

JV DIVISION – LOCAL RULES

Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the JV Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the player.
2. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04). Consequence to not meeting requirements 1st written warning, 2nd 1 game suspension to manager.
3. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coaches boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs when players are in the dugout)**
4. No new inning shall start after one hour and fifty minutes (1:50) from the start of the game. After two hours & 5 minutes (2:05) of play, the game will be suspended.
5. When a team has scored five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07).
6. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
7. The first four games will be non-competitive, and wins and losses will not be recorded in the standings. This time will allow coaches to develop pitchers without fear of the score. It will also allow the pitch count, scorebook and score board volunteers to get used to their roles. Rules below will apply. After the 4th game, wins and losses will be recorded.
 - a. During these first four games, no player shall pitch more than one inning per game.
 - b. In these first four games, base runners may advance on a wild pitch, passed ball or by stealing, up to third base. From third base, runners must be advanced by a batter who puts the ball in play by hitting it. There shall be no stealing of home.
8. After the first four games, base runners may advance on a wild pitch, passed ball or by stealing, including home plate. From third base, runners may be advanced by a batter who puts the ball in play, wild pitch, passed ball or overthrow (Rule 7.13).
9. No illegal pitches will be called (Rule 8.05).
10. A player that receives a base on balls can only advance one (1) base. Immediately after receiving the base on balls the runner may advance when: an errant throw is made to any position by any player, or if a “pick off” throw is attempted, or after the first pitch to the new batter is made.

Play stops when the pitcher receives the ball on the mound (within the dirt circle of the mound). Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the pitcher receives the ball on the mound.

(NOTE) The runner cannot advance when the pitcher has control of the baseball and has both feet inside the dirt circle of the mound. (Rules 5.02 and 7.01) (halfway lines will be marked in paint on the edge of grass).

11. In the event that a game ends in a tie due to darkness or time limit after it has been declared a regulation game (Rule 4.10), it will not be rescheduled and will be recorded as a tie in standings.
12. No half-inning may end with an "Intentional Walk" (Rule 6.08 (a) (2)).

NOTES ON RULES:

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.

LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:

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| Reg X(c): | No new inning after 1 hour 50 minutes from start of game. Game stops at 2 hours 5 minutes (drop dead). All games must end at 8:55pm. |
| Rule 4.04: | A continuous batting order will BE in effect. |
| Rule 4.10 (c)(2): | If a game is called, it is a regulation game if the game has been played for 1 hour and 45 minutes. |
| Rule 4.10(e): | The 10-run rule will NOT BE in effect. |
| Rule 4.16(a): | A game may not be started with less than nine (9) players on each team. |
| Rule 4.17: | A game may not be continued with less than nine (9) players on each team. |
| Rule 5.07: | The suspension of the 5-run rule will BE in effect for the fifth and sixth innings. |
| Rule 6.02(c): | The one-foot-in-batters box rule will NOT BE in effect. |
| Rule 6.05(b)(2): | The dropped third strike rule does not apply. |
| Rule 7.14 (b): | The "courtesy runner" rule for the catcher and/or pitcher of record when there are two (2) outs will BE in effect. A courtesy runner must be reported to the plate umpire. If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out. |
| Rule 9.01(d): | The unsportsmanlike conduct on sign stealing will BE in effect |