



GAME DAY PROTOCOL

JRS./INT., MAJORS, & AAA—SPRING 2018V.

60 minutes (recommended) prior to the scheduled start of the game

- ◆ Both teams arrive at field, settle in to dugouts (Home in 3rd Base Dugout, Visitors in 1st Base Dugout) and commence team warm-ups.

30 minutes prior to the scheduled start of the game

- ◆ Each team's manager shall submit to the official scorekeeper an official line-up with the players' first and last names, jersey number, and in the order they will bat.
- ◆ At this time, the team managers will also exchange their line-ups with each other.
- ◆ The Visiting team shall be allowed the option of taking infield practice for 10 minutes.

20 minutes prior to the scheduled start of the game

- ◆ The Home team shall be allowed the option of taking infield practice for 10 minutes.

10-5 minutes prior to the scheduled start of the game

- ◆ Managers meet with the umpires at Home Plate and review ground rules. Protocol

Scheduled start of the game: **PLAY BALL!!**

Additional Protocols

Players coming late to a game:

- ◆ At the time a manager submits their line-up to the official scorekeeper, if that manager knows of any player who will be coming to the game after the scheduled start of the game, the manager shall have the option of moving that player to the bottom of his/her line-up. The player **MUST BE** on the line-up to be allowed entry into the game.
- ◆ (RP 4.04) If a player submitted on the line-up is not present by the time of that player's first at bat in the game, the player will be skipped with no penalty.

Players who leave a game before it ends (both injury and non-injury):

- ◆ (RP 4.04) If a player needs to leave a game early for any reason, during both preseason and regular season, and the player's at bat comes up in the order, the player will be skipped with no penalty.



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Additional Protocols (cont.)

Managers and Coaches

As Stated in the FCLL Bylaws: In the Intermediate, Majors, and AAA divisions, there shall be no more than three (3) adults in the dugout area at any one time during a scheduled game.

(RP 3.09) Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. Managers or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may, however, stand by to observe a pitcher during warm-up in the bullpen.

(RP 3.17) No one except eligible players in a uniform, a manager, and not more than two coaches shall occupy the dugout.

(RP 4.05b) Base coaches shall be a manager or coach only if there is at least one other adult manager or coach in the dugout.

Protests/Appeals

Only the manager of a team will be given the ability to question/appeal a decision made by an umpire.

In all cases, the manager shall request the attention of the Home Plate umpire before the start of the next play/pitch.

In any cases where the call/decision in question was made by a Junior Umpire, at no time will the manager or coach of a team directly challenge or verbally address the Junior Umpire. All discussions will be had with the Home Plate Umpire.

Game Lengths

Both Majors and AAA play six innings, with 4 innings (or Home Team ahead at close of 3 1/2 innings) required to be a regulation game.

No new inning shall begin after 1 hour and 45 minutes (105 minutes) after the first pitch. This time limit rule applies to all AAA games regardless of day of the game and Saturday Majors games.

Note: RP stands for the Little League rule as stated in Little League Regulations, Playing Rules, and Operating Policies for Baseball Divisions 2018

This document is a summary of the posted division rules, league bylaws and official Little League rules.