



## **2019 House Rules**

### **Minors American & National League**

1. All rules as per 2019 Little League Rules except as amended herein.
2. Dropped third strike rule will NOT be observed by FCLL in Minors.
3. FCLL has received a waiver allowing Junior Umpires to work games for Minors, Majors (without an adult umpire) and there will be a zero-tolerance policy in place for any verbal abuse of these umpires by parents, managers, and players. We will hold the Manager responsible for any parents or players who do not adhere to this policy.
4. Chinstraps (must be of the dangling type) on helmets (done up) and athletic cups are mandatory. Catchers must also wear long model chest protectors, shin guards, full helmets and throat protectors
5. Warm up pitches between innings is limited to 5 per pitcher.
6. All regular season rules apply for Playoffs.
7. Only the Manager can call for time to speak with the Umpire.

### **PITCHING**

1. The pitching rubber will be placed 44 feet from the back tip of home plate vs. regulation 46ft 6 inches. The purpose of this is to help the pitching accuracy and confidence and try to create a game with better flow for both defense and offence.
2. Upon agreement at the diamond by both coaches pitchers who need the extra distance to get it to the plate can move up to 42 feet to pitch.

## **National League**

1. Players pitch for the all of the innings played. This format is going to be played for the entire season.

## **American League**

1. Machine pitch for the **first 3 innings**, players pitch for the remainder of the innings played. If a ball hits the Machine it is a dead ball with ALL runners advancing ONLY ONE base. This format will be played all season long including any year-end tournaments.

## **BATTING**

### **American League & National League**

1. **When a Player or Machine is Pitching**, all batters will start each at bat with a count of **0 balls and 1 strike**. This format will be played until May long weekend. After May long weekend **when a Player or Machine is Pitching**, all batters will start each at bat with a count of **0 balls and 0 strike**.
2. Base runners may not steal and may only advance on a hit ball, or if forced to advance due to a walk or hit batter. Base runners may advance one base on an overthrown ball to a base that goes out of bounds or into the dugout. 1st or 2<sup>nd</sup> base only, cannot advance to home from 3<sup>rd</sup> base on an overthrown ball. (We don't want games or innings ending an overthrow)
3. Bunting is allowed

***\*\* NOTE: There were new bat rules for the 2018 Season. Most bats used in the 2017 season will NO LONGER be allowed for use in Little League as dictated by Little League International with the exception of T-Ball. For the link to the Bat Rules, please follow this link:***  
[\*\*\*https://www.littleleague.org/playing-rules/bat-rules/\*\*\*](https://www.littleleague.org/playing-rules/bat-rules/) ***\*\****

## **DURING THE GAME**

1. Players are not allowed to lead off of bases and there are no “straight steals” allowed in Minors. Runners may only advance on a batted ball or a base on balls, they are not allowed to advance on a passed ball (a ball that goes past or bounces away from the catcher).
2. A runner on third may only advance if a ball is hit or they are forced in by a base on balls. They may not score on a passed ball.
3. Batting order is to comprise all members of the team.
4. Players not actively involved in the game must remain on the bench. When at bat, the players should be on the bench in the order in which they are to bat, with all players wearing their helmets. The only active players on offense are the batter, the base runners, and the player base coach. Similarly, defensive players who are sitting out one inning are to be on the players’ bench.
5. All players should be rotated through all defensive positions. This is clearly not possible in any one game, but is easily done throughout the season. The manager should keep a log of what innings were played by position by each player on the team.
6. The Infield Fly rule is not observed in the Minors American & National Leagues.
7. Sunflower seeds (aka Spitz) are not allowed on the field they are a distraction to the players and could become a safety issue.

## **Time Limits**

1. Five (5) run maximum per inning or three outs, whichever comes first. No maximum number of runs in the 6<sup>th</sup> or “*Last Inning*”. Both Managers must confirm “*Last Inning*” with the Umpire prior to the first pitch of the inning in order for the “*open run inning*” to be in effect.
2. All games are a maximum of 6 innings with weeknight games starting at 6:30 PM sharp. No new innings may start after 7:45PM (May)/8:00PM (June) (the “*Curfew Time*”). A new inning starts the moment the third out is made in the previous inning. In other words, if the final out of an inning is made at 7:59 PM in June, a new inning is deemed to have started before the 8:00 PM Curfew Time. **(There is a 2 hour time limit on day games such that the Curfew Time for day games will be 2 hours after the scheduled game time.)**

3. If an inning ends within 15 minutes of the applicable Curfew Time, then “*Last Inning*” shall automatically be called and this should be communicated between both Managers and the Umpire. “*Last Inning*” can be called earlier than this but only if both Managers mutually agree to do so and this must be communicated to the Umpire in advance of the first pitch of the inning being thrown.
4. If an inning starts more than 15 minutes prior to the Curfew Time (and “*Last Inning*” had not been called), but the inning is not completed until after the respective Curfew Time, then the game shall be ended at that point and there shall be no opportunity to call “*Last Inning*”.
5. In the event the game is called as a result of the above time rules, the game shall be official regardless of the number of innings played.
6. In the instance of a game being shortened due to inclement weather or some other unforeseen circumstance before the Curfew Time, (4 innings constitutes a completed game...3.5 if the home team is winning), the completion of the game will be rescheduled by the Coordinator in such an instance.
7. The mercy rule is in effect; i.e. the game is over after 4 innings if one team is leading by 10 or more runs (3.5 innings if it's the home team leading by 10). **ONLY DURING PLAYOFFS FOR MINORS DIVISIONS.**
8. Tie games are allowed during the regular season but not during playoffs. Should a playoff game be tied at the completion of an inning in accordance with the above time rules, the game shall be suspended at that point and the completion of the game will be rescheduled by the Coordinator.
9. The umpire will determine which watch/clock will determine the official time and this should be confirmed between the Umpire and the Managers at the plate meeting.

### **Scoring & Pitch Counts**

1. Scores should be kept as per a usual be reported to the Coordinator after the game. We will use the Regular season scores and standings to determine the Playoff bracket. **The WINNING team MANAGER will e-mail in scores.**

2. Both teams must enter their pitch counts into the Google Doc Sheets that will be created for each division.

Fill out pitching records and have opposing coach sign them at the end of each game and have it available at the beginning of each game for inspection by the opposing coach or League Coordinator.

3. Playoffs will be a double elimination format at the end of the season.