

NORTH NEWARK LITTLE LEAGUE MINOR LEAGUE PLAYING RULES

TEAMS MUST ADHERE TO ALL COVID GUIDELINES AS SET FORTH BY THE LEAGUE

1. For all games stealing will be allowed as per Little League rules in the even numbered innings (2nd, 4th and 6th).

Note: A player may not take a lead or steal once the pitcher is on the mound and in possession of the baseball.

2. For ALL playoff and championship games stealing will be allowed in all innings.

3. A player can pitch up to 3 innings but no more than 75 pitches per game. One pitch thrown in an inning will constitute an inning pitched.

4. Once a player is substituted as a pitcher, that player cannot pitch again in the game.

5. Each team will field 10 fielders. **There will be one short out-fielders to be positioned behind the shortstop or the second baseman NOT EQUIDISTANT WITH THE OUTFIELDERS.**

6. Each team will bat 10 in their batting order. Substitutes must be paired with starters at the beginning of the game and cannot be changed. The starter will bat the first time through the line-up and the sub will bat the second time. The two players will alternate for the entire game

7. **The ½ inning will end when the defensive team records three outs or when the offensive team has scored 4 runs. In a continuous play where more than four runs cross home plate, all of the runs will count. (This rule will not apply in the sixth or last inning. In the sixth or last inning the, ½ inning will end only when the defensive team records three outs.**

8. Players arriving after the game starts may play and are to be added to the end of the batting order if the order has less than 10 players in it, or placed as a substitute in the order if the batting order has 10 players in it.

9. Every child must play at least 3 innings per game. The innings need not be consecutive.

10. If a batter throws the bat he will be given a warning by the umpire (a team warning may be given). A second such offense will result in the player being called out. **Again, this is at the umpire's discretion.**

11. When marking cones are used to demarcate the home run boundary, a ground rule double is awarded whenever a **hit** ball bounces over the boundary marked by the cones. This occurs whether or not a defensive player first handles the ball.

12. On a ground rule double all runners advance two bases.

13. **Any base runner touched by a coach is automatically out.**

14. Any base runner who runs out of the baseline is out at the umpire's discretion.

15. Bunting is allowed. There is NO infield fly rule.

16. The number of players in each team batting order (at the discretion of the manager with more players present) will differ by no more than one batter. For example, should Team A have 9 players and Team B have 11, the manager of Team B may elect to have a continuous batting order of 10 players, substituting the remaining player.

17. Forfeit time is fifteen minutes after the official game start time.

18. A team must have a minimum of 7 players in order to start a game. A team cannot play or continue a game with less than 7 players.

19. A game is official after 4 innings of play or one hour.

20. **There is a mercy rule. The game will end when one team is ahead by 10 or more runs after the 4th inning.**

21. Both teams are to vacate the playing field ten minutes prior to the scheduled start time of the game.

22. The Little League/Minor League rule book should be utilized as a general guideline to Minor League Play. The Little League App. May be downloaded for a onetime fee of \$1.99.

IGNORANCE OF THESE RULES AS SET FORTH PRIMARILY BY THIS GUIDELINE AND THE LITTLE LEAGUE RULE BOOK WILL NOT BE DEEMED AN ACCEPTABLE REASON TO EXCUSE ANY MANAGER, COACH, SCORE KEEPER AND/OR PLAYER FOR THEIR VIOLATION. RESPONSIBILITY FOR SUCH A VIOLATION WILL REST WITH THE TEAM MANAGER.