



Johnston Little League rules “MAJORS” Johnston Little League

LEAGUE RULES:

- ❑ Teams will be selected according to the 11 - 12 year-old division draft guidelines. There should be eleven or twelve players per team but not more than 13.
- ❑ Each team will play 16 games. NO games will be scheduled on Sunday, but it will be used for make-ups. Weekday games will be scheduled at 6:00 PM. Saturday games will be scheduled at 9:00 AM, 11:30 AM, 2:00 PM, or 4:30 PM. No teams will have more than two games scheduled in one week.
- ❑ The season format depends on the number of teams in the league:
 - 5 teams – 4 preseason games followed by a triple round robin
 - 6 teams – 1 preseason game followed by a triple round robin
 - 7 teams – 4 preseason games followed by a double round robin
 - 8 teams – 2 preseason games followed by a double round robin
 - 9 teams – double round robin

The league champion will be determined by the season ending tournament. Following priority will break seeding ties: 1) Head to head record in the regular season. 2) Run differential in regular season head-to-head. 3) Coin flip.

- ❑ RAIN OUTS: The opposing managers should make the determination of whether the field is playable. IF the game is a rain out, the home team needs to contact the league representative immediately, so the game can be rescheduled. Games played on Saturday will be rained out on a game-by-game basis. NO game will be delayed more than 45 minutes (IE: If the 9:00 AM game cannot be started by 9:45 AM, it is a rain out). Other Saturday games may still be played if the field is playable. If rainouts are not rescheduled promptly the league representative may do so at their sole discretion in order to end the season prior to the tournament of champions.
- ❑ GAME DUTIES:
 - Home team – 1) prepare field before game. 2) assign home plate umpire 3) assign scoreboard operator 4) rake home plate area and pitcher’s mound after the game 5) provide two game balls
 - Visiting team – 1) assign base umpire 2) clean up all trash around dugouts and bleachers

GAME RULES:

All games will be played in accordance with Minor Little League rulebook except as follows:

- 1) A team must have at least 8 players to play a game. Failure to do so will result in a forfeit. A game may not be delayed for more than ten minutes to wait for the minimum number of players. Rescheduling is not allowed unless it is necessary because of weather or school events that affect both teams. Contact the league representative immediately on all scheduling situations. IF a team has fewer than nine players, the team must take an out in the lineup for each player less than nine.
- 2) The ten run rule (4.10(e)) is not in effect.
- 3) All players will be in the batting rotation regardless of whether they are in the game defensively.
- 4) Pitching: (See Little League Pitch Count Regulations)

THINGS TO REMEMBER:

- 1) Steel Cleats are not allowed.
- 2) Catchers need to wear all equipment described in the rulebook. Helmets should be worn when warming up pitchers and taking infield. If there is a problem with equipment, bring this to the attention to the league representative.
- 3) A runner may not cause contact with a defensive player making a play. Contact may result in the runner being automatically out. (See rule 7.08)
- 4) A defensive player not making a play may not impede the progress of a runner. If progress is impeded, the runner may advance a minimum of one base past the last base touched safely. (See rule 7.06).
- 5) A runner advancing to a base may not slide headfirst. The runner will be out. A runner returning to a base may slide headfirst.
- 6) There is no on-deck position.
- 7) Read the rulebook.
- 8) Poor sportsmanship will not be tolerated. Umpires may remove players, coaches, and/or fans from the game and field.
- 9) Please educate your parents. Many complaints can be handled in advance, if you make parents aware of the rules and exceptions.
- 10) Umpires need to be educated. Please take the time to review the rules with your umpire before the game starts. Remind them of things you have seen as issues in previous games. Make sure they understand the strike zone, stealing rule, etc. If an umpire makes a mistake during the game, both teams should be understanding and helpful when trying to correct the situation. The umpires are volunteers.
- 11) Teach your players all of the rules including base running. Make sure they understand the slide at home rule, no leaving base until the ball has crossed the plate, and a base runner may be out if hit by a ball (See rule 7.09).
- 12) Most of all, make this fun for everyone involved.**

A copy of these rules must be given to each manager.

NO changes may be made to these rules without the approval of the Johnston Little League board.