

ISRAEL ASSOCIATION OF BASEBALL

JUVENILE LEAGUE  
REGULATIONS  
AND  
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.

## TABLE OF CONTENTS

### Juvenile League Regulations

Regulation I      [Teams](#)

Regulation II     [Players](#)

#### Introduction

(a)                 [Little League Playing Rules](#)

(b)                 [Numbering in this Rule](#)

#### 12.01 -- Objectives of the Game

12.01.04	<a href="#">Layout of the Field in the Juvenile League</a>	8
12.01.06	<a href="#">Disengagable Bases</a>	8
12.01.07	<a href="#">Pitcher's Plate in the Juvenile League</a>	8
12.01.08	<a href="#">Team Benches and On-Deck Position</a>	8
12.01.09	<a href="#">The Ball</a>	8
12.01.10	<a href="#">The Bat</a>	9
12.01.11	<a href="#">Player Uniforms</a>	9
12.01.16	<a href="#">Protective Equipment</a>	10
12.01.17	<a href="#">Players and Protective Cups</a>	10
12.01.21	<a href="#">Sportsmanship</a>	11
12.01.23	<a href="#">Defensive Coach</a>	11

#### 12.02 -- Definition of Terms

	<a href="#">See Definition of Terms</a>	11
--	---	----

#### 12.03 -- Game Preliminaries

12.03.01	<a href="#">Game Baseballs</a>	12
12.03.02	<a href="#">Penalty for Altering Ball</a>	12
12.03.03	<a href="#">Substitutions and Mandatory Play</a>	12
12.03.04		
(a)	<a href="#">Injured Runner</a>	14
(b)	<a href="#">Courtesy Runner for Catcher</a>	14
12.03.10	<a href="#">Weather and Field Conditions</a>	14

12.03.13	<a href="#">Ground Rules</a>	14
12.03.17	<a href="#">Scorekeeping or Pitch Counting Application</a>	15
<b>12.04 -- Starting and Ending the Game</b>		
12.04.01	<a href="#">Written Batting Order</a>	15
12.04.04	<a href="#">Juvenile League Batting Orders</a>	15
(a)	<a href="#">8-man</a>	15
(b)	<a href="#">9-man</a>	16
(c)	<a href="#">Continuous</a>	16
(d)	<a href="#">Batting Order Unchanged</a>	16
(e)	<a href="#">Player Drops Out of Batting Order</a>	16
(f)	<a href="#">Unlimited Substitutions</a>	16
12.04.07	<a href="#">Conduct upon Ejection</a>	16
12.04.10	<a href="#">Juvenile League Regulation Game</a>	16
12.04.11		
(a)	<a href="#">Official Score</a>	17
(c)	<a href="#">Tie Game or Tournament Option for Winner</a>	17
(d)	<a href="#">Game Score</a>	18
12.04.12		
(a)	<a href="#">Suspended Playoff Series Game</a>	16
(d)	<a href="#">Resumed Playoff Series or Tournament Games</a>	16
12.04.16	Forfeited Games	
(a)	<a href="#">Rescheduling</a>	20
(b)	<a href="#">Forfeit for Less than Eight Players</a>	20
12.04.19	<a href="#">Protests</a>	20
12.04.21	<a href="#">Game Ending Time</a>	22
12.04.25	<a href="#">No Contest</a>	22
12.04.26	<a href="#">Challenging an Ineligible Player</a>	23
12.04.30	<a href="#">Game Tie Breaker Rule for Playoff Series Games</a>	24
<b>12.05 -- Putting the Ball in Play. Live Ball</b>		
12.05.07	<a href="#">Six Run Limit per Inning</a>	24
<b>12.06 -- The Batter</b>		
12.06.05		
(b)	<a href="#">Dropped 3<sup>rd</sup> Strike</a>	25
(d)	<a href="#">Infield Fly Rule Applies to Juvenile League</a>	25
12.06.06	<a href="#">Illegal Bat Penalty</a>	25

12.06.08			
	(a) (2)	<a href="#">No Pitch Intentional Walk Prohibited</a>	25
12.06.13		<a href="#">Thrown Bat</a>	25
12.06.14		<a href="#">Called Strike Reduces Count</a>	25
<b>12.07 -- The Runner</b>			
12.07.05		<a href="#">Ineffective or No Backstop</a>	26
12.07.08		<a href="#">Illegal and Malicious Contact</a>	26
12.07.15		<a href="#">Double First Base</a>	27
12.07.20		<a href="#">Catcher's Overthrow</a>	27
12.07.21		<a href="#">Runner Returning to Base Between Pitches</a>	27
12.07.22		<a href="#">Game Run Limit for Pass Balls, Wild Pitches and Stolen Bases</a>	27
<b>12.08 -- The Pitcher</b>			
12.08.02			
	(a)	<a href="#">Penalty for Pitcher's Hand to Mouth</a>	28
	(b)	<a href="#">Penalty for Pitcher Delivering Altered Ball</a>	28
12.08.03		<a href="#">Warm-Up Pitches</a>	28
12.08.04		<a href="#">Pitcher Delays</a>	28
12.08.06		<a href="#">Visits to the Mound</a>	29
12.08.08		<a href="#">Pitch Count and Days of Rest</a>	29
12.08.09		<a href="#">Pitcher Limit in a Playoff Series or Tournament Games</a>	30
12.08.10		<a href="#">Restriction on Catcher Moving to Pitcher</a>	31
<b>12.09 -- The Umpire</b>			
12.09.01		<a href="#">Umpire Duties</a>	31
12.09.03		<a href="#">Umpire Jurisdiction</a>	31
12.09.05		<a href="#">Umpire Report</a>	31

**IAB Rule 12**  
**Juvenile League Regulations**

**Regulation I Teams**

The minimum number of players registered on a team should be 11 and the maximum should not exceed 15.

**Regulation II Players**

- (a) For details on age eligibility, see the current League 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 including the Juvenile 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 League 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 not eligible 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 League Age Chart may play on both a Minor League and a Juvenile League team, *provided* the player is listed on both rosters.
- (d) During the season, a player may be added to a team roster *provided* all payments and other obligations to the League and Sports Law have been met.
- (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) A player may switch teams only once in a season *provided* both head coaches 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 Regulation II (g) on a case-by-case basis.

## 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 **2018** 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 3<sup>rd</sup> strike” rule does not apply (see Rule 12.06.05);
  - E. The Juvenile League has not adopted the Local League Option for the “Batter’s Box Rule” at Little League Playing Rule 6.02 (c);
  - F. 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.);
  - G. A “head first” slide is prohibited under Little League Playing Rule 7.08 (a) (4);
  - H. Except when a “continuous batting order” is being used, a team may use a “special pinch-runner” under Little League Playing Rule 7.14;
  - I. Strike Zone (see IAB Rule 12.02 and the Little League Playing Rule 2.00); and
  - J. 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 15 December 2019.

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 1<sup>st</sup> and 3<sup>rd</sup> base are the same as specified in the Little League Baseball Playing Rules (i.e., 60 feet or 18.3 meters).

**NOTICE:** In Juvenile League games, base coaches' boxes may not be marked as prescribed in Official Rule 1.04 and/or the boxes may not be laid out as prescribed in Diagram 1 of the Little League Playing Rules. In these cases, Little League Playing Rule 7.11 requires any member of the offensive team to "vacate any space needed by a fielder who is attempting to field a batted or thrown ball." Under Little League Playing Rule 7.11 for this interference by a base coach "the batter or runner on whom the play is being made shall be declared out." The ball is dead at the moment of interference on the thrown or batted ball; no runners may advance.

**12.01.06**

The Juvenile League is not required to ensure that 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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 head coaches 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**

- (a) Except to the extent benches might be furnished as a part of the playing field, team benches will generally **not** be provided by the Juvenile League or the Israel Association of Baseball.
- (b) An on-deck position may be used in the Juvenile League *provided* the on-deck batter's head coach with the concurrence of the umpire ensures the location of the on-deck position will not expose the on-deck batter to possible injury.

(These Rules 12.01.08 (a) and 12.01.08 (b) modify 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) (1) All players participating in a game must be in a uniform conforming to Little League Playing Rule 1.11 during the game. The players must wear a baseball cap and sport shoes and with their uniform shirt tucked into their pants.
- (2) Juvenile League team members are not required to wear numbers on their uniforms, nor are they required to wear the Little League Shoulder Patch. (This Rule 12.01.11 (a) (2) modifies Little League Playing Rule 1.11.)
- (h) As specified in Little League Playing Rule 1.11 (h), the wearing of shoes with metal spikes or cleats is prohibited.
- (j) 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.
- (k) As specified in Little League Playing Rule 1.11 (k), casts may not be worn on the field during the game by a player (fielder, batter, or a runner). During a game, a player wearing a cast should remain in the dugout.
- (n) The logo of a sponsor for one or more teams may be worn on uniforms.
- (o) (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.
- (p) No player may wear a white wrist band when batting, playing defense or coaching a base.

**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.

#### 12.01.16

- (a) Little League Playing Rules 1.16 and 1.17 do not apply to the Juvenile League.
- (b) (1) Catchers must wear a helmet, chest protector, protective cup (male only), and baseball protective shin guards. Male catchers must wear the metal, fiber or plastic type cup.  
(2) When warming up a pitcher, a catcher or any team member must wear a protective cup and mask, if they enter into the stooped position.

**IAB HELMET OBJECTIVE:** The Israel Association of Baseball intends to replace all helmets in all Leagues that do not meet the NOCSAE specification with helmets meeting the NOCSAE specification.

- (c) Catchers must wear either (1) a helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label with an attached mask and throat guard (turkey neck), or (2) a "Hockey Style" helmet. A "skull cap" catcher helmet with mask may not be worn.

*Rule 12.01.16 (d) Comment:* Subject to its condition, if a team has a hockey-style helmet, it need not replace it. However, if a team needs to replace the catcher's helmet, it can be replaced with either a NOCSAE-tested helmet with an attached mask and throat guard or a hockey-style helmet catcher mask. A "skull cap" helmet is specifically prohibited because both sides of the head must be protected.

- (d) Every player must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label while batting, on deck, and running bases.
- (e) Base coaches, 16 years old or younger, must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label. Base coaches over 16 years old should wear a helmet.

*Rule 12.01.16 Comment:* Helmets that are cracked, deformed, split, broken, damaged or deteriorated shall not be worn.

The head coach or any one of the coaches needs to ensure that each player's equipment fits properly and is worn correctly.

*Warning!* Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty. Helmets may not be re-painted and may not contain tape or reapplied decals unless approved in writing by the helmet manufacturer or authorized dealer.

**PENALTY:** For not wearing a helmet or catcher's gear, the offending player or base coach should be warned by the umpire and if they persist, they may be removed from the game.

#### 12.01.17

All male players must wear a protective cup during practices and games.

### **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 head coach and coaches of each team shall ensure the good and sportsmanlike behaviour of their players, as well as any parents accompanying the team. The head coach 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 head coach 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:
- (1) The team committing these acts will forfeit the game regardless of the actual score on the field, and/or
  - (2) The offending player(s) and/or head coach or coaches will be suspended from playing future game(s), and/or
  - (3) 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 head coach. Should parents act in an unsportsmanlike manner toward the opposing team or the umpire, the umpire will warn the appropriate head coach that he/she 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** (All definitions in Rule 12.02 are listed alphabetically)

A **BASE COACH** is a head coach and/or coaches stationed in the base coach's box near first and/or near third base to direct the batter and the runners. (The restriction in Little League Playing Rule 4.05 (b) does not apply to the Juvenile League.)

A **COACH** is a team member appointed to perform such duties as the head coach may designate, such as but not limited to acting as base coach and/or substitute head coach.

The term **HEAD COACH** replaces the term "manager" in the Little League Playing Rules and is used in these Juvenile League Playing Rules. See the definition of **HEAD COACH** in these Definitions of Terms. Also see **COACH** and **BASE COACH** in these Definitions of Terms.

A **HEAD COACH** is a person responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

- (a) The head coach shall always be responsible for the team's conduct, observance of the playing rules and deference to the umpires.
- (b) If a head coach leaves the field or is not available for the game, that head coach shall designate a coach as a substitute and such substitute head coach shall have the duties and responsibilities of the head coach.

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.

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 head coach. 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 head coach 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 shall notify the opposing head coach and, if assigned, the official scorer. The umpire shall have authority to designate the substitute's positions in the batting order, if this information is not immediately provided.
- (g) If during a game either team is unable to place eight players on the field due to illness, injury, ejection or inability to make a legal substitution, the opposing head coach shall select a player previously used in the lineup to re-enter the game, but only if the 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 head coach of the opposing team. Failure by the head coach 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 head coach 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 head coach 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 head coaches cannot agree, the game's umpire shall make the decision to start or not start the game.

#### **12.03.13**

- (a) The head coach of the home team shall bring to the game a copy of the ground rules which have been approved by the City or Regional Director or other authority as designated by the Israel Association of Baseball. He/she shall present them to the opposing team head coach and the umpire at the pre-game conference and will have them available for referral during the game. The opposing head coach 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 head coach, the home team head coach shall allow them to review the ground rules during the game.

- (b) When ground rules which have **not** been approved by the City or Regional Director or other authority designated by the Israel Association of Baseball are presented either verbally or in writing, the head coach of the home team shall present to the umpire and the opposing head coach any ground rules he thinks necessary covering batted or thrown balls into spectator areas, those areas declared by the home team's head coach to be dead ball territory, or any other contingencies. If these rules are acceptable to the opposing head coach they shall be legal. If these rules are unacceptable to the opposing head coach, 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.

#### 12.03.17

A head coach or coach is permitted to use a scorekeeping or pitch counting application which may be installed on an electronic communications device.

### 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 head coach of each team shall announce at the pre-game conference to both the opposing head coach 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) If there are only 8 players, one will be a pitcher and one will be a catcher.
- (3) Under no circumstances may a team field or bat only 8 players if a substitute is present.
- (4) Players who are not present at the field may not be listed in the starting line-up. However, the players may be listed as a 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 9<sup>th</sup> 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 9<sup>th</sup> batting position with a 9-man batting order. If the 2<sup>nd</sup> 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 9<sup>th</sup> and 10<sup>th</sup> 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 head coach 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 head coach, 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 grandstands 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 head coach, 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 head coach, 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.

#### **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 6<sup>th</sup> 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 4<sup>th</sup> 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 3<sup>rd</sup> 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 game that has progressed far enough to become a regulation game will be the score when the game is called.

**EXCEPTION:** If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:

- (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
- (2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete 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 for any 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 eight 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 head coaches:

- (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 head coaches 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 head coaches 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 head coaches agree.

#### 12.04.16

- (a) A team can request rescheduling a game *provided* the opposing team and the Juvenile League Commissioner agree. If the date is not rescheduled at least 24 hours before the scheduled game time, the team may be subject to a forfeit.
- (b) (1) **A team with less than eight players will forfeit the game with a 6-0 score.**
- (2) The Juvenile League Commissioner may impose other penalties for last minute forfeits.
- (3) A game shall be forfeited to the opposing team when:
  - A. A team is unable or refuses to place eight players on the field, or
  - B. A team does not have eight offensive players present for the game and in the batting order at the time set for beginning the game and throughout the game.

*Rule 12.04.16 (b) Comment:* A head coach 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.

- (4) The umpire will wait 15 minutes before announcing the forfeit if a team has fewer than eight 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.
- (5) Unless specifically authorized elsewhere, the lending or borrowing of players is prohibited. (The lending of players will not be allowed unless the borrowing of players is permitted and then only under the provisions for borrowing players.)
- (6) If during a game either team is unable to place eight players on the field due to illness, injury or ejection, the opposing head coach shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. The game will be forfeit if no players are available for re-entry or if a team refuses to place eight players on the field.
- (7) A team with less than eight players has 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.
- (8) If a team only has eight players, see 8-man batting order Rule 12.04.04 (a).

(This Rule 12.04.16 (b) supersedes in their entirety Little League Playing Rules 4.16 and 4.17.)

#### 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, Rule 12.04.26 and Rule 12.08.08.
- (b) (1) The protesting head coach must submit a protest to the protest resolution authority (i.e., the Juvenile League Commissioner or his designee) on an umpire's violation or interpretation of a playing rule 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) On the umpire's violation or interpretation of a playing rule, the protesting head coach 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.

- (4) The umpire need not submit a protest report, but may be requested to provide information to the Juvenile League Commissioner or the Protest Committee.

#### **12.04.21 (Additional Rule)**

(a) *Definitions*

An “inning” starts the moment the third out is made completing the preceding inning. (See “no new inning will start” time)

- (b) (1) The head coaches in coordination with the umpire are required to set, and the umpire should publicly announce, the no new inning will start (NIWS) time at the pre-game conference.  
(2) In some cases, the NIWS time may be imposed by the Juvenile League Commissioner. Such an NIWS time is to be publicly affirmed at the pre-game conference.

*Rule 12.04.21 (b) Comment:* Regardless of the specific time limit for the game, the time limit is intended to remain unchanged throughout the game unless the head coaches mutually agree and with the explicit agreement of the umpire-in-chief and then only for circumstances beyond the control of the teams and/or umpire (e.g., a suspension of play because of weather conditions).

A game may end prior to the specified time limit, *provided* both team head coaches and the umpire-in-chief 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 “no new inning will start” time, the “drop dead time” (*see Rule 12.04.30*), or the Score Reversion Rule at Rule 12.04.11 (a) 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 “no new inning will start” time, the umpire’s first action should be to extend the “no new inning will start” time. If this is not possible because of time constraints, 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.

- (4) If there is an oversight and the time limit is inadvertently not set at the pre-game conference, the umpire using his best judgment, shall have sole authority to set the time limit for that game. The umpire should, but is not required to, seek the advice of both head coaches before exercising this authority. The umpire’s announcement correcting this oversight is to be made as soon as the umpire realizes the oversight. The exercise of this authority may not be protested under Little League Playing Rule 4.19.
- (e) A game ends 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, *provided* the game has progressed far enough to become a regulation game. However, if the home team is in the lead when the NIWS time elapses, the home team may complete its entire half-inning without affecting the game-ending score.
- (f) The Score Reversion Rule at Rule 12.04.11 (a) will apply if a regulation game is called for any 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.

#### **12.04.25 (Additional Rule)**

- (a) The head coach 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) *Definition*

An INELIGIBLE PLAYER is 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. If the borrowing of players is specifically authorized elsewhere, a legally borrowed player will be considered to be on “the most current official team roster” for the game.

(b) The **PENALTY** for the use of an ineligible player while a game is in progress is the removal of the player from the game.

(c) (1) A protest challenging the use of an ineligible player under Little League Playing Rule 4.19, *Protesting Game*, may first be made to the game’s umpire while the game is in progress. When receiving a protest, the game’s umpire will at least ask the opposing head coach if indeed an ineligible player is being used. If the head coach affirms the player is ineligible, he will be removed from the game. If the head coach answers that the player is not an ineligible player, a protest to the Juvenile League Commissioner under Rule 12.04.26 (d) (1) will apply.

(2) If the player is not removed, the game shall be continued under protest or not as the protesting head coach decides. The umpire will record when the protest was made.

(3) The player will be removed from the game and Rule 12.04.26 (d) (1) will not apply if a challenge to the Juvenile League Commissioner or his/her designee is made either verbally or telephonically by a head coach or umpire during the game and the Juvenile League Commissioner or his/her designee says the player is an ineligible player.

(d) (1) A protest challenging the use of an ineligible player will be submitted 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) The umpire need not submit a protest report, but may be requested to provide information to the Juvenile League Commissioner or his/her designee. In addition, the Juvenile League Commissioner need not appoint a Protest Committee.

(3) Upon receiving a protest after a game has ended, the Juvenile League Commissioner will either uphold or not uphold the protest. If the protest is upheld, the Juvenile League Commissioner may impose any one or combination of the following penalties:

A. Such individual and/or team penalties as he/she deems fit (e.g., game forfeit, banning player, suspending head coach);

B. Vacate team and/or individual records and performances of games in which the ineligible player competed;

C. Accept the game’s final score in which the ineligible player competed;

D. Resume the game from the exact point when the infraction was protested or replay the game in its entirety.

The decision and the direction of the Juvenile League Commissioner will be final and is not subject to further review, appeal or protest.

### 12.04.30 (Additional Rule)

**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) 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.
- (2) 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 12.04.12 (d).

#### (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 7<sup>th</sup> inning (and any subsequent necessary extra innings) with a player on 1<sup>st</sup> base and 2<sup>nd</sup> base and no outs.
- (2) The order of any extra innings will be determined by how the previous inning ended (i.e., if the 6<sup>th</sup> inning ends with the #6 hitter having the last plate appearance, the 7<sup>th</sup> inning begins with the #7 hitter at bat, and the #5 hitter at 2<sup>nd</sup> base and the #6 hitter at 1<sup>st</sup> 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 6<sup>th</sup> inning if the score is tied after 5 complete innings and the game is within 20 minutes of the NIWS time.

*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 1<sup>st</sup> and 2<sup>nd</sup> 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

### 12.05.07

In Juvenile League Play, the side is retired when three offensive players are legally put out or when the **offensive team scores six runs in their half-inning**. (A team's offensive inning ends when the sixth run crosses the plate.)

**EXCEPTION 1:** The Six Run Limit per Inning will not apply in the sixth inning or in any inning commencing within 20 minutes of the NIWS time in the Juvenile League.

**EXCEPTION 2:** When a home run is awarded to the batter under Little League Playing Rule 12.03.13 which allows more than the sixth run to score, the batter and all runners will be permitted to score.

*Rule 12.05.07 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 sixth run shall not be counted when the ball remains in the playing field.

## 12.06 -- THE BATTER

### 12.06.05

- (b) The “dropped 3<sup>rd</sup> strike” rule at Little League Playing Rule 6.05 (b) for Little League’s Minor League and Tee Ball applies to Juvenile League play. (For the Juvenile League, the batter is out on a 3<sup>rd</sup> strike whether or not a pitched ball is caught or not 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.

### 12.06.08

- (a)
  - (2) A “No Pitch” Intentional Walk is prohibited in the Juvenile League (i.e. a pitcher is expected to deliver pitches to the batter.)

### 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, head coach 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.”

### 12.07.08

#### (a) Definitions

Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player. The umpire will determine whether the intent was malicious more often than not by the action of the player in determining whether the player meant to harm or injure.

#### (b) The Rules

- (1) The runner must slide or attempt to get around a fielder who is in possession of the ball when that fielder is making a tag on the runner or tagging the base on a force play.
- (2) The runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. See Little League Playing Rule 7.08 (a) (3)

*Rule 12.07.08 (b) (1) and (b) (2) Comment:* Hurdling or going over a fielder who has the ball and is making a tag is a legal maneuver. This Rule 12.07.08 (b) (1) and (b) (2) do not prevent or make hurdling illegal. However, should contact occur, attempting to jump, leap, or dive over the fielder is not an act of getting around a fielder.

- (3) The runner must avoid making contact with a fielder when that fielder (i) is in the act of catching a thrown ball, and (ii) is on or next to the base.

*Rule 12.07.08 (b) Comment:* The following additional guidance applies to this Rule 12.07.08:

- (a) The intent of this Rule 12.07.08 is to avoid injury to a fielder. If there is no contact, there is no violation under this Rule 12.07.08. Incidental or inconsequential contact is not to be viewed as contact for the purpose of this Rule 12.07.08.
- (b) Crashing into a defensive player with intent to injure will be considered malicious even if that fielder is not in the act of catching a thrown ball or is not in possession of the ball. Because the fielder is not in the act of catching a thrown ball or is not in possession of the ball, such contact is outside the scope of this Rule 12.07.08. However, the runner in this case will be ejected for unwarranted and unsportsmanlike conduct.

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

**PENALTY:** For violating this Rule 12.07.08, the runner is out, only if the contact on the play hinders or impedes the fielder in making the play. Also, see *Rule 12.07.08 (b) Comment*. In addition, the runner may be ejected if the umpire adjudges the contact was malicious; the runner shall be called out and also ejected from the game. If the umpire adjudges the contact was not malicious, the runner shall only be called out.

### 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.

### 12.07.20 (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 2<sup>nd</sup> base or 3<sup>rd</sup> base, or a catcher makes a throw to put out a runner attempting to advance to 2<sup>nd</sup> base or 3<sup>rd</sup> 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)

- (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 1<sup>st</sup> or 2<sup>nd</sup> 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 head coach. 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 head coach. 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 head coach 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 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 head coach or coach to the pitcher at the mound.
- (1) A head coach 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 head coach visits Pitcher A once in the 1<sup>st</sup> 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 head coach or coach is prohibited from making a second visit while the same batter is at bat.
- (3) A head coach or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A head coach 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 head coach or coach crosses the foul line. A head coach 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 head coach 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** in the Juvenile League 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 3<sup>rd</sup> out is made to complete the half inning.
- (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 delivers 51 or more pitches in the 1<sup>st</sup> game may not pitch in the 2<sup>nd</sup> game on that same day.

- (e) The **PENALTY** for a pitcher who has exceeded the maximum number of pitches under Rule 12.08.08 (a) or an ineligible pitcher under Rule 12.08.08 (c) or (d) is the immediate removal of the pitcher from the mound.
- (f) (1) The head coach is responsible for ensuring their pitchers compliance with the “per day” limit and the “days of rest” requirement. The head coach is responsible for removing a pitcher when a pitcher is no longer eligible to pitch and ensuring the required “days of rest” is met. The head coach must provide the pitch count when requested by the opposing head coach or the umpire.
- (2) Each head coach 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 protest 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 or other convincing proof to the game’s umpire when a protest is made will be considered a good and sufficient basis for the umpire to order the removal of the pitcher from the mound.
- (g) (1) A protest under Little League Playing Rule 4.19, Protesting Game, to the game’s umpire claiming the opposing team is in violation of this Rule 12.08.08 may only be made while the game is in progress. If found that an ineligible pitcher is being used, see 12.08.08 (e) on the penalty.
- (2) A protest shall not be considered if the pitcher who may be in violation of Rule 12.08.08 (a), (c) or (d) has been substituted prior to the submission of the protest (see Little League Playing Rules 3.06, 3.07, and 3.08).
- (3) Once the game has ended, a protest may not be submitted to the Juvenile League Commissioner, nor may such protest be heard or resolved by a Protest Committee.

**ATTENTION:** All Israel Association of Baseball officials including opposing head coaches and coaches, umpires, and scorekeepers are urged to take precautions to prevent protests on ineligible players and pitchers in Juvenile League games. When a protest situation is imminent, the potential offender should be notified immediately. *Example: Should any of these officials discover that a pitcher or player is ineligible at the beginning of a game, or a pitcher will become ineligible during the game; the fact should be brought to the attention of the head coach of the team involved.* Such action should not be delayed until the infraction has occurred. However, failure to notify the head coach of the infraction does not affect the validity of the protest. See Little League Protesting Game Rule 4.19 Note 2

### **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 1<sup>st</sup> game of the standalone series or the 1<sup>st</sup> 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:

Each City or Regional Director shall appoint one or more umpires to officiate at each Juvenile League game. 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, chest protector, and protective cup

#### **12.09.03**

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

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) At their discretion, each City or Regional Director may request umpires to report violations of rules and other incidents worthy of comment, including the disqualification of any head coach, coach or player, and the reasons therefore. Such reporting including reporting a forfeit and a game suspension referral under Little League Playing Rules 4.18 and 9.01 (e), Penalty, will be communicated to the umpires to the extent such reporting is expected. Such reporting will be only required when expected.
  
- (b) Little League Playing Rules 9.05 (b) and 9.05 (c) do not apply to the Juvenile League.