



Redmond North Little League—Local Rules 2018

Revised 12/27/2017 - BB

1. **Time Limits:**

- Time limits do not apply to Majors and Coast games when the field is not in use following the game. In the cases when time limits apply due to the field being used following the game, the time limit will NOT be enforced unless the teams for the following game are present and ready to use the field.
- The game starting time is at the first pitch, noted by the plate umpire and recorded by the scorekeeper.
- When time limits apply, the game is called after 2 hours 15 minutes (Sluggers: 2 hours; T-Ball: 1.5 hours).
- When time limits apply, no new inning may begin after 2 hours (Sluggers: 1.5 hours). Note: a new inning begins the instant the 3rd out is made on the home team.
- Umpires and managers shall try and avoid time limit restrictions by minimizing unnecessary delays.
- Exceptions to the time limits requirements may be granted during special games, interlock games or the Redmond City Tournament upon Board approval.

2. **Lineups:** Prior to the game, each manager shall provide a lineup to the official scorekeeper, the opposing manager and the home plate umpire. This lineup shall include eligible pitchers and their Little League ages, expected position by inning for each player (can be modified as needed during the game), and bench innings. Players that are not in the lineup due to scheduled absence or injury should be listed. The data may be used by the Player Agent and RNLL Board to ensure compliance with RNLL minimum play policies

3. **Scorekeepers:** Scorekeepers should alert the umpire to possible protests (such as ineligible pitchers or catchers), but must not call attention to possible appeals (such as missed bases or batting out of order).

4. **Batting Order:** All games shall be played using the continuous batting order of rule 4.04. An injured batter is replaced with the next player in the lineup, who assumes the count. An injured runner is replaced with the most recent batter who is not currently on base.

5. **Bat Safety:** Players may not swing a bat during a game except during their turn at the plate. Upon violation, the umpire shall disqualify a base coach to provide more adult supervision in the dugout.

6. **Mound:** When an artificial mound is available, it shall be used unless both managers agree otherwise prior to the game. The plate umpire may declare a mound unsafe and require its removal during the game.

7. **Minimum Play:** No player shall sit two innings in a game before every other player on the team has sat out one inning (exceptions to this rule will be made for the starting pitcher who is continuing to pitch).

8. **Call up & Call over:**

- a. Managers in need of a call-up/over player must contact the Player Agent as soon as they know they need a spot filled (do not contact other managers directly).
- b. Call-over/up players will be determined and selected by the Player Agent for the league. There will be a set list which will be rotated through each time a new player is used. Once a player has been used, they will then go to the bottom of the list.

- c. Majors division will use call-overs from another Major's team that is idle to fulfill the empty roster spot. Coast and AAA teams will use call-ups from a lower division team that is idle to fulfill the empty roster spot.
- d. Call-over/up players will hit ***LAST*** in the batting order
- e. Call-over/up players ***must sit out*** the first defensive inning. Exception is with the call-over/up player makes the roster at 9 players - then all players on the roster will play all defensiveinnings.
- f. Call-over/up players may not pitch during that game.
- g. Call-over/up players may catch a maximum of 3 innings.

Special Rules: Intermediate Divisions

9. Intermediate Division rosters shall be built from a pool of 13 year olds who are playing only Intermediate or electing to dual roster with a Juniors team under existing allowable policies. Any exception to this process will be at the sole discretion of the RNLL Board.

Special Rules: Majors Division

10. Preseason games (non-RNLL games) will be counted for overall record and standings to determine seeding for playoffs. Tournaments such as Jackson Roos Tournament games will NOT count against standings.
11. RNLL will implement rule 6.05(b), dropped 3rd strike during the regular season in all RNLL Majors games. In special games or interlock games, the special game or interlock director (VP Baseball or delegate if not otherwise denoted) will be responsible for gaining agreement with the opposing coordinator on whether the dropped 3rd strike rule will be used.
12. **Minimum Play:** Every player must fulfill the minimum of one inning played at an infield position rule within the first five innings of the game (exceptions to this rule will be made if a starting pitcher continues to pitch into the fourth inning, in which case the manger shall make sure every player fulfills this rule in the soonest possible inning).
13. **Pitching Minimum:** All players aged 10 or 11 shall pitch to a minimum of 10 batters during preseason and/or regular season game(s) (unless they have officially opted out of pitching).

Special Rules: Minors Division (Coast and AAA)

14. **Run Limit:** The per-inning run limit is suspended in the sixth and later innings as specified in rule 5.07.
15. **10 Run Rule:** Rule 4.10(e) does not apply in RNLL AAA Division play.
16. **Minimum Play:** Every player must fulfill the minimum of two innings played at an infield position rule within the first five innings of the game (exceptions to this rule will be made if a starting pitcher continues to pitch into the fourth inning, in which case the manger shall make sure every player fulfills this rule in the soonest possible inning).
17. **Pitching Minimum:** All players shall pitch to a minimum of 10 batters during preseason and/or regular season game(s) (unless they have officially opted out of pitching).

Special Rules: AAA

18. **Game Length:** All AAA games will have the time limit enforced. Games will have a hard stop at 2:15.

Special Rules: Sluggers and T-Ball

19. **Playing Rules:** The intent of Sluggers and T-Ball is to teach the game of baseball. As such, all playing rules not specifically addressed in these local rules shall be enforced. This includes, but is **not limited to**, fair and foul balls, legal catches, and returning players declared out to the dugout.

20. **Managers/Coaches:** A maximum of 1 manager and 3 coaches shall be in the dugout or on the field during games. ****Note that only 1 manager and 2 coaches are permitted in AAA and above (rules 1.01 and 3.17)****
21. **Game Length:** A game is complete after 4 innings and official after 3innings.
22. **Batting Order:** When all players on a team present for the game have batted, that side is retired. When the last batter is up, 2 outs are declared. When the last batter or any runner is put out, play stops immediately.

Special Rules: Sluggers

23. **Pitching:** Each team shall use a registered Little League Volunteer to pitch. Batters hit by pitches are awarded first base. Pitching from the knees is allowed, but underhand pitching is not. The (child) pitcher must stand within 5 feet of the pitcher's mound at the time the (adult) pitcher releases the ball.
24. **Stealing Bases:** The ball is dead and runners must stay in contact with their bases starting when the ball is thrown for the adult pitcher and until the ball is hit by the batter. There shall be no stealing of bases.
25. **Strikes:**
 - a. A Sluggers – Coach-pitch: everyone bats each inning and has 8 pitches to put the ball in play. If after 8 pitches the player has not put the ball in play, the player hits off of tee. If runner/batter is out they return to dugout/bench.
 - b. AA Sluggers – Coach-pitch: After 8 hittable pitches as judged by the home plate umpire or 3 swinging strikes, the batter shall be declared out and shall return to the dugout. Inning is completed after 3 outs made.
26. **Innings:** As stated above, a batter is out after 3 strikes and an inning is over after 3 outs.

Special Rules: T-Ball

27. **Batting:** The batter has an unlimited number of swings to hit the ball off a tee set on home plate. The umpire shall remove the batting tee from the plate area when a runner is advancing to home. The player who occupies the defensive position of the pitcher must stay in contact with the pitching rubber until the ball is hit.

