



## 2024 FALL LEAGUE RULE SUMMARY

- A. Time Limit
  - a. All games are 1 ½ hours.
  - b. No inning to start after time limit unless the game is tied.
- B. Five Run Rules for 6/7 & 8/9 Leagues
  - a. In the first four (4) innings, teams are allowed to score a maximum of five (5) runs or three (3) outs. After four innings, runs are unlimited.
- C. Ten Run Rule
  - a. If a team is up by 10 runs after the 4th inning, it is a complete game.
- D. Extra Innings – Regular Season for 6/7, 8/9, & 10/11 Leagues
  - a. If games are tied after the time limit or six (6) innings, the game will continue for ONE (1) more inning.
  - b. The game will conclude with the score after that final inning is played.
  - c. A game can end in a tie.
- E. Pitcher/Pitch Counts
  - a. For 8/9 and 10/11 Fall leagues: if a pitcher walks four consecutive batters, in one inning, that pitcher must be replaced.
  - b. Maximum number of pitches permitted per day:
    - i. 8 year-olds: 50 pitches (Fall League).
    - ii. 9/10 year-olds: 75 pitches.
    - iii. 11/12 year-olds: 85 pitches.
  - c. Days of rest:
    - i. 66 pitches or more per day, four (4) calendar days of rest.
    - ii. 51-65 pitches per day; three (3) calendar days of rest.
    - iii. 36-50 pitches per day, two (2) calendar day of rest.
    - iv. 21-35 pitched per day, one (1) calendar day of rest.
    - v. 1-20 pitches per day; no (0) calendar days of rest.
    - vi. **EXCEPTIONS for i & ii:** If a pitcher reaches their maximum pitch limit or day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any of the following condition occurs:
      - 1. That batter reaches base.
      - 2. That batter is put out.
      - 3. The third out is made to complete the half-inning.
  - d. Pitcher is only required to observe day(s) of rest for the threshold they reached during that at bat, provided that pitcher is removed before delivering a pitch to another batter.
    - i. **Note:** The recorded pitch count, on sheet, should be that of the threshold they reached during that at bat.
  - e. If a player **throws 41 pitches** or more, they are not allowed to move to the catcher's position.

- f. If a player **catches more than 3 innings**, said player is not allowed to pitch.
  - g. Double Headers
    - i. If a pitcher throws 20 or less pitches in game one, said player may pitch in game two, to the daily maximum pitch count (10's 75, 11's 85).
    - ii. If a player throws more than 20 pitches in game one, said player may NOT pitch in the second game.
    - iii. If a player catches more than 3 innings in game one, said player may pitch in the second game.
  - h. **Multiple games** played in one day will be considered as games played on consecutive days.
    - i. **Note:**
      1. Total number of pitches (one day) cannot exceed maximum number of pitches permitted in that calendar day.
      2. If a player is to pitch in the second game, said player cannot exceed 20 pitches in game one.
  - e. Options if pitch limit is exceeded:
    - i. If the pitcher throws a pitch to the next batter and the said pitcher exceeded the pitch count. The pitcher will be removed.
    - ii. If the batter placed an illegal pitch in play, the offensive manager has the option of accepting the play or start a new plate appearance with the new pitcher.
    - iii. The new pitcher will start with 0-0 count on the batter.
    - iv. **PENALTY:** Violating pitching rules.
      1. First violation, manager will be suspended immediately, & for one game (next game).
      2. Second violation, manager will be relieved of his/her duties.
      3. Pitches thrown by violating player will count and added onto the number for the required rest.
      4. Pitcher removed; player may go to another position.
      5. The game is **NOT FORFIETED**.
      6. Play will start over from the time the violation occurred.
  - f. The official (home team) pitch count sheet must be signed by both managers immediately after the game. The form then it is to be brought to the concession stand.
    - i. **PENALTY:**
      1. First offense a warning.
      2. Second offense manager one game suspension
  - g. At the pre-game meeting, managers to identify pitch counters.
  - h. Teams to verify pitch count after each half inning.
  - i. Sheets are in a binder at the concession stand.
  - j. The umpire is not involved in any manner with the pitch count.
- F. Catcher
- a. If a player catches more than three (3) innings, said player cannot pitch.
  - b. If a player catches less than three (3) innings, said player can pitch.
  - c. If a pitcher throws more than 41 pitches in one day, said player cannot catch.

- d. **PENALTY:**
    - i. Player removed as catcher & may take another position.
    - ii. The manager is suspended immediately & for the next game.
    - iii. If a second offense occurs, the manager is relieved of his/her duties.
  - e. If a female is going to catch, the manager must have parent's approval in writing and a copy given to the President.
- G. Base Stealing & Passed Balls
- a. 6/7 league:
    - i. **NO** stealing or passed balls.
  - b. 8/9 league:
    - i. Base stealing permitted, only second and third.
    - ii. Base runner can only score from third on a batted ball or bases loaded walk.
  - c. 10/11 league:
    - i. Runners can advance at their own risk to any base.
    - ii. Stealing of home is permissible.
- H. Batting Order
- a. There will be a continuous batting order for all leagues.
  - b. 6/7 & 8/9 leagues:
    - i. Teams are only allowed to score 5 runs an inning in the first four (4) innings of a game. After that, unlimited runs are allowed.
- I. Substitution
- a. There will be free substitution for all leagues.
  - b. Once a player is removed as a pitcher, that player may not pitch again in that game.
  - c. If a player is removed from the catcher position, re-enters as a catcher and you want this player to pitch, this player cannot catch more than 3 total innings.
  - d. If a player catches then pitches and throws more than 41 pitches, that player may not re-enter the catcher's position.
- J. Machine Pitch Rules
- a. Continuous batting order.
  - b. Games are 1 ½ hours long or six innings. No new inning starts after this unless the game is tied.
  - c. Batter gets 3 strikes, either called or swinging.
  - d. There are no balls called.
  - e. If a batter gets hit by a pitch, it does not count. Player continues to bat. The batter either puts the ball in play or strikes out. The objective is to have the batter put the ball in play so the defense can react to a batted ball.
  - f. Defensively, maximum of 9 players. Minimum of 7 players.
    - i. Must have a pitcher and catcher regardless of number of players.
  - g. Pitching machine:
    - i. Pitching machine will be in front of the mount on flat ground.
    - ii. Speed range:
      - 1. 33-37% or the best speed agreed upon between both managers and umpire.

- iii. Agreement on pitching machine placement and speed between both managers and umpire prior to the start of the game.
- iv. The pitching machine can get readjusted at the top of an inning with agreement between both managers and umpire if pitches are inaccurate.

h. Calling time:

- i. Runners do not have to stop once time is called. If the runner is making a continuous motion forward, they can take those bases. If the runner stops on a base, hesitates, or retreats back to a base when time is called, the runner must return to the previous base.

- 1. Umpire has the final decision.

K. Line-up Cards

- a. Must contain players first and last names.

L. Coaches

- a. Any person assisting the team, on the field, for practice and/or game, must be registered.

- b. 6/7 league:

- i. Six (6) coaches, including the manager, are allowed on the field during a game.
- ii. When your team is on defense, no coaches are allowed in the infield. They must remain in front or in their dugout.
- iii. When your team is on offense, you may have a coach at 1<sup>st</sup> base, 3<sup>rd</sup> base, and behind the catcher to instruct the batter and retrieve past balls.

- c. 8/9 and 10/11 league:

- i. Only four (4) coaches, including the manager, are allowed on the field during a game.

M. Equipment/Uniform

- a. Player:

- i. Must be in the uniform issued from the league (jersey, solid white pants, socks, and league hat/helmet).
  - 1. ALL players must wear their league issued hat for his/her respective league. No tournament team hats will be allowed during game play. No exceptions to this rule.
- ii. Only league issued wood bats are allowed for 10/11 league.
- iii. Only Little League approved metal bats with the USA stamp are permitted. The barrel may be no larger than 2 5/8 inches in diameter.
- iv. Only league issued batting helmets are to be used.
- v. **PENALTY:**
  - 1. **PLAYER NOT IN PROPER UNIFORM MAY NOT BE ON PLAYING FIELD. IF NOTICED WHILE AT BAT, PLAYER WILL BE TREATED SAME AS PLAYER BEING ILL. WHEN IN PROPER UNIFORM, PLAYER MAY RETURN TO FIELD OR LINE-UP.**
- vi. Managers are responsible for players being in proper uniform and equipment when player is anywhere on playing field (including at bat).

**1. PENALTY:**

- a. **FIRST OFFENSE: WARNING TO MANAGER.**
- b. **SECOND OFFENSE: ONE GAME SUSPENSION FOR MANAGER.**

b. **Manager/Coaches:**

- i. All manager, coaches, and players must be in complete uniform to participate in the game.
- ii. Are not allowed to wear conventional baseball uniforms or shoes with metal spikes, cleats, sandals, or flip flops.
- iii. Must be registered and are required to wear the shirt issued by the league or a t-shirt, sweatshirt, or jacket that has the Little Leaguers of Kenosha logo on it, no other designs/teams are allowed. The only exception is a heavier jacket when it is needed.
  - 1. Issued shirt or Little Leaguers of Kenosha logo on clothing may not altered from its original design.
  - 2. If a manager or coach is wearing a jacket, a league issued shirt or shirt with the Little Leaguers of Kenosha logo is encouraged to be worn underneath. But not required.
- iv. If a hat is worn it must be a league issued hat or any hat that has the original Little Leaguers of Kenosha logo on it.
  - 1. i.e. Tournament team hat, hat from other Little Leaguers of Kenosha leagues, or hats sold at the concession stand.

**v. PENALTY:**

- 1.** Manager/coach not in proper uniform will not be allowed on the playing field, if not corrected.

**N. Manager Responsibilities**

- a. Every manager is responsible to conduct themselves as well as their coaches, players, & parents in a manner that does not embarrass themselves, coaches, players, umpires, opponents, & most importantly the Little Leaguers of Kenosha, Inc.
  - b. Any violent outbursts & constant disruption will be handled individually by the President.
  - c. Managers are responsible for the behavior of the team's players, coaches, and parents.
  - d. Information given to by the league must be distributed to the players and parents.
  - e. Only the manager or acting manager, may question an umpire regarding a decision or ruling. Any violation of this could result in ejection.
  - f. Managers must report any changes to opposing manager and umpire.
  - g. Managers are responsible for relaying schedule changes to his/her team.
- O. All other local & Little League rules will be followed. They can be found on the Little League website.