



Southeast Diamondbacks Little League Minors Division Rules

- 1) All general rules of baseball are followed. Specific rules to Little League or SEDLL are listed below.
- 2) The Home Team will be the official scorekeeper.
- 3) Line ups must be given to the official scorekeeper and other manager prior to game start. Line ups must include the player's name and number.
- 4) Only 3 TOTAL coaches/managers in the dugout at any time. They must be registered in the SEDLL system.
- 5) FIELD PREPARATION – Managers should solicit the assistance of parent volunteers to assist with both pre-game and post-game field preparation.
 - a) **In the interest of good sportsmanship, it is encouraged for both teams to help set up and clean up the fields.**
 - b) PRE –GAME: The Home team shall be responsible for preparing the field for play including setting the bases and chalking the base lines and batter's boxes and removing the tarps.
 - c) POST-GAME: The Visiting team is responsible for dragging the infield, repairing the pitcher's mound and home plate, and watering down the infield, if required. After the last game of the day, the Visiting team will return all bases and field equipment to the storage area and replace the tarps on the field. The last Visiting team manager at the facility is responsible for ensuring the storage room door is locked and secured and the key returned to the key locker.
 - d) CLEAN UP: Each team will clean up their dugout and pick up all trash around the bleachers following their game and before distributing snacks to the players. Team Managers are responsible for ensuring that all the trash is cleaned up in and out of the dugouts before leaving the playing field. It is also the Manager's responsibility to ensure all spectators are aware that they are responsible for clean-up of their respective areas.
- 6) Coaches cannot warm up a pitcher before each inning.
- 7) Teams cannot warm up on the infield prior to game.
- 8) The manager must conduct the plate meeting and is the only person that may call time and speak to the umpire.
- 9) Managers are expected to be ready for the plate meeting 5 minutes prior to game time.
- 10) No player on any team shall sit more than 1 consecutive inning.
- 11) All players bat in the lineup.
- 12) Stolen bases are allowed except at home. Runner cannot steal until after the ball has crossed the plate. **Runner CANNOT advance to home on a wild pitch/passed ball.**
- 13) Runners CANNOT slide headfirst. Runners CAN dive back to a base.
- 14) Batter CANNOT advance to 1st base on a dropped 3rd strike.
- 15) NO on deck batters, no practice swings inside or outside the dugout between innings.

16) Game Proceedings

- a) The end of the game occurs if:
 - i) 6 innings are completed.
 - ii) An inning is completed after a time of 1:45 (no new inning at 1:45 after the start time). Drop dead is at 2:00. If game is called due to the 2:00 drop dead, the score reverts back to the last completed inning. When the 1:45 no new inning time is reached, play shall continue until the away team has completed their turn at bat AND the home team either has the lead or has completed their turn at bat. Games can end in a tie during the regular season.
 - iii) The Little League 10 and 15-run rule is in effect (Rule 4.10(e)). 15-run lead after 3 innings, 10-run after 4 innings.
- b) Once a player steps into the batter's box, no new inning nor drop dead time can be called until the player completes his or her at bat.
- c) The start of the next half inning or inning is immediately after the 3rd out is called.
- d) Inning Run Limits
 - i) 5 run limit for innings 1 – 5
 - ii) If the visiting team is losing going into the 6th inning, there is no limit to number of runs allowed. Otherwise, the 5 run limit rule will apply.
 - iii) Unlimited runs in bottom of the 6th inning.
 - iv) ****NOTE**** When the umpire declares the last inning, the 6th inning rules apply.
- e) The game clock when the home plate umpire calls "Play" prior to the first pitch of the game. The official scorekeeper will record the official start time. This is the only start time that will be considered valid. This is generally at the conclusion of the plate meeting with the managers and umpire(s).

17) Batter must keep one foot in the batter's box at all times while batting or player must ask umpire for timeout.

18) If a team is unable to field eight players 15 minutes after the scheduled start time of a game, the umpire shall notify the Umpire in Chief of the situation. The Umpire in Chief shall contact the President or if unavailable the Vice President to determine if the game should be forfeited. If neither are available, the Umpire in Chief will make the decision.

19) If a player must leave the game early, they are not an automatic out. They are taken out of the line-up and cannot return to the game. If a player arrives late, they can be added to the end of the line-up when they arrive.

20) Pitch Count Rules for Little League (league age is recognized):

- a) 13-15 year old pitchers – max in one day 95 pitches
- b) 11-12 year old pitchers – max in one day 85 pitches
- c) 9-10 year old pitcher – max in one day 75 pitches
- d) 7-8 year old pitcher – max in one day 50 pitches
- e) Players must rest the following number of full calendar days after pitching (age 15 and under)
 - i) 1-20 pitches – 0 days required
 - ii) 21-35 pitches – 1 day rest
 - iii) 36-50 pitches – 2 days rest
 - iv) 51-65 pitches – 3 days rest
 - v) 66 or more pitches – 4 days rest
- f) Pitchers who pitch 41 or more pitches can NOT assume the catchers position.
- g) Catchers who catch 4 or more innings can NOT assume the pitching position.

- h) A player who plays catcher for 3 innings or less, then moves to pitcher and pitches 21+ pitches, cannot return to the catcher position.
 - i) Exceptions for all above pitch count rules:
 - i) If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch until any one of the following occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning. The pitcher is only required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat. Example: a pitcher ends a batter at 34 pitches. The next batter takes 3 pitches to retire. The pitcher reached the 35 pitch threshold during the at-bat and would be required to rest 1 day.
 - ii) Warm up pitches do not count towards to the pitch count rule.
 - iii) Pitchers should be encouraged to pitch approximately 8 pitches to warm up their first inning and 5 pitches every subsequent inning. This helps maintain pace of play.
 - iv) All live pitches count, including foul balls in pitch count.
- 21) Players must use an approved USA bat. Managers need to check their player's bats prior to each game. A manager from the other team may ask to check a player's bat. If a player bats, one pitch or more, with a non-approved bat then they will be called out. The bat will be removed immediately from the dugout. Bat size cannot be less than 2 1/4" and maximum is 2 5/8".
- 22) **SEDLL uses junior umpires for all age divisions. Little league is a training opportunity for them, and they will make mistakes. There is a ZERO-TOLERANCE policy in regards to umpires. Any attempt by a parent, player, or manager/coach to intimidate an umpire will not be tolerated and may result in suspension. Please communicate this rule with your parents and reiterate during the season. The Umpire's judgement is final and is not subject to appeal. If you have an issue please see the Board Member on duty.**
- 23) Any coach ejected from a game must exit to the parking lot immediately. This includes keeping a distance of more than 100 feet from the field that borders the parking lot. No communication is allowed to players. The offending coach will be suspended for a minimum of the next physically played game. A time will be set for them to meet with the board.
- 24) Walk-up music is not allowed.
- 25) Please see the Little League rule book or use the Little League App for the remainder of the rules.