



Saco Little League
2019 League Local Rules
Baseball Minors Division

Unless noted below, Saco Little League will be governed by the rules set forth by Little League Rule and Regulations for Baseball Divisions (“Official Playing Rules”).

1. Coaches:
 - I. Teams shall have a maximum of three (3) coaches in dugout for games. Teams are encouraged to have more for practice, as long as they have completed a volunteer form.
2. Uniforms:
 - I. Saco L.L. recommends that all male players wear protective cups while playing and are required to do so while playing catcher.
3. Field:
 - I. Home team will occupy the 1st base dugout and bench area.
4. Game Length:
 - I. **If after three (3) innings one team has a lead of fifteen (15) runs or more or if after four (4) innings a team has a lead of 10 runs or more, the manager of the team with the least runs shall concede the victory to the opponent.**
 - II. If the game is tied after six (6) innings, one additional inning may be played as long as the umpire and both coaches agree. Otherwise the game will end as a tie.
5. Time Limits:
 - I. **There is a 2 hour time limit which is a modification to Playing Rule VII. No inning shall begin after 2 hours have passed from the start of the game.**
6. Suspended Games:
 - I. Games that do not reach 4 innings, due to inclement weather, will be suspended. The game will resume from the point where it was suspended.
 - II. Games called on account of darkness WILL NOT be suspended; final score will be determined based upon the last full inning completed.
7. Specific rules while on Offense:
 - I. **The Board has voted NOT to institute L.L. Optional Rule 6.02 (c), requiring batter to keep at least one foot in box for the length of the at-bat, for the Regular Season.**
 - II. **A continuous batting order that includes all players on the team roster present for the game batting in order will be used.**
 - III. Traditional rules regarding strikes, balls, foul balls and outs will be followed.
 - IV. **A team may only score five (5) runs per inning which is a modification to Playing Rule 2.0. After the 5th run has scored, that team's at-bat is over.**

- V. Runners may not take a lead and cannot leave the base until the ball has crossed home plate. If a runner leaves his base early then a dead ball will be called. All runners will be put back on the base they last occupied at the time of the pitch.
 - VI. Modified stealing is allowed in these division with the following stipulation:
 - 1. ***Players may only advance one base (total) on an attempted steal.***
 - VII. A runner will be called out if a base coach makes contact with the runner (for purposes of stopping or starting forward progress) during live play.
 - VIII. Only one player is allowed to handle a bat at any time - the batter at the plate. All other players must remain in the dugout.
 - IX. Head first sliding is not allowed and that player will automatically be called out.
- 8. Specific rules while on Defense:**
- I. Players may re-enter the game as needed (free substitutions), however, players may not be substituted or change positions for a particular batter.
 - II. Pitching limitations – Seventy five (75) pitches (fifty (50) for 8 year olds)
 - III. The amount of required rest for pitchers is as follows:
 - 1. 66 or more pitches must observe four (4) continuous calendar days of rest.
 - 2. 51-65 pitches must observe three (3) continuous calendar days of rest.
 - 3. 36-50 pitches must observe two (2) continuous calendar days of rest.
 - 4. 21-35 pitches must observe one (1) calendar day of rest.
 - IV. If a player has pitched that day and has delivered 41 or more pitches then that player is not allowed to play catcher for the remainder of the game.
 - V. This division plays with an infield fly rule
- 9. Umpires/Coaching:**
- I. In case of a disputed call, a Manager may request a conference with the umpire. Please use good sportsmanship, especially in these situations. The Umpire's decision is final.
 - II. Play is stopped when the umpire (not a coach or player) has called "time".
 - III. Umpires will stop play immediately upon an injury to any player. Base runners will be awarded only the next base.
- 10. Field Conditions:**
- I. If there is no communication canceling a game, teams are to report to the field. After that time, the decision to cancel/postpone games shall be made by the umpires.
 - II. All rescheduled games MUST be scheduled through their Division Vice President.
- 11. Conduct:**
- I. While games at this level are more competitive, positive reinforcement & good sportsmanship should always be followed.
 - II. Concerns regarding conduct by a coach, player or parent should be brought to the attention of that division's Vice President immediately.