

ISRAEL ASSOCIATION OF BASEBALL

JUVENILE LEAGUE
REGULATIONS

AND

PLAYING RULES

(IAB RULE 12)



PREFACE

With amendments, the Juvenile League follows the Playing Rules published by Little League Baseball, Incorporated. Rulebooks containing these Playing Rules may be obtained from the IAB upon request or may be purchased from Little League Baseball.

The Minor League Playing Rules (IAB Rule 11), the Juvenile League Playing Rules (IAB Rule 12), the Cadet and Junior League Playing Rules (IAB Rule 13), and the Premier League Playing Rules (IAB Rule 14) only apply to Minor, Juvenile, Cadet, and Premier League play within the framework of the IAB within Israel. They do not apply to international competitions. These international competitions are played under their own rules. The managers and coaches for the national teams participating in these international competitions are required to obtain a copy of these rules and intimately acquaint themselves and their players with their contents.

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IAB Rule 12 **Juvenile League Regulations**

Regulation I The League (Players)

- (a) For details on age eligibility, see the current League Age Chart posted on the IAB website and/or distributed to the Leagues and others, which specifies by birth month and year the age requirements for eligibility to play in each League including the Juvenile League.
- (b) Individual exceptions to the Juvenile League age limits as shown on the League Age Chart must be approved by the authority designated to approve such exceptions, considering safety, physical development, experience, and class in school. An under-age Juvenile League player may not be used as a pitcher or catcher. An over-age-player who has been granted eligibility to play in the Juvenile League may have additional restrictions. If such a player is not following the restrictions, the team will forfeit the game.
- (c) A player who is eligible to play in either the Minor League or the Juvenile League according to the current League Age Chart may play on both a Minor League and a Juvenile League team, *provided* the player is listed on both rosters.
- (d) During the season, a player may be added to a team roster *provided* all payments and other obligations to the League and Sports Law have been met.
- (e) All players must be registered in the IAB as a member of the team.
- (f) All players must take the health test as required by the Ministry of Sports.
- (g) A player may switch teams only once in a season *provided* both head coaches and the Juvenile League Commissioner agree. A bona fide change of address to a different community is an example of a valid reason for switching to the local team.
EXCEPTION: The Juvenile League Commissioner may grant exceptions to this Regulation I (g) on a case-by-case basis.

Regulation III The Teams

The minimum number of players registered on a team should be 11 and the maximum should not exceed 15.

Regulation IV The Players (Mandatory Play)

Little League Regulation IV does not apply to the Juvenile League. Paragraph (i) of Little League Regulation IV is replaced with the following:

- (i) Except for an injured player, every player on the team roster present at the start of a game will participate in each game for a minimum of six defensive outs and bat at least one time.

NOTE 1: The responsibility for adherence to the elements of this Regulation IV rests with each team's head coach. Every effort should be made to ensure that players play the appropriate amount of time.

NOTE 2: Failure of a team to abide by this Regulation IV cannot be protested under Little League Playing Rule 4.19, Protesting Game. The players are not to be penalized for the incorrect actions (or lack of action) by the head coach.

EXCEPTION: When a head coach claims an umpire's decision is in violation of this Regulation IV or an interpretation of this Regulation IV.

NOTE 3: If a half-inning ends because of the Run Limit per Inning Rule 12.05.07, and a player on defense has played for the entire half-inning, that player will be considered to have participated for three consecutive defensive outs for the purposes of this Regulation. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

EXCEPTION 1: Subject to Rule 12.04.04 (e), when injury forces the removal of a player, the injured player may be removed and may only return later in the game in the same spot in the batting order if his substitute has completed his Mandatory Play requirement and if there is sufficient game time to allow the injured player to complete his mandatory play requirement.

EXCEPTION 2: A game called because of weather, light failure, time limit, or any other such similar circumstance beyond the control of the teams. However, if the game has progressed far enough to become a four inning regulation game, any player who did not meet the Mandatory Play requirement in the called game, shall start the next game such player attends and make up the missed playing time from the called game and also complete the mandatory playing time for that game.

APPROVED RULING: For the purpose of continuous batting order, all players listed in the batting order shall be considered starters. (A starter does not have to play six “consecutive” outs to meet Mandatory Play. By considering all players in a continuous batting order as “starters” they only need to play a total of six outs during the game. The outs do not have to be consecutive. This allows players to be entered and/or re-entered defensively into the game anytime.)

Regulation IV Comment:

For the purpose of this rule, “six defensive outs” are defined as a player enters the field in one of the nine defensive positions when his team is on defense and occupies such position while six outs are made. A starter does not have to play a defensive position for six “consecutive” defensive outs because he has reentry rights under Rule 12.03.03, but he must get six defensive outs sometime during the game. A substitute must get six “consecutive” defensive outs before he is removed from the game.

For the purpose of this rule, “bat at least one time” is defined as a player enters the batter’s box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely. If a Little League Playing Rule 6.07, Batting Out of Turn, violation is discovered before a batter has completed his time at a bat and the proper batter replaces the improper batter who had a count on him, neither player has met the requirements of mandatory play and both players will have to complete a time at a bat sometime later in the game.

PENALTY: Upon receiving a complaint, a team in violation of Regulation IV shall insert the player in the line-up or place him in a defensive position in order for the player to meet the required mandatory playing time for the game.

If a player has not completed his mandatory playing time before a game has ended, a complaint may be made after the game has ended. In such case, the team shall have the player start the next game such player attends and make up the missed playing time from the previous game and also complete the mandatory playing time for that game.

Example: The player played 3 defensive outs, but did not bat in a game. He is to start the next game and is guaranteed a minimum of 2 at bats and 3 defensive outs in the next game.

Regulation VI Pitchers

(Restrictions on Catcher Pitching and Pitcher Catching) (Pitch Count and Days of Rest)

- (a) (1) 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.
- (2) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

The following are **pitching limits** for the Juvenile League:

(c) Daily Limit

The player shall be limited to 60 pitches or 4 innings per day, whichever comes first, in regular season games.

EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI (c) 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;
3. The third out is made to complete the half-inning.

(d) Days of Rest

The following rest periods between pitching appearances are required:

- If a player pitches 61 or more pitches in a day, 3 calendar days of rest must be observed.
- If a player pitches 41-60 pitches in a day, 2 calendar days of rest must be observed.
- If a player pitches 21-40 pitches in a day, 1 calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no rest is required.

EXCEPTION: If a pitcher reaches a “days 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 retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

(h) Protests

- (1) A protest under Little League Playing Rule 4.19, *Protesting Game*, to the game’s umpire claiming the opposing team is in violation of this Regulation VI may only be made while the game is in progress. If found that an ineligible pitcher is being used, see Regulation VI (h) (2) on the penalty.
- (2) The **PENALTY** for a pitcher who has exceeded the maximum number of pitches under Regulation VI (a) or an ineligible pitcher under Regulation VI (b) and (c) is the immediate removal of the pitcher from the mound.
- (3) A protest shall not be considered if the pitcher who may be in violation of Regulation VI (b), (c) or (d) has been substituted prior to the submission of the protest (see Little League Playing Rules 3.06, 3.07, and 3.08).

- (3) Once the game has ended, a protest may not be submitted to the Juvenile League Commissioner, nor may such protest be heard or resolved by a Protest Committee.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
2. All Israel Association of Baseball officials including opposing head coaches and coaches, umpires, and scorekeepers are urged to take precautions to prevent protests on ineligible players and pitchers in Juvenile League games. When a protest situation is imminent, the potential offender should be notified immediately. *Example: Should any of these officials discover that a pitcher or player is ineligible at the beginning of a game, or a pitcher will become ineligible during the game; the fact should be brought to the attention of the head coach of the team involved.* Such action should not be delayed until the infraction has occurred. However, failure to notify the head coach of the infraction does not affect the validity of the protest. See Little League Protesting Game Rule 4.19 Note 2

(k) Two Games on Same Day

If a player pitches in two games in one day, the total number of pitches that player may pitch in both games combined is the maximum of 75 per day.

(m) Head Coach Responsibilities

- (1) The head coach is responsible for ensuring their pitchers compliance with the “per day” limit and the “days of rest” requirement. The head coach is responsible for removing a pitcher when a pitcher is no longer eligible to pitch and ensuring the required “days of rest” is met. The head coach must provide the pitch count when requested by the opposing head coach or the umpire.
- (2) Each head coach is required to maintain a written record of the pitch count for each of their pitchers for at least one week after that pitcher’s last pitching appearance. If there is a protest to a pitcher’s eligibility under the “days of rest” requirement in Regulation VI (c), this written record shall be presented promptly to the game’s umpire. Failure to provide this written record or other convincing proof to the game’s umpire when a protest is made will be considered a good and sufficient basis for the umpire to order the removal of the pitcher from the mound.

Regulation XX Thunder and Lightning

- (a) (1) If lightning is seen and thunder is heard less than 30 seconds after seeing the lightning (no matter how far away it may seem), games shall be SUSPENDED * (and cease all batting practice) or whenever weather conditions make it unsafe to play. Play may be suspended by the Juvenile League Commissioner, or if the Commissioner is not present, the game’s umpire. Whenever play is suspended EVERYONE shall leave the field and take shelter in substantial buildings or in cars with the windows rolled up. **
- (2) Players are to leave their metal bats in the dugout or on the field when they move to a shelter. Avoid small rain shelters, dugouts, bleachers, trees, metal fences, gates, power poles, avoid open fields, the top of a hill or a ridge top, avoid standing water, avoid contact with metal objects (bleachers, fences, bats, metal spikes, umbrellas), avoid single or tall trees (but, it is better to find a thick grove of small trees), tall objects and standing in a group, and never lie flat on the ground during a lightning storm.

- (3) If lightning is seen and thunder is heard less than 30 seconds after seeing the lightning, everyone needs to get to shelter for 30 minutes. The 30 minutes restarts every time lightning is seen or thunder is heard while in a sheltered area.

* Suspending play when the umpire calls “Time” under Little League Playing Rules 5.09 and 5.10.

** As a last resort when no acceptable buildings or cars are available and/or if you feel your hair stand on end (indicating lightning is about to strike), assume the lightning-safe position crouch on the ground with your weight on the balls of your feet, your feet together, your head lowered and ears covered. Some experts recommend placing your hands on your forehead and your elbows on your knees to create a path for lightning to travel to the ground through your extremities rather than through your core (heart).

- (b) *Each home team head coach will promulgate a plan for their team that will, at a minimum, identify and discuss the location of an acceptable shelter.*

*A **designated safe place** is a substantial building with plumbing and wiring where people live or work, such as a school, gymnasium, home or library. Once inside, stay away from windows and doors and anything that conducts electricity such as corded phones, wiring, plumbing, and anything connected to these. An alternate safer place from the threat of lightning is a fully enclosed (not convertible or soft top) metal car or school bus.*

***In general**, a significant lightning threat extends outward from the base of a thunderstorm cloud about 6 to 10 miles. Therefore, everyone should be in a safe place when a thunderstorm is 6 to 10 miles away. A plan’s guidelines should account for the time it will take for everyone to get to safety by using the following criteria:*

***If you see lightning.** The ability to see lightning varies depending on the time of day, weather conditions, and obstructions such as trees, mountains, etc. In clear air, and especially at night, lightning can be seen from storms more than 10 miles away provided that obstructions don’t limit the view of the thunderstorm.*

***If you hear thunder.** Thunder can usually be heard for a distance of about 10 miles provided there is no background noise. Traffic, wind, and precipitation may limit to hear thunder to less than 10 miles. If you hear thunder, though, it’s a safe bet that the storm is within 10 miles.*

- (c) If Thunder and Lightning Guidelines are already in place for a playing field, they shall take precedence.

INTRODUCTION

(a) Little League Baseball Playing Rules

These Juvenile League Playing Rules (IAB Rule 12) are for Juvenile League play in the Israel Association of Baseball (IAB).

- (1) Where this IAB Rule 12 differs or conflicts with any Playing Rule for the Little League Baseball (Majors) Division published by Little League Baseball, Incorporated, this IAB Rule 12 has jurisdiction.
- (2) Where this IAB Rule 12 differs or conflicts with any applicable Regulation for the Little League Baseball (Majors) Division published by Little League Baseball, this IAB Rule 12 has jurisdiction. The contents of Juvenile League Regulation I, III, IV and VI have jurisdiction over the same subject matter as in Little League Regulation I, III, IV and VI. Little League Regulation I through XVII do not apply to the Juvenile League.
- (3) In all other cases, play will follow the **2020** Edition of the Playing Rules for the Little League Baseball (Majors) Division published by Little League Baseball, Incorporated.
- (4) The following rules from the Little League Baseball Playing Rules are discussed here for emphasis:
 - A. Distances between Bases (see Rule 12.01.04);
 - B. Pitchers Plate (see Rule 12.01.07);
 - C. See Strike Zone (see IAB Rule 12.02 and the Little League Playing Rule 2.00);
 - D. The Juvenile League has not adopted the Local League Option for the “Batter’s Box Rule” at Little League Playing Rule 6.02 (c);
 - E. The Infield Fly Rule does not apply (see Rule 12.06.05);
 - F. The “dropped 3rd strike” rule does not apply (see Rule 12.06.05);
 - G. A “fake tag” is considered “obstruction” under Little League Playing Rule 2.00 and 7.06 (A “fake tag” under this rule is an act by a fielder without the ball that simulates a tag.);
 - H. Under Little League Playing Rule 7.08 (a) (4), a runner is out for a “head first” slide;
 - I. Except when a “continuous batting order” is being used by a team, a team may use a “special pinch-runner” under Little League Playing Rule 7.14.

(b) Numbering in this Rule

Rules are numbered as follows:

- (1) The first two digits (i.e., 12) specify that the rule applies to the Juvenile League.
- (2) The second two digits specify the “chapter” in the Little League Baseball Playing Rules that is being modified, supplemented, or to which additional rules are being added (e.g., 03 specifies that Rule 3.00 from the Little League Baseball Playing Rules is being modified, supplemented, or additional rules are added).
- (3) If a rule from the Little League Baseball Playing Rules is being modified or supplemented, then the next two digits correspond to the rule in the Little League Baseball Playing Rules being **modified or supplemented** (e.g., Rule 1.11 contains rules concerning uniform items. Where the Juvenile League is providing additional rules for uniform items, then these next two digits are numbered 11.)
- (4) If **additional rules** are added that do not correspond to an existing rule in the Little League Baseball Playing Rules, the number of that rule follows the number of the last rule in the Little League Baseball Playing Rules (e.g., the last rule number in Rule 4.00 -- Starting and Ending a Game, is 4.19. The number of the rule concerning “no inning will start” is a number following 19.)

(c) Goals of the Juvenile League

- (1) While scores may be reported, the primary goals of the Juvenile League are for the players to have fun, to instruct the players in the fundamentals of baseball (i.e., hitting a ball, throwing a

ball, catching a ball, and running the bases), to teach sportsmanship, to teach a proper work ethic, how to deal with the pressures of playing baseball, to allow them to experience the value of teamwork, and to help them become better players and people.

- (2) All the Playing Rules in this IAB Rule 12 and the Little League Playing Rules shall apply to the Juvenile League. The Juvenile League head coaches and coaches are expected to instruct the players on the substance of the various playing rules (e.g., interference, obstruction, missing a base or leaving a base too early).

IAB Rule 12
Amendments to the Little League Baseball Playing Rules for
Juvenile League Play

This IAB Rule 12 is effective on 01 February 2022.

This IAB Rule 12 supersedes in its entirety all previous editions of IAB Rule 12.

12.01 -- OBJECTIVES OF THE GAME

12.01.04

The INFIELD in Juvenile League play is the same as specified in the Little League Baseball Playing Rules (i.e., 60 feet or 18 meters). The distances for 1st and 3rd base are the same as specified in the Little League Baseball Playing Rules (i.e., 60 feet or 18 meters).

NOTICE: In Juvenile League games, base coaches' boxes may not be marked as prescribed in Official Rule 1.04 and/or the boxes may not be laid out as prescribed in Diagram 1 of the Little League Playing Rules. In these cases, Little League Playing Rule 7.11 requires any member of the offensive team to "vacate any space needed by a fielder who is attempting to field a batted or thrown ball." Under Little League Playing Rule 7.11 for this interference by a base coach "the batter or runner on whom the play is being made shall be declared out." The ball is dead at the moment of interference on the thrown or batted ball; no runners may advance.

12.01.06

The Juvenile League is not required to ensure that 1st, 2nd, and 3rd bases will disengage their anchor.

12.01.07

- (a) The PITCHER'S PLATE shall be a rectangular slab of whitened rubber 18 inches by 4 inches. It shall be placed so that the distance between the front side of the pitcher's plate and the rear point of home plate shall be 46 feet (14 meters).
- (b) By mutual agreement of both head coaches and with the approval of the umpire, the pitcher's plate may be moved closer to home plate for both teams, but no closer than 12 meters. This may be done during the game for a reason approved by the umpire, but only at the beginning of a new inning.

(This Rule 12.01.07 supplements and modifies Little League Playing Rule 1.07.)

12.01.08

- (a) Except to the extent benches might be furnished as a part of the playing field, team benches will generally **not** be provided by the Juvenile League or the Israel Association of Baseball.
- (b) See definition of Bench or Dugout in Juvenile League Playing Rule 12.02, Definition of Terms.
- (c) An on-deck position may be used in the Juvenile League *provided* the on-deck batter's head coach with the concurrence of the umpire ensures the location of the on-deck position will not expose the on-deck batter to possible injury.

12.01.09

The BALL used in Juvenile League play shall weigh not less than five (5) nor more than five and one-fourth (5-1/4) ounces, and measure not less than nine (9) nor more than nine and one-fourth (9-1/4) inches in circumference. (This Rule 12.01.09 supersedes Little League Playing Rule 1.09 in its entirety.)

12.01.10

- (a) (1) Bats used in Juvenile League play shall be a smooth rounded stick which shall have a maximum length of 31 inches and a maximum diameter of 2 ¼ inches at its thickest part. Bats used in Juvenile League play shall also have the following components: (A) The knob must be firmly attached, and (B) For bats made from other than a single piece of wood, the end plug must be firmly attached. (Little League Playing Rule 1.10 does not apply, in whole or in part, to Juvenile League play)
- (2) Softball bats are not permitted in Juvenile League play.

PENALTY: A bat which does not comply with Rule 12.01.10 must be removed from the game. If the umpire discovers that the bat does not comply with Rule 12.01.10 until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game. Any pitch, play or attempted play before the discovery will stand.

12.01.11

- (a) (1) All players participating in a game must be in a uniform conforming to Little League Playing Rule 1.11 during the game. The players must wear a baseball cap and sport shoes and with their uniform shirt tucked into their pants.
- (2) Juvenile League team members are not required to wear numbers on their uniforms, nor are they required to wear the Little League Shoulder Patch. (This Rule 12.01.11 (a) (2) modifies Little League Playing Rule 1.11.)
- (h) As specified in Little League Playing Rule 1.11 (h), the wearing of shoes with metal spikes or cleats is prohibited.
- (j) As specified in Little League Playing Rule 1.11 (j), players must not wear watches, rings, pins, jewelry, or metallic items.
EXCEPTION: Jewelry that alerts medical personnel to a specific medical condition is permitted.
- (k) As specified in Little League Playing Rule 1.11 (k), casts may not be worn on the field during the game by a player (fielder, batter, or a runner). During a game, a player wearing a cast should remain in the dugout.
- (n) The logo of a sponsor for one or more teams may be worn on uniforms.
- (o) (1) The pitcher may not wear a batting glove on either hand.
(2) The pitcher may not wear reflecting sunglasses (mirror type).
(3) The pitcher may not wear a wrist band of any type or color on either hand and he may not wear any type or color of band on his throwing hand. He may not wear any white, off-white or gray band of any type on either hand.
- (p) No player may wear a white wrist band when batting, playing defense or coaching a base.

PENALTY: For violation of Rule 12.01.11, the offending player should be warned by the umpire and if they persist, they may be ejected at the umpire's discretion.

IAB APPROVED RULING: Should a runner or player use a batting glove to interfere with play, it will be judged interference or obstruction accordingly with no need of intention on the part of the interfering or obstructing player.

IAB APPROVED RULING: The tzizit are not part of the uniform and are also not part of the body. Therefore, they cannot be taken into consideration for a tag (offensive or defensive) such as tagging the base for a force out, being tagged in the tzizit, or touching base with the tzizit for a safe call. However, the tzizit may interfere or obstruct a fielder, batter or runner and in such case interference or obstruction may be called.

IAB APPROVED RULING: The batter shall not be considered to have been touched by a pitched ball for the purposes of Little League Playing Rule 6.08 (b), if the pitched ball only strikes the batter's tzizit. The umpire may call the ball dead when the pitched ball strikes the batter's tzizit, if in his judgment the circumstances so warrant.

12.01.16

- (a) Little League Playing Rules 1.16 and 1.17 do not apply to the Juvenile League.
- (b) (1) Catchers must wear a helmet, chest protector, protective cup (male only), and baseball protective shin guards. Male catchers must wear the metal, fiber or plastic type cup.
(2) When warming up a pitcher, a catcher or any team member must wear a protective cup and mask, if they enter into the stooped position.

IAB HELMET OBJECTIVE: The Israel Association of Baseball intends to replace all helmets in all Leagues that do not meet the NOCSAE specification with helmets meeting the NOCSAE specification.

- (c) Catchers must wear either (1) a helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label with an attached mask and throat guard (turkey neck), or (2) a "Hockey Style" helmet. A "skull cap" catcher helmet with mask may not be worn.

Rule 12.01.16 (d) Comment: Subject to its condition, if a team has a hockey-style helmet, it need not replace it. However, if a team needs to replace the catcher's helmet, it can be replaced with either a NOCSAE-tested helmet with an attached mask and throat guard or a hockey-style helmet catcher mask. A "skull cap" helmet is specifically prohibited because both sides of the head must be protected.

- (d) Every player must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label while batting, on deck, and running bases.
- (e) Base coaches, 16 years old or younger, must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label. Base coaches over 16 years old should wear a helmet.

Rule 12.01.16 Comment: Helmets that are cracked, deformed, split, broken, damaged or deteriorated shall not be worn.

The head coach or any one of the coaches needs to ensure that each player's equipment fits properly and is worn correctly.

Warning! Manufacturers have advised that altering helmets in any way can be dangerous. Altering the helmet in any form, including painting or adding decals (by anyone other than the manufacturer or authorized dealer) may void the helmet warranty. Helmets may not be re-painted and may not contain tape or reapplied decals unless approved in writing by the helmet manufacturer or authorized dealer.

PENALTY: For not wearing a helmet or catcher's gear, the offending player or base coach should be warned by the umpire and if they persist, they may be removed from the game.

12.01.17

All male players must wear a protective cup during practices and games.

12.01.21 (Additional Rule)

- (a) **Sportsmanship**, fair play and mutual respect are essential elements of the game of baseball. Adherence to these qualities is equally important as the outcome of the game. Therefore, the head coach and coaches of each team shall ensure the good and sportsmanlike behaviour of their players, as well as any parents accompanying the team. The head coach should be a role model for his players and refrain from questioning and arguing umpire judgement calls (e.g., safe or out, strike or ball).
- (b) The conduct of players, coaches or parents who act in a disrespectful, abusive, intimidating or unsportsmanlike manner towards members of the other team (e.g., players spitting on hands prior to shaking hands at the end of the game) or towards the umpire or the opposing head coach or coaches, shall be reported to the Juvenile League Commissioner for investigation. If the abusive, intimidating, disrespectful or unsportsmanlike conduct or actions are confirmed, then:
- (1) The team committing these acts will forfeit the game regardless of the actual score on the field, and/or
 - (2) The offending player(s) and/or head coach or coaches will be suspended from playing future game(s), and/or
 - (3) Such other action will be taken by the IAB as deemed appropriate under the circumstances.

All these IAB actions will be determined by the President of the IAB in coordination with the Juvenile League Commissioner.

- (c) Parents accompanying the team are the responsibility of the team head coach. Should parents act in an unsportsmanlike manner toward the opposing team or the umpire, the umpire will warn the appropriate head coach that he/she should restrain the parents. Failure to do so or a continuation of the unsportsmanlike actions by the parents may result in a forfeit. The umpire's declaration of a forfeit is not subject to appeal, protest, or complaint.

12.01.23 (Additional Rule)

The defensive team may have a single coach sitting or standing outside the dugout at an arm's length from the dugout fence. He must retire to the dugout with all paraphernalia (e.g., a chair) when his team vacates the field. Any abuse of this privilege may result in canceling it for a particular team. A game's umpire may also rescind this privilege for both teams, if (1) there are any abuses of this privilege, (2) there are any complaints, or (3) this privilege interferes with the proper administration of a game. (This Rule modifies Little League Playing Rule 3.17.)

12.02 -- DEFINITION OF TERMS **(All definitions in Rule 12.02 are listed alphabetically)**

A BASE COACH is a head coach and/or coaches stationed in the base coach's box near first and/or near third base to direct the batter and the runners. (The restriction in Little League Playing Rule 4.05 (b) does not apply to the Juvenile League.)

The BENCH or DUGOUT is the seating facilities reserved for players, substitutes, the head coach, a defensive coach, other coaches, a trainer, and medical personnel when they are not actively engaged on the playing field. A team's scorekeeper may also use the bench or dugout.

The BOARD OF DIRECTORS when used in the Little League Regulations and Playing Rules means the Juvenile League Commissioner in the Israel Association of Baseball.

A COACH is a team member appointed to perform such duties as the head coach may designate, such as but not limited to acting as base coach and/or substitute head coach.

The term HEAD COACH replaces the term "manager" in the Little League Playing Rules and is used in these Juvenile League Playing Rules. See the definition of HEAD COACH in these Definitions of Terms. Also see COACH and BASE COACH in these Definitions of Terms.

A HEAD COACH is a person responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

- (a) The head coach shall always be responsible for the team's conduct, observance of the playing rules and deference to the umpires.
- (b) If a head coach leaves the field or is not available for the game, that head coach shall designate a coach as a substitute and such substitute head coach shall have the duties and responsibilities of the head coach.

The terms FULL TEAM BATTING ORDER and ENTIRE TEAM BATTING ORDER when used colloquially within the IAB, has the same meaning as the term CONTINUOUS BATTING ORDER as the term "continuous batting order" is defined and used in the Little League Playing Rules and as used in this IAB Rule 12. As specified in Little League Playing Rule 4.04, the term "continuous batting order" means "all players on the team roster present at the game batting in order". (An injured player who chooses to come to a game to be with his team is not required to appear on the written batting order and not required to bat or play defensively.)

ILLEGAL is contrary to these rules.

A PENALTY is the application of these rules following an illegal act.

A STEAL shall be credited to a runner whenever the runner advances one base unaided by a hit, a putout, an error, a force-out, a fielder's choice, a passed ball, or a wild pitch.

The STRIKE ZONE is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

Any reference in this Rule to "he", "him", "his" or "man" shall be deemed to be a reference to "she", "her", "hers" or "woman" as the case may be, when the person is a female.

12.03 -- GAME PRELIMINARIES

12.03.01

The umpire shall receive two game-worthy baseballs from the home team. These baseballs will serve as both game and alternate baseballs. The umpire shall be the sole judge of the fitness of the balls to be used in the game. (This Rule 12.03.01 modifies Little League Playing Rule 3.01.)

12.03.02

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand-paper, emery-paper or other foreign substance.

PENALTY: The umpire shall demand the ball and issue a warning to the player and the team head coach. Thereafter, any recurrence by any player of the team that received the warning will result in the removal of the pitcher from the pitching position. In case the umpire cannot locate the offender, and the pitcher delivers such discolored or damaged ball to the batter after a warning has first been issued, the pitcher shall be removed from the pitching position at once. (This Penalty supersedes in its entirety the Penalty specified in Little League Playing Rule 3.02.)

12.03.03

Substitutions may be made under the following conditions:

- (a) Little League Playing Rule 3.03 does not apply to Juvenile League play.
- (b) As specified in Rule 12.04.04 (d) and Little League Playing Rule 4.04, the batting order may never be changed in Juvenile League play.
- (c) A player in the starting line-up who has been removed for a substitute may re-enter the game **once**, in any position in the batting order, *provided* --
 - (1) His substitute has completed the Mandatory Play requirements specified in Regulation IV;
 - (2) Only a player in the starting line-up may re-enter the game;
 - (3) A starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (i.e., bat at least one time and six “consecutive” defensive outs) before starter (S2) can re-enter the game.
- (d) The Mandatory Play requirements specified in Regulation IV applies to all starting players. These Mandatory Play requirements must be completed by a starting player during the game. As specified in Rule 12.03.03 (c) (1), a starting player may not re-enter the game until his substitute has completed his Mandatory Play requirements.
- (e) A substitute player may enter the game once. A substitute may not be removed from the game prior to the completion of their Mandatory Play requirement specified in Regulation IV.
- (f) When two or more substitute players of the defensive team enter the game at the same time, the head coach shall, immediately before they take their positions as fielders, designate to the umpire such player’s positions in the team’s batting order and the umpire shall notify the opposing head coach and, if assigned, the official scorer. The umpire shall have authority the designate the substitute’s positions in the batting order, if this information is not immediately provided.
- (g) If during a game either team is unable to place eight players on the field due to illness, injury, ejection or inability to make a legal substitution, the opposing head coach shall select a player previously used in the lineup to re-enter the game, but only if the use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

12.03.04

- (a) If there are no available substitutes for a runner who has been injured (or for medical reasons may bat, but not run the bases) and needs to be replaced after safely reaching and occupying a base, the batter who last batted before him and is not a runner will run in his stead. A doctor’s authorization is required in order to be replaced “for medical reasons.”

- (b) **Courtesy runner for the catcher:** If the catcher is base runner when there are two outs, the player before him in the batting order who is not on base will replace him on base.

12.03.10

- (a) The head coach of both teams shall agree on the suitability of the weather conditions and/or the fitness of the playing field before starting the game if the game has not been canceled in sufficient time to ensure that the teams and/or the umpire do not arrive at the playing field.
- (b) Under Rule 12.03.10 (a) and Little League Playing Rule 3.10, if both head coaches cannot agree, the game's umpire shall make the decision to start or not start the game.

12.03.13

- (a) The head coach of the home team shall bring to the game a copy of the established and written ground rules which have been approved by the City or Regional Director, the Juvenile League Commissioner, the Playing Rules Committee Chairman, or other authority as designated by the Israel Association of Baseball. The home team head coach shall present them to the opposing team head coach and the umpire at the pre-game conference and will have them available for referral during the game. The opposing head coach may not object in whole or in part to those ground rules which have been approved. These approved ground rules may be amended or rescinded by the approving authority. Upon request by the umpire or the opposing team head coach, the home team head coach shall allow them to review these written, established and approved ground rules during the game.
- (b) For those ground rules which have **not** been approved by the City or Regional Director, the Juvenile League Commissioner, the Playing Rules Committee Chairman, or other authority designated by the Israel Association of Baseball, the head coach of the home team shall present to the umpire and the opposing head coach any ground rules he thinks necessary covering batted or thrown balls into spectator areas, those areas declared by the home team's head coach to be dead ball territory, or any other contingencies. If these rules are acceptable to the opposing head coach they shall be legal. If these rules are unacceptable to the opposing head coach, the umpire shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.
- (c) Little League Playing Rule 9.03 (c) (3) will always apply if unforeseen circumstances or conditions arise at a baseball field.

12.03.17

The following Rule 12.03.17 is adopted on an experimental basis for 2020-2022 This Rule 12.03.17 is subject to written modification, if found to be necessary.

- (a) A head coach, other coaches, players, substitutes, and team staff shall not:
 - (1) leave the dugout during a live ball for an unauthorized purpose;
 - (2) be outside the area designated as their bench or dugout if not a batter, runner, on-deck batter, runner, in the coach's box, or one of the players on defense;
 - (3) for a defensive coach, see Rule 12.01.23.

EXCEPTION 1: A head coach may enter the playing field only (1) when visiting the mound, and (2) conferring with or protesting to the umpire. The head coach must request “Time” which must be granted by the umpire.

EXCEPTION 2: A trainer and medical personnel may enter the playing field at any time to see to the welfare of players and team members.

PENALTY: At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team may be ejected.

- (b) A head coach or coach is permitted to use a scorekeeping or pitch counting application which may be installed on an electronic communications device.
- (c) See Rule 12.02 for Juvenile League definition of Bench or Dugout.

12.04 -- STARTING AND ENDING THE GAME

12.04.01

- (a) The **written batting order** given to the umpire-in-chief must be legible and shall be written in either Hebrew or English.
- (b) The head coach of each team shall announce at the pre-game conference to both the opposing head coach and the umpire, whether his team is using an 8-man batting order, a 9-man batting order, or a continuous batting order. If this announcement is not made, the umpire shall have sole authority to designate the batting order for each team. This designation may not be protested under Little League Playing Rule 4.19.

12.04.04

The **batting order** may consist of an 8-man batting order, 9-man batting order, or a continuous batting order, as follows:

REMINDER: The batting order may never be changed during a game.

- (a) (1) A team may use an **7-man or 8-man** batting order only if no other players are available. (There is **no** automatic out if only 7 or 8 players are available.)
- (2) If there are only 7 or 8 players, one will be a pitcher and one will be a catcher.
- (3) Under no circumstances may a team field or bat only 7 or 8 players if one or more substitutes are present.
- (4) See Juvenile League Regulation VI (b) for a pitcher moving to a different defensive position.
- (5) Players who are not present at the field may not be listed in the starting line-up. However, the players may be listed as a substitutes and enter the game upon their arrival. If the late arriving players allow a 9-man batting order, one of the late arriving players will be the 9th batter in the order. If the late arriving players allow a continuous batting order, the late arriving players will be added to the end of the current lineup. (This may only happen when there are no other players available to start the game other than the remaining 7 or 8 players.) As a substitute and not a starter, the late arriving player may not re-enter the game once removed. See Rule 12.03.03

EXAMPLE: *Team A has 8 starters with 2 players on the way; Ira and Jacob. They may list the 2 players on the way as substitutes. When the substitute players arrive, Ira enters the game in the 9th batting position with a 9-man batting order. If the 2nd substitute (Jacob) enters the game in place of Ira, under Rule 12.03.03, Ira will not be able to re-enter the game*

or Ira and Jacob will enter the game in the 9th and 10th batting positions in a continuous batting order.

- (b) (1) A team may use a regular 9-man batting order.
 - (2) If the team already has nine starters and is not using a “continuous batting order,” those players who are not present at the field may only be listed as substitutes.
 - (3) The Mandatory Play requirements specified in Juvenile League Regulation IV applies.
 - (4) See Juvenile League Regulation VI (b) for a pitcher moving to a different defensive position.
 - (5) When a player is injured, becomes ill or must leave the game site after the start of the game and there is not an available substitute, the team will skip over such player when his time at bat comes up without penalty (i.e., the batting order condenses). The umpire and the opposing head coach must be notified if a player drops out of the batting order. If the injured, ill or absent player returns, he may re-enter the batting order only in his original spot in the order and the game will continue *provided* the player was a starting player and there is not an available substitute.
 - (6) A team starting a game with a 9-man batting order may not switch to a “continuous batting order” once the game has begun.
- (c) (1) A team may use a “continuous batting order.”
 - (2) In a “continuous batting order,” all players on the team roster present for the game are batting in order.
 - (3) The Mandatory Play requirements specified in Juvenile League Regulation IV applies.
 - (4) A player may be entered and/or re-entered defensively into the game anytime *provided* such player meets the requirements of Mandatory Play.
 - (5) When using a “continuous batting order,” there shall be a minimum of eight (seven if that is all the players present) players and a maximum of nine players on the defensive team. If there are only seven or eight players, two of them must be a catcher and a pitcher.
 - (6) See Juvenile League Regulation VI (b) for a pitcher moving to a different defensive position.
 - (7) As specified in Little League Playing Rule 4.04 Note 2, when a player is injured, becomes ill or must leave the game site after the start of the game the team will skip over such player when his time at bat comes up without penalty (i.e., the batting order condenses). The umpire and the opposing head coach must be notified if a player drops out of the batting order. If the injured, ill or absent player returns, they are merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives late to a game site and if the head coach chooses to enter him in the lineup, they would be added to the end of the current lineup.

NOTE: A team using a “continuous batting order” may not use a “special pinch-runner” under Little League Playing Rule 7.14.

12.04.07

- (a) If a head coach, coach, trainer or player, is ejected or removed from a game, he shall leave the field immediately and must vacate the bench and take no further part in that game. He may either leave the park or take a seat in the grandstands either in or out of uniform well removed from the vicinity of his team’s bench or bullpen. If there are no grandstands, the ejected head coach, coach, trainer, or player may remain in an area where spectators normally congregate or have congregated. Remaining in the grandstands or an area where spectators have congregated is a privilege. (This Rule 12.04.07 supersedes Little League Playing Rule 4.07 in its entirety.)
- (b) The umpire may forfeit the game if the ejected head coach, coach, trainer, or player violates the privilege of remaining in the grandstands or spectator area by issuing instructions to his team, harassing the umpire, showing disrespect to anyone in the game, or inciting the fans.

12.04.10

- (a) A **regulation game** consists of 6 innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the 6th inning or only a fraction of it, or (2) because the umpire calls the game.
- (b) Until the umpire calls the game because of light failure, darkness, weather, time limit, or any other reason, if the score is tied after 6 completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

Rule 12.04.10 (b) Comment: Play may continue if the score is tied at the end of 6 innings and time under Rule 12.04.21 allows for additional innings to be played.

- (c) Unless paragraph (d) applies, if a game is called, it is a regulation game:
 - (1) If 4 innings have been completed,
 - (2) If the home team has scored more runs in 3 or 3 and a fraction half-innings than the visiting team has scored in four completed half-innings,
 - (3) If the home team scores one or more runs in its half of the 4th inning to tie the score.
- (d) When daylight ends early, the Juvenile League Commissioner may declare, if a game is called, it is a regulation game:
 - (1) If 3 innings have been completed,
 - (2) If the home team has scored more runs in 2 or 2 and a fraction half-innings than the visiting team has scored in 3 completed half-innings,
 - (3) If the home team scores one or more runs in its half of the 3rd inning to tie the score.
- (e) If a regulation game is called with the score tied, it shall not become a suspended game in regular season play.
- (f) If a game is called before it has become a regulation game, the umpire shall declare it “No Game.”

12.04.11

- (a) The **official score** of a game that has progressed far enough to become a regulation game will be the score when the game is called.

EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:

- (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
- (2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

A called game ends at the moment the umpire terminates play. Except as specified in Rule 12.04.12 and Rule 12.04.11 (j) (2), a called game shall not become a suspended game.

Rule 12.04.11 (a) Comment: When the reported score of a game may have reverted to the score at the end of the last completed inning, individual or team actions in the incomplete inning (whether on offense or defense) are not to be compiled in regular season games for statistical purposes under Little League Baseball’s Official Scoring Rules. If a regulation game is called after a completed inning (see NIWS time), the scorer shall include the record of all individual and team actions up to the time the game is called. If a game is called before it becomes a regulation game, the scorer shall include no records and shall report only the fact there was “No Game.”

- (c) (1) *Provided* the game is a regulation game, **tie games are allowed** in Juvenile League regular season play. However, Playoff Series games must have a winning team (see Rule 12.04.12).
- (2) *Provided* the game is a regulation game, **tie games are allowed** in Juvenile League All Star, Chanukah and other Tournament games. For Tournament games that may end in a tie, Rule 12.04.29 will apply. However, the Tournament Director upon approval or under the direction of the Leagues Committee may decide these games must have a winning team. This decision will apply to some or all games in that Tournament. If a tie game results in a suspended game because the Tournament Director decided there must be a winning team, the game may be suspended under Rule 12.04.12 (a) and resumed under Rule 12.04.12 (d). The Tournament Director will schedule the resumption of the suspended game.
- (d) Little League Playing Rules 4.11 (d) and (e) do not apply to Juvenile League play. See Rule 12.04.11 (a) and Rule 12.04.11 (c) for regular season games. See Rule 12.04.11 (a) and Rule 12.04.12 (c) for Playoff Series games. See Rule 12.04.11 (a), Rule 12.04.11 (c) and Rule 12.04.12 (a) for tournament games.

12.04.12

- (a) (1) The Score Reversion Rule at Rule 12.04.11 (a) will apply to a Playoff Series game if (A) a regulation game is called for any reason while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to tie the game or take the lead, and (B) the home team has not retaken the lead. After the Score Reversion Rule is applied, if the result is a tie score, play shall continue at the actual score at the time the game was called, even if the game is subsequently suspended, until (A) the visiting team has scored more total runs than the home team at the end of a completed inning, or (B) the home team scores the winning run in an uncompleted inning. A suspended tie game will be resumed under Rule 12.04.12 (d). The Juvenile League Commissioner or his designee will schedule the resumption of these suspended Playoff Series games.

Rule 12.04.12 (a) Comment: The score of a regulation game is the total number of runs scored by each team at the moment the game ends:

- (1) The game ends when the visiting team completes its half of an inning, if the home team is ahead,
- (2) The game ends when an inning is completed, if the visiting team is ahead, and
- (3) If the home team scores the winning run in its half of an inning (or its half of an additional inning after a tie), the game ends immediately when the winning run is scored. However, if the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

When the score of a game may have reverted to the score at the end of the last completed inning resulting in a winning team after the application of the Score Reversion Rule, individual and team actions in the incomplete inning (whether on offense or defense) are not to be compiled for statistical purposes under Little League Baseball's Official Scoring Rules.

- (2) If called for any reason, a Playoff Series game continued under Rule 12.04.10 (b) will be a suspended game resumed under Rule 12.04.12 (d).
- (3) If a Playoff Series game is called for any reason before it becomes a regulation game, the umpire shall declare it "No Game". The game will be replayed in its entirety as a new game.
- (d) (1) A suspended Playoff Series or Tournament game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the

lineup and batting order at the moment of suspension, subject to the rules governing substitution.

EXCEPTION: If the game is called in the middle of a time at bat, the batter will begin the resumed game with no count. The pitcher will be allowed eight preparatory pitches if the pitcher at the exact point of suspension is the same pitcher as at the beginning of the resumed game.

[This playing rule for Resumed Playoff or Tournament Games does not apply to protested games when the protest is upheld and the game is to be resumed.]

- (2) Any player may be replaced by a player who was not in the game prior to the suspension. No player once removed before the game was suspended may be returned to the lineup unless covered by Substitution Rule 12.03.03 that applies to both the suspended and resumed game. In addition, Batting Order Rule 12.04.04 applies to both the suspended and resumed game.

Rule 12.04.12 (d) (2) Comment: If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a base runner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

- (3) If a game is suspended, any pitcher may continue pitching in the same game on any subsequent date *provided* said pitcher has observed the required Days of Rest under Pitch Count and Days of Rest Regulation VI.

EXCEPTION: If the player pitched 40 or fewer pitches in the suspended game, that player may pitch in the resumed game on any day. However, the total number of pitches on any day may not exceed 75 in the Juvenile League.

NOTICE: If there are a limited number of pitchers available during a competition, a waiver to the “days of rest” for a pitcher under this Rule 12.04.12 (d) (3) may be granted. Such waiver must be approved by the Juvenile League Commissioner or the Tournament Director or their designee. Before the waiver is approved, the well-being of the players will be taken into consideration.

- (4) A player ejected from the suspended game shall not play in the resumed game.

Rule 12.04.12 (d) Comment: For scorekeeping purposes, the resumed game shall be considered the same game, and all batting, fielding and pitching records will count.

If a game is suspended, the exact situation at the time of the suspension must be recorded. Before everyone leaves the venue, the following information must be recorded and agreed upon by both head coaches:

- (1) The number of outs at the moment the game is suspended.
- (2) The names and bases of any runners on base.
- (3) The name of the batter at the moment the game is terminated.
- (4) The next batter for the other team.
- (5) The number of pitches thrown by each and every pitcher from both teams who has pitched in the suspended game.
- (6) The lineup from the suspended game for the resumed game.
- (7) When a 9-man batting order is being used:
 - (a) Those starters who have already re-entered the game once.
 - (b) Players who entered the game as substitutes and who were taken out of the suspended game.

In addition, the head coaches will need to keep their copy of their and the opposing team's line-up cards. The umpire's copy of the line-up cards needs to be collected so that they can be provided to the umpire for the resumed game.

Both head coaches must agree and sign off on the validity of their information and the validity of the opposing team's information. The sign off may be on the team's score books or on whatever document the head coaches agree.

12.04.16

- (a) A team can request rescheduling a game *provided* the opposing team and the Juvenile League Commissioner agree. If the date is not rescheduled at least 24 hours before the scheduled game time, the team may be subject to a forfeit.
- (b) (1) **A team with less than seven players will forfeit the game with a 6-0 score.**
 - (2) The Juvenile League Commissioner may impose other penalties for last minute forfeits.
 - (3) A game shall be forfeited to the opposing team when:
 - A. A team is unable or refuses to place eight players on the field, or
 - B. A team does not have eight offensive players present for the game and in the batting order at the time set for beginning the game and throughout the game.

Rule 12.04.16 (b) Comment: A head coach should not force an injured or unhealthy player to play just to keep the team from forfeiting. The health and safety of the players is paramount.

- (4) The umpire will wait 15 minutes before announcing the forfeit if a team has fewer than eight players present by scheduled game time. At his discretion, the umpire may extend the waiting period by an additional 15 minutes due to extenuating circumstances.
- (5) Unless specifically authorized elsewhere, the lending or borrowing of players is prohibited. (The lending of players will not be allowed unless the borrowing of players is permitted and then only under the provisions for borrowing players.)
- (6) If during a game either team is unable to place eight players on the field due to illness, injury or ejection, the opposing head coach shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. The game will be forfeit if no players are available for re-entry or if a team refuses to place eight players on the field.
- (7) A team with less than eight players has forfeited the game, but should make an effort to continue informal play with players from the other team. All players on both teams present at the field are to have at least one time at bat.
- (8) If a team only has eight players, see 8-man batting order Rule 12.04.04 (a).

(This Rule 12.04.16 (b) supersedes in their entirety Little League Playing Rules 4.16 and 4.17.)

12.04.19

Except for a pitching violation (see Regulation VI) or an ineligible player (see Rule 12.04.26), protesting a game shall never be permitted, regardless of whether such complaint is based on judgment decisions by the umpire or an allegation that an umpire misapplied the rules or otherwise rendered a decision in violation of the rules.

12.04.21 (Additional Rule)

(a) Definitions

An “inning” starts the moment the third out is made completing the preceding inning. (See “no new inning will start” time)

- (b) (1) The head coaches in coordination with the umpire are required to set, and the umpire should publicly announce, the no new inning will start (NIWS) time at the pre-game conference.
- (2) In some cases, the NIWS time may be imposed by the Juvenile League Commissioner. Such an NIWS time is to be publicly affirmed at the pre-game conference.

Rule 12.04.21 (b) Comment: Regardless of the specific time limit for the game, the time limit is intended to remain unchanged throughout the game unless the head coaches mutually agree and with the explicit agreement of the umpire-in-chief and then only for circumstances beyond the control of the teams and/or umpire (e.g., a suspension of play because of weather conditions).

A game may end prior to the specified time limit, *provided* both team head coaches and the umpire-in-chief agree.

A team may not employ any strategy or tactic whose purpose is to slow play to win a game by taking advantage of the “no new inning will start” time, the “drop dead time” (*see Rule 12.04.30*), or the Score Reversion Rule at Rule 12.04.11 (a) even if such strategy or tactic is otherwise permissible. Except for a game forfeiture, the umpire may issue any order or take any action he sees fit to implement this prohibition. If a team is slowing play to win a game by taking advantage of the “no new inning will start” time, the umpire’s first action should be to extend the “no new inning will start” time. If this is not possible because of time constraints, the umpire may then issue other orders or take other actions as he sees fit. The umpire’s decision that a prohibited strategy or tactic has occurred are based on his judgment and is therefore, not subject to protest.

- (4) If there is an oversight and the time limit is inadvertently not set at the pre-game conference, the umpire using his best judgment, shall have sole authority to set the time limit for that game. The umpire should, but is not required to, seek the advice of both head coaches before exercising this authority. The umpire’s announcement correcting this oversight is to be made as soon as the umpire realizes the oversight. The exercise of this authority may not be protested under Little League Playing Rule 4.19.
- (e) A game ends after the NIWS time has elapsed, if the visiting team has completed its time at bat and the home team is ahead or has taken the lead, *provided* the game has progressed far enough to become a regulation game. However, if the home team is in the lead when the NIWS time elapses, the home team may complete its entire half-inning without affecting the game-ending score.
- (f) The Score Reversion Rule at Rule 12.04.11 (a) will apply if a regulation game is called for any reason while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to tie the game or take the lead.

12.04.25 (Additional Rule)

- (a) The head coach of a team losing by 10 runs or more at the end of 4 complete times at bat or any complete time at bat thereafter, may plead, “No Contest”. The game will be called and the score will stand at the time the game is called.
- (b) Little League Playing Rule 4.10 (e) does not apply to Juvenile League play.

12.04.26 (Additional Rule)

(a) *Definition*

An INELIGIBLE PLAYER is any player whose name does not appear on the most current official team roster including those who have not legally switched teams or those who are not an authorized “exception” player. If the borrowing of players is specifically authorized elsewhere, a legally borrowed player will be considered to be on “the most current official team roster” for the game.

- (b) The **PENALTY** for the use of an ineligible player while a game is in progress is the removal of the player from the game.
- (c) (1) A protest challenging the use of an ineligible player under Little League Playing Rule 4.19, *Protesting Game*, may first be made to the game’s umpire while the game is in progress. When receiving a protest, the game’s umpire will at least ask the opposing head coach if indeed an ineligible player is being used. If the head coach affirms the player is ineligible, he will be removed from the game. If the head coach answers that the player is not an ineligible player, a protest to the Juvenile League Commissioner under Rule 12.04.26 (d) (1) will apply.
- (2) If the player is not removed, the game shall be continued under protest or not as the protesting head coach decides. The umpire will record when the protest was made.
- (3) The player will be removed from the game and Rule 12.04.26 (d) (1) will not apply if a challenge to the Juvenile League Commissioner or his/her designee is made either verbally or telephonically by a head coach or umpire during the game and the Juvenile League Commissioner or his/her designee says the player is an ineligible player.
- (d) (1) A protest challenging the use of an ineligible player will be submitted to the Juvenile League Commissioner within 72 hours after the game has ended.
- (2) The umpire need not submit a protest report, but may be requested to provide information to the Juvenile League Commissioner or his/her designee. In addition, the Juvenile League Commissioner need not appoint a Protest Committee.
- (3) Upon receiving a protest after a game has ended, the Juvenile League Commissioner will either uphold or not uphold the protest. If the protest is upheld, the Juvenile League Commissioner may impose any one or combination of the following penalties:
- A. Such individual and/or team penalties as he/she deems fit (e.g., game forfeit, banning player, suspending head coach);
 - B. Vacate team and/or individual records and performances of games in which the ineligible player competed;
 - C. Accept the game’s final score in which the ineligible player competed;
 - D. Resume the game from the exact point when the infraction was protested or replay the game in its entirety.
- The decision and the direction of the Juvenile League Commissioner will be final and is not subject to further review, appeal or protest.

12.04.30 (Additional Rule)

NOTICE: *The Juvenile League Commissioner may make changes to this Game Tie Breaker Rule 12.04.30 from one Playoff Series to another. If a change or changes are made, the alternations will be highlighted.*

(a) Applicability

- (1) If any extra innings are started before the NIWS time because the score was tied at the completion of the last regular inning of the game, these extra innings will be played under the Game Tie Breaker Rule.
- (2) Any inning (including a Tie Breaker inning) that ends after the NIWS time with the score still tied will be played with one final inning under this Game Tie Breaker Rule. If that inning also ends in a tie, the game will be called and resumed under Rule 12.04.12 (d).

(b) The Rule

If the game remains tied after completing 6 innings, the following will apply during all extra innings in Playoff Series games:

- (1) Each team will begin the 7th inning (and any subsequent necessary extra innings) with a player on 1st base and 2nd base and no outs.
- (2) The order of any extra innings will be determined by how the previous inning ended (i.e., if the 6th inning ends with the #6 hitter having the last plate appearance, the 7th inning begins with the #7 hitter at bat, and the #5 hitter at 2nd base and the #6 hitter at 1st base.)
- (3) Each team is limited to 3 runs during each Tie Breaker inning.
- (4) This Game Tie Breaker Rule will also apply to the 6th inning if the score is tied after 5 complete innings and the game is within 20 minutes of the NIWS time.

Rule 12.04.30 Comment: All individual and team actions when compiled are to be compiled according to Little League Baseball's Official Scoring Rules. However, for this Game Tie Breaker Rule, the runners who start on 1st and 2nd base in the Tie Breaker will not be credited with a plate appearance or time at bat.

12.05 -- PUTTING THE BALL IN PLAY. LIVE BALL

12.05.07

In Juvenile League play, the side is retired when three offensive players are legally put out or when the **offensive team scores five runs in their half-inning**, whichever occurs first. (A team's offensive inning ends when the sixth run crosses the plate.)

EXCEPTION 1: The **five** run limit per inning will not apply in the sixth inning or in any inning commencing within 20 minutes of the NIWS time in the Juvenile League.

EXCEPTION 2: When a home run is awarded to the batter under Little League Playing Rule 12.03.13 which allows more than the fifth run to score, the batter and all runners will be permitted to score.

Rule 12.05.07 Exception 2 Comment: If a field does not have a fence 165 feet from home base, a fair fly ball home run will be determined by the ground rules in effect at that field under Rule 12.03.13.

A home run under this Exception 2 does not include a hit ball which stays in the playing field and for any reason allows the batter or runner to touch all four bases. Any runs which may score after the sixth run shall not be counted when the ball remains in the playing field.

12.06 -- THE BATTER

12.06.05

- (b) The “dropped 3rd strike” rule at Little League Playing Rule 6.05 (b) for Little League’s Minor League and Tee Ball applies to Juvenile League play. (For the Juvenile League, the batter is out on a 3rd strike whether or not a pitched ball is caught or not caught by the catcher.)
- (d) The Infield Fly Rule at Little League Playing Rule 6.05 (d) does not apply to Juvenile League regular season, Playoff Series and tournament games.

12.06.06

- (a) Little League Playing Rule 6.06 (d) which prescribes a penalty for the use of an illegal bat does not apply to Juvenile League play under Rule 12.01.10 (a) and Rule 12.01.10 (b).
- (b) The penalty at Little League Playing Rule 6.06 (d) applies to Juvenile League play when a batter enters the batter’s box with one or both feet entirely on the ground with an altered bat or is discovered having used an altered bat prior to the next player entering the batter’s box. An altered bat is a bat that, in the umpire’s judgment, has been altered in such a way as to improve the distance factor or cause an unusual reaction on the ball.

12.06.08

- (a)
 - (2) An intentional walk is prohibited in the Juvenile League regardless of whether the intentional walk is after four pitches have been intentionally delivered outside the strike zone, or after signaling/announcing to the umpire, the batter will advance to first base without pitches being delivered. The pitcher is expected to deliver their pitches in conformance with Little League Playing Rule 6.04, “A batter has legally completed a time at bat when he/she is retired or becomes a runner.”

12.06.13 (Additional Rule)

The batter is out and the ball is dead if (a) the batter throws the bat unintentionally and it (1) hits the catcher, an umpire, any player, head coach or coach in his normal position, or (2) goes into a dugout or into the spectators outside of the playing field and hits a spectator or player, or (b) the batter intentionally throws the bat in a dangerous manner. The umpire has sole discretion to determine what in his judgment constitutes “in a dangerous manner.”

12.06.14 (Additional Rule)

If a strike is called by the umpire on a pitch that has not been swung at by the batter, the batter’s count will be reduced by one ball, *provided* there is at least one ball already on the count. There is no “saving up” balls or strikes under this Rule 12.06.14.

12.07 -- THE RUNNER

12.07.05

At those playing fields without a backstop or those playing fields having an ineffective backstop, each runner may advance one base under Little League Playing Rule 7.05 (h). The Juvenile League Commissioner will determine from time-to-time which fields have an “ineffective backstop.”

12.07.08

(a) Definitions

Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player. The umpire will determine whether the intent was malicious more often than not by the action of the player in determining whether the player meant to harm or injure.

(b) The Rules

- (1) The runner must slide or attempt to get around a fielder who is in possession of the ball when that fielder is making a tag on the runner or tagging the base on a force play.
- (2) The runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. See Little League Playing Rule 7.08 (a) (3)

Rule 12.07.08 (b) (1) and (b) (2) Comment: Hurdling or going over a fielder who has the ball and is making a tag is a legal maneuver. This Rule 12.07.08 (b) (1) and (b) (2) do not prevent or make hurdling illegal. However, should contact occur, attempting to jump, leap, or dive over the fielder is not an act of getting around a fielder.

- (3) The runner must avoid making contact with a fielder when that fielder (i) is in the act of catching a thrown ball, and (ii) is on or next to the base.

Rule 12.07.08 (b) Comment: The following additional guidance applies to this Rule 12.07.08:

- (a) The intent of this Rule 12.07.08 is to avoid injury to a fielder. If there is no contact, there is no violation under this Rule 12.07.08. Incidental or inconsequential contact is not to be viewed as contact for the purpose of this Rule 12.07.08.
- (b) Crashing into a defensive player with intent to injure will be considered malicious even if that fielder is not in the act of catching a thrown ball or is not in possession of the ball. Because the fielder is not in the act of catching a thrown ball or is not in possession of the ball, such contact is outside the scope of this Rule 12.07.08. However, the runner in this case will be ejected for unwarranted and unsportsmanlike conduct.

- (c) Illegal contact shall supersede all “obstruction” penalties.

PENALTY: For violating this Rule 12.07.08, the runner is out, only if the contact on the play hinders or impedes the fielder in making the play. Also, see *Rule 12.07.08 (b) Comment*. In addition, the runner may be ejected if the umpire adjudges the contact was malicious; the runner shall be called out and also ejected from the game. If the umpire adjudges the contact was not malicious, the runner shall only be called out.

12.07.13

Under Little League Playing Rule 7.13, a base runner may only leave his legally occupied base when the pitched ball has “been delivered and has reached the batter.” **If a base runner leaves early twice in the same at-bat, such base runner will be declared out.**

REMINDER: Little League Playing Rule 7.13 specifies in detail the various consequences of a runner leaving a base too early. Rule 7.13 specifies the consequences for each runner depending on how many runners and their base. Except for this Rule 12.07.13, none of them specify an out.

12.07.15

To help protect players from injury, a **double first base** as described in Little League Playing Rule 7.15, shall be used in Juvenile League play. The procedures and rules specified in Little League Playing Rule 7.15 apply in their entirety to Juvenile League play, except for paragraph (g) which only applies to the Little League Junior, Senior and Big League Divisions.

12.07.20 (Additional Rule)

(a) *Definition*

A STEAL shall be credited to a runner whenever the runner advances one base unaided by a hit, a putout, an error, a force-out, a fielder’s choice, a passed ball, or a wild pitch.

(b) A runner may NOT continue to advance when --

(1) A catcher makes a throw to put out a runner attempting to steal second base and the ball is not caught or stopped in the infield for any reason by the infielder covering second base;

(c) Under Rule 12.07.20 (b) (1), the ball is dead. The runner who is stealing may not advance any additional bases. Any other runners may not advance from their last occupied base.

12.07.23 (Additional Rule)

The following Rule 12.07.23 is adopted on an experimental basis for 2020-2022 This Rule 12.07.23 is subject to written modification, if found to be necessary.

If for any reason, a ball thrown to a base is not stopped in the infield, runners may only advance one base. Runners may attempt to advance, at their own risk, one base beyond that one base. Once all permitted advances cease, the ball is dead.

EXCEPTION: A catcher attempting to put out a runner who is attempting to steal 2nd base.

When such errant throw or missed catch is the first play by an infielder, the umpire, in allowing the runners to advance, shall be governed by the position of the runners at the time the ball was pitched. In all other cases, the umpire’s allowed advance(s) shall be governed by the position of the runners at the time of the throw.

EXAMPLE 1: R1 no outs; batter hits to the 3rd baseman who throws to the 2nd baseman for the force out. The ball is not caught and goes into the outfield. Each base runner may only attempt to advance at their own risk, one more base beyond that base before the ball is dead. R1 may advance at his own risk to 3rd base and the batter-runner to 2nd base.

EXAMPLE 2: R1 and R2 one out. The ball is hit to the 3rd baseman who tags his base for the force out and then throws to the 2nd baseman for the double play. The ball goes into the outfield. (The first

play is the tag of third base as it was an attempt to make an out and the throw to second base is the second play) Result: R2 is out; R1 depending on his position when the 3rd baseman threw the ball (reached or did not reach second base) may attempt to advance at his own risk, to 3rd or home and the batter-runner depending in his position (reached or did not reach first base) can attempt to advance, at his own risk, to 2nd base or 3rd base.

EXAMPLE 3: R1 and R2 two outs: The ball is a grounder to the short stop who catches it and tries to tag R2 on his way to third base. He misses the tag so he throws the ball to the second baseman for the force and the ball is not caught and goes onto the outfield. The first play was the attempt to tag the runner (R2) and the throw to second the second play. Result: R2 is allowed to advance to home. R1 depending on his position when the 3rd baseman threw the ball (reached or did not reach second base) may attempt to advance at his own risk, to 3rd base or home and the batter-runner depending in his position (reached or did not reach first base) can attempt to advance, at his own risk, to 2nd base or 3rd base.

Rule 12.07.23 Comment: The lead runner will determine the maximum advance of the following runner. If R1 did not reach second base and so is allowed to advance only to third base than the batter-runner can only advance to 2nd base even if he had already reached 1st base at the time of the throw.

12.07.24 (Additional Rule)

The following Rule 12.07.24 is adopted on an experimental basis for 2020-2022 This Rule 12.07.24 is subject to written modification, if found to be necessary.

A team is limited in scoring on a wild pitch or passed ball as follows:

- (1) One time per inning, and
- (2) Maximum of twice per game.

12.07.25 (Additional Rule)

The following Rule 12.07.25 is adopted on an experimental basis for 2020-2021 This Rule 12.07.25 is subject to written modification, if found to be necessary.

(a) Definition

A STEAL shall be credited to a runner whenever the runner advances one base unaided by a hit, a putout, an error, a force-out, a fielder's choice, a passed ball, or a wild pitch.

- (b) Each team is allowed to steal each base once per half inning.

EXCEPTION: Stealing home from 3rd base once only per half inning includes passed balls and wild pitches and limited to twice a game.

EXAMPLE 1: R1 can steal 2nd base once per half inning.

EXAMPLE 2: R2 can steal 3rd base once per half inning.

12.07.26 (Additional Rule)

The following Rule 12.07.26 is adopted on an experimental basis for 2020-2022 This Rule 12.07.26 is subject to written modification, if found to be necessary.

A base runner may not attempt to advance on a return throw by the catcher to the pitcher. The return throw starts as soon as the catcher starts his throw.

EXCEPTION 1: A base runner has already started his steal and has committed to the steal.

EXCEPTION 2: The base runner between 1st base and 2nd base or between 2nd base and 3rd base has advanced more than half way (30 feet/9 meters) towards the next base and is continuing his advance.

EXCEPTION 3: The base runner between 3rd base and home has advanced more than three quarters (45 feet/13.7 meters) of the distance toward home plate and is continuing his advance.

Rule 12.07.26 Comment: The time of the start of the return throw is the deciding factor and not whether the ball was overthrown to the pitcher or the pitcher did not catch the ball. The pitcher must be in the vicinity of the rubber. The catcher may not start the throw when the pitcher is not in the vicinity of the rubber in order to halt the play.

The umpire's judgment on the start of the return throw, the pitcher being in the vicinity of the rubber and the distance a base runner is between the bases at the time of the throw is final.

PENALTY: The runner must return to his legally occupied base at the time of the return throw unless the runner is put out, in which case the play stands.

12.07.27 (Additional Rule)

The following Rule 12.07.27 is adopted on an experimental basis for 2020-2022. This Rule 12.07.27 is subject to written modification, if found to be necessary.

(a) Definition

A STEAL shall be credited to a runner whenever the runner advances one base unaided by a hit, a putout, an error, a force-out, a fielder's choice, a passed ball, or a wild pitch.

- (b) If there are runners on 1st and 3rd bases and the runner on 1st base is stealing, the runner on 3rd base may not attempt to steal home. That being said, if the catcher does not glove the ball (passed ball or wild pitch when an advance is in progress), the runner on 3rd base may steal home within the once per inning twice per game Rule 12.07.24 (2).

12.08 -- THE PITCHER

12.08.02

- (a) The Penalty in Little League Playing Rule 8.02 (a) (1) for a pitcher touching his hand to his mouth or lips does not apply to Juvenile League play. Instead, the following Penalty applies to Juvenile League play:

PENALTY: The umpire will issue a warning to the pitcher and the team head coach. For any subsequent violation of this Little League Playing Rule 8.02 (a) (1) by any pitcher of the team receiving the warning, the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, when enforcing this penalty after a warning, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.

- (b) Paragraph (a) in the Penalty appearing under Little League Playing Rule 8.02 (a) (6) for a pitcher delivering an altered ball does not apply to Juvenile League play. Instead, the following paragraph (a) applies to Juvenile League play:

- (a) The umpire will issue a warning to the pitcher and the team head coach. Thereafter, any recurrence by any pitcher of the team receiving the warning will result in the pitch being called a ball. When enforcing this penalty after a warning, if a play occurs on the violation, the head coach of the offense may advise the plate umpire of acceptance of the play. (Such election must be made at the end of play.)

12.08.03

- (a) When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight warm-up pitches to his catcher during which play shall be suspended. The umpire shall ensure that the pitches are thrown without undue delay. If a team fails to complete the warm-up pitches in a reasonable length of time, the umpire may terminate them and call "Play Ball."
- (b) If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire shall allow him as many pitches as the umpire deems necessary.

APPROVED RULING: A trip to the mound begins when the head coach or coach crosses the foul line. A head coach or coach is considered to have concluded his visit to the mound when he leaves the 10-foot circle surrounding the pitcher's rubber.

12.08.04

Little League Playing Rule 8.04 does not apply to the Juvenile League.

12.08.05

- (a) "Balks" do not apply to the Juvenile League.
- (b) An "Illegal Pitch" at Little League Playing Rule 8.01 (d) and 8.05 for Little League Major/Minor League need not be called in Juvenile League play.

12.08.06

- (a) The Visits to the Mound Rule at Little League Playing Rule 8.06 does not apply to the Juvenile League. Instead, this Rule 12.08.06 (b) governs Visits to the Mound in the Juvenile League.
- (b) This Rule 12.08.06 (b) which applies to each pitcher who enters a game, governs the visits of the head coach or coach to the pitcher at the mound.
 - (1) A head coach or coach may come out once in one inning to visit with a specific pitcher, but the second time out, the player must be **removed as a pitcher** and may not return to the mound and pitch for the remainder of the game.
 - (2) The manager or coach is prohibited from making a second visit while the same batter is at bat.

A head coach who intends to switch a pitcher after their first visit should notify the umpire before entering the field. Upon such notification, the pitcher must be removed.

APPROVED RULING: A trip to the mound begins when the head coach or coach crosses the foul line. A head coach or coach is considered to have concluded his visit to the mound when he leaves the 10-foot circle surrounding the pitcher's rubber.

APPROVED RULING: At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

APPROVED RULING: A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The head coach or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

12.08.09 (Additional Rule)

NOTICE: *The Juvenile League Commissioner may make changes to this Pitcher Limit in Playoff Series Games Rule 12.08.09 from one year's Playoff Series to another. If a change or changes are made, the alternations will be highlighted.*

(a) *Definitions*

A "standalone series" refers to a series of two or more associated games that (A) is populated by teams whose selection to compete in the series was not based upon their performance in a previous series, and (B) the series itself is not used to select teams to compete in a later series.

A "tournament" refers to two or more associated series of games (or single-game events) where the surviving team or teams (or the also-ran team or teams) of an earlier series or single-game event populate the following series or single-game event. An example of a "tournament" would be: (STAGE ONE) two regional playoff series leading to (STAGE TWO) a national playoff series leading to (STAGE THREE, PART A) a national championship game and (STAGE THREE-PART B) a national consolation game.

"Regulation innings pitched" means 6 innings for each game played to date in a standalone series or in tournament, regardless of whether a particular game is actually longer or shorter than 6 innings.

(b) The following limit applies to a pitcher during a standalone series or during a tournament:

(1) A pitcher may not exceed 50% of his team's total *regulation innings pitched* in the standalone series or in the tournament, to be measured at the conclusion of each standalone series game or each tournament game, with the exceptions of the 1st game of the standalone series or the 1st game of the tournament.

(2) A pitcher already at the 50% limit may pitch one additional inning during an extra innings game without that inning counting in the calculations of his limit.

(3) A pitcher's innings pitched shall count fractional innings.

(c) This Rule 12.08.09 shall not take precedence, in whole or in part, to Pitch Count and Days of Rest Regulation VI.

PENALTY: A team in violation of this Rule 12.08.09 will forfeit the game in which the violation occurred.

12.08.11 (Additional Rule)

The following Rule 12.08.11 is adopted on an experimental basis for 2020-2022 This Rule 12.08.11 is subject to written modification, if found to be necessary.

(b) A pitcher may only throw a maximum of 100 pitches in a 7-day span subject to the Days of Rest in Rule 12.08.08 between pitching appearances.

EXAMPLE: If a pitcher pitched 54 pitches on Friday, then, if he pitches within the next 6 calendar days (i.e., through Thursday, but not including the following Friday), he is eligible to pitch only up to 46 additional pitches.

(c) The following applies to Rule 12.08.11 (b):

- (1) The **PENALTY** for a pitcher who has exceeded the limits under Rule 12.08.11 (a) or Rule 12.08.11 (b) is the immediate removal of the pitcher from the mound.
- (2)
 - (i) The head coach is responsible for ensuring their pitchers compliance with the “per day” limit and the “days of rest” requirement. The head coach is responsible for removing a pitcher when a pitcher is no longer eligible to pitch and ensuring the required “days of rest” is met. The head coach must provide the pitch count when requested by the opposing head coach or the umpire.
 - (ii) Each head coach is required to maintain a written record of the pitch count for each of their pitchers for at least one week after that pitcher’s last pitching appearance. If there is a protest to a pitcher’s eligibility under the “Days of Rest” requirement in Rule 12.08.08, this written record shall be presented promptly to the game’s umpire. Failure to provide this written record or other convincing proof to the game’s umpire when a protest is made will be considered a good and sufficient basis for the umpire to order the removal of the pitcher from the mound.
- (3)
 - (i) A protest under Little League Playing Rule 4.19, Protesting Game, to the game’s umpire claiming the opposing team is in violation of this Rule 12.08.11 may only be made while the game is in progress. If found that an ineligible pitcher is being used, see 12.08.11 (c) on the penalty.
 - (ii) A protest shall not be considered if the pitcher who may be in violation of Rule 12.08.08 (a), (c) or (d) has been substituted prior to the submission of the protest (see Little League Playing Rules 3.06, 3.07, and 3.08).
 - (iii) Once the game has ended, a protest may not be submitted to the Juvenile League Commissioner, nor may such protest be heard or resolved by a Protest Committee.

12.09 -- THE UMPIRE

12.09.01

- (a) Little League Playing Rule 9.01 (a) does not apply to Juvenile League games. Instead, the following applies to Juvenile League games:

Each City or Regional Director shall appoint one or more umpires to officiate at each Juvenile League game. The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game. **NOTICE:** An umpire calling balls and strikes from behind the plate must wear a mask, shin guards, chest protector, and protective cup.

12.09.03

- (a) Little League Playing Rule 9.03 (a) does not apply to Juvenile League games. Instead, the following applies to Juvenile League games:

If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field which will enable said umpire to discharge all duties (usually behind the catcher, but sometimes behind the pitcher if there are runners.)

- (b) Little League Playing Rule 9.03 (d) does not apply to Juvenile League games.

12.09.05

- (a) At their discretion, each City or Regional Director may request umpires to report violations of rules and other incidents worthy of comment, including the disqualification of any head coach, coach or player, and the reasons therefore. Such reporting including reporting a forfeit and a game suspension referral under Little League Playing Rules 4.18 and 9.01 (e), Penalty, will be communicated to the umpires to the extent such reporting is expected. Such reporting will be only required when expected.
- (b) Little League Playing Rules 9.05 (b) and 9.05 (c) do not apply to the Juvenile League.