



J. L. HUTCHINSON Baseball League

JL HUTCHINSON LEAGUE OFFICIAL RULES

*Official playing rules of the Little League Baseball, Inc., and as supplemented or modified by the JL Hutchinson League rules, shall govern play in all leagues.

2021 Little League® Age Chart FOR BASEBALL DIVISION ONLY

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	4
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	5
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	6
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	7
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	8
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	9
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	10
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	11
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	12
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	13
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	14
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	15
2005	2005	2005	2005	2005	2005	2005	2005	2004	2004	2004	2004	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2021.

GAME TIMES

The first game begins at 6:00 pm

The second game begins 10 minutes after the completion of the first game.

	Coach Pitch	Carnino	German	Gutteridge
Time Limit:	1:20hrs	1:30hrs	1:40hrs	1:50hrs
*Game time begins with first official pitch of the game				
*No innings will start with less than 5 minutes remaining on official game clock				
*New inning begins after the third out of the preceding inning				
*Tournament Championship Game has no time limit				
Number of Innings	6	6	6	7
*Only 1 extra inning will be played in case of a tie				
Rainout/Weather Delay				
*A game in progress will be suspended until such time that it may be restarted. For a rained-out game (which is a game that was never started), all pitch count totals and other pitching rules for a given pitcher that otherwise apply on the day the game is made up shall apply. For a suspended game rainout (which is a game that was started then suspended mid-game), all pitch count totals and other pitching rules for a given pitcher that otherwise applied on the day the game was suspended shall apply, even though the game is completed on a later day.				
Run Rule:	N/A	15 runs after 3	10 runs after 4	10 runs after 4
Bases:	60'	60'	60'	90'
Pitching Mound:	N/A	46'	46'	60' 6"
Bat Max Size:	2 5/8"	2 5/8"	2 5/8"	2 5/8"
Bat Max Length:	33"	33"	33"	36"
Balk Rule:	N/A	No	No	Yes
Lead Offs:	No	No	No	Yes
Head First Slides Home:	No	No	No	No
*Runner will be called out!				
	Coach Pitch	Carnino	German	Gutteridge
Maximum Players Per Roster	12	11	11	12
All Players Bat:	Yes	Yes	Yes	Yes
Free Substitution:	Yes	Yes	Yes	Yes
Bunting Allowed:	No	Yes	Yes	Yes
Breaking Pitches:	N/A	No	No	Yes
Dropped 3 rd strike:	No	No	Yes	Yes

Cleats: rubber	Rubber	Rubber	Rubber	Metal/Rubber
Intentional Walks:	N/A	No	No	No

**NUMBER OF PLAYERS IN LINEUP
(ALL LEAGUES)**

6 or fewer players=FORFEIT. A team must have at least 7 players throughout the game. However, if a team provides 24 hours' notice of inability to field a team, a forfeit will not be enforced, and the game instead will be rescheduled.

*A team must have 7 players present within 15 minutes of the start time.

*Any portion of the 15-minute delay is included in the game time.

7 players=An out will be recorded every time the 8th position comes to bat.

8 players=No penalty

**PITCHING RULES
(ALL LEAGUES)**

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) A Starting pitcher can return to the mound as long as he has not exceeded his pitching limitations for innings or pitch count. Non-Starting pitchers once removed from the mound cannot return as a pitcher. **Junior and Senior League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13-16 – 95 pitches per day (or 4 innings)

11-12 – 85 pitches per day (or 3 innings)

9-10 – 75 pitches per day (or 3 innings)

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base; 2. That batter is put out; or 3. While still facing that batter, the third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.**

(d) Pitchers league age 15 and under must adhere to the following rest requirements:
If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is put out; or (3) while still facing that batter, the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she had reached immediately preceding that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”

GENERAL RULES GOVERNING ALL JL HUTCHINSON LEAGUES

40.0 ELIGIBILITY

40.1 To be eligible to play in the JL Hutchinson League, all players must live within the guidelines established by the JL Hutchinson League. A player must be a resident of the City of Pittsburg and/or must currently be enrolled in a school within the USD 250 district, which also includes area private and parochial schools.

40.2 No person is eligible to play until his player contract is signed and accepted at League Headquarters.

40.3 Each Player is to have league insurance and is not eligible to play until his registration fee is paid and turned in at the League Headquarters.

40.4 The manager must inform the League Administrator immediately if/when a player withdraws from the roster.

40.5 If a team manager loses one of his players during the season due to illness, injury, change of address, or other justifiable reason, a player will be assigned to that team (if available).

40.6 The Board of Directors must approve all managers, and all managers must also complete/pass a background check. An individual will only be allowed to be the head coach (manager) of one team in the JL Hutchinson League during any given year. However, he/she may serve as an assistant coach in other leagues as long as it does not interfere with his/her managerial duties.

41.0 EQUIPMENT

41.1 JL Hutchinson League shall provide shirts and hats for players under contract in the league.

41.2 Managers are asked to encourage players to take good care of uniforms and equipment. League officials shall have the authority to issue discipline in instances of gross misuse or abuse of uniforms or equipment.

41.3 It will be the financial responsibility of the manager or buyer if purchases of equipment, supplies, etc. are made without prior approval by the league administrator.

41.4 All uniforms shall have a number on the back of the shirt so that the official scorekeeper may identify players. Duplicate numbers shall not be permitted on the same team.

41.5 Home plate umpires in all leagues are required to wear facemasks, chest protectors, and shin guards.

41.6 Protective headgear and cup shall be worn by the catcher during practices, warm ups, and games. Catchers in Coach/Machine Pitch, Carnino, and Frank German Leagues must wear headgear that covers their ears (i.e. hockey style mask).

41.7 Baseball Bat: JL Hutchinson League will adhere to these 2018 USA Baseball Bat regulations:

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Ted Carnino and Frank German Leagues) shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⁵/₈ inches for these divisions of play. Additional information is available at LittleLeague.org/batinfo.

Note: If your child’s bat does not meet these standards, it will be considered illegal for league play.

42.0 GAME PROCEDURES

42.1 Prior to the start of each game, each manager shall furnish the umpire in chief and the official scorekeeper a list of his starting line-up, substitutes, and the number of innings each player has pitched that calendar week.

42.2 All Leagues: All players are placed in the batting lineup allowing free substitution. All players must play a minimum of 2 innings in the field per game. All players present and in uniform shall be inserted into the defensive line up no later than the start of the 3rd inning.

42.3 A manager or any coach is allowed only one (1) trip to the mound for a conference with the pitcher per inning. The second trip automatically calls for a change of pitchers. Confering with the pitcher by the manager shall be considered a trip to the mound if the manager leaves the dugout. If there is any doubt, the umpire in chief shall make the final determination.

42.4 [Reserved.]

42.5 The home team in each game shall occupy the first base dugout.

42.6 The league will provide an official scorer (including pitch counts) at each game. In the event of a question of eligibility of a pitcher, the record of the official scorer shall be deemed official. In the absence of the official scorer, the umpire in chief shall designate an official scorer.

42.7 A pitcher in Ted Carnino (9-10) and Frank German (11-12) leagues will receive a verbal warning upon hitting his/her second batter in a game. Hitting a third batter will automatically result in the substitution of a new pitcher. In the Don Gutteridge (13-15) league, a new pitcher shall be

substituted after the third hit batsman in any single inning, or on the fourth hit batsman overall during a single game.

42.8 It shall be the responsibility of the Umpire in Chief, scorekeeper and managers to determine the number of pitches previously pitched by players on each team prior to the beginning of each game. The Umpire in Chief or scorekeeper shall notify the manager when a player has pitched the maximum number of pitches or innings per game. *Violation of this regulation will not result in forfeiture of the game!*

42.9 It shall be the responsibility of the scorekeeper and the Umpire in Chief to ensure batters are batting in the proper batting order. If a batter is batting out of turn, the umpire or scorekeeper shall notify the manager and the proper batter shall then bat. Any balls and strikes shall be counted in the proper batter's time at bat. However, if the improper batter completes the at bat (becomes a base runner or is put out), and the defensive team appeals to the umpire before the first pitch to the next batter, the umpire shall (a) declare the improper batter out, and (b) nullify any advance or score made because of a ball batted by the improper batter. The proper batter will be the next official batter of record.

42.10 Slide Rule: A runner must slide when necessary to avoid contact with the fielder. A runner who makes contact with a fielder when he does not slide and the fielder has the ball and is waiting to make a tag, or the throw is on its way and the fielder is about to catch the ball for the purpose of making the tag, will be called out.

42.11 In case of an injury to a runner, the player who was the last batted out will be designated the replacement as a pinch runner.

42.12 **ONE** coach per team (Ted Carnino and Frank German Leagues only) will be allowed to sit on a coach's bucket in the field of play. **No exceptions!** This rule will be enforced by the umpires and managers.

42.13 Only the lead off batter of each inning is allowed to take warm up swings while waiting for the umpire to signal that ball is in play. Players are not allowed to take warm up swings while another batter is at bat and ball is in play.

43.0 PROTEST

43.1 A protest shall be considered only when based upon the violation or interpretation of a playing rule. No protest shall be considered on a decision involving an umpire's judgment. Equipment, which does not meet specifications, must be removed from the game and *shall not be the basis of a protest.*

43.2 The managers of contesting teams only shall have the right to protest a game.

43.3 The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that he is playing a game under protest.

43.4 Following such notice, the umpire shall consult with his associate umpire. If he is convinced that the decision is in conflict with the rules, he shall reverse his decision. If, however, after consultation, he is convinced that his decision is correct, he shall announce that the game is being played under protest. *Failure of the umpire to make such an announcement shall not affect the validity of the protest.*

43.5 If it is determined that an ineligible player or pitcher is being used, said player shall be removed from the game or position and the game shall be resumed. *This shall not be basis of a protest.*

43.6 The protesting manager shall, within 24 hours, submit formal protest in writing to the league administrator or league president.

44.0 FIELD DECORUM

44.1 The actions of the players, managers, coaches, umpires and league must be above reproach.

44.2 A coach, player, substitute, attendant, or other bench personnel shall not commit any unsportsmanlike act, including but not limited to:

- a.) Use words or actions to incite or attempt to incite any spectator's demonstrations;
- b.) Argue any umpire's decisions which involve judgment;
- c.) Carelessly/deliberately throw a bat;
- d.) Use profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, taunting, or baiting;
- e.) Use any language intended to intimidate;
- f.) Behave in any manner not in accordance with the spirit of fair play;
- g.) Charge an umpire;
- h.) Use any tobacco or tobacco like products and/or alcoholic beverages within the confines of the field; and/or
- i.) Strike, push, or shove an umpire or JL Hutchinson representative in a violent or threatening manner, before, during, or after a game.

44.3 Penalty: Managers/coaches/players who violate any of the above:

- 1.) The umpire shall eject the offender from the game (the umpire does not have to issue a warning), unless the offense is judged to be of a minor nature.
- 2.) The umpire may warn the offender and then eject him if he repeats the offense. Note: The umpire should have the scorekeeper keep a written record of any warnings.
- 3.) Failure to return to playing/coaching position and begin play within one minute after being warned by the umpire to do so may be sufficient cause for ejection from the game. *Note: Failure to comply shall result in the game being forfeited.*

44.4 Ejection: Any player, manager, or coach who shall be ejected from a game during the season may be suspended from further participation in this league at the discretion of the Board of Directors.

44.5 When ejected from a game, the person must leave the playing area and must remove himself/herself from the "sight and sound" of the game. He or she may not act as a coach, remain in the dugout/field of play, or continue any vocal actions or otherwise demonstrate against the umpires. Such continued disturbances may be charged against the second ejection.

44.6 Any manager, player, coach, fan, or sponsor who shall strike, push, make a criminal threat or shove an umpire, coach, or JL Hutchinson representative in a violent or threatening manner, before,

during, or after a game shall be barred from further participation in the league at the discretion of the Board of Directors.

44.7 All JL Hutchinson League players will be expected to conduct themselves in an orderly manner when in the vicinity of any JL Hutchinson League game whether in or out of uniform. Actions such as running through the stands, fighting, throwing dust, rocks, paper cups, etc. and other such actions which may cause annoyance to the adult fans or neighbors of the ball parks will not be tolerated. Such conduct will subject the players to possible discipline by league officials, including suspension from league play. Managers will be expected to attempt to control their players when they are present at any game. They are also expected to notify their players of the possibility of discipline by league officials.

44.8 Should any team manager have any reason to dispute the decision of an umpire, he alone must discuss the dispute in a non-belligerent manner. All players and coaches must retire from the scene of the argument unless called in by the umpire to take part in the discussion. Failure to withdraw from any discussion after being cautioned by the umpire may be sufficient cause for ejection from the game.

44.9 Any manager who shall refuse to permit his team to continue a game because of a dispute with an umpire shall be barred from further play during the current season and may be barred from managing or coaching in the league during the next season.

44.10 Umpires will be instructed to handle disturbances from the stands, such as verbal abuse or any other abuse in any manner, that will have a negative effect on the game in this prescribed fashion: First, they will notify each manager of the situation. If the abuse continues, they will notify the managers who should then take steps to solve the problem. If the problem persists, the game shall stop until such violator can be removed or prohibited from creating such a disturbance again. This does not prohibit the umpire from stopping the game at his discretion if such a flagrant violation occurs.

44.11 Throwing the bat: No player shall throw the bat (intentionally or unintentionally) upon hitting the ball. The first offense in a game is a warning. Upon the second offense in a game, the batter/runner is out and no runners may advance.

44.12 Uniformed players, managers, coaches, team scorers, and umpires only shall be permitted within the confines of the playing field just prior to or during games except for the batter and base runners and defensive players.

44.13 Only managers and adult coaches are permitted in the coaching boxes.

45.0 MISCELLANEOUS

45.1 Organized practice will begin shortly after the draft for all teams under the supervision of managers or coaches. Practice on school days may not start before 4:00 pm.

45.2 Rainouts will be rescheduled on the next available open night, except for "blackout dates" as decided by the Board of Directors prior to the beginning of the season.

45.3 Twenty minutes before the scheduled starting time of the first game, the visiting team may make use of the infield and outfield for a period of eight minutes, after which it must be surrendered promptly to the home team for a like period of time.

45.4 Managers are expected to apply dedicated time to the instruction and development of their team.

45.5 Acknowledging that a parent may serve as a manager of a travel team, the JL Hutchinson League welcomes those individuals who can fulfill the above obligations to a league team. However, the decision by a travel team/league manager to miss a league game to attend a travel team event can result in “game suspensions during the current year” and/or “a failure to receive a manager’s position in future years.”

45.6 Managers, coaches, umpires and league representatives should not give internal medicines, including even aspirin, to an injured player. Drugs might disguise or hide a vital symptom from the physician. This is especially true in head injuries.

46.0 PLAYER DRAFT

46.1 All prospective players will be placed in a player draft for assignment to teams and will be drafted by name.

46.2 The league administrator/draft coordinators will be in charge of the player draft (i.e. draft order, separate or combined age group selection, preference picks, player selection, etc.) at the direction of the Board of Directors.

46.3 Managers will be furnished a list of all players who registered for the draft. If there are eight teams, the order shall be 1-2-3-4-5-6-7-8 then reverse the order to 8-7-6-5-4-3-2-1 (i.e. serpentine draft). If age groups were selected separately, the manager with the #8 pick will select first in the second round. Discretion may be used by the person conducting the draft to equalize the number of players on each team in the late rounds.

46.4 Managers’ children and siblings of team members will be considered as preference draws. Prior to the draft, the League administrator/draft coordinators will determine in which round each preference pick must be taken/slotted in the draft.

47.0 AWARDS/POSTSEASON

47.1 Regular Season Champions: The winning percentage in all games for each team will be used to determine final standings.

47.2 Teams finishing 1st and 2nd in each division shall be awarded trophies or medals. If two teams are tied in the final standings, then tiebreakers shall be as follows: 1.) Best head to head record, 2.) runs allowed in head to head games, and 3.) coin toss.

47.3 Post Season Tournament: There shall be a single elimination tournament format or round robin format at the end of the season in the Coach Pitch, Ted Carnino, Frank German, and Don Gutteridge Leagues. Trophies/Medals will be awarded to teams finishing 1st, 2nd, and 3rd. *Note: There is no 3rd place game in the Don Gutteridge League.*

47.4 Seeding for the tournament will be by regular season winning percentage irrespective of division standings. Tie games are considered to be a half win and a half loss. If two teams have the same winning percentage, the tiebreaker will be 1.) head to head competition, and 2.) coin toss.

47.5 Home teams in the tournament will be determined by highest seed.

47.6 At the end of the regular season there will be an All-Star game between divisions for each age group 9 through 12. These 6 inning games will be played on the same night beginning at 6:00 pm. The top 24 players (unless thirty players or less of a particular age group in the league, in which case only 10 players from each division will be selected) in each age group will be selected by the league managers. Should there be a tie vote resulting in more than the required player total, there

will be a revote of those tied players to result in the appropriate number. All players will be in the batting lineup and play a minimum of two innings in the field. The divisional All-Star team managers will be offered to the managers of the first and second place teams of each division. There will be a 1:45 time limit on the 9 and 10-year old games only.

47.7 Postseason Tournaments: Prior to the conclusion of the regular season, league managers, in conjunction with the League Administrator, will collectively meet and have the opportunity to nominate as many players from their respective league teams as they feel appropriate. All managers will then have the opportunity to nominate players from other teams that they feel are worthy of a nomination. Managers will then vote on a total of up to ten 10 players that will represent Pittsburg on a post-season all-star team. The postseason manager, as selected by the Board of Directors, will then have the option of selecting up to 3 additional players that received All Star nominations. Those selected by the All Star Manager will need board approval to be added to the official All Star Roster or be listed as Alternates. This roster will then be verified by the League President and sent to the Official Little League State headquarters for postseason registration and roster verification.

47.8 Postseason Eligibility: All players that are eligible for the JL Hutchinson regular season that meet the guidelines set forth by the Board of Directors, and are in good standing, are eligible for participation in the Little League Baseball, Inc. postseason tournaments. A valid birth certificate and waiver signed by the parent/guardian are also required.

The following rules are intended as a supplement to the Official Little League Baseball, Inc. rules, and will govern these leagues as noted below.

DICK WEBB COACH PITCH (8 AND UNDER) DIVISION

- 1.) Ten players will be played on defense. Four players will be designated as outfielders.
- 2.) A Pitching rubber will be set at 35 feet from home plate. The coach-pitcher must have one foot on rubber when pitching. The coach-pitcher must pitch over-handed.
PENALTY: ball is dead and pitch counted.
- 3.) If the Coach-Pitcher is hit with a ball leaving the bat, the Umpire will immediately signal "dead ball", all runners will return to their previous base and the batter will bat again.
- 4.) If a thrown ball hits the coach-pitcher, it is considered a live ball, unless the Umpire determined the coach intentionally interfered. If the Umpire feels it was intentional, it will be considered a "dead ball" and the play is repeated (do-over).
- 5.) There are no walks, and a batter does not get to take first base if hit by a pitched ball.
- 6.) A chalked circle will be drawn around the pitching area. When the ball is in the pitching circle, runners may not advance.
- 7.) The player-pitcher must stand in the chalked circle behind the coach-pitcher for safety until the hitter has made contact with the baseball. **PENALTY: Batter will be awarded first base.** Other runners advance if forced to.
- 8.) The Player-Pitcher is required to wear a batting helmet with a facemask (supplied by the league).
- 9.) All players at the start of the game will be placed in the batting order. A player that arrives late will be inserted at the end of the batting order. If a player is injured and can't continue, his/her spot in the batting order will be skipped each time the player would have come to bat. This will be done without penalty.
- 10.) A batter will receive a maximum of six pitches or three swinging strikes. If a batter hits a foul ball on his sixth pitch or with two strikes, he will be allowed another pitch. Normal baseball strikeout rules will then apply.
- 11.) No bunting, slapping, or base stealing is allowed.
- 12.) Base Advancement: A base runner(s) may only advance one base on an overthrown ball into foul territory (i.e. first base). However, if a fielder makes a play on a runner which

results in an over throw into fair territory (i.e. second base), the runners may advance at their own risk until such time as the pitcher has control of the ball (within the designated pitchers circle), and the umpire has called time out.

- 13.) Umpires will call "time out" after every play. Time should be called as soon as the play has ceased and runners are obviously not advancing.
- 14.) The Umpire will be situated behind the catcher.
- 15.) The infield fly rule does not apply.
- 16.) Run Rule-**Six runs** scored in any half inning shall be the same as three outs and the game will be called when there are not enough innings left in the game for a team to score enough runs to win the game.

TED CARNINO (9-10) DIVISION

- 1.) There shall be no leading off a base.
- 2.) A player may only steal a base (*excluding home plate*) when the ball crosses the front edge of home plate. If, in the umpire's judgment, the runner leaves early, the runner will be declared out.
- 3.) A runner may only steal/advance home when:
 - a.) the catcher fails to make a clean catch, or
 - b.) the return throw from the catcher to the pitcher is not handled cleanly, or
 - c.) the catcher overthrows 3rd base, or
 - d.) if the catcher attempts to throw out an advancing base runner (i.e. runner at 1st and 3rd, runner at 3rd may advance home).
- 4.) An exaggerated strike zone shall be in effect. The strike zone shall be from the lower portion of the leg to the shoulders of each batter. "Wide" corners of the plate will be called strikes when the ball is in the above-mentioned zone. Benefit of the doubt will be given to the pitchers.
- 5.) Run Rule-**Six runs** scored in any half inning shall be the same as three outs and the game will be called when there are not enough innings left in the game for a team to score enough runs to win the game.
- 6.) All players in uniform shall be placed in the official batting order regardless of the number of players on the opposing roster. Free substitutions of all players will be allowed.
- 7.) No outs will be taken if a player is injured or considered unable to play unless this drops the team down to 8 players or less.

FRANK GERMAN (11-12) DIVISION

- 1.) There shall be no leading off a base.
- 2.) A player may steal a base (*excluding home plate*) when the ball crosses the front edge of home plate. If in the umpire's judgment the runner leaves early, the runner will be declared out.
- 3.) A runner may only steal/advance home when:
 - e.) the catcher fails to make a clean catch, or
 - f.) the return throw from the catcher to the pitcher is not handled cleanly, or
 - g.) the catcher overthrows 3rd base, or
 - h.) if the catcher attempts to throw out an advancing base runner (i.e. runner at 1st and 3rd, runner at 3rd may advance home).
- 4.) The pitching of breaking balls in the Frank German league is prohibited. Unless the batter hits the ball and reaches first base safely, the pitch shall be called a ball and the umpire shall warn the pitcher. After the third such infraction in any game, a pitcher shall be removed from the pitching position.

- 5.) Run Rule-**Seven runs** scored in any half inning shall be the same as three outs and the game will be called when there are not enough innings left in the game for a team to score enough runs to win the game.
- 6.) All players in uniform shall be placed in the official batting order regardless of the number of players on the opposing roster. Free substitutions of all players will be allowed.
- 7.) No outs will be taken if a player is injured or considered unable to play unless this drops the team down to 8 players or less.

DON GUTTERIDGE (13-15) DIVISION

- 1.) All players in uniform shall be placed in the official batting order regardless of the number of players on the opposing roster. Free substitutions of all players will be allowed.
- 2.) Run Rule-**Seven runs** scored in any half inning shall be the same as three outs and the game will be called when there are not enough innings left in the game for a team to score enough runs to win the game.
- 3.) Consistent with KSHSAA rules, a courtesy runner for only the pitcher and catcher will be allowed during game play.
- 4.) Games will be 7 innings of play.
- 5.) Pitching rules for this age group will be consistent with Little League rules on pitch count with additional rules applying for innings per game.
 - a. There is a maximum of 4 innings per game that a pitcher is eligible to pitch.
 - b. 6 Innings max in any 2 games per week.
 - c. In the event there are 3 games in one week the 6 innings max rule still applies for every 2 games.