

ATWATER LITTLE LEAGUE
GROUND RULES SPECIFIC FOR
SB Majors 2020

1. There will be nine (9) defensive players. Teams must start with eight (8) players and field nine (9) by the second inning. The team not fielding nine (9) players will forfeit and receive zero points towards their playoff standings.
2. Every player on the team roster will participate in each game for a minimum of six (6) consecutive outs.
3. The “All Bat Rule” is in effect. The team will bat a continuous batting order that will include all players on the team roster present for the game. A player may be entered and/or reentered defensively in the game anytime, provided they meet the requirement of mandatory play. (Rule 4.04).
4. Stealing is allowed at all bases; however, runners may not leave the base until the ball crosses home plate.
5. Sliding is allowed at any base except at first base. If a player slides into first base, she will be called out. There is no head first sliding/diving into any base. However, diving back into any base is allowed., including first base.
6. A relief pitcher will be allowed a warm up. It will be on the outside of the fence, in a safe area for the pitcher, catcher and any bystanders. It is mandatory for the following: a coach or volunteer (that has a validated volunteer application) to supervise the warm up and for the catcher warming up the pitcher to wear either a catcher’s mask or helmet with a face mask on it.
7. There will be a one (1) hour and forty (40) minute time limit on all games. A minimum of three and one-half (3.5) innings must be played. Regular schedule games may end in a tie. There will be a drop-dead time limit of two (2) hours. There is also a “Drop Dead Time” for ALL evening games. If at the end of two (2) hours from scheduled game time, not actual game start time, the game is not completed, or the time reaches 10:00 PM, the umpire will immediately suspend play of the game. The game will be rescheduled by the Player Agent or President to be completed only if the outcome of the game has any impact on any team’s playoff status or seeding. The suspended game will resume from the exact point that the game was suspended. The suspended game will only be replayed using eligible players from the original game date. The rescheduled game will follow all Little League pitching rules and days of rest rules; therefore, the pitcher of record may not be eligible to pitch during the rescheduled game if her innings pitched prohibit her from pitching. The two (2) hour time limit rule does not apply to any playoff or championship games. The 10:00 PM “Drop Dead Time” applies for all games.
8. Games will be played in accordance with the Little League Rule Book.
9. Teams can score no more than five (5) runs each inning, (not including the open innings). The sixth (6th) and subsequent innings of all games will be Open Innings. An open inning is defined as an inning that has no run limit.

10. There will be a Ten (10) Run Rule in place. If after three and a half (3.5) innings the home team is ahead by more than ten (10) runs the home team wins. If the visiting team is leading by ten (10) runs or more the home team must bat in its half of the inning. (See Rule 4.10 for further explanation)
11. Face Masks must be worn by all pitchers, first basemen and third basemen at all games and practices.
12. There is no dropped third strike in effect. A dropped third strike will count as an out toward the batter. If there are runners on base at the time of the dropped third strike, the play is live, and the runner can choose to advance at their own risk.
13. All players must wear the appropriate league given uniform with no embellishments or added items to the uniform, visors and helmets.