

# Minor Baseball Local Rules

LITTLE LEAGUE RULES TO GOVERN ALL PLAY WITH THE EXCEPTION OF THE FOLLOWING:

1. GAMES WILL BE 6 INNINGS OR 1 HR & 30 MIN & FINISH THAT INNING. A COMPLETE DROP DEAD TIME OF 1 HR & 45 MIN, IF REACHED THE FINAL SCORE WILL BE TAKEN FROM THE PREVIOUSLY FINISHED INNING.
2. ALL PLAYERS PRESENT AT THE GAME WILL BE INCLUDED IN THE BATTING LINE-UP.
3. A COMPLETED INNING FOR A TEAM IS THREE OUTS OR ONCE THRU THE BATTING LINE-UP.
  - a. IF TEAM A HAS TEN (10) PLAYERS AND TEAM B HAS TWELVE (12) PLAYERS, THEN THE MAXIMUM NUMBER OF BATTERS PER INNING WILL BE TEN (10).
4. FREE SUBSTITUTIONS ON DEFENSE. COACHES ARE RESPONSIBLE FOR INSURING THAT ALL PLAYERS PLAY A MINIMUM OF SIX (6) DEFENSIVE OUTS.
5. COACHES MAY PINCH-RUN FOR THE CATCHERS WITH TWO OUTS TO SPEED UP THE GAME. THE PLAYER MAKING THE LAST OUT WILL BE THE DESIGNATED PINCH-RUNNER.
6. TEAMS CAN START AND PLAY WITH EIGHT PLAYERS. THE TEAM WITH EIGHT PLAYERS WILL BE DESIGNATED THE VISITING TEAM AND THE NINTH BATTER IN THE LINE-UP WILL BE AN AUTOMATIC OUT. IN THE EVENT OF A BAT-AROUND BY THE OPPOSING TEAM, NINE (9) BATTERS OR THREE OUTS ARE ALLOWED.
7. PITCHING RULES WILL FOLLOW THOSE DESIGNATED BY THE LEAGUE PRESIDENT.