

1. **RUN RULE** –The game ends if one team has a lead of ten (10) or more runs after 4 innings (3 ½ if home team is leading).
2. **SUBSTITUES** – All players must enter the game by the top of the fourth (4<sup>th</sup>) inning. Refer to Reg. IV (i) for all other playing requirements and penalties.
3. **FORFEITED GAME** – If a team has less than eight (8) players to start the game after a ten (10) minute grace period, the game will be forfeited. A game may not be continued if a team drops below eight (8) players during the game for any reason.
4. **RAINOUT** – The game will be made up on the first available day. Failure to appear for the make-up game will result in a forfeit.

1. **TOURNAMENT ELIGIBLE** - *For a player to be considered ballot eligible for the international tournament selection at Warner Robins American Little League, that player shall have participated as defined by the Little League baseball and softball rule books in 8 regular season games. Any player failing to meet this requirement may request an exception from the local board of directors. The reasons and documentation for failing to meet the requirement shall be presented to the board of directors and the board of directors shall determine if the player will be given an exception and placed on the ballot. This bylaw is in no way to be interpreted that the local board of directors has the authority to allow a player to participate in the international tournament below the 60% threshold for any reason other than injury or illness with a physicians note.*

5. **PROTEST** – All protest must be made before the next pitch in order to be considered. Place protest in official scorebook and send email within twenty-four (24) hours after protest explaining what happen to Player Agent. Protest Committee will determine and answer is final.

6. **MANAGERS ARE REQUIRED TO** – MANAGERS ARE REQUIRED TO - Umpire lower league games. Must have two (2) approved volunteers present for umpiring duties. If a manager or coach must be absent it is their responsibility to find a qualified replacement. The replacement must be reported to and approved by the PLAYER AGENT at least twenty-four (24) hours prior to the game. Not showing up or not having someone cover your game will result in a one (1) game suspension. The second offense will result in not be considered for All-Star selection and a two (2) game suspension; Third (3rd) offense will result in manager being removed from league remainder of the season. Additional penalties for subsequent violation may be levied by the Board of Directors.

7. **DRAFT** - The draft will be common pool and wrap (meaning the team picking 1<sup>st</sup> in the first round will pick last in the 2<sup>nd</sup> round). Eligible candidates are eleven (11) and twelve (12) years old and ten (10) year olds who requested and approved by Board of Directors to play up. Any ten (10) year old not selected by the completion of fifth (5<sup>th</sup>) round will be sent to the Minor draft.

8. **PLAYER MOVEMENT** – Eligible Minor League players may be brought up during the season as a replacement player on a Major League team. This is a permanent move! The player may be ten (10), eleven (11) or twelve (12) years old. **See Regulation III (d) - The Teams Little league Rule book.**

9. **TEAM STAFF** – One (1) manager and two (2) coaches that have been approved by the Board of Directors are allowed in the dugout during the game (no batboys/batgirls). Only adult coaches will be allowed in the base coaches' box and dugout during the game (18 and older)

10. **CONDUCT** – If the manager, coach, player, or fan are ejected for any reason during the game the following penalties will be levied: First (1st) time you will sit out one (1) game, at this time the conflict committee will determine eligibility for All-Star selection, Second (2nd) time you will be removed for the remainder of the season. “Sitting out a game” means the individual cannot be at the ballpark for the following game to include pre game and post game activities. Additional penalties may be levied by the Board of Directors.

11. **TIME LIMIT** – A game will consist of six (6) innings or two (2) hours. No new inning shall start one (1) hour and forty-five (45) minutes from the start time. No new inning will start after ten (10) P.M. Four (4) innings (three (3) and one half if home team is ahead) constitute a complete game in case of bad weather, time limit or darkness.

12. **SLUNG BAT** - First (1st) offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out.

13. **SLIDING** – A runner who slides headfirst going into a base will be called out. A runner who does not slide, get around or give up when a fielder has the ball and waiting to make the tag will be called out.

14. **PITCHERS** – All pitching rules will be followed according to the **2025** Little League Rule Book. Pitchers are required to wear a mask

15. **PITCHERS REST REQUIREMENTS** – Any pitcher that pitches seven (7) innings or more in a day will require one (1) day rest. One (1) pitch constitutes an inning pitched. A pitcher may not pitch more than 12 innings in a day.

16. **OFFENSE** – A continuous batting order will be used. \*\*If there is a difference of more than two (2) players between the teams; then the team with the greater number of players may elect to play a standard nine (9) player batting order and comply with the minimum playing rules as established by the Little League rule book.\*\*

17. **DEFENSE** - Traditional positioning required for infield and outfield players. Must have ALL infield positions filled and then remainder in the outfield. Four (4) outfields when using continuous batting order (three (3) outfields when using traditional nine (9) player lineup) outfields must be in traditional position with NO rover allowed.

18. **POINT SYSTEM** – Teams will receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. Tie breakers will be determined as follows:

- Head to Head
- Runs Allowed
- Runs Scored
- Coin Flip

Winner of the first half and winner of the second half will play a one game championship. If same team wins both

half's they are determined the winner. We will play 12 total games with game 6 being the half.

**19. COURTESY RUNNER** - RULE 7.14(b) – Courtesy Runner: A local league may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs.

**NOTE 1:** If the traditional batting order is used, a player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and catcher at any time during the game.

**NOTE 2:** If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.

**NOTE 3:** If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. The offense shall place the courtesy runners in order on the bases. **EXAMPLE:** With two outs and the pitcher at second base and the catcher at third base, the offense wishes to use courtesy runners for both the pitcher and catcher of record. The offense will use the player who made the second out of the inning as the courtesy runner for the pitcher of record at second base and the player who made the first out of the inning as the courtesy runner for the catcher of record at third base.

**20. BATS** – All Bats must have a BPF 1.2 sticker on them. **Rule**

**1.10 Bat Alterations.**

No bat, in any level of Little League Baseball or Softball play, is permitted to be altered. Products such as, but not limited to, choke-knobs, choke-up assists, or thumb protectors are considered alterations or modifications to the bat and are not permitted.

(d) the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an

illegal bat prior to the next player entering the batter's box. The ball is dead. Runners must return if they advanced on the play.

**Note:** If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:

- **(1)** The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
- The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.
- Any of the remaining adults in the dugout may be used as the one adult base coach at any time during the duration of the game.
- When an illegal bat is discovered, it **MUST** be removed from the game at that point.

## 21. Rule 3.01 Pregame Equipment Inspection

Before the game begins, the umpires shall —

(a) require strict observance of all rules governing team personnel, implements of play, and confirm with the managers of both teams at the plate conference that all equipment is proper and legal for play according to Little League Rules.

**NOTE:** Umpires are not required to inspect equipment prior to the start of the game. The manager of each team is responsible for ensuring that all equipment is legal and proper for play according to Little League rules. **PENALTY:** If illegal equipment is used during the game, the manager of the team will be ejected from the game and the player who used the illegal equipment will also be ejected from the game. Both the manager and the player who used the illegal equipment will be suspended for their team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

**22. RESPONSIBILITIES** - Both managers will be responsible for field prep before and after scheduled game to include dragging, raking, mound and box repair, and painting of the fields. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field.

The visiting team will be responsible for operating the scoreboard and keeping the pitch count for both teams' pitchers. Pitch count sheet will be filed in pitch log book and entered online immediately after the game and before leaving the park.

The home team will be responsible for keeping the official scorebook. The home team will also enter ALL scores in the online immediately after the game before leaving the park.

Both managers must sign the official scorebook and pitch count before leaving the park.

Penalties for not doing this will be levied by the Board of Directors.