays.
 - Substitutes are NOT allowed in the post-season.
- 4) IF a team has fewer than nine players, the team must take an out in the lineup for each player less than nine.
 - 5) During the regular season, a maximum of five runs per half-inning is allowed. At the time the fifth run is scored, regardless of the number of outs, the team at bat will change sides with the defensive team. This rule is not in effect during the post-season tournament.
 - 6) No new inning will begin after 1:50. If the game is a part of a doubleheader, no new inning will begin after 1:20.
 - 7) The ten run rule (4.10(e)) is not in effect.
 - 8) All players will be in the batting rotation regardless of whether they are in the game defensively.
 - 9) Please review the Little League pitch count regulations in the rulebook.

THINGS TO REMEMBER:

- 1) Please educate your parents. Many complaints can be handled in advance, if you make parents aware of the rules and exceptions.
- 2) Poor sportsmanship will not be tolerated. Umpires may remove players, coaches, and/or fans from the game and field.
- 3) Umpires need to be educated. Please take the time to review the rules with your umpire before the game starts. Remind them of things you have seen as issues in previous games. Make sure they understand the strike zone, stealing rule, etc. If an umpire makes a mistake during the game, both teams should be understanding and helpful when trying to correct the situation.
- 4) Teach your players the rules of the game, to include base running. In particular:
 - Make sure players understand the slide at home rule, that they must not leaving base until the ball has crossed the plate, and that a base runner may be out if hit by a ball (See rule 7.09).
 - A runner may not cause contact with a defensive player making a play. Contact may result in the runner being automatically out. (See rule 7.08)
 - A defensive player not making a play may not impede the progress of a runner. If progress is impeded, the runner may advance a minimum of one base past the last base touched safely. (See rule 7.06).
 - A runner advancing to a base may not slide headfirst. Any runner doing so will be out. A runner returning to a base may slide headfirst.
- 5) Steel Cleats are not allowed.
- 6) Catchers need to wear all equipment described in the rulebook. Helmets should be worn when warming up pitchers and taking infield. If there is a problem with equipment, bring this to the attention to the league representative.
- 7) There is no on-deck position.
- 8) **Most of all, make this fun for everyone involved.**

A copy of these rules must be given to each manager.

NO changes may be made to these rules without the approval of the Johnston Little League Board.

