

Rule I - Dugout Assignments

The home team will occupy the dugout or player bench along the 3rd base line.

Rule II - Team Duties

The Home Team is responsible for raking all dirt portions of the field before and after each game. If it is the final game of the day, the home team is also responsible for tarps over the pitcher's mound and home plate.

The Visiting Team is responsible for lining the field prior to the start of the first game of the day. In addition, if applicable, the Visiting Team will designate a scoreboard operator and be responsible for returning the scoreboard control to the proper storage place. *Note: If there is no scoreboard, the Visiting Team will be responsible for assisting the Home Team in raking and covering the field.*

The Home Team will also provide two new leather "game" balls for each game, and both teams may be asked to furnish an extra "good" ball in case of loss or damage of game balls.

Rule III – Continuous Batting Order

Continuous batting order is in effect for all games (Rule 4.04).

Rule IV – Player Safety, Accessories and Equipment

LLI Rule 1.11(j) states, "Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, watches, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted.

EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible."

ALL does not/not approve the use of arm bands for baseball.

ALL does/does approve the use of arm bands for softball, if such use is in accordance with LLI Rule 1.11(a)(3)

In addition, players must be "legally and properly equipped" as defined by Little League International (e.g. protective cups and catchers mitts for catchers, molded cleats, etc.)

Rule V - Base Coaches

Teams have the option of using two adults as base coaches, provided one adult manager or coach remains in the dugout at all times (rule 4.05). Players serving as base coaches must wear a protective helmet.

Rule VI - Umpires

The league shall attempt to provide umpires for each scheduled game. In the event that none are assigned to/available for a particular game, one parent from each team will serve as umpires, with the home team responsible for supplying the home plate umpire (unless otherwise agreed to by the managers).

Parents/spectators who fill in as umpires when regular umpires are not available are entitled to the same respect as regular umpires, and have equal authority as such.

Rule VII - Pitch Counts and Reporting

The home team's pitch count shall be considered official. Each manager will retain a copy of his/her team's pitch count totals for each game, and a log of his team's pitchers' eligibility throughout the season.

Managers must submit final game results and pitching reports (name of pitchers, number of innings and pitches) to the website no later than noon the next day, but preferably immediately following the game.

Rule VIII – Cheering and Spectators

Only positive cheers directed at members of their own team by players or fans will be allowed. No organized cheers will be tolerated while the pitcher is delivering a pitch. The umpire has authority to request that the manager, coaches, players, or fans cease any cheers or activity that, in the umpire's judgment, are inappropriate or disruptive to the game. The opposing manager may also request the umpire to control organized cheers deemed inappropriate.

In addition, each team manager is responsible for the behavior of the parents/guardians/spectators of the players on his respective team. The umpire should address any complaints regarding the spectators to the relevant manager.

Rule IX – Gates

All gates, including dugout gates, will be closed during play. If managers do not comply with umpire requests for dugout gates to be closed, umpires will submit warnings to relevant managers and file a report to the division commissioners.

Rule X – On-field Personnel

Team Scorekeeper – The official team scorekeeper shall not be allowed in the dugout or on the bench, unless that scorekeeper is also the team manager, or a coach who is permitted to be present in the dugout.

Players – Players may only leave the dugout/bench area with the permission of the manager or a coach. All players shall remain in the dugout unless on the field during defensive play.

Adult Game Coordinators – If applicable, at least one Adult Game Coordinator must participate in the home plate conference to begin the game.

Limitations on Field Coaches – Alexandria Little League permits no more than two (2) on-field coaches in addition to the manager, or acting manager during games. Teams may have more coaches assist during practices, but all coaches **must** have a current background check.

Rule XI – Player requirements

A minimum of eight (8) players is necessary to start a game. A game also may not be continued with less than eight (8) players, should players need to leave mid-game.

The opposing team with nine (9) or more players shall provide, to the short-handed team, a player to play the outfield position closest to their own dugout. That fielder shall be the last batter who was temporarily placed in the offensive team's outfield. A team with 10 or more players may also elect to "loan" a player to the team that is short. The loaned player will field and bat as if a full member of the shorthanded team.

One batter prior to the borrowed fielder's at-bat, that fielder will be substituted with the batter that made the most recent out (if no subsequent outs have occurred, use the last runner that scored).

Rule XII – Questionable Rainout Games/Player Turnout

Should a team not show up because of rain or threatening weather forecasts, and if the coach of that team that did not confirm the cancellation with the opposing manager or league commissioner, the game will be NOT be an automatic forfeit, but be referred to the appropriate league commissioner for a decision.

Rule XIII – Weather and Game Suspensions

Play will immediately be suspended at the first sign of lightning or thunder. All players, managers, coaches, umpires and spectators must go to and remain in cars. Play will not resume until the area has been free of lightning for thirty (30) minutes. After of one (1) hour of cumulative weather delay (one or more suspensions in play), the game will be terminated and declared official, suspended or to be re-started, based on Little League rules.

Rule XIV – Minimum Defensive Play

No player shall sit out defensively for more than two (2) innings in a regular six (6)-inning game in any division. If fewer than six innings are played, please refer to the chart below. If extra innings are required, no player shall sit out defensively for more than one (1) of every three (3) innings. No player may sit out two consecutive innings, except in case of an injury or player unwillingness to play.

Required Defensive Innings

Total Innings Played	Minimum Defensive Innings
3	1
4	2
5	3
6	4

Rule XV – Substitutions

Free substitution, except for the pitcher, will be allowed.

Rule XVI – Minimum Game Attendance

Any player who fails to attend at least 50% of his team's league scheduled activities is removed from good standing [Senior Division: No minimum regular season games required]. Only players in good standing are eligible to play in a game. League scheduled activities includes practices and games.

Rule XVII – Player Suspension

For disciplinary reasons only, a coach may request that a player not attend a particular game if both the commissioner and parents have been notified at least 24 hours in advance.

Rule XVIII - Pitch Count Maximum & Rest Requirements

At a minimum, Alexandria Little League follows Little League International's rules for pitcher workload – e.g. maximum pitch counts, innings limits and rest requirements as found in LLI Regulation VI.

In addition, ALL enforces limitations on pitcher workload beyond these as found in the Division Specific Rules below.

Should a pitcher reach his/her maximum allowable pitches after commencing to pitch to a batter, that pitcher may continue pitching to that batter until the end of that at-bat. Warm-up pitches do not count against the pitcher's count.

There is no limit to the number of players who may pitch in any game. Once removed, a pitcher may not return to pitch again in that game. No pitcher is permitted to pitch in two (2) games on the same day. This rule applies to all ages eligible to pitch in the various divisions.

In addition to the pitch count limits stated above, no player in any division may pitch in more than six (6) innings per calendar week. For this rule, an inning shall be counted towards a pitcher's weekly total, even if only one (1) pitch is delivered within a team's defensive inning. Warm-up pitches are not counted. A calendar week is defined as beginning on Sunday and ending on Saturday at midnight.

Rule XIX – Catcher Eligibility

In addition to the above rules, a player may not play the position of catcher during a game if the player has thrown 41 or more pitches previously in the game. In addition, prior to May 1 (or October 1 for the fall season) a player who catches three or more innings is ineligible to pitch on that calendar day. After May 1, (or October 1 for the fall season), a player who catches four or more innings is ineligible to pitch on that calendar day.

Rule XX – Intentional Walk

While allowed by Little League International, Alexandria Little League does not allow them for baseball, but does permit them for softball in accordance with the Softball Local rules.

Rule XXI – Fake Bunts/Full Swings

A player may not fake bunt and then take a full swing (“slash play”). A violation will result in the batter being called out. No Alexandria Little League manager shall instruct a player to fake bunt; that is stand ready to bunt, and then swing away as defensive players may be charging the ball. Any manager who instructs their players to fake bunt in this fashion will be ejected from the game, and serve a one-game suspensions. Managers shall instruct their players that, when a batter squares away to bunt, the batter, on his own, may decide to swing away. Charging home plate aggressively in advance of the bat and ball connecting can risk injury. A player who stands to bunt and swings away in a fashion that risks injury to the defensive player may be called out, depending on the circumstances. Such a decision will be in the judgment of the umpire.

Rule XXII – Automatic Balls/Strikes

Umpires may call a strike (without the pitcher delivering a pitch) if the batter does not heed his instruction to enter the batter's box. Umpires may also call a ball (without the pitcher delivering a pitch) if the pitcher does not heed his instruction to deliver a pitch. In neither case is this counted toward that pitcher’s pitch count.

Rule XXIII - Safe/Out Calls by Players or Adults

A coach (adult or player) making a "safe" or "out" call in an attempt to influence the outcome of a play is considered by Little League International Rules to be in violation of the Unsportsmanlike Conduct rule and therefore is subject to ejection. It is the objective of this local rule modification to create awareness among the coaches, so that this behavior is eliminated. An umpire witnessing this act will provide one warning to a base or bench coach. On the second offense during that game, the umpire will require that a base coach be replaced. The offending base coach must perform their coaching responsibilities from the bench for the remainder of that game. A coach who receives three warnings in the same game must leave the bench and watch the remainder of the game from the stands. All 2nd and 3rd offenses will be reported to the commissioner for review. (See Rule 4.06)

Rule XXIV – Courtesy Runners for Catchers

In all divisions, with two (2) outs and the offensive team’s catcher on base, use of a courtesy runner is encouraged for that player to prevent delays and enable continuity of the game. This runner shall be the player who made the last out. Courtesy runners are also allowed in the case of injury.

Rule XXV – Inning Changeover Time Limits

During the game, inning changeovers will not exceed two minutes (measured from the time the last out is recorded to the time that the first pitch is thrown to the first batter of the subsequent inning). Umpires will help managers prepare for a timely changeover by providing notice to both managers when two outs have been recorded. If the two-minute changeover is exceeded by more than 15 seconds, the home plate umpire will award a ball to the batter.

Note: Managers or coaches are now permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances.

Rule XXVI – Rules Violations

Managers who fail to follow the Little League International Rules or ALL Local Rules are subject to reprimand or suspension.

Rule XXVII – Age Eligibility

In order to be eligible to play in the Majors Division, a player must be at least League Age 10 years old and no older than League Age 12 years old.

For the Junior League Division, League Age 15-year-olds may participate for the regular season if the player's skill level is assessed as appropriate for the division. In addition, League Age 15-year-olds are permitted to pitch in the Junior League Division.

Division Rules

Intermediate

- **Pitch Limits:**

Until May 1 (or October 1 for the fall season), pitchers shall be limited to 55 pitches or three innings of work per game. If a single pitch is thrown, that shall constitute an inning. After such time, a player is subject to the pitch counts and rest requirements specified by Little League International in Regulation VI:

- **Players 13-16** – May throw up to 95 pitches
- **Players Age 11 or 12** – May throw up to 85 pitches
- **Players Under 11** – May throw up to 75 pitches.
- **Innings Limit:** Except for the pre-May 1/October 1 three inning restriction noted above and the 6 inning per calendar week restriction noted in Rule XVIII, there is no per-game innings limit in Intermediate

- **Required Rest:**

Before returning to pitch, players must adhere to the following rest schedule:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed

- o If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
- o If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
- o If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- o **Note:** Should a game be suspended and continued on another day, the legal pitcher at the point of suspension may continue pitching in the continued portion only if he has met his/her rest requirement. And, since the resumption occurs on another day, his pitch count re-starts at zero (0). In this case, a pitcher may pitch beyond his limit (e.g. 85 pitches for a 12 year old) within the GAME (which occurred over two (2) separate days), but he/she is still limited to the daily limit for each of the DAYS the game is played. All other rules in Little League International Regulation VI are in effect.
- o **NOTE:** Under no circumstances shall a player pitch in three (3) consecutive days.

- **Base Running:**

- o Runners may steal any base at their own peril, including home, at any time. Dropped third strike is in effect.

- **Game Time:**

- o No new inning may begin after two hours and 10 minutes of game play and the game must stop at two hours and 30 minutes.
- o The game clock begins at the conclusion of the home plate conference with the umpire.

- **Maximum Runs:**

- o There is no limitation on runs scored per inning.

Majors

- **Pitch Limits:**

Until May 1 (or October 1 for the fall season) , pitchers shall be limited to 45 pitches or two innings of work per game. If a single pitch is thrown, that shall constitute an inning. After such time, a player is subject to the pitch counts and rest requirements specified by Little League International in Regulation VI:

- o **Players Age 11 or 12** – May throw up to 85 pitches
- o **Players Under 11** – May throw up to 75 pitches.
- o **Innings Limit:** Except for the pre-May 1/October 1 two inning restriction noted above and the 6 inning per calendar week restriction noted in Rule XVIII, there is no per-game innings limit in Majors

- **Required Rest:**

Before returning to pitch, players must adhere to the following rest schedule:

- o If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- o If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
- o If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
- o If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
- o If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- o **Note:** Should a game be suspended and continued on another day, the legal pitcher at the point of suspension may continue pitching in the continued portion only if he has met his/her rest requirement. And, since the resumption occurs on another day, his pitch count re-starts at zero (0). In this case, a pitcher may pitch beyond his limit (e.g. 85 pitchers for a 12 year old) within the GAME (which occurred over two (2) separate days), but he/she is still limited to the daily limit for each of the DAYS the game is played. All other rules in Little League International Regulation VI are in effect.
- o **NOTE:** Under no circumstances shall a player pitch in three (3) consecutive days.

- **Base Running:**

- o Runners may steal any base at their own peril, including home, at any time. They may not leave for a base until the pitch has reached home plate.
- o Dropped third strike is in effect.
 - For games played at Brenman, the batter is limited to one (1) base on a dropped third strike, unless the catcher attempts to make a play on the batter-runner.

- **Game Time:**

- o No new inning may begin after two hours and 10 minutes of game play and the game must stop at two hours and 30 minutes.
- o The game clock begins at the conclusion of the home plate conference with the umpire.

- **Maximum Runs:**

- o There is no limitation on runs scored per inning.

Minors

- **Pitch Limits:**

Until May 1(or October 1 for the fall season) , pitchers shall be limited to 45 pitches or two innings of work per game. If a single pitch is thrown, that shall constitute an inning. After such time, pitchers in Minors above the league age of 9 are limited to a maximum 65 pitches or three innings of work per game, the six (6) innings per calendar week restriction stated in ALL Rule XVIII, and subject to the rest requirements specified by Little League International in Regulation VI.

- **Required Rest:**

Before returning to pitch, players must adhere to the following rest schedule:

- o If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- o If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
- o If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
- o If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
- o If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- o **Note:** Should a game be suspended and continued on another day, the legal pitcher at the point of suspension may continue pitching in the continued portion only if he has met his/her rest requirement. And, since the resumption occurs on another day, his pitch count re-starts at zero (0). In this case, a pitcher may pitch beyond his limit (e.g. 85 pitches for a 12 year old) within the GAME (which

occurred over two (2) separate days), but he/she is still limited to the daily limit for each of the DAYS the game is played

o **NOTE:** Under no circumstances shall a player pitch in three (3) consecutive days.

- **Base Running:**

- o Runners may steal any base at their own peril, including home, at any time. They may not leave for a base until the pitch has reached home plate.

- o Dropped third strike is not in effect.

- o Batters freely advancing to first (e.g. walk) must stay at first until the next pitch is thrown.

- o A team's fifth and final run of the inning may not be scored via steal of home.

- **Game Time:**

- o No new inning may begin after two hours of game play and the game must stop at two hours and 30 minutes.

- o The game clock begins at the conclusion of the home plate conference with the umpire.

- **Maximum Runs:**

- o Teams are limited to five runs scored, or one trip through the batting order per inning.

- o In the sixth, or agreed upon final inning, a team may score an unlimited number of runs during a single trip through the batting order.

AAA

- **Pitch Limits:**

Pitchers shall be limited to 45 pitches or two innings of work per game for the duration of the regular season and the postseason, and the six (6) innings per calendar week restriction stated in ALL Rule XVIII. If a single pitch is thrown, that shall constitute an inning.

- **Required Rest:**

Before returning to pitch, players must adhere to the following rest schedule:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- **Note:** Should a game be suspended and continued on another day, the legal pitcher at the point of suspension may continue pitching in the continued portion only if he has met his/her rest requirement. And, since the resumption occurs on another day, his pitch count re-starts at zero (0). In this case, a pitcher may pitch beyond his limit (e.g. 85 pitches for a 12 year old) within the GAME (which occurred over two (2) separate days), but he/she is still limited to the daily limit for each of the DAYS the game is played. All other rules in Little League International Regulation VI are in effect.
- **NOTE:** Under no circumstances shall a player pitch in three (3) consecutive days.

- **Base Running:**

- Runners may not advance following a passed ball or wild pitch, but can steal any base but home following a clean catch of a pitch as determined by the umpire. This is a judgement call by the umpire and is not subject to discussion or argument by the manager.
- Runners may not advance following an overthrow of any base.

- **Game Time:**

- No new inning may begin after one hour and 45 minutes of game play and the game must stop at two hours and 30 minutes.
- The game clock begins at the conclusion of the home plate conference with the umpire.
- In the interest of saving time, pitchers shall be limited to four warmup pitches regardless of when they enter the game.

- **Maximum Runs:**

- Teams are limited to four runs scored, or one trip through the batting order per inning.
- In the sixth, or agreed upon final inning, a team may score an unlimited number of runs during a single trip through the batting order.

AA

- **Pitch Limits:**

Pitchers shall be limited to 45 pitches or two innings of work per game for the duration of the regular season and the postseason, and the six (6) innings per calendar week restriction stated in ALL Rule XVIII. If a single pitch is thrown, that shall constitute an inning.

- **Required Rest:**

Before returning to pitch, players must adhere to the following rest schedule:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- **Note:** Should a game be suspended and continued on another day, the legal pitcher at the point of suspension may continue pitching in the continued portion only if he has met his/her rest requirement. And, since the resumption occurs on another day, his pitch count re-starts at zero (0). In this case, a pitcher may pitch beyond his limit (e.g. 85 pitchers for a 12 year old) within the GAME (which occurred over two (2) separate days), but he/she is still limited to the daily limit for each of the DAYS the game is played. All other rules in Little League International Regulation VI are in effect.
- **NOTE:** Under no circumstances shall a player pitch in three (3) consecutive days.

- **Batting, Base Running and Game Play:**
 - Following the fourth free base of the inning (e.g. walk or hit batsman), upon the fourth ball of an at bat or any subsequent hit batsman, a coach shall pitch to the batter until the completion of the at bat.
 - Runners may not advance following a passed ball or wild pitch.
 - Runners may not steal.
 - Runners may not advance following an overthrow of any base.
 - Batters are encouraged, but not required to wear a helmet with a face mask.

- **Game Time:**
 - The game must stop after two hours of play.
 - The game clock begins at the conclusion of the home plate conference with the umpire.

- **Maximum Runs:**
 - Teams are limited to four runs scored, or one trip through the batting order per inning.
 - In the sixth, or agreed upon final inning, a team may score an unlimited number of runs during a single trip through the batting order.