

SAN FRANCISCO LITTLE LEAGUE

LOCAL RULES

(as of 3/08)

All Divisions of San Francisco Little League Baseball are subject to the Official Rules of Little League, as distributed by Little League International. Each coach and umpire is expected to be familiar with the rules for their Division. The following additional rules apply to specified Divisions of San Francisco Little League.

ROOKIE

Eligibility. Players 8 – 10 if drafted, 7 year-olds and 11 year-olds with Player Agent and Parent approval.

Mandatory Play. Each player must play four innings in the field, reduced by one inning for each inning a game ends in less than six innings (up to 2).

A player may not sit out more than one inning at a time or sit out a second inning until every other player on the team has sat out an inning.

Free substitution allowed.

Each team must bat through their roster of available players during the game.

A pinch runner can be used only in case of injury or use of the bathroom, in which event the last batter to make an out and not on base is the runner. If no outs, the player making the last out on offense in the previous inning is the runner.

Nine players in the field at all times – outfielders must play in the outfield area.

9 batters maximum per inning for the first four innings of the game. If the last batter walks and there is a runner on 3rd, the runner on 3rd shall score (regardless of whether the bases are loaded).

No steals. Base runners are permitted to leave the base as the ball passes the batter, but the runner must immediately return to the base if the ball is not hit fair. If the ball is hit fair, the runners may advance consistent with Little League rules.

Pitching. Pitch count and mandatory rest rules apply. Regardless of pitch count, no pitcher may pitch more than two (2) innings per game until the playoffs, when the limit shall increase to three (3) innings per game. Where a team has games on consecutive days during the regular season, innings limitation is increased to three (3) innings per game on *one* of the two days (i.e. five pitchers needed over two days). If a team with consecutive game elects to have a pitcher pitch 3 innings, they should attempt to notify the opposing team coach at least one day prior to the game, who can also use the three inning pitch rule.

There shall be a maximum of two (2) walks in any half-inning. In any inning in which a pitcher has walked two (2) batters (including hitting a batter), and after a pitcher has pitched ball three to any other batter, the offensive team coach shall designate an adult to pitch to that batter. The number of strikes on the batter when the third ball was called will remain and the designated adult pitcher shall pitch to that batter until s/he either hits the ball fair or strikes out. The umpire shall continue to call strikes, but pitches thrown by designated adult pitcher that are called balls by the umpire shall not count as pitches. The pitcher shall continue to play the defensive position standing even with the rubber. The designated adult pitcher shall pitch overhand from the mound or two steps from the rubber if there is no mound. Note that if a substitute or relief pitcher is used, the walks of the prior pitcher count toward the two walk maximum per inning. However, if a batter is hit by a pitch, the batter will be awarded first based regardless of the number of prior walks.

If a pitcher hits more than two (2) batters in an inning, the coach must replace the pitcher.

Replacement Players. A team with only eight players shall borrow a player from the opposition to play in the field every inning. The borrowed player will not bat. The borrowed fielder shall be the player who made the last out in the previous half-inning. For the team that is short a player, the #5 spot in the batting order is an automatic out. If the team with eight players wins the game, the winning coach must report the player shortage with the score. In the event of a tie in the standings, teams with victories with eight players will be penalized. A team with seven players or less shall forfeit, but the teams should play a practice games on terms and conditions as the coaches may agree.

MINORS

Eligibility. Players 8 – 11 if drafted, 12 year-olds with Player Agent, Parent, Board and District approval. 12 year-olds may not pitch.

Mandatory Play. Each player must play four innings in the field, reduced by one inning for each inning a game ends in less than six innings (up to 2).

A player may not sit out more than one inning at a time.

Free substitution allowed.

Each team must bat through their roster of available players during the game.

A pinch runner can be used only in case of injury or use of the bathroom, in which event the last batter to make an out and not on base is the runner. If no outs, the player making the last out on offense in the previous inning is the runner.

9 batters maximum per inning for the first four innings of the game. If the last batter walks and there is a runner on 3rd, the runner on 3rd shall score (regardless of whether the bases are loaded).

Pitching. Pitch count and mandatory rest rules apply. Regardless of pitch count, no pitcher may pitch more than two (2) innings per game until after May 4. Prior to that time, where a team has games on consecutive days, the innings limitation is increased to three (3) innings per game on *one* of the two days (i.e. five pitchers needed over two days). If a team with consecutive game elects to have a pitcher pitch 3 innings, they should attempt to notify the opposing team coach at least one day prior to the game, who can also use the three inning pitch rule. After May 4, the per game innings limitation shall be three (3) innings per game until the playoffs, at which time pitch count rules apply.

Replacement Players. A team with only eight players shall borrow a player from the opposition to play in the field every inning, The borrowed player will not bat. The borrowed fielder shall be the player who made the last out in the previous half-inning. For the team that is short a player, the #5 spot in the batting order is an automatic out. If the team with eight players wins the game, the winning coach must report the player shortage with the score. In the event of a tie in the standings, teams with victories with eight players will be penalized. A team with seven players or less shall forfeit, but the teams should play a practice games on terms and conditions as the coaches may agree.

MAJORS

Eligibility. Players 10 – 12 if drafted, 10 year-olds with Player Agent and Parent approval.

Mandatory Play. Each player must play four innings in the field, reduced by one inning for each inning a game ends in less than six innings (up to 2).

A player may not sit out more than one inning at a time.

Free substitution allowed.

Each team must bat through their roster of available players during the game.

A pinch runner can be used only in case of injury or use of the bathroom, in which event the last batter to make an out and not on base is the runner. If no outs, the player making the last out on offense in the previous inning is the runner.

No nine batter rule.

Pitching. Pitch count and mandatory rest rules apply. Regardless of pitch count, no pitcher may pitch more than three (3) innings per game until after May 4, after which pitch count rules only apply.

There is no pitching limitation for 12 year-old pitchers per team.

Replacement Players. A team with only eight players shall borrow a player from the opposition to play in the field every inning, The borrowed player will not bat. The borrowed fielder shall be the player who made the last out in the previous half-inning. For the team that is short a player, the #5 spot in the batting order is an automatic out. If the team with eight players wins the game, the winning coach must report the player shortage with the score. In the event of a tie

in the standings, teams with victories with eight players will be penalized. A team with seven players or less shall forfeit, but the teams should play a practice games on terms and conditions as the coaches may agree.

JUNIORS

Eligibility. Players 13 –14.

No nine batter rule.

Each team must bat through their roster of available players during the game.

A pinch runner may be used once per inning, and shall be the last batter to make an out in that inning, or if there are no outs, in the previous inning.

Pitching. Pitch count rules apply. Regardless of pitch count, no pitcher may pitch more than four (4) innings per game until after May 4, after which date only pitch count rules apply.

Replacement Players. A team with only eight players shall borrow a player from the opposition to play in the field every inning, The borrowed player will not bat. The borrowed fielder shall be the player who made the last out in the previous half-inning. For the team that is short a player, the #5 spot in the batting order is an automatic out. If the team with eight players wins the game, the winning coach must report the player shortage with the score. In the event of a tie in the standings, teams with victories with eight players will be penalized. A team with seven players or less shall forfeit, but the teams should play a practice games on terms and conditions as the coaches may agree.