

## 2020 Local League Rules District 30/46/55/62/68 – Juniors

The Little League rule book will govern all games for 2020 regular season. The rules listed below are in addition to the rule book.

- 1) All teams will bat the roster for each game. A player arriving late (after plate meeting) will be added to the bottom of the line up. Any player that needs to be removed from the game is skipped over with no penalty.
- 2) Minimum play is 3innings per game. If a player does not receive their minimum play they must start the next game and play the remaining innings and the required innings before being removed from the game. Mercy eliminates minimum play requirement. Innings do NOT need to be consecutive.
- 3) Catcher may be run for with 2 outs. 2<sup>nd</sup> out must be pinch runner. If catcher is run for he/she must catch the next inning.
- 4) No new inning after 2:15. A new inning is considered as soon as 3<sup>rd</sup> out made in bottom of previous inning. At plate meeting both teams and umpire may agree to waive “no new inning time limit” and play the game in it’s entirety or until mercy rule is in place.
- 5) Games must complete at least 5 innings (4 ½ if home team head) unless the 4 run mercy rule is attained.
- 6) Districts governing committee has authority to forfeit a game. If an umpire suspends a game it is to be reported to Kent Dodson who will consult the committee for decision.
- 7) Home Team is responsible for supplying umpire. This includes games a team is home at an alternate field.
- 8) Home Team is responsible for supplying a scorekeeper for each game. 20 minutes prior to game time each manager must submit their line up, pitching affidavit and roster to the official scorekeeper. Failure to have any of the 3

may result in penalties up to and/or including suspension or forfeit. Keep all affidavits.

- 9) If a team has 8 players they may borrow a player from any other junior division team to play the game. If a player is borrowed from the other team AT the game then that player must participate with their new team for the WHOLE game. NO ROTATING OUTFIELDERS!!!
- 10) ABSOLUTELY NO HIGH SCHOOL PLAYERS! If a team is found to have current high school players on their team the player will be removed from the team and ineligible for all stars. Manager will be suspended for rest of season whether they are aware or not.
- 11) ALL scores must be emailed to [admin@cadist30-Juniors.org](mailto:admin@cadist30-Juniors.org) or text to 661-714-8730 immediately after the game! Report Teams, score, innings played.

## GROUND RULES

Ground Rules: Maps can be obtained from the following link:  
<http://eteamz.active.com/CaDist30-Juniors/locations/>

Ground Rules for the Junior Fields are as follows:

- 7.1 Cabrillo Park – 1920 E. Fruit Street, Santa Ana
  - 7.1.1 Dugout fence lines extended determine field of play
  - 7.1.2 Fair balls leaving the field in right is a ground rule double
  - 7.1.3 Balls caught up in the plants/fence are ground rule doubles
  - 7.1.4 Balls hit above the chain link into the net are home runs
- 7.2 Enderby Field – Santiago Intermediate School  
515 N. Rancho Santiago Boulevard, Orange
  - 7.2.1 No home run fence, runner must leg out home run
  - 7.2.2 Backstop fence line determines field of play.
- 7.3 Jerome Park – 726 S. Center Street, Santa Ana
  - 7.3.1 Balls that roll or bounce onto or past the paved walkway in the outfield are considered dead balls and a ground rule double. Outfielders must indicate so by waving both arms above their head
  - 7.3.2 Any ball that hits the scoreboard or any polls attached to the scoreboard are dead and a ground rule double

- 7.4 Memorial Park – 2102 S. Flower Street, Santa Ana
  - 7.4.1 Backstop fence determines field of play
  - 7.4.2 All light and goal posts are in play
  - 7.4.3 No home run fence, runner must leg out home run
  
- 7.5 Portola Middle School – 270 N. Palm Drive, Orange
  - 7.5.1 No home run fence, runner must leg out home run including balls hit or roll onto the blacktop
  - 7.5.1 Imaginary line extended from bullpens determines field of play
  
- 7.6 Tustin Sports Park – Jamboree Road and Robinson Drive, Tustin
  - 7.6.1 Any ball that rolls past the trees in left/center field and does not make contact with the trees or picnic tables is a live ball and players advance at own risk. If the ball deflects off the trees or picnic tables or becomes trapped under the tables the ball is dead and the batter is awarded a triple.
  - 7.6.2 Hole under right field fence - outfielder must raise his/her arms - ground rule double
  - 7.6.3 Watch catching fly foul ball on left and right sides. Left field has concrete walk path / right field has a telecom structure
  - 7.6.4 There are not gates on dug outs