



Illinois District 13 Little League



Illinois District 13 Metro League – 2019 Rules AAA Minor/Majors Division

1. All games will be included in the regular season standings – no exceptions.
 - a. 3 points awarded per win-including a win by forfeit
 - b. 1 point awarded per loss
 - c. 2 points for a tie – game must be played to regulation to be considered a tie
 - d. 0 points for loss by forfeit. Result will be a 6-0 win for the non-offending team
 - e. Teams should make every effort to play every game to regulation – see Rule 4.1C.
 - f. If the ADA determines a team is intentionally not playing a scheduled game to affect standings, a points penalty may be imposed.
 - g. Standings will be determined by:
 - i. Total points awarded based on win/loss record
 - ii. Head-to-head record
 - h. Standings affect seeding in the postseason tournament
2. All games will start at the specified time on the schedule. All games must start with a minimum of 8 players on both teams. Teams that are unable to field a team of 8 players within 20 minutes of the scheduled game start time will forfeit the game unless the opposing manager has been notified **two** hours before the scheduled start time. Games cancelled due to weather should be rescheduled within 48 hours by the league's division reps. Any team that fails to show up for a scheduled game shall lose by forfeit and the offending team league may be charged for the umpire fees.
3. Game results and pitch counts must be entered on the league admin pro metro website within 24 hours of the end of the game. The home team manager is responsible for entering the final score, home team pitch counts, and confirming the visiting team's pitch counts. The visiting manager is responsible for entering visiting team pitch counts and confirming the opposing team's pitch counts.
4. Team rosters, including the player's league age, must be entered on the league admin pro metro website prior to the first game. League age is important as it helps monitor pitch counts.
5. Number of innings - 6
6. Time limit:
 - a. **At the 1 hour and 45 minute mark the current inning being played will be the last. NO EXCEPTIONS!!**
 - b. Local city curfews may impact game times.
7. Mandatory Play – 6 defensive outs and 1 at bat. See Green Book Regulation IV (i)
8. Pitch counts
 - a. Determined by age, not division. See Green Book Regulation VI.
 - b. A pitcher may NOT pitch in 3 consecutive days
 - c. Violation of pitch count rules results in an automatic, minimum one game suspension for the offending manager assessed on the next scheduled game.
9. Batting
 - a. A continuous batting order
 - b. All players present at the scheduled start time must be in the batting lineup.
 - c. A player arriving after the start of the game may be inserted in the last spot in the batting order and must adhere to Mandatory Play guidelines.
 - d. Batter must keep one foot in the batter's box at all times. See Rule 6.02(c)



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10. Bats
 - a. **2 5/8" max - MUST have USA Baseball stamped on bat** - see Green Book Rule 1.10 and Little League website
11. Base running
 - a. No leading off or stealing bases until the pitch crosses the plate
 - b. Courtesy (pinch) runners are not allowed at any level except to replace an injured base runner. The replacement runner will be the last batted out.
 - c. When the pitcher is in contact with the pitching rubber and the catcher is set in the catcher's box, ready to receive the pitch, all base runners must be in contact with the base. See Rule 7.13
 - d. **AAA Only - A Maximum of two base runners may score on passed balls or wild pitches per inning.**
12. Balks -
AAA - balks are not called
Majors - The Umpire will rule the pitch a ball but the base runners do not advance.
13. Dropped 3rd strike –
AAA - A batter may not advance on a dropped 3rd strike
Majors - A batter may attempt to advance to first base on a dropped third strike if first base is unoccupied or first base is occupied with two outs - Rule 6.09b
14. Run Limits -
AAA - 5 run limit per team per inning or one time through the batting order whichever comes first. The 5 run limit, but not the batting order limitation, will be suspended in the 6th inning. If it is determined the game will not reach 6 innings due to time limit, the umpire and managers may agree before the start of an inning that the next inning will be the last and the 5 run limit will be suspended. See rule 5.07.
Majors - No Run Limit
15. Slaughter Rule – if either team has a lead of 15 or more runs after 3 innings (2 ½ if the home team is leading by 15 or more runs), the game will be considered complete. If either team has a lead of 10 or more runs after 4 innings (3 ½ if the home team is leading by 10 or more runs), the game will be considered complete.
16. Local (In House) Rules
 - a. No Local League (In House) rules will be allowed.
 - b. Only rules/guidelines established herein or the Little League Green book shall be followed in Metro games to eliminate inconsistencies between leagues.
17. Pool Players
 - a. A list of eligible pool players should be maintained by the league player agent or division rep and pool players assigned to games in a balanced manner.
 - b. Pool players can play any position except pitcher. Use of a pool player as a pitcher is considered using an ineligible pitcher and will result in a one game suspension for the offending manager.
 - c. Pool players must be from the same league and division except for AAA. If a team wants to bring a league age 8 year old player up from a lower division to play in a AAA Minor game, that is allowed.