

## Mesa American Little League

The “Little League Baseball Official Rule Book” shall be used as the official rules and guidelines. The purpose of these Local League rules is to establish guidelines in addition to the Little League Official Rule Book and in no way is intended to lessen or supersede those rules.

### **I. LOCAL LEAGUE RULES – Rookie “Modified Kid Pitch” Division**

- A. Batting order shall consist of all players present.
- B. If a player does not start the game, they **MUST** start the next game.
- C. The avoid contact rule shall be in effect for all games (Rule 7.08(a3)).
- D. Any runner is out when the runner slides headfirst into a base moving forward. This rule does not apply when returning to a base.
- E. The offense is retired when 3 outs are recorded, when 9 players have batted in an inning, or 5 runs have scored.
- F. In the event 9 batters are used, the inning concludes when the defense records any out or when a defensive player has possession of the ball and touches home plate, no tag of any player at home plate is required.
- G. If the 9th batter is walked or hit by a pitch, that batter is given two bases, as will all runners on base. (no more than 5 runs may score per inning)
- H. Immediately following each game, that game’s managers shall ensure that all league equipment/scorebooks have been turned in to a pre-determined designated area or to the home team manager of the next game. Managers must sign the official scorebook immediately following game verifying the game score, pitchers used, and number of pitches.
- I. No protests on umpire calls are allowed.
- J. Final interpretation of a rule shall be the responsibility of the Board of Directors.
- K. Problems or conflicts shall be the responsibility of the Division Vice-President (parent or coach related) or Player Agent (player related)
- L. Managers and/or coaches may **NOT** warm up the pitchers for their team on or off the field.
- M. A player may not pitch or catch more than 2 innings per game.
- N. **APRIL:** After a count of 4 balls, the offensive manager or coach will pitch until 3 strikes are recorded. (player pitched strikes are included in this count) The batter will either hit or strikeout – there are no walks.
- O. **MAY:** No managers or coaches pitch. A player will walk on 4 balls.
- P. Managers and coaches may coach both first and third as long as there is a Board approved volunteer in the dugout / players area.
- Q. Base stealing is **NOT** allowed. No players may “lead off”.
- R. 10 players shall play defensively with 4 outfield positions.
- S. Some games umpires may not be provided. The defensive manager shall call balls and strikes from behind the pitcher, and the offensive manager shall call plays at the bases.

## **II. PLAYER/COACH SAFETY**

- A. Players MUST NOT wear watches, rings, pins or jewelry of any kind. (Exception: Medical items and league awarded pins)
- B. Catchers may catch 2 innings per game and must wear a protective cup.
- C. When a player is ejected from a game, he/she shall remain in the dugout, and take no further part in that game. He/she may not sit in the stands and may not be recalled. An ejected player may be released into the custody of their guardian for the purpose of leaving the game site. Any player ejected from a game is suspended for his/her team's next physically played game.

## **III. ELIGIBILITY**

- A. A player must be league age 7 or 8.
- B. A 6 or 9 year old may be allowed to play with prior approval.

## **IV. TEAMS**

- A. There will be no less than 10 rostered players nor more than 14 rostered players on each team at any time during the season.
- B. No unscheduled interleague play or practice shall take place, without prior approval.

## **V. TIME LIMITS**

- A. No new inning shall begin after 1 hour and 15 minutes from the scheduled starting time of the game, not when the game actually starts. Any adjustment can only be made by a Board Member.
- B. The last game of the night will end promptly at 6:30 p.m. (drop dead time)
- C. In the event game time is called during an incomplete inning, the game will end and the final score will revert back to the previous completed inning unless the home team has taken the lead.
- D. In the event a game is tied after 6 innings and it is within the time limit (as stated above in B), game will be continued until time limit or tie is broken determining a winner. If no late game is scheduled, play continues until the tie is broken.
- E. There is no 'tournament' in the Rookie Division.
- F. Rained out and incomplete games will be rescheduled by the Division VP or Executive VP to be made up as soon as possible.

## **VI. MANAGERS AND COACHES**

- A. Managers and coaches shall acknowledge their respective duties and responsibilities and adhere to said duties and responsibilities.
- B. The manager shall have the option of having as many Board approved coaches on the team roster as they would like. At no time during a game shall there be a combined total of more than 3 Board approved volunteers (managers, coaches, etc.) in the dugout or on the field.

- C. Both team managers are responsible for ensuring that the baseball field is ready for play (raked, chalked, bases out, etc.) prior to the scheduled starting time of the game unless a board approved field prep staff member has been assigned to the task. The visiting team manager is responsible for ensuring that at the end of their game, all league equipment (bases, rakes, chalk, etc.) is either put away in the shed or turned over to the home team manager of the next game.
- D. The home team manager is responsible for ensuring that the official game scorebook is in the hands of the scorekeeper prior to the beginning of the game.
- E. Both managers are to supply one game ball for each game played.
- F. The defensive team is allowed to have no more than two adults stationed on the field, between the front dugout gate and the end of the dugout, as long as one adult is stationed within the dugout at all times.
- G. The team manager is responsible for ensuring their team's fulfillment of its snack bar related obligations. General obligations will be supplying workers for snack bar duty. Failure to meet your team's snack bar obligation can result in one or more of the following;
  - The Manager is suspended for 1 game.
  - The Manager is suspended for 2 consecutive games.
  - The Manager is taken before the Board for consideration.

ANY SUSPENSIONS SHALL BEGIN IMMEDIATELY WITH THE 1ST GAME FOLLOWING THE MISSED SNACK BAR ASSIGNMENT.

- H. The Home team must drag the field after each game. (Rhodes/Dobson)

## **VII. MERCY RULE**

- A. Any time after the completion of the 4th or any subsequent inning, a team is in the lead by 10 or more runs, the umpire/Manager shall immediately declare the game over and the leading team will be the winner.

## **VIII. MANDATORY PLAY**

- A. No Player can sit out for consecutive innings. All players must start at least every other game.
- B. Each player must play an infield position within the first 3 innings.