

Madison Little League - Seniors Division - Local Rules

Little League International (Seniors Division) Baseball rules govern all play except as noted in this document. Some of the official rules are repeated here for clarity and ease of reference. If this document conflicts with the official rule book, the official rules shall govern, unless noted here as a local rule.

A) Games

- 1) Pre-game [local rule]
 - a) The home team uses the dugout on the first base side.
 - b) The home team takes infield/outfield first, beginning at 45 mins before the scheduled start time and ending 25 minutes before the scheduled start time.
 - c) The away team takes I/O beginning 25 mins before the scheduled start time and ending 5 minutes before the scheduled start time.
 - d) When not taking I/O, each team may use the batting cage.
 - e) Neither team is permitted to use both the field and the batting cage at the same time.
 - f) The home and away teams may swap I/O times by mutual agreement.
 - 2) One **rostered, MLL-approved** Coach for each team must be present to begin or continue a game. The lack of an approved Coach is not grounds for an automatic forfeiture; the matter will be referred to the Divisional Commissioner for a decision.
 - 3) Scoring limits [4.10 (e)]
 - a) 10-run “mercy rule” is in effect through 5 innings (4-1/2 innings if home team is ahead).
 - 4) Regulation game [4.10, 4.11, 4.12]
 - a) A full game is 7 innings. If a game is called (e.g., due to weather or darkness), it is a regulation game if 5 complete innings have been played (4-1/2 innings if the home team is ahead).
 - b) If a game is called before it is a regulation game, it shall be resumed exactly where it left off.
 - c) If a game is called after it is a regulation game:
 - i) If it is the bottom of an inning and the home team is ahead, the home team is the winner.
 - ii) If all other situations, the score reverts to what it was at the end of the last fully completed inning and the winner is determined based on the score at that “roll-back” point. If the score is tied at the roll-back point, the game will be resumed exactly where it left off.
 - 5) Postponements, suspensions, resumptions, and make-up games [3.10 (b), 4.11, 4.12]
 - a) The umpire has sole authority over whether and when play shall be suspended during a game, and whether and when a suspended game shall be resumed or terminated. No game shall be called until at least thirty minutes after being suspended.
 - b) Make-up games and resumptions will be scheduled by the Divisional Commissioner into the next available non-conflicting open schedule slot. There is no guarantee that all postponed or suspended games will be made-up or resumed. Preference will be given to games that have playoff seeding implications.
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- c) Once scheduled, make-up games and resumptions will be subject to the same requirements concerning number of players and notice as regularly scheduled games (see Section B - Players).
- 6) Reporting Results [local rule]
- a) The home team is required to keep and report the official score and pitch counts. Both teams should keep and compare scores and pitch counts after each half-inning to avoid any disagreements. The home team must email all of the Seniors Managers using TeamSnap messaging or another agreed-upon messaging system on the same day as the game with:
 - i) The winner and score of the game
 - ii) The pitch count for each pitcher, including: team name, pitchers' names, total pitches for each pitcher, and days' rest required if a pitcher's count is close to a days-rest threshold (see Pitching Regulations).
 - b) All Managers are responsible for using this reported information to know which of their and their opponents' pitchers are eligible for upcoming games.

B) Managers and Coaches

- 1) Only certified Coaches are permitted to participate with players at practices and games. Coaches must wear their League-issued credential at all times when working with players.
- 2) No more than one Manager plus two Coaches are allowed in the dugout or on the field during games. Other Coaches (or parents) can assist with score keeping, pitch counting or scoreboard operation from off the field and outside the dugout if needed.
- 3) One Coach must always be in the dugout. If there are only two Coaches present, they both cannot be base coaches when on offense. Players may serve as base coaches, and must wear a helmet when doing so.
- 4) The home team manager is responsible for the first aid kit. The kit must be at the field **in or near the home team dugout** while games are being played. Notify the Safety Officer and the Divisional Commissioner if any first aid kit needs to be refilled.
- 5) The home team manager is responsible for scoreboard operation (when a scoreboard is present). A person sitting outside of the dugout operating the scoreboard does **not** count as one of the coaches for that team.

C) Players [1.01, 3.03, 3.04, 4.01, 4.04, 4.16, 4.17, Reg VI]

- 1) A team must have at least ***eight*** players present at game time to field a team. Opposing players cannot be loaned to a short-handed team. If a team cannot field ***eight*** players, the game cannot begin (or continue if a player is lost mid-game). This situation is not grounds for an automatic forfeiture; the matter will be referred to the Divisional Commissioner for a decision.

- 2) Managers must provide at least two days' notice to the Divisional Commissioner if unable to field **eight** players for an upcoming game. Failure to provide such notice is not grounds for an automatic forfeiture; the matter will be referred to the Divisional Commissioner for a decision.
- 3) Managers must exchange lineups at the plate conference (if not done before). All players listed in the lineup at the time of the exchange must be present at the field at that time. Players arriving after the plate conference can be inserted at the end of the batting order if the manager so chooses.
- 4) All players present are in the batting lineup. Defensive substitutions can be made freely, however all players in the batting lineup at the start of the game must meet the minimum mandatory play requirement of at least one at-bat and six outs on defense. If the game is shortened for any reason, there is no penalty for failing to achieve mandatory play requirements.
- 5) If a player becomes ill, injured, or otherwise unable take his time at bat, his place in the order is skipped without penalty. If he is able to return to the game, he is reinserted into his original spot.
- 6) A courtesy runner is permitted for the pitcher or catcher of record with two outs.
 - a) "Of record" means the pitcher or catcher from the batting team's last defensive half-inning, not the pitcher or catcher who is scheduled to appear in the next defensive half-inning.
 - b) The courtesy runner must be the player (the batter or a baserunner) who made the second out.
 - c) The courtesy runner is not permitted before two are out.
 - d) The courtesy runner is not required.
- 7) Head-first sliding into any base at any time **is** permitted.
- 8) A pitcher who is removed from the mound, but remains in the game at another defensive position, may return as pitcher at any time for the remainder of the game, but only once per game.
- 9) Batting order in a resumed game
 - a) If a team has fewer players at the resumed game than were at the suspended game, the original players' spot(s) in the batting order are skipped without penalty.
 - b) New players at the resumed game may replace original players in the batting order.
 - c) New players at the resumed game who are not taking the place of original players (i.e., they are additional players) can be inserted at the end of the batting order if the manager so chooses.
- 10) Bats must be BBCOR standard bats only. USABat standard bats **are not** permitted.
(NOTE: if the division has only League age 13-15 year-olds, then USABat bats **are** permitted.)

D) Post Season [local rules]

- 1) Standings for post-season play
 - a) Season standings are determined by a points system in which 3 points are awarded for every win and 1 point for every loss.

- b) In the event of a forfeit, the team causing the forfeit will be awarded 0 points, and the opponent will be awarded 2 points. The game will be scored 7-0 against the team that caused the forfeit.
 - c) Ties in the standings will be broken as follows, applied in the order listed until the tie is broken:
 - i) Head-to-head record between the tied teams. If three or more teams are tied, one of the teams must have a winning record against ALL of the other teams to break the tie under this provision.
 - ii) Lowest runs allowed per game played, calculated as: the total number of runs given up in all games played by a team divided by the number games played. For the purpose of this calculation, forfeits are **not** considered as “games played”.
 - iii) If two or more teams are still tied after (i) and (ii), a coin toss will determine the final standings.
- 2) Format for post-season play depends on number of teams. See ***MLL Post-season Formats***.

Madison Little League - Seniors Division - Pitching Regulations

Little League International (Seniors Division) Baseball Regulation VI governs Pitchers except as noted in this document.

Some of the official regulations are repeated here for clarity and ease of reference. If this document conflicts with the official regulations, the official regulations shall govern, unless noted here as a local rule.

- 1) The home team is responsible for reporting pitch counts for both teams after the game. Both teams should keep and compare pitch counts after each half-inning to avoid any discrepancies.
- 2) Playing both pitcher and catcher
 - a) Any player who throws 41 or more pitches in a game cannot play catcher on that day.
 - b) Any player who plays the position of catcher for four or more innings in a game cannot pitch on that day. (Catching one live pitch constitutes catching an inning.)
 - c) Any player who catches for three innings or less and then throws 21 or more pitches if 13-14 years old, or 31 or more pitches if 15-16 years old, may not return to the position of catcher.
- 3) Visits to the mound [8.06]
 - a) A manager or coach may come out once per inning or twice per game to visit with a pitcher. The pitcher must be removed on the second visit in the same inning or third visit in the game.
 - b) The visit limits apply to each pitcher put into the game (not across all pitchers).
 - c) A pitcher moving to a different position and then returning as pitcher retains the number of visits from his previous appearance.
 - d) A manager or coach granted a time-out to speak with ANY defensive player will be charged with a visit to the pitcher. (Timeouts granted to check on an injured player are not charged.)
- 4) Balks [local rule]
 - a) Each pitcher is permitted one balk warning. The umpire should call "balk" and the situation should be treated as a balk with respect to dead-ball timing in accordance with Rule 8.05.
 - b) If it is the pitcher's first offense, the umpire must announce to both managers that the warning was issued. The umpire may instruct the pitcher on why the balk was called. A second offense by the same pitcher will be treated as a balk.
 - c) Umpires may give instruction to pitchers between innings on minor infractions without issuing a balk warning.
 - d) A balk is charged to the pitch count only if a pitch is delivered. If a balk is called and no pitch is thrown, or the pitcher has thrown to a base, the count is not charged.
- 5) Pitchers in a resumed game
 - a) The pitcher of record at the time a game is suspended may continue pitching in the resumed game, provided he has observed all normal rest requirements since the last time he pitched.
 - b) A returning pitcher of record in a resumed game may pitch up to the maximum daily allowed pitches for his age group, regardless of how many pitches he threw in the suspended game.

- 6) Pitching in two games in one day (e.g. doubleheaders or resumed games preceding regularly-scheduled games between the same teams)
 - a) Pitchers who throw 30 or fewer pitches in the first game may pitch in a second game in the same day.
 - b) The maximum daily allowed pitches are counted as the sum of all pitches thrown in both games.

- 7) Other
 - a) Fake to 3B / throw to 1B is permitted (when 3B is occupied).
 - b) Intentional walks require the delivery of four pitches, which are counted.
 - c) No more than three innings in any one game can be pitched by a player, or combination of players, who also pitch for their school team. A “school team pitcher” is any player who is classified as a pitcher on the official school team roster or has appeared as a pitcher in any non-preseason school team game.

- 8) Pitching limits and rest requirements
 - a) A pitcher must stop pitching when he reaches the limit for his age group. For 13-16 year old pitchers, the maximum is 95 pitches per day.
 - b) A pitcher must adhere to the rest requirements for his age group as noted in Table A before pitching again.
 - c) If a pitcher reaches either the daily pitch limit or a particular rest threshold while facing a batter, he may continue to pitch to that batter until (i) the batter reaches base; (ii) the batter is put out; or (iii) the third out is made to end the half-inning.
 - d) A pitcher is only required to observe the number of days’ rest for the last threshold reached during an at-bat as long as the pitcher is removed (or the game is completed) before the pitcher delivers a pitch to another batter.
 - e) A player cannot pitch on three consecutive days under any circumstances, even if staying under the zero days’ rest threshold.

Rest examples:

- 1) A 14 year-old pitcher throws 63 pitches on Monday. He cannot pitch again until Friday; Tuesday, Wednesday and Thursday are the required three days of rest.
- 2) Playing on Friday, a 15 year-old pitcher has thrown 57 pitches. He throws 5 pitches to the next batter and is removed from the mound immediately after that batter completes his at-bat. Although he threw a total of 62 pitches, he crossed the two-day rest threshold of 60 pitches on a single batter and did not pitch to another batter. He can pitch again on Monday: Saturday and Sunday are the required two days of rest.

Table A - Rest Requirements		
Maximum pitches per day = 95		
<u>Age 15-16</u>	<u>Age 13-14</u>	<u>Days’ Rest</u>
76 or more	66 or more	4
61-75	51-65	3
46-60	36-50	2
31-45	21-35	1
1-30	1-20	0