



McLean Little League Local Rules 2019 (Approved as of February 16, 2019)

1.3.3 All games are governed by time limits set forth below. The limits are measured from the scheduled starting time, not when the game actually is commenced. Under the "Last New Inning" limit, no new inning shall begin after the duration specified below for each level of play. A new inning begins at the moment the third out is made concluding the previous inning. For the levels of AAA and majors, once a new inning has started, the game may not end as a result of curfew restrictions until that inning has completed, but shall be suspended at the moment that "Game Curfew Time" is reached. Little League Rule 4.11 (d) continues to apply to games suspended for any other events (e.g. due to weather). "Game Curfew Time means any of: (i) 10 minutes before the scheduled start time of the next game on the same field; 2; (ii) 9:35 pm, Monday through Saturday; 8:50 pm Sundays. For the levels of AA and below, under the "Maximum Duration of Play" limit, the umpire shall stop the game at the time designated for each level of play regardless of the status of the inning in progress, however no game can end with two outs in the bottom of an inning with the visiting team leading or tied, no game can end in the middle of a batter's at bat, and if a pitching change has just been made, that pitcher must pitch to that batter to the conclusion of his or her at bat. All persons must clear the fields by 9:40 pm and all lights shall be turned off by 9:45pm; 8:55 pm, 9 pm on Sundays. The designated umpire's watch or one designated by him/her will be the only time piece used in applying these rules.

Level of Play	Maximum Duration of Play	Last New Inning
Major League	None	1 hr. 45 min.
AAA Level	None	1 hr. 45 min.
AA Level	1 hr. 45 min.	None
A-Ball	1 hr. 15 min.	None
Transition	1 hr. 15 min.	None
Rookie	1 hr.	None
T-Ball	1 hr.	None

3.0 RULES APPLYING TO THE SOFTBALL PROGRAM

3.1 Rules Applying to Senior League Softball

[Note, at this time, the League anticipates that senior team(s) will need to play some or all of their games against teams from other leagues. As such, the rules set forth below, as in place when the League last played intra-League seniors games, may be adjusted by the Vice President of Softball to harmonize them with the rules and scheduling policies of the other leagues.].Regardless of other rules, the rules set forth for Majors Softball play regarding face masks and face guards for batters, pitchers, and players playing third base shall apply.

3.1.1 The rule book for Senior Softball as published by Little League, Inc. for Senior League Softball will govern all play except as noted below. NOTE: In a game using optic yellow softballs, the use of a white bat is permitted. A WHITE BAT MUST NOT BE USED IN ANY GAME INVOLVING A BALL OTHER THAN AN OPTIC YELLOW SOFTBALL.

3.1.2 It is the intent of the Board of Directors of the League that each player is given every reasonable opportunity to participate in each game and that any player committed to their team (i.e. regularly attends practices and games) should expect to play at least half of the innings played by the team over the course of the regular season. The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup. No player will sit out consecutive innings in the field.

3.1.3 Pitching shall be consistent with the rules established in the Senior League Rules, except where modified by the local rules as noted below.

3.1.4 After a game is considered to be a complete game under Little League rules, the manager of a team, which is behind by at least ten (10) runs, may end that game at any point by so informing the umpire.

3.1.5 No player can pitch more than fourteen (14) innings per week, nor more than seven (7) innings per day.

3.1.6 If a team has eight or more players at the start of the game, the game should begin and proceed until completion based on time or number of innings played. If a team has less than eight (8) players at the scheduled start of the game, there will be a grace period of 15 minutes to wait for an eighth player to arrive prior to having to forfeit. Once the eighth player arrives, the game should begin immediately. Any new players arriving after the game has started will be inserted at the end of the lineup in the order of arrival. No team having at least one half of their roster present shall be required to forfeit during the high school softball season.

The standard number of players to be placed on defense is nine (9).

If a game is called because of darkness, regardless of the amount of time which has been played, the rules regarding it being a complete game are identical to those discussed in the Senior League Softball rulebook for complete games. 18 year olds may participate in the Senior League Softball program, provided that the selected individuals meet all the necessary eligibility requirements. However, it should be noted that 17 and 18 year olds will have no opportunity to compete in Little League All-Stars following the spring season. They may compete in 18U tournaments involving other leagues.

3.1.7 The Senior League Softball season will consist primarily of a series of Saturday doubleheaders commencing with the start of the MLL season. Single games can be scheduled during the week, but will take place mainly on non-MLL fields. Doubleheaders will have time limits of: 1 hour and 30 minutes (no new inning) and 1 hour 45 minutes (drop dead). Single games, when scheduled, will have time limits of 1 hour 45 minutes (no new inning) and 2 hours (drop dead). The teams will remain in the same dugouts for both games and will sit in the dugout based on home/visitor in the first game. All intra-league games played will count towards the regular season standings and City Series pairings. In an attempt to get seven innings in per game, a pitcher will receive 5 warm ups the first inning, 3 every inning thereafter. A new pitcher will receive 5 warm ups.

3.1.9 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

3.2 Rules Applying to Major League Softball

3.2.1 The rule book for Little League Softball as published by Little League, Inc. for Major League Softball will govern all play except as noted below.

3.2.2 It is the intent of the League that each player be given every reasonable opportunity to participate in each game. Therefore, unless they become sick or injured, every player on a team roster will participate in each game. No player will sit out consecutive innings. In order to insure that the intent of this rule is followed, the Vice President of the League will periodically inspect game rosters. Managers should advise the league Vice President of apparent failures to comply with this rule. Failure to comply with this rule may result in disciplinary action by the Board of Directors against any manager or coach consistent with Regulation IV (i) of the Little League rule book.

3.2.3 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup.

3.2.4 No more than 12 innings per week can be pitched by 12-year-olds regardless of the number of 12-year-old pitchers. If more than one 12 year old pitcher pitches in the same inning, a 12-year old pitched inning counts for each 12 year old so pitching in that inning. No player can pitch more

than six innings per week. Per LL rules, a single pitch in an inning counts as an inning pitched for this purpose. If a team plays more than 18 innings during a week as noted in 3.2.7 below, then the maximum number of innings that all the 12 year olds on any one team can pitch during the week will increase to 18 innings; provided, prior to the formation of teams for the season the League Vice President of designee may reduce to more than 12 the number of innings per week (see shaded numbers) required to increase the number of innings a twelve-year old may pitch in one week (which would then be effective starting with the 13th inning of defensive play). If weekly limits are increased, every pitcher (regardless of age) will receive an additional 3 innings of pitching eligibility for that particular week.

Per LL rules, a week starts on Sunday and runs through the following Saturday. There are no rest requirements (i.e., restrictions as to consecutive days pitched). Prior to any game, the managers of the teams shall advise each other as to the number of innings already pitched by his or her pitchers (by pitcher) during the week, provided that a failure to do so, unless and until requested by the other manager, shall not be subject to sanction. If and at such time that a violation of the maximum inning per week rule is determined to have occurred, a pitcher who is pitching in excess of the innings permitted shall be removed from the game, but there shall be no other sanction or adjustment as to the results of the game to that point; provided that a violation of the pitching limit rules, if determined to be intentional, shall make the manager subject to disciplinary action.

3.2.5 Except as provided in Section 1.3.3, the 10-run rule as documented in the National Little League Rule Book will not be implemented.

3.2.6 If a team has eight or more players at the start of the game, the game should begin and proceed until completion based on time or number of innings played. If a team has less than eight (8) players at the scheduled start of the game, there will be a grace period of 15 minutes to wait for an eighth player to arrive prior to having to forfeit. Once the eighth player arrives, the game should begin immediately. If at any time after the game is started, a team has fewer than 8 players available, that team must forfeit.

3.2.7 If a team plays more than 18 innings during a week, then the number of maximum innings that can be pitched by any pitcher will be increased by 3 innings for each additional game beyond the 18th inning for the week. For example, if a team plays 19 innings during a week, then each of their pitchers may pitch a maximum of 9 innings for that week.

Prior to the formation of teams for the season the League Vice President of designee may reduce to more than 12 the number of innings per week (see shaded numbers) required to increase the number of innings any pitcher may pitch in one week (which would then be effective starting with the 13th inning of defensive play) provided further that such change would not apply to levels below majors softball.

3.2.8 All players must wear helmets with face masks when batting, running the bases or coaching from either the first or third base coach's box. Pitchers are required to wear face guards. Players playing third base are also required to wear face guards.

3.2.9 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

3.3 Rules Applying to AAA Softball

3.3.1 The rule book for Little League Softball as published by Little League, Inc. for Major League Softball will govern all play except as noted below.

3.3.2 It is the intent of the League that each player be given every reasonable opportunity to participate in each game. Therefore, unless they become sick or injured, every player on a team roster will participate in each game. No player will sit out consecutive innings. No player will sit out more than two innings until all players have sat out at least one inning. In order to insure that the intent of this rule is followed, the Vice President of the League will periodically inspect game rosters. Managers should advise the league Vice President of apparent failures to comply with this rule. Failure to comply with this rule may result in disciplinary action by the Board of Directors against any manager or coach consistent with Regulation IV (i) of the Little League rule book.

3.3.2.5 A complete game is one in which three complete innings has been played. If the visitors have completed three at bats and the home team has not yet completed their third at bat, but the home team is winning when the game is stopped due to time or weather, the game will be considered official.

3.3.3 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup.

3.3.4 Twelve (12) year olds are not permitted to pitch at this level. While the pitching machine is being used. No player may pitch more than half of the number of scheduled innings per week allowed for kid pitching. Therefore, if a team has 2 games scheduled for the week and the first two innings of each game is scheduled for machine pitch, no pitcher may pitch more than 4 innings in that week; provided that, if a game goes beyond 6 innings, for every two additional innings (or applicable portion thereof, e.g., if a game goes fewer than 2 extra innings), a player shall be allowed to pitch one additional inning. Once all games are kid pitched, the rules on innings pitched that apply in Majors softball shall apply. Per LL rules, a single pitch in an inning counts as an inning pitched for this purpose. Per LL rules, a week starts on Sunday and runs through the following Saturday. There are no rest requirements (i.e., restrictions as to consecutive days pitched). Prior to any game, the managers of the teams shall advise each other as to the number of innings already pitched by his or her pitchers (by pitcher) during the week, provided that a failure to do so, unless and until requested by the other manager, shall not be subject to sanction. If and at such time that a violation of the maximum inning per week rule is determined to have occurred, a pitcher who is pitching in excess of the innings permitted shall be removed from the game, but there shall be no other sanction or adjustment as to the results of the game to that point; provided that a violation of the pitching limit rules, if determined to be intentional, shall make the manager subject to disciplinary action.

3.3.5 Except as [provided in Section 1.3.3, the 10-run rule as documented in the National Little League Rule Book will not be implemented.

3.3.6 Games should begin and proceed until completion based on time or number of innings played regardless of the number of players present. If a team has less than six (6) players at the scheduled start of the game, there will be a grace period of 15 minutes for a sixth player to arrive prior to having to forfeit. Even if a team is required to forfeit due to a lack of players, the game will be conducted as a practice scrimmage and should continue until completion.

3.3.8 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence. The Vice President of Softball and/or his/her designee may reduce the run limits for the innings pitched by kids if deemed necessary to improve the quality of play.

3.3.9 A runner at first base may not steal second base and also may not advance if a throw from the catcher attempting to pick off a runner at first base results in an error. The stealing of third base and home plate is permitted. Runners at second and third base may advance on a throw down from the catcher attempting to pick off a runner at any base. When stealing all runners may only advance one base per attempted steal. Delay stealing is not permitted. Once the catcher has released the ball back to the pitcher, a runner may not attempt to steal. If the runner is already in the process of stealing the base when the throw is made back to the pitcher, the runner may continue to advance to the next base. Should a player attempt to delay steal, they will return to their original base without penalty. There is no "halfway" rule with respect to base running (at this or upper levels). In addition, there is no limit to the number of bases a runner may advance on an overthrow with the exception of the stealing rules above.

3.3.10 The defensive team field's ten players with the tenth player positioned in the outfield. All outfielders must be positioned in the outfield grass.

3.3.11 The pitching distance is 35 feet.

3.3.13 In instances when the offensive team's catcher for their next defensive inning is on base and there are two outs or four runs have been scored, the offensive team may insert a "courtesy" runner to run for the catcher. This runner will be the player who made the most recent out of the inning, or, if no outs have been recorded, the player who scored the most recent run.

3.3.14 The Vice President or designee will publish the pitching rules for AAA softball prior to the beginning of the season, which may provide for modifications during the season.

3.3.16 All players must wear helmets with face masks when batting, running the bases or coaching from either the first or third base coaches box. Pitchers (including those playing pitcher when a pitching machine is in use) are required to wear face guards.

3.3.18 The infield fly rule is NOT in effect.

3.3.19 Each player present for the entire game shall play at least one (1) defensive inning in the infield.

3.3.20 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

3.4 Rules Applying to Minor League Softball—AA Level

3.4.1 The rule book for Minor League Play as published by Little League, Inc. will govern all play except as noted below.

3.4.2 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup.

3.4.3 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence. The Vice President of Softball and/or his/her designee may reduce the run limits for the innings pitched by kids if deemed necessary to improve the quality of play.

3.4.4 It is the intent of the League that each player be given every reasonable opportunity to participate in each game. Therefore, unless they become sick or injured, every player on a team roster will participate in each game. No player will sit out consecutive innings. Except as provided in rule 3.4.9, no player shall play the same position for more than 2 innings per game in a game that lasts no more than 9 innings. Note, if a player plays the position of pitcher in a machine-pitched inning and pitches in another inning, this counts as twice at the same position. In order to insure that the intent of this rule is followed, the Vice President of the league will periodically inspect game rosters. Managers should advise the league Vice President of apparent failures to comply with this rule. Failure to comply with this rule may result in disciplinary action by the Board of Directors against any manager or coach consistent with Regulation IV (i) of the Little League rule book.

3.4.5 The defensive team field's ten players with the tenth player positioned in the outfield. All outfielders must be positioned in the outfield grass.

3.4.6 The stealing of second and third base is not permitted. The stealing of home plate is permitted. Delayed stealing is not permitted. Once the catcher has released the ball back to the

pitcher, a runner may not attempt to steal. If the runner is already in the process of stealing the base when the throw is made back to the pitcher, the runner may continue to advance to the next base. Should a player attempt to delay steal, they will return to their original without penalty. There is no "halfway" rule with respect to base running. Runners may advance only one base on an overthrow. Stealing (of home) is permitted off of player or machine pitch, but not off of coach pitch.

3.4.7 The Vice President or designee will publish the pitching rules for AA softball prior to the beginning of the season, which may provide for modification during the season.

3.4.8 In instances when the offensive team's catcher for their next defensive inning is on base and there are two outs or four runs have been scored, the offensive team may insert a "courtesy" runner to run for the catcher. This runner will be the player who made the most recent out of the inning, or, if no outs have been recorded, the player who scored the most recent run.

3.4.9 No player shall pitch more than one (1) inning in a game that has three (3) innings pitched by the pitching machine; provided that if a game goes beyond 6 innings, for each 3 innings thereafter (or applicable portion thereof, e.g., if a game goes fewer than 3 extra innings, a player may pitch one additional inning. If there are two (2) or fewer innings of machine pitching, then the rules on innings pitched that apply in AAA softball shall apply. There are no rest requirements. To the extent that players may be permitted to pitch another inning after the 6th inning by virtue of this rule or by application of the AAA rules, that player shall not be prohibited from doing so by virtue of the limitation on the number of innings any player may play the same position.

3.4.10 Both teams are required to maintain a scorebook documenting participation and results for each game. If there is a disagreement about the outcome of a game which cannot be resolved between the managers, the scorebook of the home team will be considered to be the official record of the game.

3.4.11 A complete game is one in which three complete innings has been played. If the visitors have completed three at bats and the home team has not yet completed their third at bat, but the home team is winning when the game is stopped due to time or weather, the game will be considered official.

3.4.12 Games should begin and proceed until completion based on time or number of innings played regardless of the number of players present. Even if a team is required to forfeit due to a lack of players, the game will be conducted as a practice scrimmage and should continue until completion. During the regular season, games should begin on time regardless of the number of players in attendance for either team.

3.4.13 The 10-run rule as documented in the National Little League Rule Book will not be implemented. Thus all games are expected to be played to completion or through their time limits whichever occurs first.

3.4.14 Each player present for the entire game shall play at least one (1) defensive inning in the infield, which must occur during a machine pitched inning in games involving three or more machine-pitched innings.

3.4.17 All players must wear helmets with face masks when batting, running the bases or coaching from either the first or third base coaches box. Pitchers (including those playing pitcher when a pitching machine is in use) are required to wear face guards.

3.4.18 When using the pitching machine, the pitch should come to the batter at a rate of speed such that the pitch is "flat". The pitch should not "loop" in to the batter with an arc.

3.4.19 During the regular season, there will be no walks. If the batter is thrown four (4) balls by the player pitcher, the batter will remain at the plate. The pitcher will assume the position behind the pitching rubber and the manager or coach of the offensive team will continue pitching to the batter. The batter will retain the number of strikes they had from the player pitcher and with the manager/coach pitching will either hit the ball into fair territory or strike out. Strikes will be called, but bases will not be awarded for walks or hit batters by machine or coach pitch. If a batter is hit by a player pitcher, the batter will be awarded first base, unless the batter's manager elects to have the batter's at bat continued. While our practice in the regular season is for kids not to take bases when hit by kid pitch.

3.4.20 The infield fly rule is not in effect.

3.4.21 During the regular season, umpires may not be assigned by the League to games played at this level of play. In such event, the team at bat shall provide umpires for the half inning. Managers and bases coaches may serve this function. While players are pitching, the strike zone shall be expanded to generally be between the knees and at or below the front shoulder, and the diameter of the ball beyond both the inside and outside edges of the plate. The umpire behind the pitcher has the call on kid-pitched balls and strikes and shall remain cognizant of fair and developmental play to both the pitcher and the batter.

3.4.22 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.