



Illinois District 13 Little League



2011 Fall Ball Rules

updated 8/24

League is meant to be instructional and develop players for next season

Players will participate in the division they will play in next year

- Player's age as of 4/30/2012
 - AA – 7 & 8
 - AAA – 11 and under
 - 50/70 – 11 & 12 year olds
 - Junior – 12, 13 & 14 year olds
- No exceptions to this rule
- No 15 year olds in Junior League

Players must reside in the league boundaries they register to play in

- Same rules as the regular season
 - Forms II(d) and IV(h) do apply
- Leagues not having enough players can combine with another league
 - You may combine with one league at each division
 - The "Combined Team Application" must be completed and approved by the DA and Little League
 - No other exceptions

The Home team will schedule & cancel umpires

The Home team must notify the visiting team of weather related cancellations

Rescheduling games is the responsibility of the 2 teams/leagues involved

- League Representatives & not Managers will reschedule games
- Some games may not be made up because of limited field availability

NO STANDINGS ARE KEPT

- Goal of league is to be instructional

District website: <http://www.eteamz.com/illinoisdistrict13/index.cfm>

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There are NO house rules – Green Book LL Rules will apply for all games except for the following

- Continuous Batting Order used (rule 4.04)
- Mandatory Play Time is 6 defensive outs (regulation IV i)
- 10-run slaughter (rule 4.10 e)
- At least 1 adult coach must be in the dugout during play (rule 4.05)
- Coaches cannot warm up pitchers (rule 3.09)
- No pinch runners (rule 7.14)

- **Time Limits**
 - AA - 1 $\frac{3}{4}$ hours for all games
 - AAA - 2 hours (1 $\frac{3}{4}$ hours when a game follows)
 - 50/70 - 2 hours (1 $\frac{3}{4}$ hours when a game follows)
 - Juniors - 2 $\frac{1}{4}$ hours for all games
- An inning starts the moment the 3rd out is made to end an inning (regulation X)

- Pitching is restricted to encourage the development of more pitchers
- **Maximum Pitches Allowed**
 - AA – 50 pitches or 6 outs, whichever comes first
 - AAA – 50 pitches or 6 outs, whichever comes first
 - 50/70 - 50 pitches or 6 outs, whichever comes first
 - Junior - 60 pitches or 9 outs, whichever comes first
- Players may finish pitching to a batter if they reach their pitch count during an at bat (regulation VI c)
- 50/70 & Junior's pitchers will receive one balk warning
 - One warning per pitcher will be issued
 - After the first warning, a balk will be enforced
- Pitching logs are used
 - Must be carried by each team
 - Must be signed by the opposing manager after each game
- Pitchers get 8 warm-up pitches or 1 minute, whichever comes first (rule 8.03)
- Pitchers who throw more than 41 pitches, cannot play catcher (regulation VI c)
- Players who catch for 4 innings cannot go into the game and pitch (regulation VI c)
- **Pitching Days Rest (regulation VI d)**
 - 1 - 20 pitches 0 days rest
 - 21 - 35 pitches 1 days rest
 - 36 - 50 pitches 2 days rest
 - 51 - 65 pitches 3 days rest



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- **Composite Bats are not allowed unless listed as approved by LL**
<http://www.littleleague.org/learn/equipment/approvedcombatssmall.htm>
- Players are to be rotated in positions and playing time
- Managers pitching an ineligible pitcher will be suspended for 1 game
- Managers who have a player not meeting mandatory play will be suspended for 1 game

50/70 Specific Rules (9-10 year olds)

- Games will be 6 innings
- 2 ¼" bats used (rule 1.10)
- No metal cleats in 50/70 league

AAA Specific Rules (9-10 year olds)

- A maximum of 5 runs per inning can be scored (rule 2.00 (inning))
 - Once 5 runs are scored, the inning ends.
 - The 6th inning will not have a maximum runs allowed, you must get 3 outs.
- A pitcher must be removed if they walk 4 batters in an inning
 - The 4 walks do not need to be consecutive
 - A new pitcher who is brought in to replace a pitcher, will be allowed a maximum of 4 walks as well



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AA Specific Rules (7-8 year olds)

- No stealing of bases is allowed
- Base runners can advance to the next base until a batted ball is controlled in the infield
 - This rule is intended for outfield hits only
 - Once the ball is thrown into the infield and controlled by a fielder, the runners cannot advance past the base they are running to
 - A ball hit to an infielder is controlled on the infield when they field it. If a throw is then made by the fielder that gets away from the intended target, the runner **cannot** advance because the ball was already controlled.
- A maximum of 5 runs per inning can be scored (rule 2.00 (inning))
 - Once 5 runs are scored, the inning ends.
 - The 6th inning will not have a maximum runs allowed, you must get 3 outs.
- The pitching rubber is set at 42'
- Pitchers who throw 4 balls, or hit a batter, will be replaced on the mound by a coach, from the batting team, to pitch to the batter
 - The coach will throw 3 pitches to the batter
 - The first 2 pitches will not be called a ball or strike
 - The batter can swing at the first 2 pitches if they would like
 - The 3rd pitch will be called a ball or strike by the umpire
 - The batter will continue to bat until they get a hit or strike out
 - The batter will not walk
 - The batter will get a hit or strike out against the coach
 - The pitcher will return to the mound to pitch to the next batter
 - Batters who were hit by a pitch have the option to go to 1st base or bat against the coach
 - This rule is intended to get kids used to hitting the ball
- A pitcher must be removed if they walk 4 batters in an inning
 - The 4 walks do not need to be consecutive
 - A new pitcher who is brought in to replace a pitcher, will be allowed a maximum of 4 walks as well