



# Livermore Little League Local Rules Minor and Major Divisions 2024 Playing Season

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## Summary of Key Local Playing Rules

	A	AA	AAA	Major
Soft Stop time limit per game	1h 50m	2h	2h 15m	2h 15m
Hard Stop time limit per game	2h	2h 15m	2h 30m	2h 30m

8-Run Rule	Yes	Yes	Yes	Yes
10-Run rule	Yes	Yes	Yes	Yes
15-Rule rule	Yes	Yes	Yes	Yes
5-Run maximum scoring per inning (Exception for 6 <sup>th</sup> or last inning declared by umpire)	Yes <sub>1</sub>	Yes <sub>1</sub>	Yes <sub>1</sub>	No
Maximum number of innings per pitcher during the regular season	N/A	33	33	N/A
Coach Pitch	Yes	Bases Loaded	No	No
Minimum Play Requirements: (Exception for games called due to time limit, weather, etc. ending play of an official game before all 6 innings are <u>completed</u> )	Total: 4 Infield: 2 Outfield: 2	Total: 4 Infield: 2 Outfield: 1	Total: 4 Infield: 1 Outfield: 1	Total: 3 Infield: 1 Outfield: N/A
Continuous Batting Order	Yes	Yes	Yes	Yes
4th Outfielder (10 defensive players)	Yes	Yes	No	No
Maximum Adult Coaches/Adult Coach required in Dugout	Total: 4 Dugout: 1	Total: 4 Dugout: 1	Total: 3 Dugout: 1	Total: 3 Dugout: 1
Bunting allowed	No	Yes	Yes	Yes
Infield Fly Rule	No	No	Yes	Yes
Advancing Bases on Overthrow	No	Yes	Yes	Yes
Uncaught 3 <sup>rd</sup> Strike per Little League Rule Book (LLRB)	No	No	No	Yes
Continuation Play	No	No	Yes	Yes
Courtesy Runner	Yes	Yes	Yes	Yes
If playing with 8 players we will not enforce an out for an empty batting order slot. Spot will be skipped	Skip	Skip	Skip	Skip

Footnotes:

1. Little League Rule Book 5.07 states, in part, for Minor Division, when all players on the roster have batted one time in the half inning, the side is retired. This applies to all innings, including the last inning.
2. After a pitcher walks the bases loaded, upon throwing ball four, the batter remains at bat and the coach comes in to complete that batter.
3. Throwing one pitch or more to a batter in an inning counts as pitching in that inning.

## General Rules and Conduct

Little League Baseball Rule Book (LLRB) shall govern play with the exceptions of the Local Rules contained in this document.

This section includes local rules adopted by Livermore Little League reflecting the league philosophy of providing a safe and enjoyable baseball experience for the players. In addition, certain Little League official rules are restated here for emphasis especially pertaining to safety and fair play.

1. Managers must adhere to the letter AND SPIRIT of the rules governing play. Failure or refusal to do so will result in WARNING, SUSPENSION, AND OTHER penalties and disciplinary actions by the Board. This includes, but is not limited to, minimum play requirements.
2. Benching a player for any reason must be reported by written explanation to the Board within 24 hours.
3. If a player is injured or quits, the manager must notify the Player Agent within 24 hours. The Player Agent will have the discretion to determine a replacement within 72 hours. 4) Throwing bats, helmets, gloves, etc., the use of profanity or poor sportsmanship by players and adult volunteers will not be tolerated at any time before, during, and after a game. For even the first violation of this rule, the umpire may eject the offending person from the game and remove them from the playing field. A warning is NOT necessary.
4. All umpires are to be accorded proper respect. Unsportsmanlike conduct, badgering or otherwise interfering with any umpire will be cause for immediate ejection from the playing field. A warning is NOT necessary. This rule is not intended to prevent a manager from performing his/her duties or discussing an interpretation of the rules with an umpire.
5. Serious conduct infractions may result in immediate suspension from all league activities until the Board can review the situation.
6. Pool Players shall be identified at the beginning of the season per Little League Rule Book. a) Only the Player Agent can assign a pool player to a game, and managers may not "select" or request a specific pool player, nor may a manager make arrangements to invite a pool player to participate in a game.
  - 6.1. Pool players must be utilized in accordance with LLRB with respect to batting order, defensive play restrictions, etc.
7. Safety
  - 7.1. All male players must wear a metal, fiber, or plastic type cup.
  - 7.2. ALL CATCHERS must wear a mask with "dangling" type throat protector during

- practices, warm-ups, and games (LLRB 1.17).
- 7.3. On-deck batters are NOT allowed in the Minor and Major Divisions. In addition, no player may handle or swing a bat until it is his/her turn to bat.
  - 7.4. No "Bat Boys" are allowed.
  8. Adult interaction with players
    - 8.1. No one except eligible players in uniform, a manager and the allowable number of coaches shall occupy the bench or dugouts.
    - 8.2. One adult (either the manager or coach) must be in the dugout at all times during the game. If a manager or full coaching staff is not present for a game, another adult volunteer with an approved Volunteer Application on file with the league may supervise the dugout.
    - 8.3. Managers may elect to have two adult base coaches provided there is one authorized adult in the dugout at all times.
  9. Per LLRB, no game may begin or continue without an adult umpire or an adult Game Coordinator.
  10. Regulation Games and Called Games
    - 10.1. Games called for darkness, weather, or field conditions
      - 10.1.1. Once the game has started, it will be at the sole discretion of the umpires. Prior to the start of the game, both managers must agree on the score and status of the game. This must be noted either in the official scorebook or as a NOTE in GameChanger.
      - 10.1.2. Called games shall continue in accordance with LLRB 4.10(a), 4.10(b), 4.10(d), 4.11(c), and 4.12. Managers of affected teams will coordinate the date and time to complete their game with league Vice President & Scheduler (scheduling@livermorelitleague.com) within 7 days. If the managers do not choose a date and time within 7 days, the Vice President or Scheduler will determine the date and time. Games must be completed within two weeks of the original game date. For Major and below, (1) If a game is called prior to completion of an inning, but after 4 or more innings have been completed (or 3.5 if the home team is leading), the game score reverts back to the last completed inning. If the reverted score is a tie, the game shall be resumed from the last completed inning, not from the point from which it was called. (2) If a game is called before 4 innings (or 3.5 if the home team is leading) have been completed, the game shall be resumed from the exact point that play was halted.
  11. Field Conditions and Weather
    - 11.1. Both managers and the umpire must agree that field conditions are safe for players to play for a game to begin.
  12. Rescheduling Games shall only be allowed for the following reasons:
    - 12.1. Rainouts/poor field conditions.
    - 12.2. Games impacted by academic activities that result in a team not being able to field 9 players. Rescheduling due to academic activity must have prior Board approval.
  13. Score Reporting
    - 13.1. Both teams must report scores directly to the Information Officer or via GameChanger within 48 hours.
    - 13.2. Unreported scores become a forfeit for both teams.
    - 13.3. Score becomes official when:
      - 13.3.1. Both teams report same score.

13.3.2. Only one team submits score.

14. Coaches / Adults on the field:

	<b>A</b>	<b>AA</b>	<b>AAA</b>	<b>Major</b>
[A] Maximum number of adults on field (Manager + cleared coaches)	3	3	2	2
[B] Minimum number of adults in dugout at all times	1	1	1	1
[C = A + B] Total coaches allowed per team per game	4	4	3	3

15. Offensive Team Coaches must remain in the coach's boxes.

16. No Manager or Coach is to be beyond the opening to the furthest dugout door when the team is on defense or offense unless in the base coaching boxes or pitching.

17. The Home Team is responsible for setting up the field for play on game days. The Visitors Team is responsible for tear down and maintenance after a game is played.

18. Time limits per game:

	<b>A</b>	<b>AA</b>	<b>AAA</b>	<b>Major</b>
Soft Stop – no new innings	1h 50m	2h	2h 15m	2h 15m
Hard Stop – batter completes at bat	2h	2h 15m	2h 30m	2h 30m

18.1. The official game start time is determined by the umpire and should be noted by the official scorekeeper either in the official scorebook or as a NOTE in GameChanger.

b) Continue play after hard stop if it's last game of the day and score is tied.

18.2. Batter completes at bat if hard stop is reached.

18.3. If hard stop, final score is determined by LLRB based on completed innings.  
Livermore Little League

## General Local Playing Rules for Minor and Major Divisions

1. Minor Division consists of A, AA and AAA levels.
2. 5 Run Per Inning Rule
  - 2.1. In the Minor Division the side is retired when the offensive team scores 5 runs in a half inning before recording 3 outs.
  - 2.2. Exception: no run limit for either team in the 6th inning or the last inning as declared by the umpire.
  - 2.3. LLRB 5.07 limits each rostered player to 1 at bat per inning in the Minor Division.
3. 8 -10-15 Run Rule

- 3.1. The 8-run rule is in effect for the Minor and Major Divisions. The team behind by 8 or more runs after 5 innings (home) or 4.5 innings (visitors) shall concede the game.
- 3.2. The 10-run rule is in effect for the Minor and Major Divisions. The team behind by 10 or more runs after 4 innings (home) or 3.5 innings (visitors) shall concede the game.
- 3.3. The 15-run rule is in effect for the Minor and Major Divisions. The team behind by 15 or more runs after 3 innings (home) or 2.5 innings (visitors) shall concede the game.
- 4. Pitching Rules (these apply to all levels that use player pitchers)
  - 4.1. All levels
    - 4.1.1. Pitch count rules are governed by LLRB Regulation VI with the following exception
      - 4.1.1.1. In Minors, the regular season pitch count maximum is reduced by 10 for each age group. Reverts to LLRB max for playoffs. Example: 9-10 year old's may throw 75 pitches per LLRB. Prior to the end of the regular season, 9-10 year old's pitch count maximum is reduced from 75 to 65.
      - 4.1.1.2. In Majors, the regular season pitch count maximum is reduced by 10 until April 10<sup>th</sup> for each age group. It then reverts to LLRB max.
- 5. Pitching affidavit must be filled out in ink by the home scorekeeper and signed by BOTH managers.
- 6. Affidavits must be presented prior to the start of each game (keep your pitching affidavits with you always).
- 7. If affidavits are not presented, a game may be played under protest, and the missing affidavit shall be reviewed as soon as possible.
- 8. Minor Division only (does not apply to Major Division)
  - 8.1. Pitchers may not pitch in more than 3 innings per game during the regular season. Throwing one pitch or more to a batter in an inning counts as pitching in that inning.
- 9. Continuous batting order (LLRB 4.04). A player may be entered or reentered defensively anytime during the game. Each team will provide the scorekeeper and umpire with a batting lineup consisting of all the players present and eligible for that game. Each player will bat in that order.

10. Minimum defensive play:

	<b>A</b>	<b>AA</b>	<b>AAA</b>	<b>Major</b>
Minimum Total Defensive Innings per Game	4	4	4	3
Minimum Infield Innings per Game	2	2	1	1
Minimum Outfield Innings per Game	2	1	1	N/A

- 10.1. Exception for games called due to time limit, weather, etc. ending play of an official game before all 6 innings are completed.
- 11. Managers and coaches shall make every effort to have no player sit out more than one inning during a game until all other players on the team have sat out at least one inning during the game.

12. The Continuation Play is where a batter takes a base on balls (walk) and without stopping at first base, "Continues" to advance to 2nd base at risk. For Livermore Little League, continuation play is only allowed for AAA and above.
13. Courtesy runners are allowed.

## **A – Level Specific Local Playing Rules**

1. Coach Pitch Only
  - 1.1. The Manager of the team at bat will provide a coach to pitch to the batters.
  - 1.2. Pitches must be thrown overhand.
  - 1.3. Coach pitchers may take up to 7 baseballs to the mound to reduce time between pitches as needed.
  - 1.4. The Coach Pitcher can pitch from a standing or kneeling position. Kneeling may be preferable to present players with better baseball development opportunities to see pitches at realistic angles (no "lolly-pops" must stay under the pitcher's head ).
  - 1.5. Pitches must be thrown from a location directly aligned with the mound and home plate and must be at least 30 feet from the front of home plate.
  - 1.6. Coach Pitchers must not interfere physically or verbally with play. Any batted ball that makes contact with the Coach Pitcher shall be ruled "NO PITCH" and is a dead ball. g) Before a ball is batted, the Player "pitcher" must be defensively positioned no closer to the batter than the base of the mound and within 3 feet of the pitching rubber to the right, left, and back sides of the mound.
  - 1.7. There will be no walks. The batter remains at the plate until the batter either hits a fair ball or "strikes out".
  - 1.8. There are no called strikes in Single-A, only swinging strikes are counted. The batter is out after three strikes.
  - 1.9. Batters will receive no more than 7 pitches per at bat. A batter that does not put a ball in play within 7 pitches will be recorded as a "strike out". If a batter continues to foul pitches off, the batter continues the at bat until the ball is put in play or the batter "strikes out".
  - 1.10. Batters who are "Hit By Pitch" from a Coach pitch are not awarded first base but must continue the at bat. If however, a player is injured, the player may be removed from play and a substitute player (player that made the last out) may assume the injured batter's count.
2. Defensive Role Clarification
  - 2.1. Outfielders must stay in the outfield during plays that occur on the infield (No extra infielders after the ball is in play).
    - 2.1.1. Clarification: If a batted ball gets past the infielders, outfielders may enter the infield area to field the ball (they do NOT have to wait for the ball to roll onto the grass to pick it up).
  - 2.2. Single-A does not allow runners to advance on an overthrow, so there is no "Baseball Reason" to sneak outfielders onto the diamond. Teach outfielders to back up throws from the grass.
3. Advancing Bases
  - 3.1. There is no advancing on an "Overthrow". An overthrow is defined as an attempt to make a play on a runner (including a throw to a base in the

absence of a runner) that results in an error or errant throw. Encourage and teach your players to attempt to make good baseball plays (more throws = more development).

- 3.2. During the normal advancing of bases, the ball is live.
- 3.3. On a ball batted to the outfield, runners may continue to advance until the ball is returned to the infield or touches a player standing on the infield. Returning to the infield is defined as contact with dirt, fence, or player standing on infield.
- 3.4. Once the ball is returned to the infield, runners may only continue to the next base if they are in the process of advancing when the ball is returned to the infield. The runner is at risk and can be put out both while advancing or retreating to a base.

## AA – Level Specific Local Playing Rules

1. Pitching
  - 1.1. When the bases are loaded, a Coach Pitcher will enter to complete the at bat.
  - 1.2. The umpire will continue to call balls and strikes until the batter strikes out, puts the ball in play, or the maximum number of Coach pitches is reached. **Note that the count plus the maximum coach pitches allowed adds up to 8.** A batter who fouls pitches off on the final coach pitch will continue to receive another pitch.

Pitch Count Maximum	Coach Pitches
4-0	4
4-3	3
4-2	2

- 1.3. Both the Player and the Coach Pitcher must pitch from the pitching rubber.
  - 1.4. The Player Pitcher will assume a defensive position on or within 3 feet of the mound but interfering with the Coach Pitcher's delivery to the Batter.
  - 1.5. Coach Pitchers must not interfere physically or verbally with play. Any batted ball that makes contact with the Coach Pitcher shall be ruled "NO PITCH" and is a dead ball.
  - 1.6. A batter who is hit by pitch while coach is pitching will not be awarded first base.
2. Advancing Bases
    - 2.1. The ball is considered "dead" when the catcher has thrown the ball back to the pitcher (whether the pitcher catches the ball or misses it).
    - 2.2. There is no advancing to first base by a Batter on a third strike not caught. However, a third strike not caught is still a live ball and runners can attempt to steal either second base or third base at risk. There is no stealing home on a third strike not caught.
    - 2.3. If the defense commits an "Overthrow", players may not advance more than 2 bases beyond their last legally acquired base when the overthrow was initiated.



An "Overthrow" is defined as an attempt to make a play on a player that results in an error or errant throw. Encourage and teach your players to attempt to make good baseball plays. While the player is advancing bases, the player does so at risk and may be put out.

- 2.3.1. Note that an errant throw to a player that is not an attempt to retire a runner cannot be considered an overthrow, and runners may not advance bases.
- 2.3.2. Regardless of the number of overthrows per play, players may not advance more than 2 bases beyond their last legally acquired base when the first overthrow was initiated.
- 2.3.3. Examples:
  - 2.3.3.1. Batter hits the ball to the short stop, short stop overthrows to 1<sup>st</sup> base before the batter reaches 1<sup>st</sup> base. As a result, the batter cannot advance beyond 2<sup>nd</sup> base (no more than 2 bases beyond his/her last legally acquired base when the overthrow was initiated).
  - 2.3.3.2. Runner on 1<sup>st</sup> base, batter hits the ball to the SS, SS overthrows 2<sup>nd</sup> base before the runner reaches 2<sup>nd</sup> base and before the batter reaches 1<sup>st</sup> base. As a result, the batter cannot advance beyond 2<sup>nd</sup> base and the runner cannot advance beyond 3<sup>rd</sup> base (no more than 2 bases beyond his/her last legally acquired base when the overthrow was initiated).
  - 2.3.3.3. Runner on 2<sup>nd</sup> base, batter hits ball to SS, 2<sup>nd</sup> base runner goes ½ way but then retreats back to 2<sup>nd</sup> base and while the runner was retreating, SS overthrows 1<sup>st</sup> base before the batter reaches 1<sup>st</sup> base. As a result, the batter cannot advance beyond 2<sup>nd</sup> base and the runner may attempt to score (no more than 2 bases beyond his/her last legally acquired base when the overthrow was initiated).
  - 2.3.3.4. Batter hits the ball and the defense overthrows 1<sup>st</sup> base before the batter reaches 1<sup>st</sup> base and the defense then overthrows 2<sup>nd</sup> base before the batter reaches 2<sup>nd</sup> base. Batter may not advance beyond 2<sup>nd</sup> base (no more than 2 bases beyond his/her last legally acquired base when the first overthrow was initiated).
- 2.3.4. No scoring on overthrows at 3<sup>rd</sup> base.
  - 2.3.4.1. This is to promote the defense to go for the out at 3<sup>rd</sup> base. Encourage your players to attempt to make good baseball plays.
  - 2.3.4.2. Exception: Runner already occupying 3<sup>rd</sup> base when the batter puts the ball into play may attempt to score on an overthrow at 3<sup>rd</sup> base. This scenario represents a runner deciding not to advance home on a batted ball until the overthrow is made.
- 2.3.5. Once all runners have advanced the maximum allowed, the ball is considered dead and no further advancing is allowed. However, if the runner steps off the base, the runner is at risk and may be tagged out.
- 2.3.6. No Extra bases are allowed on an overthrow from the catcher to second base on a base stealing attempt. Teach your catchers to make that throw (more throws = more development).

### 3. Scoring Runs

- 3.1. To score, runners must be BATTED IN. A runner cannot score by advancing on a

play that was not initiated by a batted ball (NO stealing home, NO scoring after an overthrow on a steal attempt at 3<sup>rd</sup> base, etc.).

- 3.1.1. Exception: if a batter is hit by a player pitcher with bases loaded, he is awarded 1<sup>st</sup> base and all other runners must advance thereby scoring a run.
- 3.2. A run CANNOT be driven in by a bases-loaded walk. In this case, if a walk occurs while the bases are loaded, the coach will pitch to complete the at-bat.
- 3.3. Runners may score after an overthrow following a batted ball, but not if the overthrow is at 3<sup>rd</sup> base.