

**JUNIOR DEPUTY
2020 LITTLE LEAGUE FALL SEASON
SUPPLEMENTAL RULES**

1. Our eight Little League organizations will field teams in three different divisions of play – AAA, AA, and A. All organizations will have A teams for a total of eight teams. Six of the eight organizations will field AA teams. The Indians will not field a AA team. The Sox will field two AA teams; Sox (Blue) and Sox (White). There will be six AAA teams. The Astros, Dodgers, Indians, Pirates, and Royals will have AAA teams. The Cardinals and Giants will have a combination AAA team; Gardinals. The Sox will not field a AAA team.
2. All fall rosters will be approved by the Little League Commissioner (Carter Stein). Season opening rosters will be finalized by September 11, 2020. Mid-season rosters will be finalized by October 9, 2020.
3. All rising class players (players that are rising Little League 9s and 10s that came from the Rookie 8 program in Summer 2020) will be rostered at A.
4. Any Little League player that is actively dual participating on a USSSA 11U or older team that is also LL age 11 or older, will be rostered at AAA.
5. The Little League Commissioner will require organizations to roster a minimum of thirteen players on an A team, a minimum of ten players on their AA team, and a minimum of nine players on their AAA team.
6. Each game will be 90 minutes or six innings of play, whichever comes first. If time expires in the middle of an inning, the inning will continue until the home team takes the lead or the visiting team records the third out. If time expires and either team is ahead by more than the run limit, then the game will end.
7. If the game is tied at the end of six innings or if the game is tied at the end of an inning after time has expired, the game will end in a tie.
8. To speed the pace of play, only ninety seconds will be allowed between half innings.
9. All games will have a four-run limit per inning. The reduced run limits in the fall are intended to speed the pace of play and increase the number of innings in order to maximize batting and fielding repetitions.
10. Round robin batting is mandatory.

11. Free substitutions are allowed during the game.
12. Managers are limited to one mound visit per pitcher per inning.
13. In Week 1 (September 14th to September 19th), pitchers will only be allowed to appear in one inning. The pitcher will not be allowed to appear in a subsequent inning regardless of how many outs the pitcher recorded.
14. Beginning in Week 2 and for the remainder of the season, pitchers will be allowed to record six outs per game. However, no pitcher in an A game will be allowed to start a new inning unless their pitch count is 25 or less; no pitcher in a AA game will be allowed to start a new inning unless their pitch count is 30 or less; and no pitcher in a AAA game will be allowed to start a new inning unless their pitch count is 35 or less. Pitch count rules will be strictly enforced. Managers and coaches are strongly encouraged to make pitching changes between innings to speed the pace of play.
15. Players rostered on a AAA team may not “swing down” to a AA or A team. Players rostered on a AA team may not “swing down” to an A team. Any team using a “swing down” player will forfeit the game in which the “swing down” player participates.
16. Any A player may “swing up” to a AA team. Any player rostered to a AA team may “swing up” to a AAA team. For the Sox, any A player may swing up to the Sox (Blue) AA team, and any Sox (Blue) AA player may swing up to the Sox (White) AA team. For the Indians, no player from the A team may swing up to the AAA team without the Little League Commissioner’s approval.
17. Players are eligible to pitch on the team for which they are rostered and for any team to which they “swing up,” so long as the player is within pitch count limits. Please keep in mind the spirit and intent of fall ball is to develop pitching depth at all three levels of play.
18. Any player that has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day. (Little League Regulation VI.a.(Exception)).
19. A player who played the position of catcher for three innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. (Little League Regulation VI.a.(Exception)).

20. A pitcher once removed from the mound cannot return as a pitcher in the current game or any subsequent game the pitcher may play that day.
21. Four outfielders are permitted in AA & A games. Only three outfielders are permitted in AAA games.
22. The home team is responsible for GameChanger duties. The visitors have scoreboard duty. The home team is responsible for keeping score in real time on GameChanger.
23. Each team is to provide two Cal Ripken (CAL1) or Little League (LLB) baseballs for game play. They should be in good condition but do not have to be brand new.
24. AAA Division - Bases will be 70' apart. A pitcher's rubber will be placed at 50' from the back of home plate. Leadoffs are allowed.
25. AA and A Division - Bases will be 65' apart. A pitcher's rubber will be placed at 46' from the back of home plate. No leadoffs are allowed.
26. For any situations or rules not covered in this rule set, the Official Little League Rules and Junior Deputy 2020 Little League Summer Rules will be followed.

(UPDATED: 9-7-2020)