



# Illinois District 13 Little League



2018 Fall Ball Rules - Revised

Updated 8/12/18

1. Divisions of Play
  - a. AA Minor
  - b. AAA Minor
  - c. Major
  - d. Intermediate
  - e. Junior
  - f. Senior
2. Ages

	<u>Allowed</u>	<u>Recommended</u>
a. AA Minor	5-8	6-8
b. AAA Minor	8-11	9-10
c. Major	10-12	10-11
d. Intermediate	11-13	12-13
e. Junior	13-14	13-14
f. Senior	13-16	15-16

  - i. It is recommended but not required that players participate in the division they are likely to participate in during the 2019 spring season.
3. Number of innings
  - a. AAA Minor, Major – 6
  - b. Intermediate, Junior, Senior - 7
4. **Time Limits**
  - a. **AA – At the 1 hour and 30 minute mark, the last inning is called.**
  - b. **AAA, & Major – At the 1 hour and 45-minute mark, the last inning is called.**
  - c. **Intermediate, Junior & Senior– at the 2 hour mark, the last inning is called.**
  - d. Keep the game moving – coaches and umpires can and should control the tempo
5. Complete game
  - a. AAA Minor, Major – 4 innings if called for weather, darkness, time limit, or visiting team is winning by 10 or more runs; 3 ½ innings if the home team is winning by 10 or more runs.
  - b. Intermediate, Junior, Senior – 5 innings if called for weather, darkness, time limit, or visiting team is winning by 10 or more runs; 4 ½ if the home team is winning by 10 or more runs.
6. Scoring Limits
  - a. AAA Minor – 5 run maximum per inning, per team except the 6<sup>th</sup> inning. There will be no run limit in the 6<sup>th</sup> inning for either team but the maximum number of batters will be limited to the number of players in the lineup.
  - b. Major, Intermediate, Junior, and Senior – no run limit imposed
7. **Batting**
  - a. **AA, AAA, Majors, Intermediate, Juniors, Seniors – A continuous batting order will be used.**
8. Minimum playing time
  - a. All divisions – 6 defensive outs and 1 at bat per game regardless of roster size. Once a substitute player is brought into a game, he/she must meet the minimum playing requirement prior to being removed.
9. Bats
  - a. **The 2018 bat guidelines must be followed for all divisions**
  - b. See Rule 1.10 and [www.littleleague.org.com](http://www.littleleague.org.com) for bat guidelines.



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### 10. Base running

- a. AAA Minor and Major – base runners may not lead off and must stay in contact with the base until the pitch reaches the batter. (Rule 7.13, pg. 102)
- b. Intermediate, Junior, and Senior– base runners may lead off
- c. AAA Minor and Major – only two base runners may score on passed balls or wild pitches per inning.
- d. AAA Minor - batter may not advance on a dropped 3<sup>rd</sup> strike
- e. Major, Intermediate, Junior, and Senior – batter may attempt to advance to unoccupied 1<sup>st</sup> base on dropped third strike and may attempt to advance to 1<sup>st</sup> base with 2 outs. (Rule 6.09b).

### 11. Pitching

- a. Maximum pitches allowed
  - i. AAA and Major – 50 pitches or 9 outs whichever comes first
  - ii. Intermediate and Junior – 60 pitches or 9 outs whichever comes first
  - iii. Senior – 70 pitches or 9 outs whichever comes first
  - iv. A pitcher removed from the mound may return as pitcher as long as he/she has not reached the maximum pitches allowed, maximum outs allowed, item vii below, or item 11(d)i below (AAA Minor and Major). **This applies to all levels for fall ball.**
  - v. Pitchers may finish pitching to a batter without penalty if he/she has reached the pitch count threshold during the at bat. See Reg. VI(c)
  - vi. A pitcher that throws 41 or more pitches in a game may not play catcher.
  - vii. A player that catches 4 innings may not pitch.
- b. Balks
  - i. AAA Minor and Major – no balks are called
  - ii. Intermediate – 1 balk warning per pitcher per game. The 2<sup>nd</sup> offense will result in a balk.
  - iii. Junior and Senior/Big – no balk warning
- c. Number of days rest
  - i. 1-20 pitches; 0 days rest
  - ii. 21-35 pitches; 1 day rest
  - iii. 36-50 pitches; 2 days rest
  - iv. 51-65 pitches; 3 days rest
  - v. 66+ pitches; 4 days rest
- d. Walks
  - i. AAA Minor and Major – a pitcher that issues 5 walks in an inning must be removed as pitcher and may not return as pitcher during the game
  - ii. **AA, AAA Minors, Majors, Intermediate, Juniors, Seniors – A pitcher upon hitting a third batter during a game, the pitcher will be immediately removed from the mound for the remainder of the game.**

### 12. Player Eligibility

- a. Pool players are allowed at all levels but may only pitch for the team on which they are rostered
  - i. The maximum number of pool players are:
    1. One if the team has 9 of their own players and the pool player may only play a maximum of 3 innings.
    2. Two if the team has 7 or 8 of its own players. If the team has 8 of its own players, the 2 pool players must substitute for each other.
- b. A player may be dual-rostered on two team as follows:



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- i. AA & AAA
      - ii. Major and Intermediate
      - iii. Intermediate and Junior
      - iv. Junior and Senior
    - c. Players may participate in two games per day except AA and AAA Minor players.
    - d. Players may not pitch in more than one game per day.
  13. The 2017 Little League “Green Book” will be followed unless noted in this document. No league “House Rules” are allowed.
  
  14. AA Minor Guidelines
    - a. 6 inning game as time allows
    - b. Pitching
      - i. Player pitches 4 balls.
      - ii. If the batter does not put the ball in play or strikeout after 4 pitches, the coach will throw 3 pitches. If the 3<sup>rd</sup> pitch is fouled off, a 4<sup>th</sup> and **final** pitch will be thrown. If the batter does not put the ball in play, the batter is out.
      - iii. There are no walks.
      - iv. **A batter hit by a pitch may choose to take first base or continue batting. If the batter chooses to continue batting then the coach will pitch according to rule ii.**
      - v. Maximum number of pitches will be 50 per player per game but the pitcher may finish pitching to the current batter without penalty.
    - c. Pitching distance should be set to 42 feet
    - d. 5 run max per inning – same guidelines as AAA.
    - e. The offensive coach standing near the pitching mound will act as umpire.
    - f. Time limit will be the same as AAA.
    - g. Up to 2 defensive coaches are allowed on the field but may not assist or interfere with any play.
    - h. Base runners may not advance on wild pitches, passed balls, or over throws. Runners may only advance more than one base if the ball is hit to the outfield.



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