

ISRAEL ASSOCIATION OF BASEBALL

JUVENILE LEAGUE
PLAYING RULES

(IAB RULE 12)



PREFACE

With amendments, the Juvenile League follows the 2014 Playing Rules published by Little League Baseball, Incorporated. Rulebooks containing these Playing Rules may be obtained from the IAB upon request or may be purchased from Little League Baseball.

The Minor League Playing Rules (IAB Rule 11), the Juvenile League Playing Rules (IAB Rule 12), the Cadet and Junior League Playing Rules (IAB Rule 13), and the Premier League Playing Rules (IAB Rule 14) only apply to Minor, Juvenile, Cadet, and Premier League play within the framework of the IAB within Israel. They do not apply to international competitions. These international competitions are played under their own rules. The managers and coaches for the national teams participating in these international competitions are required to obtain a copy of these rules and intimately acquaint themselves and their players with their contents.

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INTRODUCTION

(a) Little League Baseball Playing Rules

These Juvenile League Playing Rules (IAB Rule 12) are for Juvenile League play in the Israel Association of Baseball (IAB).

- (1) Where this Rule 12 differs or conflicts with any rule in the Playing Rules for the Little League Baseball (Majors) Division published by Little League Baseball, Incorporated, this Rule 12 has jurisdiction.
- (2) In all other cases, play will follow the **2014** Edition of the Playing Rules for the Little League Baseball (Majors) Division published by Little League Baseball, Incorporated.
- (3) The following rules from the Little League Baseball Playing Rules are discussed here for emphasis:
 - A. Distances between Bases (see Rule 12.01.04),
 - B. Pitchers Plate (see Rule 12.01.07),
 - C. Infield Fly rule applies (see Rule 12.06.05),
 - D. The “dropped 3rd strike” rule does not apply (see Rule 12.06.05),
 - E. A fake tag is considered “obstruction” under Little League Playing Rule 2.00 and 7.06 (A “fake tag” under this rule is an act by a fielder without the ball that simulates a tag.)
 - F. A “head first” slide is prohibited under Little League Playing Rule 7.08 (a) (4),
 - G. Except when a “continuous batting order” is being used, a team may utilize a “special pinch-runner” under Little League Playing Rule 7.14,
 - H. Strike Zone (see IAB Rule 12.02 and the Little League Playing Rule 2.00), and
 - I. A “balk” is penalized under the Little League Baseball (Majors) Division Playing Rules as an “illegal pitch” (see IAB Rule 12.08.05, Rule 2.00, Rule 4.03(a), Rule 5.09(c), Rule 8.01, Rule 8.02, and Rule 8.05).

(b) Numbering in this Rule

Rules are numbered as follows:

- (1) The first two digits (i.e., 12) specify that the rule applies to the Juvenile League.
- (2) The second two digits specify the “chapter” in the Little League Baseball Playing Rules that is being modified, supplemented, or to which additional rules are being added (e.g., 03 specifies that Rule 3.00 from the Little League Baseball Playing Rules is being modified, supplemented, or additional rules are added).
- (3) If a rule from the Little League Baseball Playing Rules is being modified or supplemented, then the next two digits correspond to the rule in the Little League Baseball Playing Rules being **modified or supplemented** (e.g., Rule 1.11 contains rules concerning uniform items. Where the Juvenile League is providing additional rules for uniform items, then these next two digits are numbered 11.)
- (4) If **additional rules** are added that do not correspond to an existing rule in the Little League Baseball Playing Rules, the number of that rule follows the number of the last rule in the Little League Baseball Playing Rules (e.g., the last rule number in Rule 4.00 -- Starting and Ending a Game, is 4.19. The number of the rule concerning “no inning will start” is a number following 19.)

IAB Rule 12
Amendments to the Little League Baseball Playing Rules for
Juvenile League Play

This IAB Rule 12 is effective on 21 February 2018.

This IAB Rule 12 supersedes in its entirety all previous editions of IAB Rule 12.

12.01 -- Objectives of the Game

12.01.04

The INFIELD in Juvenile League play is the same as specified in the Little League Baseball Playing Rules (i.e., 60 feet or 18.3 meters). The distances for 1st and 3rd base are the same as specified in the Little League Baseball Playing Rules (i.e., 60 feet or 18.3 meters).

12.01.06

The Juvenile League is not required to ensure that 1st, 2nd, and 3rd bases will disengage their anchor.

12.01.07

The PITCHER'S PLATE which may be an actual rubber or a chalk marked line, the front of which will be 14 meters from the back of home plate in Juvenile League play. By mutual agreement of both team's managers and with the approval of the umpire, the pitcher's plate may be moved closer to home plate for both teams, but no closer than 12 meters. This may be done during the game for a reason approved by the umpire, but only at the beginning of a new inning. (This Rule modifies Rule 1.07.)

12.01.08

An on-deck position may be used in the Juvenile League *provided* the on-deck batter's manager with the concurrence of the umpire ensures that the location of the on-deck position will not expose the on-deck batter to possible injury. (This Rule modifies Little League Playing Rule 1.08.)

12.01.09

The ball shall weigh not less than five (5) nor more than five and one-fourth (5-1/4) ounces, and measure not less than nine (9) nor more than nine and one-fourth (9-1/4) inches in circumference. (This Rule 12.01.09 supersedes Little League Playing Rule 1.09 in its entirety.)

12.01.10

- (a) (1) Bats used in Juvenile League play shall be a smooth rounded stick which shall have a maximum length of 31 inches and a maximum diameter of 2 ¼ inches at its thickest part. Bats used in Juvenile League play shall also have the following components: (A) The knob must be firmly attached, and (B) For bats made from other than a single piece of wood, the end plug must be firmly attached. (Little League Playing Rule 1.10 does not apply, in whole or in part, to Juvenile League play)
- (2) Softball bats are not permitted in Juvenile League play.

PENALTY: A bat which does not comply with Rule 12.01.10 must be removed from the game. If the umpire discovers that the bat does not comply with Rule 12.01.10 until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game. Any pitch, play or attempted play before the discovery will stand.

12.01.11

- (a) All players, coaches, and managers participating in a game must be in uniform during the game wearing a cap and sport shoes and with their uniform shirt tucked into their pants.
- (b) Players are not required to wear numbers on their uniforms. (This Rule modifies Little League Playing Rule 1.11.)
- (c)
 - (1) The pitcher may not wear a batting glove on either hand.
 - (2) The pitcher may not wear reflecting sunglasses (mirror type).
 - (3) The pitcher may not wear a wrist band of any type or color on either hand and he may not wear any type or color of band on his throwing hand. He may not wear any white, off-white or gray band of any type on either hand.
- (d) No player may wear a white wrist band when batting, playing defense or coaching a base.
- (e) As specified in Little League Playing Rule 1.11 (h), the wearing of shoes with metal spikes or cleats is prohibited.
- (f) As specified in Little League Playing Rule 1.11 (j), players must not wear watches, rings, pins, jewelry, or metallic items.
EXCEPTION: Jewelry that alerts medical personnel to a specific medical condition is permitted.

PENALTY: For violation of Rule 12.01.11, the offending player should be warned by the umpire and if they persist, they may be ejected at the umpire's discretion.

IAB APPROVED RULING: Should a runner or player use a batting glove to interfere with play, it will be judged interference or obstruction accordingly with no need of intention on the part of the interfering or obstructing player.

IAB APPROVED RULING: The tzizit are not part of the uniform and are also not part of the body. Therefore, they cannot be taken into consideration for a tag (offensive or defensive) such as tagging the base for a force out, being tagged in the tzizit, or touching base with the tzizit for a safe call. However, the tzizit may interfere or obstruct a fielder, batter or runner and in such case interference or obstruction may be called.

IAB APPROVED RULING: The batter shall not be considered to have been touched by a pitched ball for the purposes of Little League Playing Rule 6.08 (b), if the pitched ball only strikes the batter's tzizit. The umpire may call the ball dead when the pitched ball strikes the batter's tzizit, if in his judgment the circumstances so warrant.

12.01.20 (Additional Rule)

- (a) Catchers must wear a helmet, face mask with throat extension or throat guard, chest protector, cup and shin guards.
- (b) All players must wear protective cups during practices and games.
- (c) Batters and base runners will wear double ear-flap helmets designed for baseball. Base coaches younger than 16 years old must also wear the same type of helmet. Bat boys and girls when on the field must wear the same type of helmet.

- (d) When warming up a pitcher, catchers or any team member acting as a catcher, must wear a cup and mask, if they enter into the stooped position.

PENALTY: For violation of Rule 12.01.20, the offending player or coach should be warned by the umpire and if they persist, they may be ejected at the umpire's discretion.

12.01.21 (Additional Rule)

- (a) **Sportsmanship**, fair play and mutual respect are essential elements of the game of baseball. Adherence to these qualities is equally important as the outcome of the game. Therefore, the managers and coaches of each team shall ensure the good and sportsmanlike behaviour of their players, as well as any parents accompanying the team. The manager should be a role model for his players and refrain from questioning and arguing umpire judgement calls (e.g., safe or out, strike or ball).
- (b) The conduct of players, coaches or parents who act in a disrespectful, abusive, intimidating or unsportsmanlike manner towards members of the other team (e.g., players spitting on hands prior to shaking hands at the end of the game) or towards the umpire or the opposing managers or coaches, shall be reported to the Juvenile League Commissioner for investigation. If the abusive, intimidating, disrespectful or unsportsmanlike conduct or actions are confirmed, then: (a) the team committing these acts will forfeit the game regardless of the actual score on the field, and/or (b) the offending player(s) and/or manager or coaches will be suspended from playing future game(s), and/or (c) such other action will be taken by the IAB as deemed appropriate under the circumstances. All these IAB actions will be determined by the President of the IAB in coordination with the Juvenile League Commissioner.
- (c) Parents accompanying the team are the responsibility of the team manager. Should parents act in an unsportsmanlike manner toward the opposing team or the umpire, the umpire will warn the appropriate manager that he should restrain the parents. Failure to do so or a continuation of the unsportsmanlike actions by the parents may result in a forfeit. The umpire's declaration of a forfeit is not subject to appeal, protest, or complaint.

12.01.23 (Additional Rule)

The defensive team may have a single coach sitting or standing outside the dugout at an arm's length from the dugout fence. He must retire to the dugout with all paraphernalia (e.g., a chair) when his team vacates the field. Any abuse of this privilege may result in canceling it for a particular team. A game's umpire may also rescind this privilege for both teams, if (1) there are any abuses of this privilege, (2) there are any complaints, or (3) this privilege interferes with the proper administration of a game. (This Rule modifies Little League Playing Rule 3.17.)

12.02 -- Definition of Terms

The term COACH when used colloquially within the IAB has the same meaning as the term "manager" as the term "manager" is defined and used in the Playing Rules published by Little League Baseball, Incorporated and as used in this IAB Rule 12.

The terms FULL TEAM BATTING ORDER and ENTIRE TEAM BATTING ORDER when used colloquially within the IAB, has the same meaning as the term CONTINUOUS BATTING ORDER as the term "continuous batting order" is defined and used in the Little League Playing Rules and as used in this IAB Rule 12. As specified in Little League Playing Rule 4.04, the term "continuous batting order" means "all players on the team roster present at the game batting in order". (An injured player who chooses to come to a game to be with his team is not required to appear on the written batting order and not required to bat or play defensively.)

ILLEGAL is contrary to these rules.

A PENALTY is the application of these rules following an illegal act.

The STRIKE ZONE is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

TEAM (JUVENILE LEAGUE)

- (a) For details on age eligibility, see the current Age Chart posted on the IAB website and/or distributed to the Leagues and others, which specifies by birth month and year the age requirements for eligibility to play in each League.
- (b) The Head of IAB Baseball Operations or his designee may approve individual exceptions to the Juvenile League age limits as shown on the Age Chart, considering safety, physical development, experience, and class in school. An under-age Juvenile League player may not be used as a pitcher or catcher. Any over-age player who is approved by the Head of IAB Baseball Operations or his designee to play in the Juvenile League is ineligible to play in an All Star game.
- (c) A player who is eligible to play in either the Minor League or the Juvenile League according to the current Age Chart may play on both a Minor League and a Juvenile League team, *provided* the player is listed on both rosters.
- (d) The minimum number of players registered on a team should be 11 and the maximum should not exceed 15.
- (e) All players must be registered in the IAB as a member of the team.
- (f) All players must take the health test as required by the Ministry of Sports.
- (g) Adding players: During the season, a player may be added to the roster *provided* all payments and other obligations to the League and Sports Law have been met.
- (h) Switching teams: A player may switch teams only once in a season *provided* both team managers and the Juvenile League Commissioner agree. A bona fide change of address to a different community is an example of a valid reason for switching to the local team.
EXCEPTION: The Juvenile League Commissioner may grant exceptions to this paragraph (g) on a case-by-case basis.

Any reference in this Rule to "he", "him", "his" or "man" shall be deemed to be a reference to "she", "her", "hers" or "woman" as the case may be, when the person is a female.

12.03 -- Game Preliminaries

12.03.01

The umpire shall receive 2 game worthy baseballs from the home team. These baseballs will serve as both game and alternate baseballs. The umpire shall be the sole judge of the fitness of the balls to be used in the game. (This Rule modifies Little League Playing Rule 3.01.)

12.03.02

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand-paper, emery-paper or other foreign substance.

PENALTY: The umpire shall demand the ball and issue a warning to the player and the team manager. Thereafter, any recurrence by any player of the team that received the warning will result in the removal of the pitcher from the pitching position. In case the umpire cannot locate the offender, and the pitcher delivers such discolored or damaged ball to the batter after a warning has first been

issued, the pitcher shall be removed from the pitching position at once. (This Penalty supersedes in its entirety the Penalty specified in Little League Playing Rule 3.02.)

12.03.03

Substitutions may be made under the following conditions:

- (a) Little League Playing Rule 3.03 does not apply to Juvenile League play.
- (b) As specified in Rule 12.04.04 (d) and Little League Playing Rule 4.04, the batting order may never be changed in Juvenile League play.
- (c) A player in the starting line-up who has been removed for a substitute may re-enter the game **once**, in any position in the batting order, *provided* --
 - (1) His substitute has completed the mandatory play requirements specified in Rule 12.03.03 (j);
 - (2) Only a player in the starting line-up may re-enter the game;
 - (3) A starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (i.e., one time at bat and 3 consecutive defensive outs) before starter (S2) can re-enter the game.
- (d) The mandatory play requirements specified in Rule 12.03.03 (j) apply to a starting player. These mandatory play requirements must be completed by a starting player during the game. As specified in Rule 12.03.03 (c) (1), a starting player may not re-enter the game until his substitute has completed his mandatory play requirements.
- (e) A substitute player may enter the game once. A substitute may not be removed from the game prior to the completion of his mandatory play requirement specified in Rule 12.03.03 (j).
- (f) When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders designate to the umpire such player's positions in the team's batting order and the umpire-in-chief shall notify the opposing manager and, if assigned, the official scorer. The umpire shall have authority the designate the substitute's places in the batting order, if this information is not immediately provided.
- (g) If during a game either team is unable to place 8 players on the field due to illness, injury or ejection, the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.
- (h) A pitcher who remains in the game, but moves to a different defensive position, may return as a pitcher **once** during the remainder of the game.
- (i) Except as specified in Rule 12.03.03 (h), a team using a continuous batting order may substitute freely in the field.
- (j) Except for injured players, all players whether starting or substitute players --
 - (1) Shall play defensively for a minimum of 3 consecutive outs and shall have completed at least one time at bat if a team has 13 or more players present at the playing field; or
 - (2) Shall play defensively for a minimum of 6 consecutive outs and shall have completed at least one time at bat if a team has 12 or fewer players present at the playing field.

EXCEPTION 1: A short game of not more than 4 full innings for a team with 12 players or fewer or 5 full innings for a team with 13 players or more.

EXCEPTION 2: When injury forces the removal of a player. Subject to Rule 12.04.04 (e), the injured player may be removed and may only return later in the game in the same spot in the

batting order if his substitute has completed his mandatory play requirement and if there is sufficient game time to allow the injured player to complete his mandatory play requirement.

Rule 12.03.03 (j) Comment: The mandatory defensive play requirement may be satisfied by the scoring of offensive runs as follows:

(a) A player starts a defensive half inning and plays the entire half inning which ends because the opposing team has reached the 6 run limit under Rule 12.04.27.

(b) A player starts an inning after the offensive team has scored a run or runs and the defensive half inning ends because of the 6 run limit under Rule 12.04.27. The player will continue the next defensive half inning until he either completes 3 outs or the opposing team reaches the 6 run limit.

(c) A player enters after an out or outs have been made and the defensive half inning ends because of the 6 run limit under Rule 12.04.27. In this case, the player will continue the next defensive half inning to either complete his minimum defensive outs or the opposing team reaches the 6 run limit.

PENALTY for Rule 12.03.03 (j): Except for an injured player, a team in violation of Rule 12.03.03 (j) shall insert the player in the line-up or place him on the field in a defensive position when ordered by the umpire after the umpire has received a complaint of the violation from the manager of the opposing team. Failure by the manager to obey the umpire's order by inserting the player in the line-up or placing him on the field in a defensive position will be cause for the game to be declared forfeit under Little League Playing Rule 4.15 (e).

If a player has not completed his mandatory playing time before a game has ended, a complaint may be submitted after the game has ended to the Juvenile League Commissioner. If the complaint is found to be valid, the team manager is required to have the player start the next game he attends and make up the missed playing time from the previous game and the mandatory playing time for that game.

Example: The player played 3 defensive outs, but did not bat in a game. He is to start the next game and is guaranteed a minimum of 2 at bats and 3 defensive outs in the next game.

12.03.04

- (a) If there are no available substitutes for a runner who has been injured (or for medical reasons may bat, but not run the bases) and needs to be replaced after safely reaching and occupying a base, the batter who last batted before him and is not a runner will run in his stead. A doctor's authorization is required in order to be replaced "for medical reasons".
- (b) A team **MUST** use a courtesy runner for its catcher with two outs, except when the current catcher will not be playing the position in the next half-inning. (The latter, of course, includes the home half of the final inning of the game.) A team **MAY** use a courtesy runner for its catcher even when there is only one out.

PENALTY: The catcher on a team violating this Rule 12.03.04 (b) shall not play during the following half-inning. If the catcher is removed from the line-up, he is considered a re-entering starting player under Rule 12.03.03 (c). In addition, if the start of a half-inning is delayed because a team's catcher has not finished putting on his protective gear in violation of this Rule 12.03.04 (b), the umpire after giving a warning to the team may call a "ball" to the first batter without any pitches being thrown.

12.03.10

- (a) The managers of both teams shall agree on the suitability of the weather conditions and/or the fitness of the playing field before starting the game if the game has not been canceled in sufficient time to ensure that the teams and/or the umpire do not arrive at the playing field.

- (b) Under Rule 12.03.10 (a) and Little League Playing Rule 3.10, if both managers cannot agree, the game's umpire shall make the decision to start or not start the game.

12.03.13

- (a) The manager of the home team shall bring to the game a copy of the ground rules which have been approved by the Regional Director or other authority as designated by the Israel Association of Baseball. He shall present them to the opposing team manager and the umpire at the pre-game conference and will have them available for referral during the game. The opposing manager may not object in whole or in part to those ground rules which have been approved. Upon request by the umpire or the opposing team manager, the home team manager shall allow them to review the ground rules during the game.
- (b) When ground rules which have **not** been approved by the Regional Director or other authority as designated by the Israel Association of Baseball are presented either verbally or in writing, the manager of the home team shall present to the umpire and the opposing manager any ground rules he thinks necessary covering batted or thrown balls into spectator areas, those areas declared by the home team manager to be dead ball territory, or any other contingencies. If these rules are acceptable to the opposing manager they shall be legal. If these rules are unacceptable to the opposing manager, the umpire shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.
- (c) Little League Playing Rule 9.03 (c) (3) will apply if unforeseen circumstances or conditions arise at a baseball field.

12.04 -- Starting and Ending the Game

12.04.01

- (a) The **written batting order** given to the umpire-in-chief must be legible and shall be written in either Hebrew or English.
- (b) The manager of each team shall announce at the pre-game conference to both the opposing manager and the umpire, whether his team is using an 8-man batting order, a 9-man batting order, or a continuous batting order. If this announcement is not made, the umpire shall have sole authority to designate the batting order for each team. This designation may not be protested under Little League Playing Rule 4.19.

12.04.04

The **batting order** may consist of an 8-man batting order, 9-man batting order, or a continuous batting order, as follows:

- (a) (1) A team may use an 8-man batting order only if no other players are available. (There is **no** automatic out if only 8 players are available.)
- (2) Under no circumstances may a team field or bat only 8 players if a substitute is present.
- (3) Players who are not present at the field may not be listed in the starting line-up. However, the players may be listed as substitutes (see Rule 12.03.03) and enter the game upon their arrival. In a 9-man batting order, one of them will be the 9th batter in the order. In a continuous batting order, all such players will be added at the end of the current line-up. (This may only happen when there are no other players available to start the game other than the remaining 8 players.) As a substitute and not a starter, the late arriving player may not re-enter the game once removed (see Rule 12.03.03).
- Example: Team A has 8 starters with 2 players on the way; Ira and Jacob. They may list the 2 players on the way as substitutes. When the substitute players arrive, Ira enters the game*

in the 9th batting position with a 9-man batting order. If the 2nd substitute (Jacob) enters the game in place of Ira, under Rule 12.04.03 Ira will not be able to re-enter the game or Ira and Jacob will enter the game in the 9th and 10th batting positions in a continuous batting order.

- (b) (1) A team may use a regular 9-man batting order.
 - (2) If the team already has 9 starters and is not using a “continuous batting order”, those players who are not present at the field may only be listed as substitutes.
 - (3) A team starting a game with a 9-man batting order may not switch to a “continuous batting order” once the game has begun.
- (c) (1) A team may use a “continuous batting order”. If the team is using a “continuous batting order” and has 9 or more players when starting, the late players will be added at the end of the batting order.
- (2) When using a “continuous batting order”, there shall be a minimum of 8 players and a maximum of 9 players of the defensive team on the field. If there are only 8 players, 2 of them must be a catcher and a pitcher. All the players on a team’s written batting order specified in Rule 12.04.01, shall play at least 3 outs in the field.
- (d) The batting order may not be changed during a game.
- (e) The umpire must be notified if a player drops out of the batting order. When a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him when his time at bat comes up without penalty (i.e., the batting order will condense). If the injured, ill or absent player returns, he may re-enter the batting order only in his original spot in the batting order and the game will continue *provided* the player was a starting player or the team is using a continuous batting order. The player who has dropped out of the batting order may not re-enter the batting order unless the opposing manager agrees. This rule may not be abused for the purpose of improving the batting order.
- (f) Subject to Rule 12.03.03, there may be unlimited substitutions in a regular 9-man batting order or in a continuous batting order. Substitutions are determined by batting order in a 9-man batting order and by field position in a continuous batting order.

12.04.07

- (a) If a manager, coach, trainer or player, is ejected or removed from a game, he shall leave the field immediately and must vacate the bench and take no further part in that game. He may either leave the park or take a seat in the grandstand either in or out of uniform well removed from the vicinity of his team’s bench or bullpen. If there are no grandstands, the ejected manager, coach, trainer, or player may remain in an area where spectators normally congregate or have congregated. Remaining in the grandstands or an area where spectators have congregated is a privilege. (This Rule supersedes Little League Playing Rule 4.07 in its entirety.)
- (b) The umpire may forfeit the game if the ejected manager, coach, trainer, or player violates the privilege of remaining in the grandstands or spectator area by issuing instructions to his team, harassing the umpire, showing disrespect to anyone in the game, or inciting the fans. The forfeit score will be 6-0 or the score at the time of the forfeit, at the option of the opposing manager, who will inform the umpire immediately upon notification of the forfeit.

12.04.10

- (a) A **regulation game** consists of 6 innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the 6th inning or only a fraction of it, or (2) because the umpire calls the game.

- (b) Until the umpire calls the game because of light failure, darkness, weather, time limit, or any other reason, if the score is tied after 6 completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

Rule 12.04.10 (b) Comment: Play may continue if the score is tied at the end of 6 innings and time under Rule 12.04.21 allows for additional innings to be played.

- (c) Unless paragraph (d) applies, if a game is called, it is a regulation game:
 - (1) If 4 innings have been completed,
 - (2) If the home team has scored more runs in 3 or 3 and a fraction half-innings than the visiting team has scored in four completed half-innings,
 - (3) If the home team scores one or more runs in its half of the 4th inning to tie the score.
- (d) When daylight ends early, the Juvenile League Commissioner may declare, if a game is called, it is a regulation game:
 - (1) If 3 innings have been completed,
 - (2) If the home team has scored more runs in 2 or 2 and a fraction half-innings than the visiting team has scored in 3 completed half-innings,
 - (3) If the home team scores one or more runs in its half of the 3rd inning to tie the score.
- (e) If a regulation game is called with the score tied, it shall not become a suspended game in regular season play.
- (f) If a game is called before it has become a regulation game, the umpire shall declare it “No Game.”

12.04.11

- (a) The **official score** of a regulation game will be the score when the game is called.

EXCEPTION: If the game is called in the middle of an inning in which the visiting team has scored a run or runs to go ahead in the game and the home team has not tied the game during its half inning, the official score will revert to the score at the end of the last completed inning.

A called game ends at the moment the umpire terminates play. Except as specified in Rule 12.04.12 and Rule 12.04.11 (j) (2), a called game shall not become a suspended game.

Rule 12.04.11 (a) Comment: When the reported score of a game may have reverted to the score at the end of the last completed inning, individual or team actions in the incomplete inning (whether on offense or defense) are not to be compiled in regular season games for statistical purposes under Little League Baseball’s Official Scoring Rules. If a regulation game is called after a completed inning (see NIWS time), the scorer shall include the record of all individual and team actions up to the time the game is called. If a game is called before it becomes a regulation game, the scorer shall include no records and shall report only the fact there was “No Game.”

- (c) (1) *Provided* the game is a regulation game, **tie games are allowed** in Juvenile League regular season play. However, Playoff Series games must have a winning team (see Rule 12.04.12).
- (2) *Provided* the game is a regulation game, **tie games are allowed** in Juvenile League All Star, Chanukah and other Tournament games. For Tournament games that may end in a tie, Rule 12.04.29 will apply. However, the Tournament Director upon approval or under the direction of the Leagues Committee may decide these games must have a winning team. This decision will apply to some or all games in that Tournament. If a tie game results in a suspended game because the Tournament Director decided there must be a winning team, the game may be suspended under Rule 12.04.12 (a) and resumed under Rule 12.04.12 (d). The Tournament Director will schedule the resumption of the suspended game.

- (d) Little League Playing Rules 4.11 (d) and (e) do not apply to Juvenile League play. See Rule 12.04.11 (a) and Rule 12.04.11 (c) for regular season games. See Rule 12.04.11 (a) and Rule 12.04.12 (c) for playoff series games. See Rule 12.04.11 (a), Rule 12.04.11 (c) and Rule 12.04.12 (a) for tournament games.

12.04.12

- (a) (1) The Score Reversion Rule at Rule 12.04.11 (a) will apply to a Playoff Series game if (A) a regulation game is called because of light failure, darkness, weather, time limit, or any other reason while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to tie the game or take the lead, and (B) the home team has not retaken the lead. After the Score Reversion Rule is applied, if the result is a tie score, play shall continue at the actual score at the time the game was called, even if the game is subsequently suspended, until (A) the visiting team has scored more total runs than the home team at the end of a completed inning, or (B) the home team scores the winning run in an uncompleted inning. A suspended tie game will be resumed under Rule 12.04.12 (d). The Juvenile League Commissioner or his designee will schedule the resumption of these suspended Playoff Series games.

Rule 12.04.12 (a) Comment: The score of a regulation game is the total number of runs scored by each team at the moment the game ends:

(1) The game ends when the visiting team completes its half of an inning, if the home team is ahead,

(2) The game ends when an inning is completed, if the visiting team is ahead, and

(3) If the home team scores the winning run in its half of an inning (or its half of an additional inning after a tie), the game ends immediately when the winning run is scored. However, if the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

When the score of a game may have reverted to the score at the end of the last completed inning resulting in a winning team after the application of the Score Reversion Rule, individual and team actions in the incomplete inning (whether on offense or defense) are not to be compiled for statistical purposes under Little League Baseball's Official Scoring Rules.

(2) If called for any reason, a Playoff Series game continued under Rule 12.04.10 (b) will be a suspended game resumed under Rule 12.04.12 (d).

(3) If a Playoff Series game is called for any reason before it becomes a regulation game, the umpire shall declare it "No Game". The game will be replayed in its entirety as a new game.

- (d) (1) A suspended Playoff Series or Tournament game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution.

EXCEPTION: If the game is called in the middle of a time at bat, the batter will begin the resumed game with no count. The pitcher will be allowed 8 preparatory pitches if the pitcher at the exact point of suspension is the same pitcher as at the beginning of the resumed game.

[This playing rule for Resumed Playoff or Tournament Games does not apply to protested games when the protest is upheld and the game is to be resumed.]

(2) Any player may be replaced by a player who was not in the game prior to the suspension. No player once removed before the game was suspended may be returned to the lineup unless

covered by Substitution Rule 12.03.03 that applies to both the suspended and resumed game. In addition, Batting Order Rule 12.04.04 applies to both the suspended and resumed game.

Rule 12.04.12 (d) (2) Comment: If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a base runner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

- (3) If a game is suspended, any pitcher may continue pitching in the same game on any subsequent date *provided* said pitcher has observed the required Days of Rest under Pitch Count and Days of Rest Rule 12.08.08.
EXCEPTION: If the player pitched 40 or fewer pitches in the suspended game, that player may pitch in the resumed game on any day. However, the total number of pitches on any day may not exceed 75 in the Juvenile League.

NOTICE: If there are a limited number of pitchers available during a competition, a waiver to the “days of rest” for a pitcher under this Rule 12.04.12 (d) (3) may be granted. Such waiver must be approved by the Juvenile League Commissioner or the Tournament Director or their designee. Before the waiver is approved, the well-being of the players will be taken into consideration.

- (4) A player ejected from the suspended game shall not play in the resumed game.

Rule 12.04.12 (d) Comment: For scorekeeping purposes, the resumed game shall be considered the same game, and all batting, fielding and pitching records will count.

If a game is suspended, the exact situation at the time of the suspension must be recorded. Before everyone leaves the venue, the following information must be recorded and agreed upon by both managers:

- (1) The number of outs at the moment the game is suspended.
- (2) The names and bases of any runners on base.
- (3) The name of the batter at the moment the game is terminated.
- (4) The next batter for the other team.
- (5) The number of pitches thrown by each and every pitcher from both teams who has pitched in the suspended game.
- (6) The lineup from the suspended game for the resumed game.
- (7) When a 9-man batting order is being used:
 - (a) Those starters who have already re-entered the game once.
 - (b) Players who entered the game as substitutes and who were taken out of the suspended game.

In addition, the team managers will need to keep their copy of their and the opposing team’s line-up cards. The umpire’s copy of the line-up cards needs to be collected so that they can be provided to the umpire for the resumed game.

Both team managers must agree and sign off on the validity of their information and the validity of the opposing team’s information. The sign off may be on the team’s score books or on whatever document the managers agree. The umpire should ensure that both managers agree and sign off on the validity of their information and the validity of the opposing team’s information.

12.04.15

- (a) A team can request rescheduling a game *provided* the opposing team and the Juvenile League Commissioner agree. If the date is not rescheduled by at least 24 hours before the scheduled game time, the team may be subject to a forfeit.
- (b) **A team with less than 8 players will forfeit the game** with a 6-0 score. The lending of players will not be allowed. The umpire will wait 15 minutes before announcing the forfeit if a team has

fewer than 8 players present by scheduled game time. At his discretion, the umpire may extend the waiting period by an additional 15 minutes due to extenuating circumstances. The Juvenile League Commissioner may impose other penalties for last minute forfeits. (This Rule modifies Little League Playing Rules 4.15, 4.16 and 4.17.)

Rule 12.04.15 (b) Comment: The managers and coaches should not force an injured or unhealthy player to play just to keep the team from forfeiting. The health and safety of the players is paramount.

- (c) The minimum number of players fielding and batting is 8 at game time and thereafter. (This Rule modifies Little League Playing Rules 4.16 and 4.17.)

PENALTY: A team that cannot field and bat 8 players will forfeit the game with a score of 6-0.

- (d) If there are only 8 players, one will be a pitcher and one will be a catcher.
- (e) If for any reason a team loses a player or players and can no longer field and bat 8 players, a forfeit will be declared and the score will be 6-0 or the score at the time of the forfeit. The winning manager may choose between the two. (This Rule modifies Little League Playing Rule 4.17.)
- (f) A team with less than 8 players shall have forfeited the game, but should make an effort to continue informal play with players from the other team. All players on both teams present at the field are to have at least one time at bat.

12.04.19

- (a) **Protests** must be made in accordance with Little League Playing Rule 4.19 as modified and supplemented by this Rule 12.04.19.
- (b)
 - (1) The protesting manager must submit a protest to the protest resolution authority (i.e., the Juvenile League Commissioner or his designee) either verbally or telephonically before the next pitch, play or attempted play. If the protest resolution authority makes a decision on the verbal or telephonic protest, that decision will be announced verbally or telephonically before the next pitch or play to the protesting manager, the umpire, and the opposing manager. The decision is final. If the protesting manager is unable to contact the protest resolution authority or the protest resolution authority declines to make a decision, the protesting manager may submit the protest in writing under Rule 12.04.19 (c) for a decision. Play will restart (1) once the protest resolution authority announces his decision, (2) there was an unsuccessful attempt to contact the protest resolution authority, or (3) the protest resolution authority declines to make a decision.
 - (2) A protest arising on a game-ending play must be submitted to the protest resolution authority either verbally or telephonically before the umpire and both contesting teams and their managers leave the playing field or its immediate surroundings. If the protest resolution authority makes a decision on the verbal or telephonic protest, that decision will be announced verbally or telephonically before the umpire and both contesting teams and their managers leave the playing field or its immediate surroundings. The announcement will be made to the protesting manager, the umpire, and the opposing manager. The decision is final. Play may begin again depending on the protest resolution authority's decision. If the protesting manager is unable to contact the protest resolution authority or the protest resolution authority declines to make a decision, the protesting manager may submit the protest in writing under Rule 12.04.19 (c) for a decision.
- (c)
 - (1) The protesting manager must submit the protest in writing by email, fax or registered mail within 48 hours after the game has ended. The written protest must be sent to the Juvenile League Commissioner. A copy should also be sent to the Head of IAB Baseball Operations.

- (2) The protest under Rule 12.04.19 (b) and Rule 12.04.19 (c) must include the following information:
- A. Game particulars (home team, visiting team, venue, date and posted time),
 - B. Game situation at time of infraction (inning, team at bat, number of outs, runners on base),
 - C. Names of umpires and positions (Plate, Base),
 - D. Description of infraction, and
 - E. Rule violated.
- (3) The Juvenile League Commissioner will appoint a Protest Committee. The Protest Committee, upon receiving a protest under Rule 12.04.19 (c), will make one of the following decisions:
- A. The protest is not upheld; or
 - B. The protest is upheld in which case:
 - (i) The game will not be replayed or continued if the violation did not adversely affect the game's outcome (i.e., which team won).
 - (ii) The game will not be replayed or continued if the results of the game will not have any bearing on the Juvenile League championship or a team's berth in any post-regular season play.
 - (iii) The game will be resumed from the exact point of the protest if the protest could have had a bearing upon the outcome of the game. The completion of a protested game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of protest, subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to the protest. No player once removed before the game was protested may be returned to the lineup unless covered by Substitution Rule 12.03.03 that applies to both the protested and resumed game. In addition, Batting Order Rule 12.04.04 applies to both the protested and resumed game. A player ejected from the protested game shall not play in the resumed game. The Juvenile League Commissioner or his designee will schedule the resumption of these games and may issue instructions and any special rules for these resumed games. EXCEPTION: If the game is protested in the middle of a time at bat, the batter will begin the resumed game with no count. The pitcher will be allowed 8 preparatory pitches if the pitcher at the exact point of protest is the same pitcher as at the beginning of the resumed game.

12.04.21 (Additional Rule)

(a) *Definitions*

For the purpose of determining when “no inning will start”, an inning will “start” when the 3rd out is made at the bottom of the last inning.

The “drop dead time” is that time when all play shall immediately cease.

EXCEPTION: If a batter has begun his time at bat when the “drop dead time” elapses, he will be allowed to complete his time at bat. For the purpose of this exception, the time at bat will be considered to have begun upon delivery of the 1st pitch to the batter.

- (b) (1) The **No inning will start** (NIWS) time will be a maximum of 2 hours and 10 minutes after the scheduled game time. However, the umpire may at his discretion, add time if there are delays in starting a game. If time is added, the amount should be announced prior to the start of the game. The NIWS time may be set earlier than 2 hours and 10 minutes after the scheduled game time if both team managers mutually agree there is a need or there is a League-imposed need to set it earlier. If the time is set earlier, the time should be announced prior to the start of the game.

(2) If a drop dead time (DDT) is needed for the end of the game, it will be at least 20 minutes after the NIWS time. There will never be a DDT without there also being an NIWS time. *Examples: Games starting at 14:00 will have a NIWS time of 16:10 and a DDT of 16:30. Should time be added at the umpire's discretion, a game starting at 16:10 will have a NIWS time of 16:20 and a DDT of 16:40.*

Rule 12.04.21 (b) Comment: A game may end prior to the specified time limit, *provided* both team managers and the umpire agree.

A team may not employ any strategy or tactic whose purpose is to slow play to win a game by taking advantage of the "drop dead time" or the "no inning will start" time even if such strategy or tactic is otherwise permissible. Except for a game forfeiture, the umpire may issue any order or take any action he sees fit to implement this prohibition. If a team is slowing play to win a game by taking advantage of the "drop dead time", the umpire's first action should be to extend the "drop dead time." If this is not possible because of time constraints on the use of the field, the umpire may then issue other orders or take other actions as he sees fit. The umpire's decision that a prohibited strategy or tactic has occurred are based on his judgment and is therefore, not subject to protest.

- (c) If a DDT is needed because of field use restrictions, Erev Shabbat, or other circumstances and is less than 2 hours and 30 minutes after the game's starting time, the NIWS will be 20 minutes before the DDT.
- (d) (1) If the NIWS time and/or the DDT are different than those specified in Rule 12.04.21 (b), the umpire will inform the managers at the pre-game conference of the NIWS time and the DDT for that game.
(2) If a DDT is not needed during the regular season, both team managers with the concurrence of the umpire may agree at the pre-game conference to waive a DDT for that game.
- (e) The game will be called at any time after the NIWS time has elapsed, if the visiting team has completed its time at bat and the home team is ahead or has taken the lead. However, if the home team is at bat, and in the lead when the NIWS time elapses, any batter up to bat will be allowed to complete his turn until he is put out or becomes a runner and all play has stopped.

12.04.25 (Additional Rule)

- (a) The manager of a team losing by 10 runs or more at the end of 4 complete times at bat or any complete time at bat thereafter, may plead, "No Contest". The game will be called and the score will stand at the time the game is called.
- (b) Little League Playing Rule 4.10 (e) does not apply to Juvenile League play.

12.04.26 (Additional Rule)

(a) *Definitions*

The term "game challenge" means a manager's claim to the umpire-in-chief during a game that the opposing team is using an illegal player.

The term "challenge to the Juvenile League Commissioner" means a manager's claim during the game or after the game has ended that the opposing team is using an illegal player.

The term "illegal player" means any player whose name does not appear on the most current official team roster including those who have not legally switched teams or those who are not an authorized "exception" player.

- (b) As soon as the written batting order is given to the umpire by the home team, this Rule 12.04.26 applies to the home team. As soon as the written batting order is given to the umpire by the visiting team, this Rule 12.04.26 applies to the visiting team. Any time after, even if the illegal player is discovered before the game starts, this Rule 12.04.26 applies.
- (c) An illegal player shall not play offensively or defensively, shall not be a “courtesy runner” or a substitute runner under any circumstances, and shall not be a base coach if the child is within the same age group as the team’s players.
- (d) (1) The use of an illegal player is the basis for a challenge to the Juvenile League Commissioner under this Rule 12.04.26. The challenge will be submitted by the manager of either team to the Juvenile League Commissioner within 72 hours after the game has ended. A copy should also be sent to the Head of IAB Baseball Operations.
- (2) A manager who suspects the use of an illegal player may also submit a game challenge to the game’s umpire. The umpire will ask the opposing manager if indeed an “illegal player” is being used. Should the manager affirm that the player is illegal, he will immediately remove the player from the game. If the manager answers that the player is not an illegal player, a challenge to the Juvenile League Commissioner under Rule 12.04.26 (d) (1) will apply. The player will be immediately removed from the game and Rule 12.04.26 (e) will not apply if a challenge to the Juvenile League Commissioner under Rule 12.04.26 (d) (1) is then made either verbally or telephonically by the manager during the game and the Juvenile League Commissioner rules that the player is an illegal player. Any previous offensive or defensive play or pitch before a challenge will be legal.
- (3) This Rule 12.04.26 supersedes Little League Playing Rule 4.19 in its entirety.
- (e) Upon receiving a challenge after a game has ended, the Juvenile League Commissioner will either uphold or not uphold the challenge. If the challenge is upheld, the Juvenile League Commissioner may impose such individual and/or team penalties as he deems fit and/or make one of the decisions described in Rule 12.04.19 (c) (3) B. Without the participation of the “illegal player”, the game may be replayed in its entirety or continued from the moment the “illegal player” was used. In the case of a player whose first participation cannot be determined, the game may be replayed in its entirety. The decision and the direction of the Juvenile League Commissioner will be final and is not subject to further review.

12.04.27 (Additional Rule)

In Juvenile League play, there is a **6 run limit per team per inning**. A team’s offensive inning will end when the 6th run has crossed the plate.

EXCEPTION 1: If the run limit has ended an inning for **only one** of the teams, the run limit shall **not** be in effect for **that** team during the last inning.

EXCEPTION 2: When a home run is awarded to the batter under Rule 6.09 (d) which allows more than the 6th run to score, the batter and all runners will be permitted to score.

Rule 12.04.27 Exception 2 Comment: If a field does not have a fence 165 feet from home base, a fair fly ball home run will be determined by the ground rules in effect at that field under Rule 12.03.13.

A home run under this Exception 2 does not include a hit ball which stays in the playing field and for any reason allows the batter or runner to touch all four bases. Any runs which may score after the 6th run shall not be counted when the ball stays in the playing field.

12.04.30 (Additional Rule) Game Tie Breaker Rule for Playoff Series Games

***NOTICE:** The Juvenile League Commissioner may make changes to this Game Tie Breaker Rule from one Playoff Series to another. If a change or changes are made, the alternations will be highlighted.*

(a) Applicability

(1) For Playoff Series games with an NIWS time:

- (i) If any extra innings are started before the NIWS time because the score was tied at the completion of the last regular inning of the game, these extra innings will be played under the Game Tie Breaker Rule.
- (ii) Any inning (including a Tie Breaker inning) that ends after the NIWS time with the score still tied will be played with one final inning under this Game Tie Breaker Rule. If that inning also ends in a tie, the game will be called and resumed under Rule 12.04.30 (c).

(2) For Playoff Series games having a DDT:

- (i) If the game is tied after the last regular inning is completed, extra innings will be added under this Game Tie Breaker Rule until an inning ends with a winning team or an inning ends due to the DDT.
- (ii) If after applying the Score Reversion Rule at Rule 12.04.11 (a) the game is still tied, the game will be called and resumed under this Game Tie Breaker Rule and Rule 12.04.30 (c).

(b) The Rule

If the game remains tied after completing 6 innings, the following will apply during all extra innings in Playoff Series games:

- (1) Each team will begin the 7th inning (and any subsequent necessary extra innings) with a player on 1st base and 2nd base and no outs.
- (2) The order of any extra innings will be determined by how the previous inning ended (i.e., if the 6th inning ends with the #6 hitter having the last plate appearance, the 7th inning begins with the #7 hitter at bat, and the #5 hitter at 2nd base and the #6 hitter at 1st base.)
- (3) Each team is limited to 3 runs during each Tie Breaker inning.
- (4) This Game Tie Breaker Rule will also apply to the 6th inning if the score is tied after 5 complete innings and the game is within 20 minutes of the NIWS time or within 40 minutes of the DDT.

Rule 12.04.30 Comment: All individual and team actions when compiled are to be compiled according to Little League Baseball's Official Scoring Rules. However, for this Game Tie Breaker Rule, the runners who start on 1st and 2nd base in the Tie Breaker will not be credited with a plate appearance or time at bat.

12.05 -- Putting the Ball in Play. Live Ball

There are no supplemental rules, rulings, or commentary to Rule 5.00 of the Little League Playing Rules for Juvenile League play.

12.06 -- The Batter

12.06.05

- (b) The “dropped 3rd strike” rule at Little League Playing Rule 6.05 (b) for Little League’s Minor League and Tee Ball applies to Juvenile League play. (The batter is out on a 3rd strike whether or not a pitched ball is caught by the catcher.)
- (d) As specified in Little League Playing Rule 6.05 (d), the Infield Fly rule shall apply in all Juvenile League regular season, Playoff Series and tournament games. (See Little League Playing Rules 2.00, 6.05, and 7.08)

12.06.06

- (a) Little League Playing Rule 6.06 (d) which prescribes a penalty for the use of an illegal bat does not apply to Juvenile League play under Rule 12.01.10 (a) and Rule 12.01.10 (b).
- (b) The penalty at Little League Playing Rule 6.06 (d) applies to Juvenile League play when a batter enters the batter’s box with one or both feet entirely on the ground with an altered bat or is discovered having used an altered bat prior to the next player entering the batter’s box. An altered bat is a bat that, in the umpire’s judgment, has been altered in such a way as to improve the distance factor or cause an unusual reaction on the ball.

12.06.13 (Additional Rule)

The batter is out and the ball is dead if (a) the batter throws the bat unintentionally and it (1) hits the catcher, an umpire, any player, manager or coach in his normal position, or (2) goes into a dugout or into the spectators outside of the playing field and hits a spectator or player, or (b) the batter intentionally throws the bat in a dangerous manner. The umpire has sole discretion to determine what in his judgment constitutes “in a dangerous manner”.

12.06.14 (Additional Rule)

Any “called strike” (i.e. a pitch that is called a strike by the umpire and not swung at by the batter) will reduce the batter’s count by one ball, *provided* there is at least one ball already on the count. There may be no “saving up” balls or strikes under this Rule 12.06.14.

12.07 -- The Runner

12.07.05

At those playing fields without a backstop or those playing fields having an ineffective backstop, each runner may advance one base under Little League Playing Rule 7.05 (h). The Juvenile League Commissioner will determine from time-to-time which fields have an “ineffective backstop.”

12.07.15

To help protect players from injury, a **double first base** as described in Little League Playing Rule 7.15, shall be used in Juvenile League play. The procedures and rules specified in Little League Playing Rule 7.15 apply in their entirety to Juvenile League play, except for paragraph (g) which only applies to the Little League Junior, Senior and Big League Divisions.

12.07.18 (Additional Rule)

(a) The Intent of this Rule

- (1) The intent of this rule is to avoid injury to a fielder. If there is no contact, there is no violation under this rule. Incidental or inconsequential contact is not to be viewed as contact for the purpose of this rule. (An example of incidental or inconsequential contact is when a runner attempts to go around a fielder blocking his route to the base and brushes the fielder or makes light contact with the fielder.) Dipping the shoulder and intentionally crashing into the fielder in order to cause him to drop the ball is considered “malicious” contact which will not only cause the runner to be declared out, but will also result in his ejection. Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player.
- (2) Crashing a defensive player with intent to cause injury will be considered malicious even if that player is not in the act of catching a ball or in possession of the ball. Because the fielder is not in the act of catching a ball or in possession of the ball, such contact is outside the scope of this rule. However, the runner in this case will be ejected for unwarranted and unsportsmanlike conduct. Such unsportsmanlike conduct will also subject the player to suspension from further league play.

(b) The Rule

- (1) A runner must slide or otherwise avoid making contact with a fielder when that fielder (1) is in possession of the ball, and (2) is making a tag play on the runner or tagging the base on a force play. If contact is imminent, runners must slide, go around, or otherwise seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not an act of avoiding contact, should contact occur. A runner may slide directly into a base *provided* he stays within his base path.
- (2) A. A runner must avoid making hard contact with a fielder when that fielder (1) is in the act of catching a thrown ball, and (2) is on or next to the base. The runner must slide or otherwise avoid the defensive player.
B. The phrase “in the act of catching a thrown ball” means the ball is in the air and near enough to the defensive player so that he must take his defensive position to catch the ball and make the play. This is a judgment call by the umpire.

(c) Illegal contact shall supersede all “obstruction” penalties.

PENALTY: For violating Rule 12.07.18 (b), the runner is out if the contact allows the runner to reach the base or plate safely. In addition, the runner may be ejected from the game at the umpire’s discretion. When enforcing this rule, the umpire should judge the runner’s intent. If the umpire adjudges that the contact was not intentional, then the runner shall only be called out. If the umpire adjudges the contact was intentional and/or malicious, the runner shall be called out and also ejected from the game.

Rule 12.07.18 Comment: Take-out slides are considered to be intentional and malicious contact. A take-out slide is a slide by the runner which in the umpire's judgment, is made without a genuine attempt to reach the base.

Example 1: If after the runner slides into the fielder, he cannot reach the base with his out-stretched hand.

Example 2: A rolling or cross-body slide.

Example 3: A slide feet-first in the air or with the spikes above the knee of the fielder. A take-out slide may occur when the fielder is in the act of catching a thrown ball, making a force play, or in the act of throwing a ball to a base in an attempt to retire a runner.

The runner will not be declared out under this Rule 12.07.18 if the fielder has caught the throw to the base or plate and then loses possession of the ball before contact is made. However, if the fielder subsequently regains possession of the ball and then contact is made, the runner will be declared out.

The runner shall not be called out or ejected if the contact was the result of an effort by the defensive player to "block the base without the ball".

Example: The defensive player is "blocking 1st base". The batter/runner shall not be penalized for not making an effort to avoid the defensive player. This is a judgment call by the umpire.

The umpire must be certain of the violation and the intent. Legal collisions do happen and runners must not be penalized for a legal collision with a fielder.

Example 1: Runner at 2nd base rounds 3rd base and is on his way to home when the throw from right field comes in 15 feet (5 meters) up the baseline towards 3rd base. The runner unintentionally collides with the catcher who has moved away from the plate towards the thrown ball and is in the act of catching the ball. In this case, the umpire shall judge the play a collision with no penalties on either the defense or offense.

Example 2: A runner attempting to score remains on his feet when the catcher is not in the baseline. The ball forces the catcher to move away from the plate and into the field. The catcher, after catching the ball, leaps with the ball toward home plate for the tag and both the runner and catcher collide at home plate. In this case, the umpire shall also judge the play a collision with no penalties on either the defense or offense.

12.07.20 (Additional Rule)

- (a) A runner may NOT continue to advance when --
 - (1) A catcher makes a throw to put out a runner attempting to steal 2nd base or 3rd base, or a catcher makes a throw to put out a runner attempting to advance to 2nd base or 3rd base on a wild pitch or passed ball; and
 - (2) The ball is overthrown or an error is made by the fielder on the thrown ball, and the ball subsequently travels to a point at least 6 feet away, as judged by the umpire, from the base.
- (b) Under Rule 12.07.20 (a), the ball is dead.
- (c) Under this Rule 12.07.20, all other base runners may only advance one base on this play.

12.07.21 (Additional Rule)

NOTICE: The Juvenile League Commissioner may modify and/or supplement this "Runner Returning to Base Between Pitches" Rule 12.07.21 during the spring 2018 season. Such modifications and/or supplements will be issued in writing to the team managers and umpires. If a change or changes are made, the alternations will be highlighted.

- (a) This Rule 12.07.21 is a playing rule to speed up the pace of play.
- (b)
 - (1) If the pitcher is not in contact with the pitcher's plate while in possession of the ball, the runners are free to advance at their own risk.
 - (2) If the pitcher is in contact with the pitcher's plate while in possession of the ball, any runner currently legally occupying a base must remain on that base.
 - (3) If a runner is off his base when the pitcher is in contact with the pitcher's plate while in possession of the ball, the runner must immediately return to his last legally occupied base

without liability to be put out or to attempt to advance at his own risk. If in the judgment of the umpire, the runner neither immediately returns to his last legally occupied base nor makes an attempt to advance, the umpire shall remove the runner from the base, but no out will be charged.

- (c) This Rule 12.07.21 does not apply if the pitcher touches the pitcher's plate following his receipt of a *batted* ball. For this Rule 12.07.21 to apply, the pitcher must have received the ball from the catcher or from another fielder.

EXCEPTION: If the runner returns all the way to base on his own volition or due to some action by the pitcher (faking a throw or chasing the runner back), then the play ends. On the other hand, if the pitcher fields a batted ball, throws the ball to a fielder, and later in the same play sequence receives the ball again, then this Rule 12.07.21 does apply.

PENALTY: A runner in violation of Rule 12.07.21 (b) (2) or Rule 12.07.21 (b) (3) shall be removed from his base. (Under this Penalty, the runner is not ejected from the game or declared out.)

12.07.22 (Additional Rule)

(a) Definitions

The terms "stolen bases," "passed balls," and "wild pitches" may be found in the Rules of Scoring in the Official Baseball Rules.

The phrase "other related defensive mistakes" as used here means those runners who may score from 1st or 2nd base on any defensive mistakes or slips, misplays, blunders, mental mistakes or misjudgments, wild throws, bobbles, lapses, gaffes, fumbles, errors, or combination thereof ensuing from wild pitches, passed balls, and stolen bases. Except for "passed balls" and "wild pitches," the terms used in this definition are to be understood in their broadest sense and are not confined to how they may be used in the Official Baseball Rules, the Little League Playing Rules, or Little League Baseball's Official Scoring Scores.

As to "stolen bases," this definition does not negate, in whole or in part, Little League Playing Rule 7.13 which, in brief, says runners may not leave their bases until the pitched ball reaches the batter. This definition does not negate, in whole or in part, Catcher's Overthrow Rule 12.07.20.

- (b) In Juvenile League play, each team is limited to **three runs per game** on runs that are scored during the time interval between a pitch not struck by the batter and the delivery of the following pitch. (This includes runs scored following wild pitches, passed balls, stolen bases, and other related defensive mistakes.)

12.08 -- The Pitcher

12.08.02

- (a) The Penalty in Little League Playing Rule 8.02 (a) (1) for a pitcher touching his hand to his mouth or lips does not apply to Juvenile League play. Instead, the following Penalty applies to Juvenile League play:

PENALTY: The umpire will issue a warning to the pitcher and the team manager. For any subsequent violation of this Little League Playing Rule 8.02 (a) (1) by any pitcher of the team receiving the warning, the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, when enforcing this penalty after a warning, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

(b) Paragraph (a) in the Penalty appearing under Little League Playing Rule 8.02 (a) (6) for a pitcher delivering an altered ball does not apply to Juvenile League play. Instead, the following paragraph (a) applies to Juvenile League play:

(a) The umpire will issue a warning to the pitcher and the team manager. Thereafter, any recurrence by any pitcher of the team receiving the warning will result in the pitch being called a ball. When enforcing this penalty after a warning, if a play occurs on the violation, the manager of the offense may advise the plate umpire of acceptance of the play. (Such election must be made at the end of play.)

12.08.03

- (a) When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight warm-up pitches to his catcher during which play shall be suspended. The plate umpire shall ensure that the pitches are thrown without undue delay. If a team fails to complete the warm-up pitches in a reasonable length of time, the umpire may terminate them and call "Play Ball."
- (b) If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow him as many pitches as the umpire deems necessary.

12.08.04

Little League Playing Rule 8.04 does not apply to the Juvenile League.

12.08.06

(a) The Visits to the Mound Rule at Little League Playing Rule 8.06 does not apply to the Juvenile League. Instead, this Rule 12.08.06 governs Visits to the Mound in the Juvenile League.

(b) This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.

(1) A manager or coach may come out once in one inning to visit with a specific pitcher, but the second time out, the player must be **removed as a pitcher**.

Example: If a manager visits Pitcher A once in the 1st inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

(2) The manager or coach is prohibited from making a second visit while the same batter is at bat.

(3) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will not be charged with a visit to the pitcher. Only one such defensive time out may be granted per game.

APPROVED RULING: A trip to the mound begins when the manager or coach crosses the foul line. A manager or coach is considered to have concluded his visit to the mound when he leaves the 10-foot circle surrounding the pitcher's rubber.

APPROVED RULING: At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

APPROVED RULING: A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

12.08.08 (Additional Rule)

The following **pitching limits** are imposed to decrease the chance of life-long injury to our players:

- (a) The player shall be limited to 75 pitches per day in regular season games.
EXCEPTION: If a player reaches this limit while facing a batter, the pitcher may continue to pitch until (1) that batter reaches base; (2) that batter is put out; or (3) the 3rd out is made to complete the half inning.
- (b) If a manager wishes to intentionally walk a batter, the manager shall inform the umpire-in-chief. The batter will be awarded 1st base without the pitcher having to pitch to the batter. Intentional walks shall not count towards the pitch count under Rule 12.08.08 (a), Rule 12.08.08 (c) or Rule 12.08.08 (d). The ball is dead.

Rule 12.08.08 (b) Comment: An intentionally walked batter specified in this Rule 12.08.08 (b) shall not be considered to have reached 1st base under Little League Playing Rules 3.05 (a) and 3.05 (b). Consequently, a starting or substitute pitcher may not be relieved until they have actually pitched to a batter. An intentional base on balls is not considered as having "actually pitched to a batter". Once a starting or substitute pitcher has actually pitched to a batter, they may be relieved.

- (c) The following rest periods between pitching appearances are required:
- If a player pitches 61 or more pitches in a day, 3 calendar days of rest must be observed.
 - If a player pitches 41-60 pitches in a day, 2 calendar days of rest must be observed.
 - If a player pitches 21-40 pitches in a day, 1 calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no rest is required.
- (d) A pitcher who throws 51 or more pitches in the 1st game may not pitch in the 2nd game on that same day.
- (e) The penalty for the use of a pitcher who has exceeded the maximum number of pitches under paragraph (a) or the use of an ineligible pitcher under paragraphs (c) or (d) is the immediate removal of the pitcher from the mound.
- (f) As soon as the written batting order is given to the umpire by the home team, this Rule 12.08.08 and its penalty applies to the home team. As soon as the written batting order is given to the umpire by the visiting team, this Rule 12.08.08 and its penalty applies to the visiting team. Any time after, even if the ineligible pitcher is discovered before the game starts, this Rule 12.08.08 and its penalty applies.
- (g) (1) The manager is responsible for tracking the pitch count for his pitchers. The manager must provide the pitch count when requested by the opposing manager or the umpire. The pitcher's manager should inform the umpire and the opposing manager when a pitcher has thrown 60 pitches. The manager is responsible for removing a pitcher when a pitcher is no longer eligible to pitch. The manager shall inform the umpire (1) when a pitcher has delivered his limit of pitches for the game, and (2) the name of the substitute pitcher.
- (2) Each manager is required to maintain a written record of the pitch count for each of their pitchers for at least one week after that pitcher's last pitching appearance. If there is a challenge to a pitcher's eligibility under the "days of rest" requirement in Rule 12.08.08 (c), this written record shall be presented promptly to the game's umpire. Failure to provide this

written record to the game's umpire will be considered a sufficient basis for the umpire to order the immediate removal of the pitcher from the mound.

- (i) (1) The term CHALLENGE means a manager's claim that the opposing team is in violation of these rules by using an ineligible pitcher.
- (2) The use of a pitcher who has exceeded the maximum number of pitches under paragraph (a) or the use of an ineligible pitcher under paragraphs (c) or (d) is the basis for a CHALLENGE under this Rule 12.08.08. The challenge shall be made to the game's umpire by the manager of the opposing team who has been counting the number of pitches thrown by each pitcher from the opposing team. A challenge shall not be considered if the pitcher in violation of paragraphs (a), (c) or (d) has been substituted prior to the submission of the challenge (see Little League Playing Rules 3.06, 3.07, and 3.08). Any pitch or play before the challenge to the game's umpire, either by the offense or the defense, will be legal. Whenever it is found that a pitcher in violation of paragraphs (a), (c) or (d) is being used, said pitcher shall be immediately removed from the mound. Failure by the manager to remove the pitcher from the mound will be sufficient cause for the game to be declared immediately forfeit under Rule 4.15 (e).
- (3) Rule 12.08.08 (i) (1) and Rule 12.08.08 (i) (2) supersede Little League Playing Rule 4.19, Protests, when a team is in violation of this Pitch Count and Days of Rest Rule 12.08.08.
- (4) The umpire's order to remove the pitcher from the mound or the umpire's decision to not remove the pitcher from the mound may be protested under Little League Playing Rule 4.19 and Rule 12.04.19. This protest shall be made before the next pitch, play or attempted play. If a protest is made, the game's umpire shall announce the game is under protest. For this Rule 12.08.08, the phrase in Little League Playing Rule 4.19 (d) "exact point when the infraction occurred" is synonymous with the phrase in Rule 12.04.19 (d) (3) B "exact point of the protest" (i.e., the point when a manager protested the umpire's decision to allow a pitcher to remain on the mound or to order the removal of a pitcher from the mound).

12.08.09 (Additional Rule)

(a) Definitions

A "standalone series" refers to a series of two or more associated games that (A) is populated by teams whose selection to compete in the series was not based upon their performance in a previous series, and (B) the series itself is not used to select teams to compete in a later series.

A "tournament" refers to two or more associated series of games (or single-game events) where the surviving team or teams (or the also-ran team or teams) of an earlier series or single-game event populate the following series or single-game event. An example of a "tournament" would be: (STAGE ONE) two regional playoff series leading to (STAGE TWO) a national playoff series leading to (STAGE THREE, PART A) a national championship game and (STAGE THREE-PART B) a national consolation game.

"Regulation innings pitched" means 6 innings for each game played to date in a standalone series or in tournament, regardless of whether a particular game is actually longer or shorter than 6 innings.

- (b) The following limit applies to a pitcher during a standalone series or during a tournament:
 - (1) A pitcher may not exceed 50% of his team's total *regulation innings pitched* in the standalone series or in the tournament, to be measured at the conclusion of each standalone series game or each tournament game, with the exceptions of the 1st game of the standalone series or the 1st game of the tournament.

- (2) A pitcher already at the 50% limit may pitch one additional inning during an extra innings game without that inning counting in the calculations of his limit.
- (3) A pitcher's innings pitched shall count fractional innings.
- (c) This Rule 12.08.09 shall not take precedence, in whole or in part, to Pitch Count and Days of Rest Rule 12.08.08.

PENALTY: A team in violation of this Rule 12.08.09 will forfeit the game in which the violation occurred.

12.08.10 (Additional Rule)

Any player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that same calendar day.

12.09 -- The Umpire

12.09.01

Little League Playing Rule 9.01 (a) does not apply to Juvenile League games. Instead, the following paragraph (a) applies to Juvenile League games:

- (a) Each Regional Director shall appoint one or more umpires to officiate at each Juvenile League game within their region. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

NOTICE: An umpire calling balls and strikes from behind the plate must wear a mask, shin guards and chest protector.

12.09.03

(a) Little League Playing Rule 9.03 (a) does not apply to Juvenile League games. Instead, the following paragraph (a) applies to Juvenile League games:

- (a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners.)

(b) Little League Playing Rule 9.03 (d) does not apply to Juvenile League games.

12.09.05

(a) The Regional Director who assigns the umpires to the games in his Region should communicate to the umpires his expectations concerning the umpires' reporting of violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons therefore.

(b) Little League Playing Rule 9.05 (b) and 9.05 (c) do not apply to the Juvenile League.