



**Madison Little League**  
**Juniors Division Local Rules**  
Revised 2024

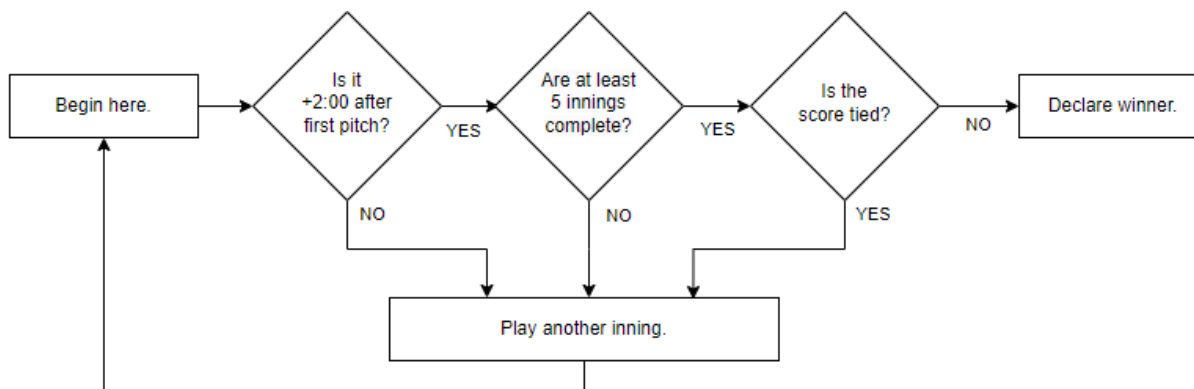
## Madison Little League - Juniors Division - Local Rules

**Little League International (Juniors 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-credentialed** 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) Time limits  
Regular season Juniors Division games will be played for the LONGER of two hours or five innings. Follow these steps to implement this Local Rule:



- a) An inning begins the moment the final out of the preceding inning is recorded. For example, if the final out of the 5th inning is recorded at +1:58 after the first pitch, the 6th inning must be played. If the final out of the 5th inning is recorded at +2:00 after first pitch (and the score is not tied), the game is over.
- b) If the +2:00 time limit has been reached and the home team is ahead in an incomplete bottom half of the 5th or a later inning, the game is over, and the home team is the winner.

- c) If the score is tied after 7 complete innings, the game may be suspended by mutual agreement of the Managers and resumed on a later date.
  - d) The time limit applies to regular season games only - it does not apply to playoff games. Any Wildcard Game is considered a playoff game.
- 4) 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).
  - b) 8-run mercy rule is in effect through 6 innings (5-1/2 innings if home team is ahead).
  - c) Scoring limit rules take precedence over the time limit rules: if a mercy rule is reached before the time limit is reached, the game is over.
- 5) 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, darkness or time limit), 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 for any reason other than the time limit:
    - 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.
- 6) 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 have elapsed 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.
  - 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 C - Players).
- 7) 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 report to the Juniors Managers group chat 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 always wear their League-issued credential 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 batting 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.
- 6) Managers or coaches **are permitted** to warm up pitchers at home plate or in the bullpen or elsewhere at any time, including in-game or pre-game warm-ups.

## **C) Players [1.01, 3.03, 3.04, 3.09, 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 leaves or is injured 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) If a team has eight or fewer players for a scheduled game, they are entitled to request players from the Reserve Squad (see Reserve Squad Regulations.)
- 4) 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 chooses.
- 5) 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.

- 6) 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.
- 7) 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.
- 8) Head-first sliding into any base at any time **is** permitted.
- 9) 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.
- 10) 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.
- 11) Bats must be either BBCOR standard OR USABat standard.

#### **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** 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", but the runs against the forfeiting team are counted as runs given up.

iii) If two or more teams are still tied after (i) and (ii), a coin toss will determine the final standings.

2) Eligibility for post-season play

- a) Any player who is absent for more than 25% of the regular-season games played is ineligible to participate in post-season games (see Attendance Table).
  - i) The attendance requirement can be waived by the Commissioner in the case of extended injury or other event that significantly impacts player attendance (e.g., death in the family).
  - ii) A player’s choice to prioritize other activities over MLL attendance will not be considered justification for a waiver of the attendance requirement.

b) Regular-season attendance is taken from TeamSnap availability on the day of the game.

Attendance Table	
Games Played	Must Attend
18	14
17	13
16	12
15	12
14	11
13	10
12	9

i) Any “no-response” or “maybe” indication in TeamSnap will be considered an absence, unless the player’s attendance can otherwise be documented (e.g., via the scorebook).

ii) Attendance is subject to periodic audit by the Commissioner.

***c) Reserve Squad players are not permitted in post-season play. If a team’s post-season roster is reduced to fewer than eight players because of player ineligibility under this rule, the team is disqualified from post-season play.***

d) “Post-season eligibility” as used in this section refers to eligibility for playoff and Championship Games or Series that follow regular-season MLL play. It does not include Williamsport Tournament team eligibility, which is governed by Little League International regulations.

3) The format for post-season play depends on the number of teams. See [MLL Post-season Formats](#).

## Madison Little League - Juniors Division - Pitching Regulations

### Little League International (Juniors Division) Baseball Regulation VI and Rule 8.00 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. See Local Rule A(7).
  - 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 League Age 13-14, or 31 or more pitches if League Age 15-16, may not return to the position of catcher.
  - 3) Intentional Walks [6.08(a)(2)]
    - a) An intentional walk does **not** require the delivery of four pitches.
    - b) The announcement of an intentional walk can be made prior to or during an at-bat.
    - c) The pitcher's count must be increased by the number of pitches (not thrown) necessary to complete the intentional walk.
    - d) The same batter can be intentionally walked only once per game.
  - 4) 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.)
  - 5) 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 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.
-

- 6) 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.
  
- 7) 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.
  
- 8) Pitching limits and rest requirements (Table A)
  - a) A pitcher must stop pitching when he reaches the maximum pitches per day limit.
  - b) A pitcher must adhere to the rest requirement for his age group before pitching again. Note the differing rest requirement for League Age 13-14 year-olds vs League Age 15 year-olds.
  - 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 does not deliver 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 League Age 14 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 League Age 15 pitcher has thrown 57 pitches. He throws 5 pitches to the next batter and is removed from the mound immediately thereafter. Although he threw a total of 62 pitches, he crossed the two-day rest threshold of 60 pitches and did not pitch to another batter. He can pitch again on Monday; Saturday and Sunday are the required two days of rest.

<b>Table A - Rest Requirements</b>		
<b>Maximum pitches per day = 95</b>		
<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



**Madison Little League - Juniors Division - Reserve Squad Regulations**  
**No Reserve Squad regulation can be waived or modified by Managers or Umpires**

---

- 1) Reserve Squad Definition
  - a) The Reserve Squad shall be made up of players in the Division who volunteer to be on the Reserve Squad
  - b) The purpose of the Reserve Squad is to provide players to teams who are short-handed on game day in order to minimize the number of games that are canceled or rescheduled due to insufficient players
  - c) There is no limit to the number of players on the Reserve Squad
  - d) The Manager of the Reserve Squad shall be the Player Agent or the Divisional Commissioner
  
- 2) Requesting Reserve Squad players
  - a) Reserve Squad players must be requested by the short-handed team's Manager
  - b) If Reserve Squad players are needed, two days' notice is preferred, but not required
  - c) The Player Agent will always try to assign Reserve Squad players even if the request is made on game day
  - d) The Player Agent assigns Reserve Squad players on a rotating basis - Managers cannot choose their preferred players
  - e) A maximum of two Reserve Squad players will be assigned to a team for any one game
  - f) Reserve Squad players are not permitted in post-season games
  
- 3) Assigning Reserve Squad players
  - a) If you have 9+ players on your game-day roster: no Reserve Squad players needed
  - b) If you have 8 players on your game-day roster:
    - i) You may request a Reserve Squad player but are not required to
    - ii) If you request a Reserve Squad player and none are available, you play with 8 players
  - c) If you have 7 players on your game-day roster:
    - i) You must request Reserve Squad players
    - ii) You will be assigned one or two Reserve Squad players based on availability
    - iii) If only one player is assigned, you play with 8 players
  - d) If you have 6 players on your game-day roster:
    - i) You must request Reserve Squad players
    - ii) You will be assigned two Reserve Squad players based on availability
    - iii) You play with 8 players
  - e) If you have less than 6 players on your game-day roster: you cannot play and the game will be rescheduled (if time permits) or canceled
  
- 4) Playing Rules for Reserve Squad Players
  - a) Reserve Squad players must wear their original jersey and cap
  - b) Reserve Squad players must bat at the bottom of the batting order
  - c) Reserve Squad players cannot pitch for the temporary team

**Madison Little League - Dodge Field - Ground Rules**  
**No ground rule can be waived or modified by Managers or Umpires**

---

1) Boundaries

- a) The fence line is extended as follows:
  - i) Left Field: straight line from end of metal sideline fence to foul pole.
  - ii) Center Field: straight line from end of temporary fence to metal outfield fence.
  - iii) Right Field: straight line from foul pole to end of temporary sideline fence.

2) Balls Trapped or Hit Out of Play

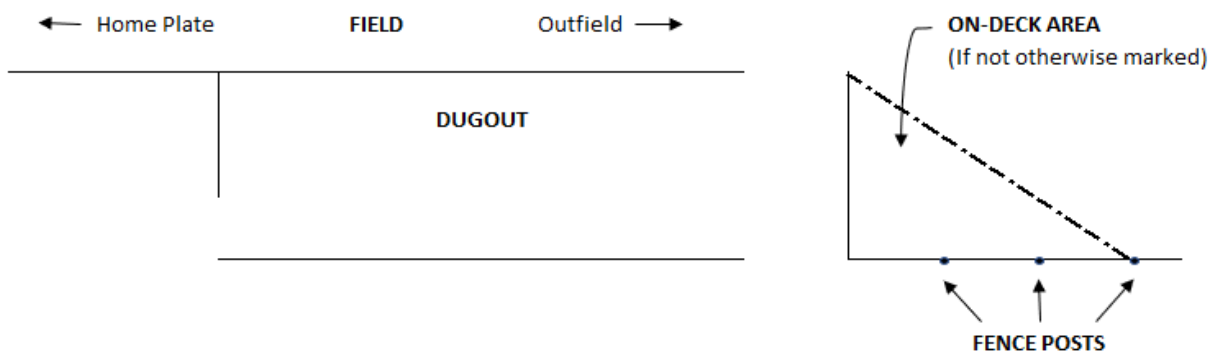
- a) A batted ball is a ground-rule double if after landing in fair territory the ball:
  - i) Bounds or rolls out of play over, under or through any fencing or extended fence line; or
  - ii) Bounds or rolls behind or under the padding around any light poles in the outfield; or
  - iii) Is interfered with by any spectator who is impermissibly on the field of play, or by any passing pedestrian or cyclist on the path in the outfield. (See Ground Rule (5)).
- b) Baserunners are placed by the umpires based on their judgment of where they would have advanced had the ball been playable by a fielder.

NOTE: a ball that strikes a light pole BELOW the top of the outfield fence and rebounds into the playing shall be a live ball in play. A ball that strikes a light pole ABOVE the top of the outfield fence and rebounds into the playing field shall be ruled a homerun.

3) On-Deck Area

- a) The on-deck area is marked by a chalk line at the outfield end of each dugout.
- b) If no chalk line is present, the on-deck area is defined as a straight line running from the front corner of the outfield end of the dugout to the third sideline fence pole on the outfield end of the dugout (see diagram).
- c) Only one player at a time is permitted in the on-deck area.
- d) The on-deck area is dead-ball territory.
- e) Tarps should be stored within the on-deck areas.

On-Deck Area Diagram (1B side dugout; 3B side is mirror-image)



- 4) Pedestrians and Cyclists Using the Park
  - a) Pedestrians or cyclists on the path just inside of the outfield fence are permitted as long as they keep moving.
  - b) Otherwise, no one other than players, coaches and umpires are permitted anywhere on the field of play.
  
- 5) Field Tarps
  - a) Weighted circular tarps are in place on the pitcher's mound and the home plate area. These tarps must be removed before play (or practice) and replaced afterward.
    - i) The home team is responsible for the home plate area tarp.
    - ii) The away team is responsible for the pitcher's mound tarp.
    - iii) A single team practicing is responsible for both tarps.
    - iv) You may leave tarps in place during practice as long as players and coaches stay off them and ground balls are not hit across them.
  - b) DO NOT WALK ON THE TARPS. Cleats will tear holes in them.
  - c) The tarps are heavy - ensure you have enough players and/or adults to lift them easily. To avoid damage, the tarps should be carried, not dragged, when moving them off and onto the field.
  - d) If there is water on the tarps, be sure to lift them in a manner such that the water drains away from the dirt playing surfaces.
    - i) The home plate tarp should be drained toward the backstop.
    - ii) The pitcher's mound tarp should be drained toward 2nd base.
  - e) Tarps should be folded and stored within the dead-ball on-deck areas at the outfield ends of the dugouts. (See Ground Rule (4)).
  - f) Tarps must be replaced after field use regardless of the weather forecast. The tarps protect against rain, but also protect against the clay in the infield mix from drying out and hardening in the direct sun.
  - g) Proper and careful use of the tarps will result in a better maintained playing surface and fewer games postponed due to unplayable field conditions.