

TVLL 2020 House Rules

TVLL 2020 House Rules Matrix

	Tee-Ball	Rookie⁷	A⁸	AA⁹	AAA¹⁰	Majors¹¹
League Age	5-6	6-7	7-9	8-10	9-11	10-12
Game Length ¹	3-4 innings; 1:00 ¹	4 innings; 1:30 ¹	6 innings; 1:30 ¹	6 innings; 1:45 ¹	6 innings; 1:45 ¹	6 innings; 2:00 ^{1,2}
Extra Innings	No	No	No	Yes (ties allowed)	Yes (ties allowed)	Yes (ties allowed)
Playoffs	No	No	Yes ¹³	Yes ¹³	Yes ¹³	Yes ¹³
# Players on Field	10 ³	10 ³	10 ³	9	9	9
Minimum Playing Time	N/A	4 innings (2 IF/ 2 OF)	3 innings (1 IF)			
Batting Order	Continuous	Continuous	Continuous	Continuous	Continuous	Continuous
End of 1/2 Inning	All Players Bat	3 outs or 5 runs	3 outs			
Mercy Rule ⁴	No	No	No	Yes ⁴	Yes ⁴	Yes ⁴
Bunting	No	No	No	Yes	Yes	Yes
Base Stealing	No	No	No	Yes	Yes	Yes
Dropped 3rd Strike	No	No	No	No	Yes	Yes
Infield Fly Rule	No	No	No	Yes	Yes	Yes
Pitching ⁵	Tee	Adult/Tee	Pitching Machine	Player ⁵	Player ⁵	Player ⁵
Pitcher Eligibility ⁵	N/A	N/A	N/A	As per Reg VI (d) ⁵	As per Reg VI (d) ⁵	As per Reg VI (d) ⁵
Ball Type	Tee-Ball	Level 5	Level 5	LL Hardball	LL Hardball	LL Hardball
Base Distance	50 feet	60 feet	60 feet	60 feet	60 feet	60 feet
Fence/Cones Distance	100 feet	120 feet	125 feet	150 feet	175 feet	200 feet
Draft	No	No	No	Yes	Yes	Yes
Umpire	N/A	Parent (1 home, 1 visitor)	Parent (1 home, 1 visitor)	Plate & Base (assigned)	Plate & Base (assigned)	Plate & Base (assigned)

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1. No new inning may start after this time has elapsed from the start of the game
2. Time limits apply to Majors due to field requirements as per LL Regulation VII (h)
3. Tenth fielder is an outfielder (when applicable); 4 outfielders will be distributed evenly beyond the infield dirt (or equivalent)
4. **Mercy Rule (AA, AAA, and Majors)**
 - A. Ten (10) run rule observed for AA, AAA, and Majors Divisions per LL Rule Book, Rule 4.10(e)
 - B. If the visiting team is ahead by 15 runs or greater after the home half of the 3rd inning the game will be complete
 - C. If the home team is ahead by 15 runs or greater after the visiting half of the 3rd inning the game will be complete
5. **Pitching (applies to AA, AAA, Majors)**
 1. Pitch limits daily limits
 1. **Majors:**
 1. Beginning of season to March 21, 2020-**limit 35 pitches**
 2. March 22, 2020 to April 18, 2020-**limit 50 pitches**
 3. April 19, 2020 to completion of playoffs-**per LL pitch limits (LL Rulebook, Regulation VI, Article C)**
 2. **AAA**
 1. Beginning of season to March 31, 2020-**limit 35 pitches**
 2. April 1, 2020 to April 30, 2020-**limit 50 pitches**
 3. May 1, 2020 to completion of playoffs-**per LL pitch limits (LL Rulebook, Regulation VI, Article C)AA**
 3. **AA**
 1. Beginning of season to March 31, 2020-**limit 35 pitches**
 2. April 1, 2020 to completion of playoffs-**limit 50 pitches**

4. If the pitcher reaches the imposed pitch limit while facing a batter, the pitcher may continue to pitch until one of the following conditions occurs (whichever happens first)
 1. That batter reaches base
 2. That batter is put out
 3. The half-inning is completed
 1. 3rd out made or
 2. 5th run scored
5. Rest Requirements-**See LL Rulebook, Regulation VI, Article D-K**
6. Mounds (for fields with temporary/moveable mounds)
 1. Mounds will be used in AA, AAA, and Majors
 2. Mounds will be placed at standard Little League distance
 1. Front of the rubber is 46 feet from the front of home plate as measured along the ground
 2. Placement will be verified by umpire and managers prior to first pitch
 3. Once the mound is in place, it will remain in place for the remainder of the game

6. Entire Season, All Divisions:

No appeals/requests for help can be made to any umpire that makes a judgement call, such as, but not limited to: whether a batted ball is fair or foul, whether a pitch is a ball or strike, 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 orders. Rule 9.02(a).

7. **Rookie Division: Entire Season**

Coach will pitch 5 pitches to the batter. After 5 pitches, if the ball is not put in play, the player will hit off the tee. No Strikeouts. Batting order is continuous. Inning is over after 3 outs are recorded or 5 runs are scored (whichever occurs first). Runners cannot advance on an overthrow. Play is ruled over when the ball reaches the infield dirt or equivalent. If a runner is not at the half-way point between bases when the play is ruled over, the runner must return to the base that they came from. Force-outs, fly-outs, tag-outs are enforced.

8. **Single A Division**

Draft-No-draft division. Draft eligible players not drafted into AA division will be placed into single A player pool. Players will be assigned to teams by a TVLL official.

Beginning of season to April 4, 2020-Players will be pitched up to 7 pitches by the pitching machine. If on the 7th pitch the batter fouls the ball off they will be pitched subsequent pitches until the ball is put in play or the batter swings and misses, whichever occurs first. A half-inning ends when 5 runs are scored or 3 outs are recorded, whichever occurs first. Runners can advance one (1) base on an overthrow, but may not advance to home plate. Play is ruled over when the ball reaches the infield dirt or equivalent and is controlled by a defensive player. Any runner not past the halfway point between bases will return to the base they came from.

April 5, 2020 to end of season (including playoffs)-Players will be pitched up to 7 pitches by the pitching machine. Strikeouts count. A strikeout will consist of 3 pitches considered “strikes,” by the designated umpire. This includes swing-and-miss, pitches in the “strike zone,” and foul balls. If on the 3rd strike or 7th pitch the batter fouls the ball off, they will be pitched subsequent pitches until the ball is put in play, the batter swings and misses, or the batter does not swing at the third strike, whichever occurs first. An inning ends with 5 runs scored or 3 outs recorded, whichever occurs first. Runners can advance one (1) base on an overthrow, but may not advance to home plate. Play is ruled over when the ball reaches the

infield dirt or equivalent and is controlled by a defensive player. Any runner not past the halfway point between bases will return to the base they came from.

Playoffs-Playoffs seeding will be determined by W-L record at the conclusion of all regular season games. Tie breakers as outlined by league. Umpires will be assigned for playoffs.

9. AA Division

Beginning of season to April 4, 2020-Normal Little League rules apply with the exception of stealing bases. Stealing of 2nd and 3rd base is allowed. Runners cannot steal home. If on a steal attempt of 2nd base, the throw goes into the outfield, the runner is allowed to advance to 3rd base at their own risk. If on a steal attempt of 3rd base, the throw goes into the outfield, the runner is not allowed to advance to home plate. No delayed stealing of any base is permitted.

April 5, 2020 to completion of playoffs-Runners may advance to any base (including home plate), at their own risk, on an overthrow of any base. All forms of stealing any base (including home plate) are allowed.

Entire Season-The play is considered over and the ball is dead when the pitcher, with ball in hand, has returned to the pitching rubber.

10. AAA Division

Beginning of season to April 4, 2020-Dropped 3rd strike NOT in effect

April 5, 2020 to end of season (including playoffs)-Dropped 3rd strike rule in effect

Entire Season:

The play is considered over and the ball is dead when the pitcher, with ball in hand, has returned to the pitching rubber

All forms of stealing are allowed as long as the pitcher has not 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.

11. Majors Division: Entire Season

All Little League rules follow the Little League Rulebook with the exception of TVLL Rules that pertain to pitch counts, as specified per Local provision 5.

The play is considered over and the ball is dead when the pitcher, with ball in hand, has returned to the pitching rubber AND the catcher has returned to the home plate vicinity and is preparing to or is ready to receive the next pitch

12. Provisional Inning (AA, AAA, and Majors)

Observed Rules

1. The official start time of the game is when the **first** warm up pitch of the visitor half of the first inning is thrown (this time will be declared by the umpire to both managers)
2. No new inning may start after the time limit (as indicated on TVLL House Rules 2020 Matrix)
3. If a new inning is to start within 10 minutes of the time limit, managers can agree to a “provisional” last inning with unlimited runs
4. If **ALL** following conditions apply, one more inning may be played after provisional inning:
 1. The “provisional” last inning is completed AND
 2. The next (final) inning is started before the time limit expires AND
 3. Neither team has scored more than 5 runs in the “provisional” last inning

13. Playoffs

1. For A, AA, AAA, and Majors, playoff seeding is determined by regular season W-L records.
2. Tiebreakers for playoff seedings are as follows, in the following order:
 1. Win %
 2. Head to Head
 3. Runs scored against
 4. Runs scored for
3. No pool players are allowed during playoffs
4. No time limits-all games will complete 6 inning unless shortened by the mercy rule
- 5. For AAA and Majors (AAA and Majors- 3 game playoff series):**
 1. Home team for the first game of each playoff series is determined by the higher seed (4 is home team when playing 5 seed).
 2. Home/visitor will alternate the remainder of the 3-game series.
- 6. For A and AA (Double elimination using Little League bracket formats):**
 1. Home team will be determined by the higher seed.
 2. The only exception will be the first championship game where the home team is the winner of the winner's bracket and the visitor comes from the elimination bracket.
 3. If a second championship game is played, the higher seed will be the home team

14. Pool Players

1. Parents will indicate if they choose to have their child entered into the player pool
2. Pool player list will be managed by the "TVLL Player Agent"
3. Managers will request pool players to replace absent players
4. "TVLL Player Agent" will be responsible for assigning pool players to requesting managers and notifying players of their playing assignment