



# Mountain House Little League House Rules

## Division: 50/70

### **Game Play:**

1. Regulation Game: seven Innings. Games are considered complete after five innings (or four and a half innings if the home team is ahead). Games called due to weather, darkness or curfew after one complete inning, but before regulation criteria is reached, shall be resumed from the exact point of play at which they were suspended. All incomplete games will be played the next available day at the discretion of the Board of Directors. The incomplete game will pick up where it left off.

2. Time Limit: no new inning after two hours and 30 minutes has been completed.

3. Mercy Rule: 15 runs after four innings, ten runs after five innings, and eight runs after six innings.

4. Number of Players: a minimum of eight must be available to start and continue a game. If a team is short one player, the manager can ask the opposing team for one player to play on defense only. Note: the manager has the ability to refuse lending a player to the opposing team. This player will not play the position of pitcher, catcher or infielder.

4. Mandatory play requirements. Continuous batting order applies (mandatory), meaning all players bat whether they are playing a defensive position or on the bench. Regulation IV- Every rostered player at the start of a game will participate in each game for a minimum of six (6) defensive outs. A player may be entered and/or re-entered defensively in the game at any time. If a player does not play (6) defensive outs the player must start the next game on defense.

5. Pitch Limits: players will follow pitching restrictions as defined by age as outlined in Regulation VI, whether the player participates in two divisions, i.e., the pitcher's record "follows" the pitcher from one division to the next. Additionally, players must adhere to the catching restrictions also outlined in Regulation VI. A pitcher who has thrown at least 41 pitches in a game cannot play catcher the remainder of the day. A catcher who has caught in all or part of four innings cannot pitch the remainder of the day.

Pitch limits are strictly enforced and are the responsibility of the Head Coach. Head Coaches are expected to be proactive in knowing a player's pitch count to ensure the pitcher does not exceed their pitch limit. Pitch limits can be found in the Little League International rulebook under Regulation VI, section C. If this occurs, the following actions will be taken:

- i. The first occurrence will result in a formal warning to the Head Coach. Repeated violations of exceeding pitch limits will result in further disciplinary action.

li. Should a player exceed his or her pitch limit during a game, they will be required to refrain from pitching for a minimum of ten days. This rule is in place for the safety of the player.

6. Pitcher Re-Entry: A pitcher can return to the mound during the game as long as they remain in the game at a different position. If they are removed from the game after pitching and are not in another defensive position, they will be ineligible for pitching in the remainder of the game. Pitch limits still apply for any pitcher returning to pitch in a game.

7. Balks are enforced.

8. Base Running: leading off and stealing is allowed. No requirement for a runner to slide at any base at any time. Interference rules require the runner to take action to avoid contact when a tag is being attempted on them. Obstruction rules require the fielder, including catchers, to not block access to the baseline or base without possession of the ball.

9. Dropped third strike is enforced

10. Equipment: Helmets are required by the batter and all base runners. Removing the helmet while on the base paths will result in an automatic out. Cleats with metal spikes are permitted except on artificial mounds.

11. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

12. Rule 6.08(a)(2): This revises the intentional walk rule so that a player may only be intentionally walked by announcing such a decision to the plate umpire one time during the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.

13. "Hurry up" rule will be in effect. If the catcher or pitcher of the next inning is on base with two outs, a substitute runner shall be used. Said runner shall be the player who made the second out. This will allow the catcher to put on all safety equipment prior to the end of the inning.

14. If a player is recorded in the lineup at the start of the game and the player is absent when it is time to bat, it shall be recorded as an out each time it is that player's time to bat.

15. If a player is injured, or becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up, without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.

16. If a player arrives late to the game the manager may put him/her at the end of the batting order without penalty (4.04). There must still be enough game time left for the player to play six defensive outs (4.01d).

17. If a team is short one player, the manager can ask the opposing team for one player to play on defense only. Note: the manager has the ability to refuse lending a player to the opposing team. This player will not play the position of pitcher, catcher or infielder.

18. If a team does not have a minimum of eight players and it has been 15 minutes after the scheduled start time, the umpire shall declare a forfeit.

19. "Infield fly" rule applies.

20. Pitchers are allowed to wear a sleeve, as long as it is not a white or gray color. If a pitcher comes into the game wearing a white or gray sleeve, the umpire will call timeout and the game will not continue until the pitcher removes the sleeve.

21. Pine tar is allowed starting in 2026.

22. If the batter throws the bat, they will receive a warning on the first bat throw. After the batter has been warned, any subsequent bat throws will result in the batter being removed from the game on both offense and defense. Should the manager not remove the batter, he/she will be ejected from the game and be suspended for the following game per Little League International rules.

### **Coaches:**

1. A maximum of three (3) adults will be permitted to act as manager/coaches on the field per team/game.
2. Two adults or one adult and one player (player must wear batting helmet) base coaches are allowed on offense. No coaches are allowed on the field on defense. One bench coach is required. There must be at least one adult in the dugout.
3. Swearing, foul language, derogatory or inflammatory statements by Managers, Coaches, players, or parents is grounds for immediate ejection and suspension. If you observe any of these occurring, please notify a manager/coach or contact a member of the Mountain House Little League at [www.mountainhouselittleleague.com](http://www.mountainhouselittleleague.com) and we will deal with these issues.
4. Home team provides an "official" Scorekeeper to track: Innings, outs, runs, lineup, & pitch counts.
5. The home team is responsible for keeping the official score of the game. Scorekeeping will not be kept on the field or in the dugout. It is the manager's responsibility to have a scorekeeper. If there is no scorekeeper, the manager or assistant coaches will have to keep score outside of the field of play.
6. Lineup cards will be used and distributed to the other team, the official scorekeeper and umpire prior to the start of the game. Once the lineup has been submitted, it is official.
7. Managers are required to send an email to the Player Agent with updated scores and player pitch counts no later than midnight on game day. If scores and pitch counts are not sent in, the pitchers rest period will be set to the maximum rest days.

### **Field Setup/Cleanup:**

1. The home team will be required to prep the field for the game.
2. The visiting team will put away the bases after the game and all field equipment.

Not putting the equipment away results in major losses of our equipment yearly. It is everyone's responsibility to maintain the league's property. If you notice that equipment is not properly put away, put it away or contact someone on the Board to secure the equipment.

