

Little League Baseball Rule Exceptions

All Leagues:

1. Game Information
 - a. Games shortened by inclement weather or unforeseen circumstances will resume at the exact point of interruption according to the home team book.
 - i. Games are considered complete games if a minimum of four full innings are played.
 - ii. In the event that a game needs rescheduled the home team is to offer 3 dates that are not a game night for either team.
 - b. Mercy Rule will be utilized and is different for each age level.
 - c. No time limits will be assessed unless a double header exists on an unlit field – then the time limit is 2 hours with no new inning beginning ten minutes before the time limit is reached.
 - d. All winning teams are required to send scores, winning and losing pitcher, and three top batters from each team to the Coshocton Tribune via e-mail – trib-sports@nncogannett.com
 - e. No drug abuse, tobacco products, alcohol, profanity, or any other type of paraphernalia will be tolerated. First offense = Verbal Warning / Second Offense = Ejection from park with a review from the League Committee before return.
 - f. Between innings, defensive meetings are allowed, but the pitcher must go directly to the mound to warm up.
 - g. Maximum Bat Diameter – 2 5/8 inches and every bat used must have the USA Stamp located on the bat.
 - i. One team warning will be given for a thrown bat. Any other infraction will be awarded an out.
 - h. A batter stepping outside the batter's box during a pitch is to be called a strike.
 - i. Pitchers may throw 8 pitches to warm-up in the 1st inning and 5 pitches in all other innings.
 - j. Coaches and Managers may warm-up pitchers before innings.
 - k. Pitchers, once removed from the pitching position may not re-enter as a pitcher.
 - l. No Slug Bunting – A player cannot show for a bunt and then pull back in an attempt to bat the ball – Penalty is an automatic out regardless of contact made.
2. Substitution Rules
 - a. Any substitute player must play a total of 2 innings and bat at least once. All players, unless under disciplinary action, must play 2 complete innings in the field and bat once if a full game is played.
 - b. The injured player must sit for 2 innings after their removal from the line-up.
 - c. If a team fails to field nine players within 15 minutes of the starting time of the game, the game will start with the team taking an out for the missing player.
 - i. Teams must finish the game with at least 8 players and an out will be awarded anytime the missing line-up spot is reached.
 - d. In the event of a call-up from a lower league a player's uniform is not required to match the team for which the call-up player is participating.
 - i. Teams may only call-up players from a lower league. No players may move from team to team within the same league.
 - ii. Players may be called up as many times as necessary to support any team.
 - iii. Players who are called up may participate in any position in the line-up/field.

- e. All runners are required to slide into home base if, in the umpire's discretion, a play is being made.
- f. Teams may utilize a pinch-runner once per inning that is not currently in the line-up.
- g. Players must have played in 50% of their regular season games to be eligible for the year end league tournament.
 - i. Exception – If an injured player is out for more than 50% of the season, but has healed before the tournament is over and the player has been on the team since the beginning of the season, then they may participate.

3. Forfeited Games by the Umpire

- a. Teams who are on the field refuse to start play within 10 minutes after the appointed start time, unless such a delay is unavoidable in the umpire's judgement.
- b. Teams fail to resume play within 1 minute after the umpire has called "play".
- c. Teams fail to remove an ejected player within a reasonable time.
- d. After warning from the umpire, teams willfully and persistently violate any rules of the game.
- e. Teams employ tactics designed to delay or make a mockery of the game.
 - i. Protests shall be considered only when a violation of the rules has occurred. No protest shall be heard on the grounds of umpire judgement. Equipment that does not meet the standards of the league must be removed immediately. In the event of a protest the coach must notify the umpire prior to the next play that the game will continue under protest. Following such notice the umpire shall consult with the other umpire if available. If the umpire still concluded that the rules have not been violated then they will announce that the game is being played under protest. Failure of the umpire to make said announcement does not affect the validity of the protest. Any protest must be submitted to the recreation president within 24 hours. All protests shall finally be heard and be judged on by the three appointed committee members. Committee members shall be one member from each recreation department: River View, Coshocton, and Ridgewood. Appointed members must be announced by April 1 of each year and communicated to other associations. Any rule not covered in the Little League Rule Book or by the Rule Exceptions listing will be voted on by the three member panel with each High School district having representation.

4. Eligibility

- a. All players must sign up in their residential recreation district/organization.
 - i. The player is permitted to sign up at the recreation whose school they open enrolled at prior to the season's start. This does not apply to future planned open enrollment.
 - ii. The player is permitted to sign up in a recreation where one of the two parents with shared custody reside.
- b. Any player wishing to play in an alternate recreation must have an official release form signed by all parties, which are available through the recreation departments.
 - i. The coach of the team receiving an alternate player from another recreation must keep a copy of the approved form on their person during games.
- c. Pre-Season – No punishments will be utilized if an ineligible player situation is handled before the start of the season.
- d. Regular Season – Any ineligible players participating in games will result in the following:

- i. First Team Offense – Player removal and Verbal/Written Warning
 - ii. Second Team Offense – Forfeiture of the Game
 - iii. Third Team Offense – Forfeiture of the Team’s regular season record as well as a last place seeding in the post season tournament.
- e. Post Season – Any ineligible players participating in games will result in the following:
 - i. First Team Offense – Team’s Removal from the Tournament
 - ii. Decisions on prior games where the ineligible player was active will be decided by the league committee. Prior games where the ineligible player was not active will remain as is.
- f. Tournament Call-Ups
 - i. In post-season play all players being called up from lower leagues are exempt from the 50% regular season eligibility rule.

Major League Rules:

1. Eligible players are 12 years or younger as of May 1 of the current year.
2. Major League Pitchers may pitch a total of 6 innings per week.
 - a. Immediate forfeiture of current game is implemented if a player has pitched for more than 6 innings in a week unless the following circumstances are met:
 - i. In the event that any more than 2 games are played in a given week, pitchers will be awarded 3 additional innings at the start of the 3rd game, 4th game, 5th game, etc.
 - b. If the pitcher makes contact on the batter with the pitch twice in one inning or three times in one game then the pitcher must be removed from that position for the rest of the game.
3. Extra Player is allowed. This creates a 10 player batting order and the EP may be substituted for under the normal substitution rules.
 - a. Starters/Substitutes may re-enter anywhere in the batting order.
 - b. Starters/Substitutes may only re-enter the line-up once.
4. All innings are unlimited runs.
5. Mercy Rule is 14 runs after 4 innings and 10 runs after 5 innings.
6. Stealing is permissible once the pitched ball reaches the batter.

Minor League Rules:

1. Eligible players are 10 years or younger as of May 1 of the current year.
2. Minor League Pitchers may pitch a total of 3 innings per game.
 - a. Immediate forfeiture of current game is implemented if a player has pitched for more than 3 innings in a game.
 - b. If the pitcher makes contact on the batter with the pitch three times in one inning or four times in one game then the pitcher must be removed from that position for the rest of the game.
3. Extra Player is allowed. This creates a 10 player batting order and the EP may be substituted for under the normal substitution rules.
 - a. A team may bat the entire roster.
4. Mercy rule is 14 runs after 4 innings or 10 runs after 5 innings
5. A maximum of 6 runs per inning per team is allowed.
 - a. If the non-leading team is down by more than the maximum run limit and the game will still be called under the mercy rule then the last inning is declared and a team may score as

many runs as possible until the end of that inning. No matter the result, the game is completed.

i. Example – 4th Inning – 20 run spread AND/OR 5th inning – 16 run spread before the last inning is declared.

6. Stealing is permissible once the pitched ball reaches the batter.

Coach Pitch Rules:

1. Eligible players are 8 years or younger as of May 1 of the current year.
2. The lead runner's progress must be stopped to end play; however, if a ball is thrown to the pitcher (player or coach) play is stopped and runners not half way to the base to which they are advancing must return to the previously touched base unless forced.
3. Each batter may receive up to 6 pitches. If 3 swings with no contact take place before the 6th pitch then the batter is out. If no hit is achieved after the 6th pitch then the batter is out.
 - a. Coach may stand no closer than 20 feet in front of home plate to pitch.
 - b. Coach must pitch over hand to all batters.
 - c. Player/Pitcher must stand on the pitching rubber or behind when ball is being pitched.
4. Limit one base advance on an overthrow that goes out of play.
5. A maximum of 6 runs per inning per team is allowed.
 - a. If the non-leading team is down by more than the maximum run limit and the game will still be called under the mercy rule then the last inning is declared and a team may score as many runs as possible until the end of that inning. No matter the result, the game is completed.
 - i. Example – 4th Inning – 20 run spread AND/OR 5th inning – 16 run spread before the last inning is declared.
6. 10 players will be allowed on the field.
7. All players will bat in rotation, not just the players on the field.
8. No bunting is permitted.
9. No stealing is permitted.
10. Umpires may stand where they best can call the game in a fair and equal manner.