



## Spring 2016 Tomball Little League Minors (9/10) Rules

REVISED 2.1.16

**These supplemental rules are to be used in conjunction with the Green 2016 Little League Rulebook. League Reps/Executive Board/UIC have final discretion of any disputed rules.**

1. **TIME LIMITS** - Games will be six innings for Minors. **No NEW inning will start after 1 hour and 40 minutes.** The batting team will be retired when they have accumulated three outs or five runs, whichever comes first. The five run rule will be eliminated in the **sixth** inning (Ties are allowed). **Games DO NOT have a 'drop dead' limit** – we will finish the inning if the outcome is not yet determined with the exception of Week night games that will have a “drop dead” time of 10:00pm.
2. The “**Ten Run Rule**” will be in effect – after FOUR innings (possibly 3.5) for Minors.
3. Pitchers will be allowed a maximum of eight(8) for new pitchers and five (5) warm ups for returning pitchers; one (1) minute between innings. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow the pitcher as many pitches as the umpire deems necessary. **Rule 8.03**
4. Managers, coaches, or other adults shall not warm-up pitchers from a squatted position; they must be standing. Only uniformed players may warm-up pitchers from a catcher position and they **must be in full catchers gear including mask, throat guard and a cup.** **Rule 3.0**
5. **BATTING LINEUP** – Line up is continuous and perpetual. Line ups may be changed one time before the 5<sup>th</sup> game of the season. Line ups are due to your Player Rep before opening day and,

if changed, the change must be to the player rep before the change is put into effect in a game. Late arrival players by the 3<sup>rd</sup> inning, may be added to the bottom of the line up.

6. **BUNTING** – a batter who squares around can **NOT pull back and swing or slap bunt**. The penalty = batter automatically is out & possible MGR ejection.
7. **STALLING** - Stalling, as determined by the umpire, by a manager or coach is subject to ejection. The umpire will first warn the person involved, and if the practice continues, the umpire shall eject the person involved. The umpire may also stop the elapsed time until play resumes in a normal fashion if he so desires.
8. **PLAYERS** - Teams will play with nine (9) players on the field. If a team cannot field nine players, they may play with **eight (8)** players.
  - a. If your team is going to be short, you must contact **the** League Rep at least three (3) hours before game time to obtain a player(s) from the player pool list from within the same division to get to the required minimum or 9 players **Regulation V(c)**.
  - b. At no time is a team allowed to pick up more than two players to reach their minimum number of players required to play a regulation game.
  - c. They must play the outfield the entire game and they must bat at the end of the lineup.
  - d. They must play at least six consecutive defensive outs and bat at least once **Reg. V (c,4)**.
  - e. This pick up player rule will be suspended for the end of season tournament. Teams that can't field the minimum number of players during the end of season tournament will forfeit the game.
9. **EQUIPMENT:** 2 ¼” -10 Bats on Little League.org Websites approved bat list. Catchers must wear cup and throat guard to be considered in full catcher’s attire. Players must be in full Little League Attire. NO METAL cleats.

#### 10. Team Duties

- a. Home Team will occupy 1<sup>st</sup> base dugout & provide an official scorekeeper & announcer.
- b. Visiting Team will occupy 3<sup>rd</sup> base dugout & provide an individual to operate the scoreboard and record pitch count on a separate pitch count sheet.
- c. BOTH TEAMS are responsible for raking & **watering post game** and preparing the field for play for the next game – as well as locking fields and press box & turning out lights if they are the final game of the day.
- d. **Everyone is responsible for picking up their dugouts and stands to keep them clean for the next game.** Please empty dugout trash into larger trash cans outside the fields.

The winning team manager is responsible for texting score immediately to the league vice president (within 1-2 hours) or the game will be entered as a tie.

**FORMAT for Texting Score: division / date / teams**

**EXAMPLE: “Majors 3/26 Athletics 8 – Cubs 6”**