



Juvenile League Special Rules

Statement of Intent

First of all, please remember that this is still a learning League; where some players may be in their first year and/or still learning the rules and how the game is played. It is important to remember that our goals are to teach individual mechanics, the basic rules of the game and teamwork, as well as the mental aspects of the game in order to bring the players up to the next level of play. Winning in the regular season is not paramount to teaching the proper work ethic for perfect practice and drills, keeping the players enthusiastic and giving them a positive experience that will not only improve them as ball players but keep them playing as they steadily improve and go up through the Leagues.

Try and keep games (and practices) moving by being as organized as possible and limiting down-time (half inning team changes and conferences). This will allow more innings to be played and provide more time to teach and practice skills.

Most importantly, let's show the kids the value of sportsmanship and being respectful to their teammates, opponents, coaches, umpires and anyone else who is present.

There is no way around it: You are a role model!

Logistical Notes:

- This season all the teams will be making the Playoff Series games.
- There will not be regular standings throughout the season.
- We are using the Little League infield dimensions:
 - (1) Bases are 18 meters apart, and
 - (2) The pitcher's plate ("rubber") is 14 meters from the rear tip of the plate to the front of the rubber.
- A team needs at least 7 players to play a game. If one team cannot field or bat the mandatory number of players, that game will be forfeited.
- League balls are given out at the beginning of the year and are labeled as "50." These should be the only balls used for the games. The home team is responsible for supplying the balls for that game.
- Older players who have been granted eligibility for the Juvenile League may have additional restrictions. If such a player is not following the restrictions, the team will forfeit the game.

- If there are problems with playing a certain game, head coaches should notify the Co-Commissioners as early as possible.
- All teams need to send the pitch count with the score at the end of each game.
- The No (new) Inning Will Start Time (NIWST) MUST be agreed upon by both head coaches and the umpire before the game starts.

Regular Season Playing Rules:

General Rules:

- The Juvenile League plays under these Juvenile League Special Rules, the Juvenile League Regulations and Playing Rules (IAB Rule 12), and the 2018 Edition of the Little League Playing Rules. These Juvenile League Special Rules amend and has jurisdiction over the Juvenile League Regulations and Playing Rules which amends and has jurisdiction over the Little League Playing Rules. The Juvenile League Special Rules and the Juvenile League Regulations and Playing Rules are posted on the IAB website.
- **Courtesy runner for the catcher:** If the catcher is a base runner when there are 2 outs, the player before him in the batting order who is not on base will replace him on base.
- The Infield Fly Rule is not in effect.
- A called strike (batter does not swing) removes a ball from the count (there is no such thing as negative balls). If the count is 1-1 and the umpire calls a strike (batter did not swing), then count goes to 0-2. If the next pitch is called a ball, the count goes to 1-2.
- If the catcher throws to 2nd base to put out a base runner attempting to steal or to advance on a passed ball or wild pitch and the ball is not caught or stopped in the infield (for any reason) by the infielder covering 2nd base, the ball is dead and no additional bases may be run.
- Each team has a five run maximum runs per half-inning upon which the half inning is over.

Baserunning:

- If there are runners on 1st and 3rd bases and the runner on 1st is stealing, the runner on 3rd base may not attempt to steal home. That being said, if the catcher does not glove the ball (passed ball or wild pitch when an advance is in progress), the runner on 3rd base may steal home within the once per inning twice per game rule below.
- According to the Little League Playing Rule 7.13, a base runner may only leave his legally occupied base when the pitched ball has “been delivered and has reached the batter.” If a base runner leaves early twice in the same at-bat, the umpire will declare him out.
- A “head first” slide is prohibited including when returning to a base.

Penalty: The runner is out.

- A team is limited in scoring on a wild pitch or passed ball as follows:
 - (1) One time per inning, and
 - (2) Maximum of twice per game.

- If for any reason, a ball thrown to a base is not stopped in the infield, runners may only advance one base. Runners may attempt to advance, at their own risk, one base beyond that one base. Once all permitted advances cease, the ball is dead.

Exception: A catcher attempting to put out a runner who is attempting to steal 2nd base.

When such errant throw or missed catch is the first play by an infielder, the umpire, in allowing the runners to advance, shall be governed by the position of the runners at the time the ball was pitched. In all other cases, the umpire's allowed advance(s) shall be governed by the position of the runners at the time of the throw.

Example 1: R1 no outs; batter hits to the 3rd baseman who throws to the 2nd baseman for the force out. The ball is not caught and goes into the outfield. Each base runner may only attempt to advance at their own risk, one more base beyond that base before the ball is dead. R1 may advance at his own risk to 3rd base and the batter-runner to 2nd base.

Example 2: R1 and R2 one out. The ball is hit to the 3rd baseman who tags his base for the force out and then throws to the 2nd baseman for the double play. The ball goes into the outfield. (The first play is the tag of third base as it was an attempt to make an out and the throw to second base is the second play) Result: R2 is out; R1 depending on his position when the 3rd baseman threw the ball (reached or did not reach second base) may attempt to advance at his own risk, to 3rd or home and the batter-runner depending in his position (reached or did not reach first base) can attempt to advance, at his own risk, to 2nd base or 3rd base.

Example 3: R1 and R2 two outs: The ball is a grounder to the short stop who catches it and tries to tag R2 on his way to third base. He misses the tag so he throws the ball to the second baseman for the force and the ball is not caught and goes onto the outfield. The first play was the attempt to tag the runner (R2) and the throw to second the second play. Result: R2 is allowed to advance to home. R1 depending on his position when the 3rd baseman threw the ball (reached or did not reach second base) may attempt to advance at his own risk, to 3rd or home and the batter-runner depending in his position (reached or did not reach first base) can attempt to advance, at his own risk, to 2nd base or 3rd base

Comment: The lead runner will determine the maximum advance of the following runner. If R1 did not reach second base and so is allowed to advance only to third base than the batter-runner can only advance to 2nd base even if he had already reached 1st base at the time of the throw.

REMINDER: Little League Playing Rule 7.05 (g) which requires a two base award if an overthrown ball goes into an out-of-play area remains in effect. Under Rule 7.05 (g), the ball is dead once it goes out-of-play.

- Each team is allowed to steal each base once per half inning.

Examples: R1 can steal 2nd base once per half inning.
R2 can steal 3rd base once per half inning.

Exception 1: Advancing on a hit, a putout, an error, a force-out, a fielder's choice, a passed ball, or a wild pitch does not count as a steal.

Exception 2: Stealing home from 3rd once only per half inning including passed balls and wild pitches and limited to twice a game.

- A base runner may not attempt to advance on a return throw by the catcher to the pitcher. The return throw starts as soon as the catcher starts his throw.

Exception 1: A base runner has already started his steal and has committed to the steal.

Exception 2: The base runner between 1st and 2nd base or between 2nd and 3rd base has advanced more than half way (30 feet/9 meters) towards the next base and is continuing his advance.

Exception 3: The base runner between 3rd base and home has advanced more than three quarters (45 feet/13.7 meters) of the distance toward home plate and is continuing his advance.

Comment: The time of the start of the return throw is the deciding factor and not whether the ball was overthrown to the pitcher or the pitcher did not catch the ball. The pitcher must be in the vicinity of the rubber. The catcher may not start the throw when the pitcher is not in the vicinity of the rubber in order to halt the play.

The umpire's judgment on the start of the return throw, the pitcher being in the vicinity of the rubber and the distance a base runner is between the bases at the time of the throw is final.

Penalty: The runner must return to his legally occupied base at the time of the return throw unless the runner is put out, in which case the play stands.

Pitchers:

- A pitcher may throw a maximum of 4 innings or 60 pitches in a game, whichever comes first.

Exception: If the pitcher reaches the 60 pitch limit during an at-bat, he may continue to pitch to that batter only.

- A pitcher may only throw a maximum of 100 pitches in a 7-day span subject to the rest day chart between outings.

Example: If a pitcher pitched 54 pitches on Friday, then, if he pitches within the next 6 calendar days (i.e., through Thursday, but not including the following Friday), he is eligible to pitch only up to 46 additional pitches.

- An Intentional Walk is not allowed.
- A returning pitcher may pitch no more than 5 warm up pitches between innings or upon returning to the mound from a fielding position in a different inning. If he returns to the mound in the same inning, he is not allowed warm up pitches.
- A head coach or coach may visit a pitcher once per inning. If he comes out for the second time in that inning, the pitcher must be removed from the mound and may not return to the mound for that game. (Visits to the mound due to an injury or potential injury of the pitcher are not considered to be a visit.) **A head coach who wants to switch pitchers after their first visit should notify the umpire before entering the field. It will not be considered a visit.**

Sportsmanship, role model and summation:

Let's remember that the umpires are doing the best and that they can and are not perfect. It is not easy to be an umpire and as long as they are doing their best and calling the game the same for both teams, that is all we can ask for.

We, as the coaches/people in charge of the league, need to set an example. Any issues you may have should happen behind the scenes, whether by phone, email or in person -- definitely not on the field or in front of the players/parents.

Every team's Head Coach should be in touch with the Co-Commissioners about all issues during the season and share their ideas for improvements for next season. Everything can be discussed as long as it is in the best interest of the IAB, Juvenile League and, of course, the players.

All rules here are for best development of the players and the League. Please keep in mind the idea of the rule and we expect all coaches to play within the rules and respect them.

Anything that you disagree with, think should be added or want to talk about, feel free to contact us.