

Little League – Colorado District 4
2018 Junior/Senior Division Rules
(including Interleague Rules)

The Junior/Senior League will use the Little League Rulebook, including the following:

The home team supplies the baseballs umpires and is the official scorebook and pitch count. Home scorekeeper must write "Official" on the scorecard for that game.

Regulation Game

A regulation game consists of seven (7) innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the seventh inning or only a fraction of it; or (2) because the umpire calls the game.

If the score is tied after seven (7) completed innings, play shall continue (1) until the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.

If a game is called, it is a regulation game:

1. If five (5) innings have been completed;
2. If the home team has scored more runs in four and one-half innings than the visiting team has scored in four completed half-innings;
3. If the home team scores one or more runs in its half of the fifth inning to tie the score

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.

NOTE: All records, including pitching, shall be counted.

If after five (5) innings, four and one-half innings if the home team is ahead, one team had a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

There will be a **2 hour 30 minute** time limit, if after 5 innings. If time limit is reached during an inning, that inning is to be completed. The 10 run rule is in effect after 5 innings.

A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. At least one adult manger or coach must be in the dugout at all times.

Coach will prepare a batting order using every available player from their team. This batting order will be followed throughout the game regardless of which players are on the field defensively.

The Batter

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt".
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

PENALTY: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown and ball is live.

A batter is out when –

- A third strike is legally caught by the catcher.
- A third strike is not caught by the catcher when first base occupied before two are out.
- Bunting foul on a third strike.

When a batter becomes a runner on a third strike that is not caught, and starts for the bench or his/her position, that may advance to first base at any time

before entering the dugout or any other dead ball area. To put the batter out, the defense must tag the batter or first base before the batter touches first base.

On deck batters must stay in the on deck circle.

Defensive substitutions may be made freely. A player may not sit out more than one inning defensively in a row unless it is for disciplinary reasons or injury. Coaches must communicate this with the other teams' coach as well as the scorekeeper.

Equipment Bats - Junior League: BBCOR and USA bats are legal. USA bats must meet the USA Baseball Bat Standard (USABat) as adopted by Little League. Bats shall bear the USA Baseball logo and the bat diameter shall not exceed 2 5/8 inches for these divisions of play.

Senior League: Shall be meet certifications and be labeled with BBCOR.

The use of pine tar or any other similar adhesive substance is prohibited at all levels of Little League. Use of these substances will result in the bat being declared illegal and removed from play.

Batting doughnuts or weights are not allowed.

Pitchers

Any player that catches more than 3 innings in a game cannot pitch in that game. 1 pitch in the 4th inning constitutes as 4 innings.

Managers or coaches must not warm up a pitcher at home plate or in bullpen elsewhere at anytime. They may, however, stand by to observe a pitcher during warm up in the bullpen.

Pitch Count - 95 pitches per day maximum

League Age 14 pitching limits:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 35-50 or more pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 or more pitches in a day, one (1) calendar day of rest must be observed.

- If a player pitches 1-21 or more pitches in a day, no (0) calendar days of rest is required.
- **EXCEPTION** - If a pitcher hits his limit on a batter, he is allowed to finish the batter. The pitcher will only be required to observe the calendar days rest for the threshold reached during that at bat.

League Age 15-16 pitching limits:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46-60 or more pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31-45 or more pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-30 or more pitches in a day, no (0) calendar days of rest is required.

EXCEPTION - If a pitcher hits his limit on a batter, he is allowed to finish the batter. The pitcher will only be required to observe the calendar days rest for the threshold reached during that at bat