



# Mountain House Little League House Rules

## Division: Minors A

### Game Play:

1. Games are limited to six innings.
  - a. No new inning shall begin after 2 hours from the start time.
  - b. If the "last" inning begins before the time limit, that inning shall be completed unless the umpire needs to declare the game complete due to darkness as a safety hazard; in which case the score would revert to the last completed inning.
  - c. In the event a game needs to be called in the middle of an inning, and so long as a minimum of 3 innings have been completed, the score will revert to what it was entering that inning and the game will be considered complete.

### Regular Season

2. Games can end in a tie. League record will be calculated with a ½ game credit for each team.
  - a. Games called by the umpire due to time limit, darkness, or elements will be considered a complete game if at least 3 innings have been completed.
  - b. During in-house playoffs, games need to be a minimum of 4 innings (3.5 if the home team has the lead at the end of the top of the 4th).
  - c. 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.
  - d. Innings 1-5 are limited to 5 runs per half inning. The 6<sup>th</sup> inning has unlimited runs (further clarification on that below)
  - e. 15-run mercy rule shall be in effect after 3 innings, or 10 runs after 4 innings.

### In-House Playoffs

3. Games cannot end in a tie.
  - a. In the event a game needs to be called for safety reasons (darkness/weather), the game will be paused with all players in the positions they were on that day and considered incomplete.
  - b. All incomplete games will be played the next available day, as determined by the President. The incomplete game will pick up exactly where it left off.
  - c. Games need to be a minimum of 4 innings (3.5 if the home team has the lead at the end of the top of the 4th).
  - d. Innings 1-5 are limited to 5 runs per half inning. The 6<sup>th</sup> inning has unlimited runs (further clarification on that below)
  - e. 15-run mercy rule shall be in effect after 3 innings, or 10 runs after 4 innings.

### 4. Unlimited Inning

- a. When circumstances dictate (time considerations), a Manager can request the Unlimited Inning prior to the 6th inning if it is to be the last inning of the game before the time limit is to come into effect (ex. A Manager requests the Unlimited Inning before the 5th inning is set to start at the 1 hour and 55 minute mark).
- b. The same Unlimited Inning request can be made entering the 4th inning if the time limit is imminent (15 minutes or less before the 2 hour time limit)
- c. A Manager must make the Unlimited Inning request with the Umpire before the first pitch of the top of the inning. If an Unlimited Inning has not been requested before 1 pitch has been thrown in that inning, the Unlimited Inning is no longer available.
- d. It is the Manager's responsibility to manage the time limit situation and make the request. Umpires are not to make the call independent of a Manager request.
- e. The leading Team may not block or decline the Unlimited Inning request by the trailing team so long as the request

is made before what is to be the last inning of the game and before the time limit comes into play.

5. Pitching Eligibility will follow Green Book Rules. The official scorekeeper is responsible for tracking pitch count, and books need to be signed by the Team Manager, Opposing Manager, and Home Plate Umpire after each game to record eligibility.

1. A foul ball equals a pitch in the pitch count).

6. Intentional Walk: Defensive teams will be able to elect to intentionally walk a batter by being granted time, then announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead, and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

– Rule 6.08(a)(2): This revises the intentional walk rule so that a player may only be intentionally walked by announcing the decision to the plate umpire one time during the course of 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.

7. 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. Tournament Rule 4 (c) provisions apply: 8-to10-Year Old Division, 9-to11-Year Old Division, Little League: Pitchers once removed from the mound, may not return as pitchers. If a player does not play (6) defensive outs, the player must start the next game on defense.

8. The batter and baserunners will wear batting helmets at all times. If a player voluntarily removes his/her helmet, the player will receive a warning. If the batter/baserunner voluntarily removes his/her helmet again, they will be called out.

9. Catchers must wear a face mask, cup (for males), and throat protector at all times, including pitcher and infield warm-up. Coaches warming up of a pitcher on the sidelines or the mound is permitted.

10. 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.

11. BATTERS BOX RULE IS IN EFFECT see Green Book.

12. No on deck batters are permitted outside of the dugout.

13. Bunting is allowed. Slash bunting, however, is not allowed. The pitch will be called a strike on the first offense. The Managers of both teams will be warned. A second offense by either team will result in the offending player being called out.

14. Sliding is permitted. Sliding head first will be called out, unless returning to the bag.

15. Stealing bases are allowed once the pitch has crossed home plate. Runners may advance at their own risk until the umpire calls time or the pitcher is ready to pitch the ball and the catcher is set and ready to receive the ball. Stealing is permitted on passed balls.

16. "Hurry up" rule should 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.

17. 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.

18. If a player is injured, or becomes ill, or must leave the game site after the start of the game, the team will notify the umpire/opposing manager/score keeper prior to the players next at bat. The player will be skipped 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.

19. If a player arrives late to the game, the manager may put him at the end of the batting order without penalty (4.04). There must still be enough game time left for the player to play 6 defensive outs (4.01d).
20. Make-up games will be played due to rainouts only. Make up games must be made up within 7 days (weather pending) by agreement of the coaches. If the coaches cannot come to an agreement, the Board and/or President of the league will make the final decision.
21. If a team does not have a minimum of eight players and it has been 15 minutes after the scheduled start time, the umpire, by authority of the Board of Directors, shall declare a forfeit.
22. 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.
23. If a team is short players, players from a Player Pool may be used. The Player Pool will be organized and maintained by the Player Agent. The team manager should contact the player agent as soon as they know they will need a player from the Player Pool.
24. "Infield fly" rule applies.
25. "Un-caught 3rd strike" rules (6.09b) does NOT apply
26. 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.
27. Pine tar is allowed starting in 2026.
28. 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.
  - ii. 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.

**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 a 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 at all times.
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, line-up, & 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. Line-up cards will be used and distributed to the other team, the official scorekeeper and umpire prior to the start of the game. Once the line-up has been submitted, it is considered to be 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.

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.