

Reedley Little League-Minor Division

Ground Rules

The purpose of these ground rules is to govern the Reedley Little League (RLL) and to coordinate all baseball activities necessary for boys and girls ages 7 through 11. This activity will be associated and belong to the National Little League Association and abide by its established rules.

1. Games are a maximum of 6 innings. No new innings are to start after 1 hour 45 minutes. NO EXCEPTIONS. Minor division games are considered Complete after 4 innings.
2. THREE-RUN RULE: During the first 4 innings, if the offense scores 3 runs before the defense gets 3 outs, the inning is over. Only 3 runs per inning score. Exception; if the umpire determines due to time constraints that the last inning is beginning and it is only the 3rd or 4th, the three run limit is off " "for that inning. Both managers must verify this with the umpire before the inning starts.
3. Rule 4.10(e) RLL will follow the 15,10,& 8 run rule for all minors games.
4. Managers and coaches need to be prepared to umpire their own games behind the pitcher's mound.
5. Strikes will be called three inches off the plate on either side.
6. All players on the roster will be placed in the batting order, and will bat during their turn at bat.
7. Each team will have a roster of 10 to 12 players and 9 players will play in the field.
8. Managers may utilize a courtesy runner for the pitcher or catcher in accordance with rule 7.14 (b) of the Little League rulebook.
9. There will be 2 base coaches on each team. No bench player is allowed in the coaching box.
10. Only one offensive timeout per inning is allowed. A Manager meeting a pitcher is a defensive timeout. Upon the third Manager/Pitcher visit, the Manager must pull out the pitcher. The Manager is then afforded the same with the second pitcher. Upon the fourth visit in the game with the same pitcher this pitcher shall be removed. If the Manager abuses this or calls more than one timeout per inning, the umpire may call Delay of Game, which could result in a forfeit.
11. Player chatter must be directed to encourage teammates, and not to intimidate the opposing team's players. All chatter though shall cease during a pitchers wind up. This includes any crowd noise.

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