

SAN MARINO NATIONAL LITTLE LEAGUE LOCAL RULES – MAJORS DIVISION - 2020 Season

San Marino National Little League has agreed to play baseball in the Baseball Division as per the National Little League Official Regulations. The following Local Rules apply during the regular season:

1. The batting order for each team will include all players present at the game. In the event that a player arrives late and their spot in the batting order had to be skipped, that player will be placed at the end of the batting order. Players who leave early will have their turn at bat skipped without penalty. This is a continuous order and no change in the order will occur no matter where a player is positioned. The manager must provide the batting order and the fielding positions for the entire game to the opposing manager and scorekeeper. Full names and uniform numbers must be included. The fielding positions are not binding and may be changed at any point in the game.
2. For Intraleague Games (San Marino vs San Marino):
 - All teams will bat in continuous batting order.
 - All players will play no less than two (2) full defensive innings in a four (4) inning game and three (3) full defensive innings in a five (5) or six (6) inning game. Managers are encouraged to avoid maximizing use of this rule. To avoid confusion, a player may not sit out two (2) defensive innings in a row. Failure to comply with this rule will result in a forfeit of the game (if victorious) and a suspension of the manager from the following game. A second failure to comply with this rule may result in the suspension of the manager for the entire season.
3. For Interleague games (San Marino vs. other leagues):
 - All teams will bat in continuous batting order.
 - Green Book rules shall apply for minimum defensive play (a minimum of 6 defensive outs for each player).
4. The Mercy rule will not be in effect for the regular season.
5. If a thrown bat occurs, the umpire will warn both teams on the first occurrence. If an individual player throws the bat a second time, the play stands. At the end of the play, the umpire will ask the manager to remove the player. If the manager does not remove the player, the umpire will. A substitute runner will be brought in so the game can continue.
6. No new inning will start after 1 hour and 45 min. The third out of the previous inning starts the beginning of the next inning. The official start time will be announced by the umpire at the home plate meeting of the Managers, unless that time is 15 minutes later than the scheduled start time, in which case the official start time will be 15 minutes after the scheduled start time.
7. The “Home” team is responsible for designating an attentive adult to maintain and record the official pitch count for every pitcher for the entire game. Managers are encouraged to confirm the pitch count with the official pitch counter regularly during the course of the game to minimize the potential for surprise.
8. In addition to the Little League pitch count limitation of 75 pitches for Little League age 10 year olds, 85 pitches for Little League age 11 and 12 year olds, pitchers may only pitch a maximum of two (2) innings per game during preseason. MANAGERS MUST MAINTAIN A PITCHING LOG REFLECTING PITCHES THROWN BY THEIR PITCHERS IN THE PREVIOUS GAME AND SHOW THAT LOG TO THE UMPIRE AS WELL AS OPPOSING MANAGER UPON REQUEST. THE LOG MUST BE SIGNED BY THE OFFICIAL PITCH COUNTER TO BE VALID. There shall be no “clean break” when transitioning between pre-season, regular season, and post season
9. A team may play a game with a minimum of eight (8) players without forfeiting the game.
10. POOL PLAYERS
 1. During the regular season, the pool player option is available but not mandatory.
 2. There is no penalty resulting from a player differential of more than one (1) during the regular season, but ‘tapping the pool’ is recommended to field a roster of 9 or 10.
 3. Pool players available will be players selected in the same round or below as the player you are missing, except that first rounders are not eligible.

4. If a pool player is used, the pool player must bat last in the order and may not play infield for more than two innings and cannot play more total innings than a rostered player.
 5. Pool players may not pitch or play catcher.
 6. If a team is using multiple pool players, no more than one (1) pool player at a time may play in the infield.
 7. The Division VP and Player Agent will arrange for the player and have the final decision on pool player issues. Coaches are not to arrange their own pool player.
11. The League President and Commissioner have the authority to add, modify, change, and remove all local rules at any point during the season.

PLAYOFFS

Regular Season rules apply with the following exceptions:

1. Games will last six (6) innings. There is no time limitation.
2. The mercy rule will apply, if after 3 ½ innings the home team is ahead by at least 10 runs and 4 innings if the visiting team is ahead by at least 10 runs.
3. The higher seeded team will be the home team throughout the playoffs, except that in the first championship game the team from the winner's bracket will be the home team. If a second championship game is necessary, the home team will be decided by a coin flip.
4. Seedings will be determined according to the following order of criteria:
 - a. Win/Loss percentage (ties count as a game played and each team is credited with ½ a win and ½ a loss)
 - b. Head-to-head competition
 - c. Least runs allowed/total innings played on defense
 - e. Most runs scored/total innings played on offense
5. **PLAYOFF POOL PLAYERS**
 1. After factoring in the round that the missing player was selected in (if a player drafted in rounds 1 thru 6 is not available to play, that missing player will not count against a team's roster size), the 'adjusted differential' cannot be more than one (1).
 2. In the event a team begins a game with an 'adjusted differential' greater than 1 (and greater than 7 total players), the team with less players will be charged with an automatic out(s) equal to the 'adjusted differential' greater than 1 at the top of their lineup, and the automatic outs will recur each time through the batting order until the adjusted differential is reduced or resolved.
 3. Example: in the case of a difference in roster size, if Team A has 12 players and Team B has 9 players, after factoring in the draft round of the absent players, the 'adjusted differential' is 2 (Team B is allowed to have a difference of 1). In this case, Team B will begin their first turn at bat with 2 outs. If during Team B's first time through the batting order a player arrives for Team B, now the adjusted differential is 1 and when the 1^s spot in the batting order comes up Team B will only be charged one (1) automatic out. If the 'adjusted differential' is created during the game **due to a departure other than injury or sickness**, the automatic out will be applied in the spot of the batting order of the departed player. There is no grace period to wait for a roster or pool player. Games should begin at the stated time.
 4. Pool players will be chosen from the seventh to twelfth round of the draft and are selected at the discretion of the Division VP and Player Agent. The League President has the final decision regarding pool player issues.
 5. If a pool player is used, the pool player must bat last in the order, may not play infield (including pitcher and catcher) and cannot play more total innings than a rostered player.

Little League Pitch Count Limits and Mandatory Rest Rules

Daily Pitch Count Limits

| Little League Age | Pitches Allowed Per Day |
|-------------------|-------------------------|
| 13-16 | 95 |
| 11-12 | 85 |
| 9-10 | 75 |
| 7-8 | 50 |

Pitching Rest Requirements (Players 14 and Under)

| Pitches | Calendar Days of Rest |
|------------|-----------------------|
| 66 or more | 4 |
| 51-65 | 3 |
| 36-50 | 2 |
| 21-35 | 1 |
| 0-20 | 0 |

Pitching Threshold Rules

Regulation VI Pitchers (page 40)

For the maximum pitch rule VI(c). The rule reads as follows:

If a pitcher reaches the limit imposed by regulation VI(c) for his league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches first base.
2. The batter is put out.
3. The third out is made to complete the half inning.

For the pitching day(s) rest thresholds rule VI(d). The rule reads as follows:

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches first base.
2. The batter is put out.
3. The third out is made to complete the half inning, or the game.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold that he reached at that at bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

Example: Cy retires a batter with his 49th pitch. Hank comes to bat. Cy retires Hank on the 53rd pitch. For the purpose of determining the day(s) of rest, the pitch count reverts back to 50. In other words, the manager does not have to pull Cy after his 50th pitch until:

1. That batter reaches first base
2. The batter is put out
3. The third out is made to complete the half inning, or the game.

Another Example: Vita throws his 20th pitch to Babe who reaches first base safely. If Vita throws even one pitch to the next batter, then he must observe one calendar day of rest before pitching again.

I encourage all Managers to read regulation VI in the green book. It is on page 40. I have also attached it to this email. It is the most important rule that managers should know.

Pitcher/Catcher Rules

Regulation VI(a)

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

Regulation VI(c)

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.