



JR/SR SUPPLEMENTAL RULES

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of season tournament. Please refer to the Little League® Rule Book for complete rules.

Player Pool

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. (Regulation V)

NOTE: Players may not be “borrowed” from an opponent. They must be assigned by the Player Agent.

1. The Player Agent shall create and administer the pool.
2. The league’s Player Agent shall use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
3. Managers and/or coaches shall not have the right to randomly pick and choose players from the pool within their respective division.
4. When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game. Pool players that are called and show up at the game site must play at least six (6) defensive outs and bat once.

Length of Games

1. Games shall last **1 hour & 45 minutes or 7 innings**, whichever comes first. No inning shall start after 1 hour & 45 minutes. Innings started prior to the 1 hour & 45-minute mark shall be completed. An inning officially begins at the completion of the previous inning.
2. **No inning shall start after 10:30pm.**

Managers & Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. **One (1) Manager & Two (2) Coaches permitted.** Coaches may not interfere with a play in progress.
3. One adult must remain in the dugout at all times to supervise players
4. Base coaches shall be situated in foul territory within the base coach’s box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.
5. When not in the coach’s box, managers and coaches shall remain within one (1) arm’s length of the dugout.
6. Base coaches, other than the team manager, may not confer with an umpire regarding any on- field ruling.

7. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time.

General Rules

1. Two (2) Umpires shall be provided.
2. Infield Fly Rule **IS** in effect.
3. Only uniformed players wearing a mask and protective cup may warm up pitchers.
4. Courtesy running for the pitcher and/or catcher of record are permitted with 2-outs. The courtesy runner shall be the last out made in the inning.
5. The batter is out when strike three is legally caught by the catcher; or when first base is occupied with less than two outs and strike three is caught or not caught by the catcher.
6. Junior-Senior Division base runners may slide head-first when advancing. Note: Head-first slides are permitted in any division when returning to a previously gained base to avoid a putout attempt from any defensive player.
7. Bunting is permitted, but fake bunts/slap swings are NOT permitted for safety reasons. A batter that squares to bunt and then swings away, will be called "out" immediately.
8. The pitcher shall not bring the hand in contact with the mouth or lips while in contact with the pitcher's plate.
9. Pitching limits and days of rest shall not be broken for any reason including any rule governing double-headers and suspended games.
10. Protests are not permitted in Fall. (4.19)

Number of Players

Teams must start with a minimum of nine (9) players [eight (8) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [eight (8) players in the fall] at any time during the game shall constitute a forfeit.

Intentional Walks

The manager of the defense may elect to intentionally walk a batter by being granted "time" and announcing such decision to the home plate umpire prior to a pitch being delivered to the batter. At such time the batter shall be granted first base and four (4) pitches shall be added to the pitch count. **Only once per game can you intentionally walk the same batter.**

Run Rules & Limits

1. Each team is permitted a maximum of 5 runs per inning before three outs for first 6 innings. If game advances to the 7th inning, each team is permitted to score up to 10 runs.
2. The 15 run rule (after 4th inning) and 10 run rule (after 5th inning) is in effect.

Player Pitch Guidelines

Daily Limits

Any player on a regular season team may pitch. The manager must remove the pitcher from the position of pitcher when the limit of daily pitches has been reached.

Threshold Exceptions for Pitchers # of pitches: 13 < 95 pitches

If a pitcher reaches any limit imposed in Daily Pitching Limits, Required Days Rest, or Pitchers moving to Catcher, the pitcher may continue to pitch, without penalty, until:

1. That current batter reaches base; or
2. That current batter is retired; or
3. The third out is made to end the half inning.

Pitchers Moving to Catcher:

1. Any player that has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day. A pitch caught in any inning after the umpire declares “play” shall constitute as an entire inning for purposes of this rule. There is no “threshold” exception to this rule.
2. Any pitcher that delivers forty-one (41) or more pitches shall not play the position of catcher for the remainder of that day.
3. Any player who played the position of catcher for (3) innings or less, moves to pitcher position and delivers (21 pitches or more) **Junior** (31 pitches or more) **Senior** in the same day, may not return to the catcher position on that calendar day.

Required Days Rest

Pitchers are required to observe the required days rest as shown below. The rest period shall begin at the stroke of midnight after the pitcher’s outing (i.e., the following day) and shall last for the number of twenty-four (24) hour periods (days), each beginning at midnight on consecutive calendar days.

League Age 14 and Under		League Age 15-16	
Number of Pitches ▾	Required Days Rest ▾	Number of Pitches ▾	Required Days Rest ▾
66+	4	76+	4
51-65	3	61-75	3
36-50	2	46-60	2
21-35	1	31-35	1
1-20	0	1-30	0

Notes:

1. **Junior League and Senior League** – A player may be used as a pitcher in up to two games in a day. **EXCEPTION:** A 12-year-old playing in the Junior and/or Senior Division is not eligible to pitch in two games in a day. **NOTE:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second

game that day);

2. A player may not pitch in more than one (1) game in a calendar day.

Removing the Pitcher From the Mound

A pitcher once removed from the mound can return to the mound only if the pitcher stays on defense and does not go to the bench..

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, player or spectator may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.
 - For purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players, and is scored as an official game due to forfeit, it shall be considered a physically played game.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred.
 - Exception: one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, game will be stopped and reviewed by the competition committee.

4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.



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