



FAIRFAX LITTLE LEAGUE, INCORPORATED

OUR 68TH SEASON

2023

LOCAL PLAYING RULES

Darin Ott, Glenn Waldron
Chief Umpires - Fairfax Little League

1. PLAYER PARTICIPATION	4
1.1. Practice Limitations	4
1.2. Game Participation	4
1.2.1 Senior/Junior League/Intermediate (50/70) Division Player Participation	4
1.2.2. Majors Division Player Participation	5
1.2.3. Minor League Division Player Participation	5
1.2.4. Tee Ball Division Player Participation	7
1.3. Enforcement of Player Participation Rules; Statistics and Entry of Statistics	7
2. PRE-GAME AND GAME ADMINISTRATION	9
2.1. Batting Cages	9
2.2. Batting Practice	9
2.3. Field and Grounds Maintenance	9
2.4. Pre-game Time Limits	10
2.4.1. Normal situation	10
2.4.2. Reduced warm-up time	10
2.4.3. No warm-up time on the infield is available	10
2.5. Dugout Assignment and Occupants; Base Coaches	10
2.6. Pre-Game Plate Conference	10
3. MODIFICATIONS TO GAME PLAYING RULES	11
3.1. Junior League, Intermediate (50/70) Division and Majors Rules Modifications	11
3.2 AAA Level	12
3.2.1 Advancement of Bases	12
3.2.2. Modification of Rule 5.07	12
3.2.3 Deleted International Playing Rules	12
3.2.4 Adopted Playing Rules	13
3.3 AA Level	13
3.3.2. Use of Adult Pitcher	14
3.3.3. Pitching Distance	14
3.3.4. Number of Defensive Players	15
3.3.5. Deleted International Playing Rules	15
3.3.6 Modifications of Rule 5.07.	15
3.3.7 Adopted Playing Rules	15
3.4 'A' Level	15
3.4.1. Advancement of Bases	15
3.4.2. Pitching Machines	16
3.4.3. Stoppage of Playing Action	16
3.4.4. Number of Defensive Players	16
3.4.5. Deleted International Playing Rules	17
3.5 Tee Ball Division.	17
3.5.1 Modified Playing Rules.	17

4. PITCHING REGULATIONS	18
4.1. Junior League and Intermediate (50/70) Division, Majors, and AAA Pitching Modifications	18
4.2. AA Pitching Modifications	18
4.3. 'A' Level Pitching Modifications	19
4.3.1 Pitching Machine	19
4.3.2 Pitch Counts	19
4.4. T-Ball/Coach Pitch Level Pitching Modifications	20
5. TIME LIMITS, DELAYS, POSTPONEMENT, REGULATION GAMES	20
5.1. Game Time Limits – Regulation X of the International Rule Book	
5.1.1. Senior/Junior/Intermediate (50/70) Division Game Time Limits	20
5.1.2. Majors Game Time Limits	20
5.1.3. AAA and AA Game Time Limits	20
5.1.4. 'A' Game Time Limits	20
5.1.5. Tee Ball Division Game Time Limits	21
5.2. Evening Game Time Limits (Sunset Rules)	21
5.3. Games Played on Fields Equipped with Artificial Lights	
5.3.1. Senior/Junior League/Intermediate (50/70) Division	21
5.3.2. Pickett Road Complex (Thaiss Park)	21
5.3.3. Fields other than Thaiss Park	21
5.3.4 Failure of Artificial Lights	21
5.4. Delayed Games	21
5.5. Postponed Games	22
5.6. Regulation Game	22
5.7. Tie Games	22
5.8. Unsafe Playing Conditions (Lightning, Thunder, etc.)	22
5.8.1. Thunder / Lightning	22
5.8.2. Unintentional Bat Throwing/Unsafe Follow Through	22
Appendix A - Official Sunset Schedule	23
Appendix B - Official Game Ending Times	24

Introduction

These local rules are meant to augment Little League International Rules as reflected in the Little League International Rule Book. Little League International Rules apply in all circumstances except where outlined herein.

1. PLAYER PARTICIPATION

1.1. Practice Limitations

Prior to opening day of the Spring or Fall season, each team in Fairfax Little League is limited to four (4) days per week (a week being defined as Sunday to Saturday) in which it may conduct practice or play a scrimmage game, of which only two (2) of these days may be school days. When the season begins, teams may practice or play games for a maximum of four (4) days in a seven (7) day period. Three (3) of these days may be school days. For the purposes of this rule only, the following applies:

- A practice is considered as an event where the team manager and/or coach(s), and five (5) or more players listed on the team roster is present; provided however, any event sponsored by Fairfax Little League for attendance by players of multiple teams shall not constitute an event under this Rule 1.1.
- A school day is any day of the week (Monday through Thursday only) when the Fairfax County Public Schools are in session and students are required to be present. By way of example, Holidays, Spring Break days, and teacher work days are not considered as school days.
- Practices/scrimmage games shall be held only on fields (or in approved indoor facilities) covered by Fairfax Little League's liability insurance policy. No play shall be conducted on league fields until the Director of Fields and Grounds and the Director of Safety certify the fields ready for use.

The penalties for violation of Local Rule 1.1 are as follows:

- 1st Offense: The manager shall receive a written warning.
- 2nd Offense: The manager shall be suspended for the next two scheduled games.
- 3rd Offense: The manager shall be suspended for the remainder of the season.
- Local Rule 1.1. does not apply to any Tournament Team at any level. All practices must be done on approved fields.

1.2. Game Participation

1.2.1 Senior/Junior League/Intermediate (50/70) Division Player Participation

- Spring season:

- Senior League - All players timely reporting to the start of the game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings defensively of each seven (7) innings available. In the event a player fails to timely report prior to the start of a game, then, in the manager's reasonable discretion, the player's defensive innings may be prorated based on the player's official entry into the game
 - Junior League and Intermediate (50/70) Division shall utilize a continuous batting order. All players shall play a defensive position at least every other inning of each game.
- Fall season:
 - A continuous batting order shall be used for all Senior/Junior League and Intermediate (50/70) Division games for the entire game.
 - Senior League - All players timely reporting to the start of the game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings defensively of each seven (7) innings available. In the event a player fails to timely report prior to the start of a game, then, in the manager's reasonable discretion, the player's defensive innings may be prorated based on the player's official entry into the game
 - All Junior League and Intermediate (50/70) players shall play a defensive position at least every other inning of each game.

1.2.2. Majors Division Player Participation

- Spring season:
 - All players timely reporting prior to the start of a game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings defensively of each six (6) innings available. In the event a player fails to timely report prior to the start of a game, then, in the Manager's reasonable discretion, the player's defensive innings may be prorated based on the player's official entry into the game.
 - A continuous batting order shall be utilized.
- Fall season:
 - All players timely reporting prior to the start of a game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings defensively of each six (6) innings available. In the event a player fails to timely report prior to the start of a game, then, in the Manager's reasonable discretion, the player's defensive innings may be prorated based on the player's official entry into the game.
 - Subject to the rule immediately above, Managers shall rotate their players between infield and outfield positions, providing every player the opportunity to play an infield position for at least one (1) full defensive inning in each game. This rotation requirement applies to all players.
 - A continuous batting order shall be utilized.

1.2.3. Minor League Division Player Participation

- **AAA Division**

- Spring and Fall Season:

- Subject to the rule immediately below, Managers shall rotate their players between infield and outfield position, providing every player the opportunity to play an infield position for at least two (2) full defensive innings in each game. This rotation requirement applies to all players, except as otherwise provided herein.
 - All players timely reporting prior to the start of a game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings defensively of each six (6) innings available. In the event a player fails to timely report prior to the start of a game, then, in the Manager's reasonable discretion, the player's defensive innings may be prorated based on the player's official entry into the game.
 - No player shall sit out a second defensive inning until all other players have sat at least one defensive inning with the exception of: (i) a pitcher which is limited to a pitch count, (ii) a pitcher who shall pitch in the inning following the second bench inning, and (iii) a player who shall play catcher in the inning following the second bench inning.
 - Over the course of a season, managers shall use reasonable efforts to allocate bench innings evenly among the players on the team. The League Committee shall give Managers with rosters in excess of twelve (12) players additional consideration when reviewing bench inning allocation.
 - NOTE 1: Players who do not play the required number of infield innings in a game may start the next game in an infield position; so long as all playing requirements for both games have been fulfilled.
 - NOTE 2: Managers shall notify the League Director of Minors of safety concerns that, in their view, disqualifies a player from playing either an infield or an outfield position. The League Committee shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions; provided, however, in the event the Manager presents written consent from the parent or guardian of the player in question to limit the player in question to an outfield position, then following a meeting with the player's parent or guardian and the Manager, the League Committee shall uphold the concern and permit the player's participation to be limited to the outfield.

- **AA, A, and Rookie Divisions**

- Spring season and Fall season:

- Subject to the rule immediately below, Managers shall rotate their players between infield and outfield position, providing every player the opportunity to play an infield position for at least two (2) full defensive innings in each game. This rotation requirement applies to all players.
- All players timely reporting prior to the start of a game shall, in addition to all Little League International rules governing participation, play at least three (3) complete innings defensively of each six (6) innings available. In the event a player fails to timely report prior to the start of a game, then, in the Manager's reasonable discretion, the player's defensive innings may be prorated based on the player's official entry into the game.
- No player shall sit out a second defensive inning until all other players have sat at least one defensive inning with the exception of a pitcher which is limited to a pitch count.
- Over the course of a season, managers shall use reasonable efforts to allocate bench innings evenly among the players on the team. The League Committee shall give Managers with rosters in excess of twelve (12) players additional consideration when reviewing bench inning allocation.
 - NOTE 1: Players who do not play the required number of infield innings in a game may start the next game in an infield position; so long as all playing requirements for both games have been fulfilled.
 - NOTE 2: Managers shall notify the League Director of Minors of safety concerns that, in their view, disqualifies a player from playing either an infield or an outfield position. The League Committee shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions; provided, however, in the event the Manager presents written consent from the parent or guardian of the player in question to limit the player in question to an outfield position, then following a meeting with the player's parent or guardian and the Manager, the League Committee shall uphold the concern and permit the player's participation to be limited to the outfield.

1.2.4. Tee Ball Division Player Participation

All players shall play the entire game on offense and defense. Additionally, managers shall rotate their players between infield and outfield positions providing every player the opportunity to play an infield and an outfield position in each game.

- NOTE: Managers shall notify the League Director of Minors of safety concerns that, in their view, disqualifies a player from playing either an infield or an outfield position. The League Committee shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions; provided, however, in the event the

Manager presents written consent from the parent or guardian of the player in question to limit the player in question to an outfield position, then following a meeting with the player's parent or guardian and the Manager, the League Committee shall uphold the concern and permit the player's participation to be limited to the outfield.

1.3. Enforcement of Player Participation Rules; Statistics and Entry of Statistics

Alleged violations of player participation rules shall be reported to the League Player Agent. Please see the Local By-Laws and Regulations document for procedures.

Except as to any statistical category set forth below marked "optional," Managers, on or before the first pitch of the Manager's next scheduled game, shall enter in the League's online statistical database, all of the following team statistics and player statistics following each game, or part thereof, played:

Game Statistics: (Excludes T-Ball)

- Runs For
- Runs Against
- Game notes as required to record or document player defensive inning issues

Player Statistics:

- Player Defensive Innings (Excludes T-Ball)
- Hitting:
- Plate Appearances
- Runs scored
- Coach Pitch (AA and below)
- Hits
- Doubles, Triples and Home Runs, as applicable
- Runs batted in (optional)
- Strikeouts
- Walks
- Hit by pitch
- Sacrifice Hits (optional)
- Sacrifice Flies (optional)
- Fielder's Choice (optional)
- Stolen bases

Pitching (Majors, AAA and AA Only)

- Innings Pitched
- Pitches Thrown (total)
- Strikes
- Balls
- Runs (optional)
- Hits
- Doubles, triples and Home Runs, as applicable (optional)

- Strike outs
- Walks
- Hit by pitch
- Coach pitch (AA only)
- Batters Faced

Fielding (Majors and AAA Only)

- Assists (optional for AAA)
- Put Outs (optional for AAA)
- Errors (optional for AAA)
- Double Plays (optional for AAA)

The penalties for violation of Local Rule 1.3. are as follows:

If a Manager has failed to input said Manager's required statistical information for each player at the end of a given season, said Manager shall not be permitted to draft any player from said Manager's team for which statistical information is missing.

2. PRE-GAME AND GAME ADMINISTRATION

2.1. Batting Cages

The batting cages at each game field are reserved for one hour prior to the start of any scheduled game for use by the two teams participating in the game to be played.

Batting cages may be used while scheduled games are in progress only as follows:

- Chilcott Stadium: Used only by teams currently playing on the field for warming up a pitcher only.
- Thaiss park (Pickett): batting cages, but not hitting stations, may be used during scheduled games by teams scheduled to next play on any field at Thaiss park based on the following priorities, in order:
 - Teams scheduled to play on Fields #1 and #5 (equal priority – 1 cage per field).
 - Teams scheduled to play on Fields #2 and #3.
 - Teams scheduled to play on Field #4.
 - The Visiting team has the assigned batting cage 60-40 minutes prior to the scheduled start of a game. The Home team from 40-20 minutes prior to the scheduled start.
- Burke field: batting cages may be used during scheduled games by the teams scheduled for the next game on Burke field.
- Providence: no restrictions on use of batting cages.
- Robinson High School: no restrictions on use of Varsity cages; the JV field cages shall not be used while a game is being played on the JV field.

League Presidents may further restrict the use of batting cages during games as necessary.

2.2. Batting Practice

- On game days, pitched batting practice with baseballs on playing fields is NOT permitted.
- During practices on playing fields, no batting practice with baseballs shall be conducted against any backstop or fence, only wiffle balls or similar type plastic balls may be used.

2.3. Field and Grounds Maintenance

Under normal playing conditions:

- The Home team shall prepare the field for play.
- The Visiting team shall rake the field after the game is over and pick up any trash on the playing field to prepare it for the next game. The visiting team of the last game of the day at each field shall remove and store all bases in the equipment shed and verify that field lights, if available, are properly shut off.
- If the field needs extra work due to inclement weather both teams are responsible for ensuring the field is playable.
- Each team shall be responsible for cleaning out its dugout, and surrounding area, as well as properly disposing of trash on its side of the field.

2.4. Pre-game Time Limits

All games shall begin at their scheduled start time. Pre-game practice activities on the game field shall be completed no less than 5 minutes before the scheduled start time.

The following limits shall be applicable to pre-game activity if the scheduled starting time of the game will not be affected:

2.4.1. Normal situation

- The visiting team may have the field for 10 minutes beginning 30 minutes prior to the scheduled start of the game.
- The home team may have the field for 10 minutes beginning 20 minutes prior to the scheduled start of the game.

2.4.2. Reduced warm-up time

If fewer than 30 minutes are available for pre-game activities, the participating teams shall equally split the available time.

2.4.3. No warm-up time on the infield is available

If fewer than 15 minutes are available for pre-game activities based on the scheduled game start time, pre-game warm-ups on the game field are limited to the outfield area and no infield practice shall be taken.

2.5. Dugout Assignment and Occupants; Base Coaches

The home team shall occupy the 1st base dugout. Scorekeepers are not permitted to occupy the dugout or bench. Senior/Junior League/Intermediate (50/70) Division level scorekeepers are permitted to occupy the dugout with the manager and coaches when the games are played on a high school varsity playing field or Providence #3 and #4.

2.6. Pre-Game Plate Conference

- A. Managers, with team captains, shall report to the Umpire-in-Chief at home plate 5 minutes prior to scheduled game start time.
- B. The home team shall provide the Umpire-in-Chief three (3) new game baseballs and additional suitable balls, if necessary, during the course of the game. The Umpire-in-Chief shall determine the suitability of all baseballs.
- C. Game Coordinators shall attend the pre-game plate conference in accordance with LLI rule 9.03 (d).

3. MODIFICATIONS TO GAME PLAYING RULES

If Local Playing Rules conflict with Little League International Playing Rules, these Local Playing Rules shall take precedence.

3.1. Junior League, Intermediate (50/70) Division and Majors Rules Modifications

3.1.1 Continuous Batting Order

- Fairfax Little League has adopted the policy of a continuous batting order as defined in National Rule 4.04.
- Fairfax Little League has adopted National Rule 6.02(c) requiring a batter to keep one foot in the box throughout the at bat unless an exception, as defined in National Rule 6.02(c), applies.

3.1.2 Rule 5.07 – Majors – Fall Ball only – The side is retired when three (3) offensive players are legally put out, called out by an umpire, or when the offensive team scores five (5) runs; provided, however, in the event a batter hits a home run over the fence, all runners on base, including the batter, shall score, regardless of the five (5) run rule.

3.1.3 Rule 7.14(b) “Courtesy Runner” is adopted. A team may change its “catcher of record” for the next defensive inning prior to starting its at bat. For example, P1 is the catcher for the home team during the first inning. P2 will be the catcher for the home team in the second inning. Home team coach should inform the umpire and visiting team

coach that P2 is the catcher of record before the first pitch is delivered during the bottom of the first inning. If P2 is on base with 2 outs, home team can use rule 7.14(b) for P2.

3.1.4 FXLL adopts the rule allowing a team to play a game if it has a minimum of eight (8) players. The 9th spot in the batting order shall be an “out” during the game as per LLI rule 6.05(n).

3.1.5 FXLL adopts Regulation I(a) NOTE 3 and Regulation IV(a). A player who is league age 15 at juniors shall not be allowed to pitch in a game.

3.1.6 FXLL will use the 10 run concession rule but not the 15 run or 8 run concession rules that are set forth in the Little League International Playing Rule 4.10e

3.2 AAA Level

3.2.1 Advancement of Bases

Modifications of National Playing Rule 7.13 concerning runners advancing via base stealing.

Rule 7.13 is modified as follows:

- The base runner’s opportunity to advance through base stealing is limited to a maximum of one base per play; any base, including home may be stolen. This restriction does not apply for runners advancing on a hit ball.
 - NOTE 1: For the purposes of this rule, the definition of a “play” is the action which takes place on the field from the time of a pitch by the pitcher until the time of the next pitch.
 - NOTE 2: A batter who is awarded a base on balls MAY NOT attempt to steal second base on the same play in which the player was awarded first base.
 - NOTE 3: A baserunner on third base may not attempt a steal of home on the catcher’s return throw to the pitcher. The runner may steal home on an overthrow to the pitcher.
- If the umpire determines that a baserunner left a base before the pitch reaches the batter, the baserunner shall receive a warning for leaving early. A second violation during the same time on base by the same baserunner shall result in the baserunner being called out.
- Example: R1 reaches first base in the first inning. The umpire determines that R1 left the base early on the first pitch in an attempt to steal second base. The runner is returned to first base as per Rule 7.13 and receives a warning from the umpire. On the next pitch, the umpire determines R1 left the base before the pitch reached the batter. After the play is completed, R1 is called out by the umpire. If R1 reaches base again following another at bat, R1 shall be entitled to a warning for leaving the base early before being called out.

3.2.2 Modification of Rule 5.07

In the event a batter hits a home run over the fence, all runners on base, including the batter, shall score, regardless of the five (5) run rule.

3.2.3 Deleted International Playing Rules

The following National Playing Rules are deleted for this level of play:

- A. 6.05 (d), Infield Fly

3.2.4 Adopted Playing Rules

- A. 7.14(b) "Courtesy Runner" is adopted. A team may change its "catcher of record" for the next defensive inning prior to starting its at bat. For example, P1 is the catcher for the home team during the first inning. P2 will be the catcher for the home team in the second inning. Home team coach should inform the umpire and visiting team coach that P2 is the catcher of record before the first pitch is delivered during the bottom of the first inning. If P2 is on base with 2 outs, home team can use rule 7.14(b) for P2.
- B. FXLL adopts the rule allowing a team to play a game if it has a minimum of eight (8) players. The 9th spot in the batting order shall NOT be an "out" during the game as per LLI rule 6.05(n).
- C. FXLL will use the 10 run concession rule but not the 15 run or 8 run concession rules that are set forth in the Little League International Playing Rule 4.10e

3.3 AA Level

3.3.1. Advancement of Bases

Modifications of National Playing Rule 7.13 concerning runners advancing via base stealing. The rule is modified as follows:

- A base runner's opportunity to advance through base stealing is limited to a maximum of one base per play. A runner may NOT initiate a steal of home.
 - NOTE 1: For the purposes of this rule, the definition of a "play" is the action which takes place on the field from the time of a pitch by the pitcher until the time of the next pitch.

- NOTE 2: A batter who is awarded a base on balls (walk) MAY NOT attempt to steal second base on the same play in which the player was awarded first base.
- NOTE 3: When an adult pitcher is in the game per Local Rule 3.3.2, no base stealing is permitted.
- If the umpire determines that a baserunner left a base before the pitch reaches the batter, the baserunner shall receive a warning for leaving early. A second violation during the same time on base by the same baserunner shall result in the baserunner being called out.
- Example: R1 reaches first base in the first inning. The umpire determines that R1 left the base early on the first pitch in an attempt to steal second base. The runner is returned to first base as per Rule 7.13 and receives a warning from the umpire. On the next pitch, the umpire determines R1 left the base before the pitch reached the batter. After the play is completed, R1 is called out by the umpire. If R1 reaches base again following another at bat, R1 shall be entitled to a warning for leaving the base early before being called out.

3.3.2. Use of Adult Pitcher

International Playing Rule 6.08 (a) is modified to provide a better opportunity for batters to hit a pitch. This special pitching rule only becomes effective in any half inning after the defensive team has walked two batters. This rule temporarily substitutes an adult pitcher from the offensive team for the player pitcher who remains in the game playing the defensive position of pitcher.

- Once two walks have occurred in a half inning, all subsequent batters who receive ball four (4) in the same half inning shall remain in the batter's box. The Umpire-in-Chief shall call "timeout" and the offensive team shall provide an adult pitcher to pitch to the batter until his/her time at bat is completed. Then the adult pitcher will return to the dugout and the player pitcher resumes the full role of pitcher for the next batter.
- The adult pitcher shall wear a glove for self-protection and pitch using the set position from the pitching plate on the mound. Illegal pitches shall not be called. The adult pitcher shall not participate in defensive plays but is authorized to use a glove for protection from a batted ball.
- If the adult pitcher is an adult base coach positioned in a coaching box on the field, he/she is not required to be replaced in the box while performing as an adult pitcher and may not return to the coach's box during any play in which he/she pitched.
- The adult pitcher may deliver a maximum of two strikes to the batter, as determined by the umpire, regardless of the count to the batter. The batter has two strikes to put the ball in play. After two strikes, the batter is out if the ball is not put in play with the exception of the second pitch resulting in a foul ball. The adult pitcher will continue to pitch until the ball is either put in play or the batter fails to swing at or miss the second strike.
 - NOTE: Adult pitchers are encouraged to warm up prior to the game so they can deliver a hittable pitch when placed in the game. Adult pitchers shall not warm up on the field.

- The defensive player playing the position of pitcher during an at bat where an adult pitcher is pitching to a batter shall be within approximately 6 feet of the adult pitcher when the pitch is delivered.

3.3.3. Pitching Distance

The distance from home plate to the pitcher's plate shall be 42 feet instead of 46 feet (National Playing Rule 1.07).

3.3.4. Number of Defensive Players

National Playing Rule 4.17 is modified to allow a fourth outfielder, thus allowing ten (10) defensive players on the field. This fourth outfielder shall be positioned at normal outfield depth at the start of every play. No outfielder shall move from his/her position in the outfield into the infield for the purpose of making defensive plays as an additional infielder. The penalty for violation of this rule is the same as for violation of playing rule 7.06, obstruction.

3.3.5. Deleted International Playing Rules

The following National Playing Rules are deleted for this level of play:

- 6.05 (d), infield fly.
- 8.05, illegal pitch.

3.3.6 Modifications of Rule 5.07.

Rule 5.07 is modified as follows:

In the event a batter hits a home run over the fence, all runners on base, including the batter, shall score, regardless of the five (5) run rule.

3.3.7 Adopted Playing Rules

- A. 7.14(b) "Courtesy Runner" is adopted. A team may change its "catcher of record" for the next defensive inning prior to starting its at bat. For example, P1 is the catcher for the home team during the first inning. P2 will be the catcher for the home team in the second inning. Home team coach should inform the umpire and visiting team coach that P2 is the catcher of record before the first pitch is delivered during the bottom of the first inning. If P2 is on base with 2 outs, home team can use rule 7.14(b) for P2.
- B. FXLL adopts the rule allowing a team to play a game if it has a minimum of eight (8) players. The 9th spot in the batting order shall NOT be an "out" during the game as per LLI rule 6.05(n).
- C. FXLL will use the 10 run concession rule but not the 15 run or 8 run concession rules that are set forth in the Little League International Playing Rule 4.10e

3.4 'A' Level

3.4.1. Advancement of Bases

Modifications of National Playing Rule 7.13 concerning runners advancing via base stealing.

- A. There is no base stealing at the 'A' level of play.
- B. A baserunner shall not leave a base until the batter makes contact with the pitch.

3.4.2. Pitching Machines

Use of a pitching machine for scheduled games is mandatory—unless no working machine is available. The pitching machines are to be placed 42 feet from the back point of home plate. Batters have five pitches to put the ball in play or record an out.

3.4.3. Stoppage of Playing Action

International Playing Rule 5.02 is modified to allow for stoppage of playing action.

- A. All plays at the A level are stopped by an umpire calling "TIME OUT". A defensive player returning the ball to the defensive pitcher does not automatically stop play. Play continues until the lead runner is stopped, the umpire calls "TIME OUT", and the ball is returned to the offensive team's pitcher (pitching machine operator). Managers are expected to teach their players to properly run bases. Managers are also expected not to violate the spirit of good sportsmanship at this level of play by automatically advancing following runners behind a stopped lead runner when such advancement is not typical nor based on the merits of the play.
- B. 1st grade/A division – Maximum number of bases a batter/runner may take is two (double) and only on a ball hit into the outfield. Base runners on base when a batter hits the ball may only advance as many bases as the batter/runner. Ex: On a double all base runners may advance a maximum of two bases, on a single other base runners may only advance one base.
- C. 2nd grade/A division – a batter/runner may take as many bases as they can on a ball hit into the outfield. The batter/runner and all base runners must stop at the next base as soon as the ball enters the infield. The ball does not have to be controlled by an infield defensive player to stop play.
- D. To increase the speed of the game, buckets should be placed behind home plate and the pitcher's plate in locations that do not interfere with play as best possible. At the beginning of each inning five balls should be in the bucket near the pitching machine. Rather than return the ball to the pitcher after each pitch, balls are placed in the bucket at home plate after each pitch.

3.4.4. Number of Defensive Players

International Playing Rule 4.17 is modified to allow a fourth outfielder, thus allowing ten (10) defensive players on the field. This fourth outfielder shall be positioned at normal outfield depth at the start of every play. No outfielder shall move from his/her position in the outfield into the infield for the purpose of making defensive plays as an additional infielder. The penalty for violation of this rule is the same as for violation of playing rule 7.06, obstruction.

3.4.5. Deleted International Playing Rules

The following International Playing Rules are deleted for this level of play:

- A. National Playing Rule 2 (Definitions) – Bunt (No bunting allowed)
- B. 6.08(a) – Base on Balls (No walks allowed)
- C. 6.08(b) – Hit Batter (No award of 1st base for a batter hit by a pitch)

3.5 Tee Ball Division.

3.5.1 Modified Playing Rules.

All modifications defined in A Local Playing Rules (3.4) are in effect for T-Ball, with the following modifications:

- A. The home team supplies the batting tee.
- B. Score is not kept, outs are not recorded, no protests are allowed, and there are no forfeits.
- C. The visiting team provides the Umpire-in-Chief.
- D. Managers should adjust their batting order each inning to allow a different player to lead off.
- E. No strike outs. Bunting is not allowed. Batters must take a full swing at the ball. Batters get an unlimited number of swings to hit a fair ball. For a ball to be fair, it must meet the definition of a fair ball in National Playing Rule 2 and be batted past an arc drawn from foul line to foul line 15 feet in front of the back point of home plate.
- F. For safety reasons, no defensive player in fair territory shall be closer than 45 feet to the batter, and all players must have baseball gloves. The catcher shall be positioned in a safe area against the backstop facing the batter.
- G. No base stealing. Runners may not leave the base until the ball is hit and shall avoid contact with defensive players. Runners who leave early shall be sent back one base, if possible, at the end of playing action. Play

continues until the runners have been stopped and the ball is returned to the defensive pitcher, at which time the umpire will call "Time Out". Play resumes when the manager/coach repositions the ball on the tee for the next batter. If runners have advanced beyond normal advancement on the merits of the play, the umpires shall return runners to the appropriate base. On any overthrow into dead ball territory, a standard award of one base is made.

- H. The half inning ends when the last batter has completed their turn at bat and rounds the bases. Prior to the half inning ending, if the defensive team completes three outs against the offensive team, all base runners on base when the 3rd out is made shall be administratively removed from the bases—to reward the defensive team for its play—and then the half inning will continue to its conclusion.
- I. Offensive and defensive coaches may be on the playing field for instructional purposes as permitted by the International Playing Rules. Their instruction may be limited by the Umpire-in Chief if excessive game delays occur.

4. PITCHING REGULATIONS

4.1. Junior League and Intermediate (50/70) Division, Majors, and AAA Pitching Modifications

Fall season: An individual player may pitch in no more than three separate innings per game.

- Example: A pitcher who comes in with two outs in the 2nd inning cannot pitch past the end of the 4th inning.

4.2. AA Pitching Modifications

Fall season: An individual player may pitch in no more than three separate innings per game.

- Example: A pitcher who comes in with two outs in the 2nd inning cannot pitch past the end of the 4th inning.

- Local Rule 3.3.2 defines the use of an adult pitcher during scheduled games.

4.3. 'A' Level Pitching Modifications

4.3.1 Pitching Machine

International Playing Rule 8, The Pitcher, is modified by the following:

- A. A properly functioning pitching machine supplied by the League shall be the method of pitching to 'A' level batters. Only if a pitching machine malfunctions, or is not available, shall a manager or designated adult pitch to batters at this level.
- B. The manager (or his/her other adult representative) of the team at bat shall operate the pitching machine for his/her team. A player from the defensive team shall be positioned to the side, or behind, the pitcher's plate and within four (4) feet of the pitcher's plate to make all defensive plays. The catcher shall return all pitches to the defensive player stationed near the pitcher's plate, who will in turn give the ball to the adult pitcher to pitch, unless, in the umpires judgment the speed of play is unnecessarily delayed. Local Rule 3.4.3 applies.
- C. The adult pitcher shall not participate in any defensive play and should try to avoid obstructing the defensive team's play. If a batted ball accidentally touches the adult pitcher through no fault of his/her own, the ball shall be live and remain in play.
- D. The adult pitcher may wear a normal fielder's glove for his/her own protection while pitching or using the pitching machine.
- E. If a ball in play hits the pitching machine, such contact shall be considered a touch of the ball by a fielder. Therefore, a batted ball that first hits the pitching machine is a fair ball in all cases. If a thrown ball hits the pitching machine, continue play as if a fielder had not caught the ball.
- F. If the adult pitcher must manually pitch to the batters due to non-availability of a functioning pitching machine, the adult pitcher shall pitch from a distance of 42 feet using the set position.

4.3.2 Pitch Counts

- A. The batter shall receive a maximum of five (5) pitches (unless the fifth and subsequent pitches are fouled).
- B. Three (3) strikes (swinging) or failure to put a ball in play within five pitches shall constitute an out. Balls and strikes shall not be called. No walks shall be issued. If the pitching machine malfunctions and does not deliver a pitch that the batter could hit in the opinion of the Umpire in Chief, that pitch will not count as one of the five maximum allowable pitches. If the adult pitcher makes an unhittable pitch, the pitch shall count as one of the maximum five (5) pitches allowable.
- C. Rookie League Only - The batter shall receive a maximum of five (5) pitches (unless the fifth and subsequent pitches are fouled). Five (5) strikes (swinging) or failure to put a ball in play within five pitches shall constitute an out. Balls and strikes shall not be called. No walks shall be issued. If the pitching machine malfunctions and does not deliver a pitch that the batter could hit in the opinion of the Umpire in Chief, that

pitch will not count as one of the five maximum allowable pitches. If the adult pitcher makes an unhittable pitch, the pitch shall count as one of the maximum five (5) pitches allowable.

4.4. T-Ball/Coach Pitch Level Pitching Modifications

No live pitching or machine pitching shall be used; provided, however, a player may choose to receive up to 3 live pitches from a coach or manager prior to hitting from the batting tee.

5. TIME LIMITS, DELAYS, POSTPONEMENT, REGULATION GAMES

5.1. Game Time Limits – Regulation X of the International Rule Book

5.1.1. Senior/Junior/Intermediate (50/70) Division Game Time Limits

Monday - Thursday nights (school nights):

- No inning shall start later than two hours (2:00) after the game's scheduled start time. Once started, an inning shall be played to its completion.

Friday - Sunday (weekend games):

- No inning shall start later than two hours fifteen minutes (2:15) after the game's scheduled start time.

5.1.2. Majors Game Time Limits

No time limit unless necessary, based on field limitations and communicated by a scheduler in advance. No inning may start after 10:00 PM.

- Fall season only: no new inning shall start later than two hours (2:00) after the game's scheduled start time. Once started, an inning shall be played to its completion.

5.1.3. AAA and AA Game Time Limits

No new inning shall start later than one hour and fifty minutes (1:50) after the scheduled game start time. Once started, an inning shall be played to its completion, subject to Local Rules 5.2 and 5.3, which take precedence.

5.1.4. 'A' Game Time Limits

No new inning shall start later than one hour and thirty minutes (1:30) after the scheduled game start time. Once started, an inning shall be played to its completion, subject to Local Rules 5.2 and 5.3, which take precedence.

5.1.5. Tee Ball Division Game Time Limits

No new inning shall start later than one hour and 15 minutes (1:15) after the game's scheduled start time. The game terminates after four (4) complete innings or completion of the last legally started inning.

5.2. Evening Game Time Limits (Sunset Rules)

Unless the field is equipped with artificial lights, no inning shall start after the day's official sunset time listed in Appendix A. On fields equipped with artificial lights, inning start time is regulated by league time limits (Local Rule 5.1), or Local Rule 5.3, whichever comes first.

Unless the field is equipped with artificial lights, all games shall CEASE PLAY no later than the official game ending times listed in Appendix B, regardless of the current situation of the game. On fields equipped with artificial lights, play shall continue until the game is completed or terminated due to a league time limit (Local Rule 5.1), or Local Rule 5.3, whichever comes first.

5.3. Games Played on Fields Equipped with Artificial Lights

5.3.1. Senior/Junior League/Intermediate (50/70) Division

No inning shall start after 10:30 P.M. and play shall cease at 10:50 P.M., unless superseded by Local Rule 5.1.1.

5.3.2. Pickett Road Complex (Thaiss Park)

Play shall cease no later than 9:20 P.M. and lights shall be turned off no later than 9:30 P.M., unless superseded by Local Rule 5.1.

5.3.3. Fields other than Thaiss Park

Sunday through Friday – no inning shall start after 9:30 P.M. and play shall cease at 10:00 P.M., unless superseded by Local Rule 5.1.

Saturday – no inning shall start after 10:00 P.M.; play shall cease at 10:30 P.M., unless superseded by Local Rule 5.1.

5.3.4 Failure of Artificial Lights

In the event of failure of the artificial lights to turn on or continue to operate, game time limits specified in Local Rules 5.1 and 5.2 shall apply.

5.4. Delayed Games

On fields scheduled for multiple games on a specific day, any game delayed beyond thirty (30) minutes of the scheduled starting time due to inclement weather or field conditions shall be postponed and rescheduled on another date. The remainder of the games scheduled for that date shall be played according to schedule. The last game

scheduled on any day may be started up to one (1) hour later than the scheduled starting time with the concurrence of both managers, provided sufficient time is available to play a regulation game.

5.5. Postponed Games

In the event of game postponement, the home team manager shall notify the person responsible for the rescheduling of games within each League.

If an interleague game is postponed, the home team manager is responsible for notifying the person responsible for the rescheduling of the game.

Rescheduling should not require a team to play a game on three consecutive days unless under extreme circumstances, as determined by the League President.

Managers shall not deviate from the official published schedule of games. All rescheduling of games shall be done by the person responsible for the rescheduling of games within each League. Any game played at a time, or on a field, not scheduled with prior approval by the League Player Agent or the person responsible for the rescheduling of games within each League shall not be considered an official game and shall be replayed.

5.6. Regulation Game

If the Local Rule game time limits are reached before the requirements of Playing Rules 4.10 (a) and (c) are met, the game is a Regulation Game.

5.7. Tie Games

For all levels of play except the Challenger and Tee Ball Divisions where score is not kept, tie games shall go into extra innings if not prevented by game time limits of Local Rule 5.1. If these limits apply, and the game is a regulation game according to International Playing Rule 4.10 (c), or Local Rule 5.6, play shall cease and the tie result shall count as 1/2 win and 1/2 loss for each team.

5.8. Unsafe Playing Conditions (Lightning, Thunder, etc.)

5.8.1. Thunder / Lightning

It is the responsibility of the Umpire-in-Chief to determine when a game in progress should be suspended due to unsafe playing conditions, such as: slippery footing, insufficient light, lightning, thunder, or other hazardous conditions. When a game has been suspended because of thunder or lightning, the game shall not be resumed until at least 30 minutes have passed without thunder or lightning being observed in the vicinity of the game field.

5.8.2. Unintentional Bat Throwing/Unsafe Follow Through

- A. When a batter unintentionally throws a bat, or fails to control their follow through and that action is judged unsafe by an umpire, the player shall receive a warning.
- B. In the event of a second unsafe act by that same player in the same game, the following penalties shall be enforced
- C. Tee Ball: At the player's next turn to bat, the batter next listed on the batting order shall hit the ball for the unsafe batter; the unsafe batter shall run the bases and shall remain eligible to play in a defensive position.
- D. 'A' level: The player shall be removed from the batting order for the remainder of the game, but shall remain in the game defensively and complete all defensive player participation requirements.
- E. All other playing levels: The player shall be immediately disqualified from playing in the remainder of the game and administratively restricted to the dugout until the game is completed. This dugout restriction is not an ejection and does not include the automatic suspension penalty for the next game. If substitution rules apply, an eligible substitute shall enter the game for the unsafe batter.

Appendix A - Official Sunset Schedule

APRIL	MAY	JUNE	SEPTEMBER	OCTOBER	1	7:32	1	8:01	1	8:28	1	7:40	1
6:53	2	7:33	2	8:02	2	8:29	2	7:39	2	6:51	3	7:34	3
8:03	3	8:30	3	7:37	3	6:50	4	7:35	4	8:04	4	8:30	4
7:36	4	6:48	5	7:36	5	8:05	5	8:31	5	7:34	5	6:46	6
7:37	6	8:06	6	8:31	6	7:33	6	6:45	7	7:38	7	8:07	7
8:32	7	7:31	7	6:43	8	7:39	8	8:08	8	8:33	8	7:29	8
6:42	9	7:40	9	8:09	9	8:33	9	7:28	9	6:40	10	7:41	10
8:10	10	8:34	10	7:26	10	6:39							
11	7:42	11	8:11	11	8:34	11	7:25	11	6:37	12	7:43	12	8:12
12	8:35	12	7:23	12	6:36	13	7:44	13	8:13	13	8:35	13	7:21
13	6:34	14	7:45	14	8:13	14	8:36	14	7:20	14	6:33	15	7:46
15	8:14	15	8:36	15	7:18	15	6:31	16	7:47	16	8:15	16	8:36
16	7:17	16	6:30	17	7:48	17	8:16	17	8:37	17	7:15	17	6:29
18	7:49	18	8:17	18	8:37	18	7:13	18	6:27	19	7:50	19	8:18
19	8:37	19	7:12	19	6:26	20	7:51	20	8:19	20	8:38	20	7:10
20	6:24	21	7:52	21	8:20	21	8:38	21	7:09	21	6:23	22	7:53
22	8:20	22	8:38	22	7:07	22	6:22	23	7:53	23	8:21	23	8:38
23	8:38	23	7:05	23	6:20	24	7:54	24	8:22	24	8:38	24	7:04
24	6:19	25	7:55	25	8:23	25	8:38	25	7:02	25	6:18	26	7:56
26	8:24	26	8:38	26	7:01	26	6:16	27	7:57	27	8:25	27	8:38
27	6:59	27	6:15	28	7:58	28	8:25	28	8:39	28	6:57	28	6:14
29	7:59	29	8:26	29	8:39	29	6:56	29	6:13	30	8:00	30	8:27
30	8:38	30	6:54	30	6:12	31	8:28	31	6:10				

Times listed are eastern daylight savings times - adjust for eastern standard time by subtracting one(1) hour.

Appendix B - Official Game Ending Times

APRIL MAY JUNE SEPTEMBER OCTOBER 1 7:42 1 8:11 1 8:38 1 7:50 1
7:03 2 7:43 2 8:12 2 8:39 2 7:49 2 7:01 3 7:44 3 8:13 3 8:40 3 7:47 3 7:00 4
7:45 4 8:14 4 8:40 4 7:46 4 6:58 5 7:46 5 8:15 5 8:41 5 7:44 5 6:56 6 7:47 6
8:16 6 8:41 6 7:43 6 6:55 7 7:48 7 8:17 7 8:42 7 7:41 7 6:53 8 7:49 8 8:18 8
8:43 8 7:39 8 6:52 9 7:50 9 8:19 9 8:43 9 7:38 9 6:50 10 7:51 10 8:20 10
8:44 10 7:36 10 6:49 11 7:52 11 8:21 11 8:44 11 7:35 11 6:47 12 7:53 12
8:22 12 8:45 12 7:33 12 6:46 13 7:54 13 8:23 13 8:45 13 7:31 13 6:44 14
7:55 14 8:23 14 8:46 14 7:30 14 6:43 15 7:56 15 8:24 15 8:46 15 7:28 15
6:41 16 7:57 16 8:25 16 8:46 16 7:27 16 6:40 17 7:58 17 8:26 17 8:47 17
7:25 17 6:39 18 7:59 18 8:27 18 8:47 18 7:23 18 6:37 19 8:00 19 8:28 19
8:47 19 7:22 19 6:36 20 8:01 20 8:29 20 8:48 20 7:20 20 6:34 21 8:02 21
8:30 21 8:48 21 7:19 21 6:33 22 8:03 22 8:30 22 8:48 22 7:17 22 6:32 23
8:03 23 8:31 23 8:48 23 7:15 23 6:30 24 8:04 24 8:32 24 8:48 24 7:14 24
6:29 25 8:05 25 8:33 25 8:48 25 7:12 25 6:28 26 8:06 26 8:34 26 8:48 26
7:11 26 6:26 27 8:07 27 8:35 27 8:48 27 7:09 27 6:25 28 8:08 28 8:35 28
8:49 28 7:07 28 6:24 29 8:09 29 8:36 29 8:49 29 7:06 29 6:23 30 8:10 30
8:37 30 8:48 30 7:04 30 6:22 31 8:38 31 6:20

Times listed are eastern daylight savings times - adjust for eastern standard time by subtracting one (1) hour.