

Tassajara Valley Little League – Local Rules Matrix (2019 Season)

	T-Ball	Rookie <sup>6</sup>	A <sup>7</sup>	AA <sup>8</sup>	AAA <sup>9</sup>	Majors <sup>10</sup>
League Age	5-6	6-7	7-9	8-10	9-11	10-12
Game length	3 innings; 1:00 <sup>1</sup>	4 innings; 1:30 <sup>1</sup>	6 innings; 1:30 <sup>1</sup>	6 innings; 1:45 <sup>1</sup>	6 innings; 1:45 <sup>1</sup>	6 innings 2:00 <sup>1, 2</sup>
Extra innings	No	No	No	Yes (ties allowed)	Yes (ties allowed)	Yes (ties allowed)
Playoffs	No	No	Yes	Yes <sup>11</sup>	Yes <sup>11</sup>	Yes <sup>11</sup>
# players on field	10 <sup>3</sup>	10 <sup>3</sup>	9	9	9	9
Minimum playing time	N/A	4 innings per game (2 IF / 2 OF)	4 innings per game (2 IF / 2 OF)	4 innings per game (2 IF)	4 innings per game (2 IF / 2 OF)	3 innings per game (1 IF)
Batting Order	Continuous	Continuous	Continuous	Continuous	Continuous	Continuous
End of a ½ inning	6 players bat	All players bat <sup>6</sup>	3 outs or 5 runs	3 outs or 5 runs	3 outs or 5 runs	3 outs
Ten-run rule <sup>4</sup>	No	No	No	Yes	Yes	Yes
Bunting	No	No	No	Yes	Yes	Yes
Base stealing	No	No <sup>5</sup>	No	Yes <sup>7</sup>	Yes <sup>9</sup>	Yes
Dropped 3rd strike	No	No	No	No	Yes <sup>9</sup>	Yes
Infield Fly Rule	No	No	No	Yes	Yes	Yes
Pitching	Tee	Adult/Tee <sup>6</sup>	Player <sup>7</sup>	Player <sup>8</sup>	Player <sup>5</sup>	Player <sup>5</sup>
Pitcher eligibility	NA	NA	As per Reg VI (d) <sup>7</sup>	As per Reg VI (d)	As per Reg VI (d)	As per Reg VI (d)
Ball type	T-Ball	Level 5	Level 5	LL Hardball	LL Hardball	LL Hardball
Base distance	50'	60'	60'	60'	60'	60'
Fence/Cones Distance	100'	120'	125'	150'	175'	200'
Draft	No	No	No <sup>7</sup>	Yes	Yes	Yes
Umpire	NA	Parent Umpires (1) Home (1) Visitor	Parent Umpires (1) Home (1) Visitor	Plate & base umpire	Plate & base umpire	Plate and base umpire

<sup>1</sup> No new inning may start after this time has elapsed from the start of the game.

<sup>2</sup> Time Limits apply to Majors due to field requirements as per Regulation VII (h).

<sup>3</sup> Tenth fielder is an outfielder; 4 outfielders will be distributed evenly beyond the infield dirt (or equivalent).

<sup>4</sup> Ten (10) run rule observed for AA, AAA and Majors Divisions as per LL Rule Book Rule 4.10(e)

<sup>5</sup> AAA and Major pitch limits: **First three (3) weeks (through March 17, 2019)** Pitchers will be limited to thirty (35) pitches in a game. If a pitcher reaches the 35-pitch limit imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Beginning March 18, 2019 (through April 21, 2019):** Pitchers will be limited to fifty (50) pitches in a game. If a pitcher reaches the 50-pitch limit imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Beginning April 22, 2019:** all pitching rules follow Little League Green Book Rule Regulation VI (c) for league age/pitch counts.

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### <sup>6</sup> Rookie Division:

**First-half of season (through March 31, 2019) :** Coach will pitch 7 balls to the batter. No strikeouts. If the ball is not put in play after 7 pitches, the player will use the Tee. All players bat. Runners cannot advance on any over throw. Play is ruled over when the ball reaches the infield dirt or equivalent. If the runner is not at the half way point between bases, the runner must return to the base they came from.

**Beginning April 8, 2019:** Coach will pitch up to 7 pitches until the batter is retired or reaches base. Strikeouts will count. Inning ends with 5 runs or 3 outs. Runners can advance one (1) base on over throws including advancing to home plate. Play is ruled over when the ball reaches the infield dirt of equivalent. If the runner is not at the half way point between bases, the runner must return to the base they came from.

### <sup>7</sup> Single A Division:

**Draft:** No Draft Division. Teams will be selected at random. The draft eligible players who do not get drafted into AA will be placed back in the random selection and assigned a team by the league.

**First-half of season (through March 31, 2019):** Coach will pitch up to 7 pitches until the batter is retired or reaches base. Strikeouts will count. Inning ends with 5 runs or 3 outs. Runners can advance one (1) base on over throws but may not advance to home plate. Play is ruled over when the ball reaches the infield dirt of equivalent. If the runner is not at the half way point between bases, the runner must return to the base they came from.

**Beginning April 8, 2019:** Player will pitch. A pitcher may pitch a maximum of 20 pitches per inning up to 2 innings or hard stop limit of 35 pitches, whichever comes first. If a player reaches the maximum number of pitches during an inning the coach from the hitting team will take his place to finish out the inning. No pitching changes will take place during an inning. All runners can advance on overthrows but may not advance to home plate. The play is ruled over when the ball is returned to the pitcher around the pitching mound (Imaginary 10' circle). If the advancing runners are not at the halfway point between the bases, the runner must return to the base they came from.

**Playoffs:** Teams will be seeded at the end of the season by a random drawing. Umpires will be provided during the playoffs.

### <sup>8</sup> AA Division:

**First-half of season (through March 31, 2019):** Normal Little League rules with the exception of steals. Stealing of only 2<sup>nd</sup> or 3<sup>rd</sup> base is allowed. Runners cannot steal home. If on a steal attempt of second base, the throw goes into the outfield, the runner is allowed to advance to third base. During a steal attempt of third base, the runner is not allowed to advance to home on an overthrow of third base. No delayed steals of any base.

**Beginning April 8 2019:** Runners may advance on an overthrow of any base. The runners may advance to home plate. All forms of stealing are allowed, including home.

**First three (3) weeks (through March 17, 2019)** Pitchers will be limited to thirty (35) pitches in a game. If a pitcher reaches the 35-pitch limit imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Beginning March 18, 2019:** Pitchers will be limited to fifty (50) pitches in a game. If a pitcher reaches the 50-pitch limit imposed while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning

#### **Entire Season:**

1. No appeals/requests for help can be made to any umpire that makes a judgment call, such as, but no limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out. You may request or appeal for help if the umpire's decision may be in conflict with the rules, such as, but not limited to pitch counts, batting order or force outs. Rule 9.02 (a)
2. The play is considered over and the ball is dead once the pitcher has returned to the pitching rubber.

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### <sup>9</sup> AAA Division:

1. **First-half of season (through March 31, 2019):** Dropped 3<sup>rd</sup> strike will NOT be in effect. **Beginning April 8, 2019:** Dropped 3<sup>rd</sup> strike will be in effect through the remainder of the regular season and through the play-offs.

#### **Entire Season:**

2. No appeals/requests for help can be made to any umpire that makes a judgment call, such as, but no limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out. You may request or appeal for help if the umpire's decision may conflict with the rules, such as, but not limited to pitch counts or batting order. Rule 9.02 (a)
3. The play is considered over and the ball is dead once the pitcher has returned to the pitching rubber.
4. All Forms of stealing are allowed as long as the pitcher hasn't returned to the pitching rubber. Once the pitcher has returned to the pitching rubber the runners cannot advance until after the next pitch is thrown.

### <sup>10</sup> Majors Division:

#### **Entire Season:**

1. No appeals/requests for help can be made to any umpire that makes a judgment call, such as, but no limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out. You may request or appeal for help if the umpire's decision may conflict with the rules, such as, but not limited to pitch counts or batting order. Rule 9.02 (a). All other rules follow The Green Book with the exception of the Local League Rule that reduces pitch counts (<sup>5</sup>) for the first half of the season.

### <sup>11</sup> Playoffs:

1. For **AA, AAA, and Majors**, playoff seeding is determined by standings from regular season.
2. **Tiebreakers** for playoff seeding:
  1. Win %
  2. Head to Head
  3. Runs against
  4. Runs scored
3. Home team determined by higher seed, eg a 4 seed would be home team when playing a 5 seed.
  - a. The only exception will be the first championship game, when the home team is the team that won the winner's bracket, and the visitor team is the one from the elimination bracket.
  - b. If a second championship game is played, the higher seed will again be the home team.
4. No pool players are allowed during playoffs.
5. No time limit - all games will complete 6 innings unless shortened by the mercy rule.
6. All playoffs are double elimination using little league bracket formats.