

Greater Sealy Little League – Local Rules

Minors (9-10) Division – Baseball

1. For any matter not specifically mentioned below, the Little League Official Regulations and Playing Rules shall be used.
2. Time Limit for games shall be 90 minutes
 - a. No inning will be started after 70 minutes of play.
 - b. The umpire shall be notified of the time limit before the game, and shall have the official time.
 - c. If the game reaches 90 minutes, and the inning is not complete, the score reverts back to the previous inning.
 - d. Managers are encouraged to take measures to keep the game moving quickly.
 - e. Little League curfew is still applicable (no inning shall begin after 10:00 pm).
 - f. Minor teams are not allowed to play two games in one day (mandated by Little League, see Rule 4.13).
3. A “courtesy runner” is allowed for the catcher when there are 2 outs. The courtesy runner must be a player who is not in the game defensively. If there are no extra players, the player who made the most recent out shall be the courtesy runner.
4. There will be a 5 run limit for every inning, including the 6th inning. (Mandated by Little League, see Rule 2 - inning)
5. Continuous batting order (i.e., all players bat in order) (mandated by Little League, see Rule 4.04)
6. Intentional walks will be allowed once per game. Once declared, the pitcher will not throw to the batter, but 4 pitches will be added to his pitch count.
7. Mandatory Play requirements:
 - a. Every player present at the start of the game will participate for a minimum of 6 defensive outs and bat at least 1 time (mandated by Little League, see Regulation IV (i))
 - b. Teams with more than 15 players at a game may reduce the mandatory play requirements to 3 defensive outs and 1 at-bat per game (allowed by Little League, see Regulation IV (i))
 - c. Pool players are allowed; however, they must bat last in the order and can only play an outfield position.
8. A maximum of 6 warm-up pitches for a returning pitcher or 8 warm-up pitches for a new pitcher may be taken by a pitcher between innings and when there is a pitching change during an inning.
9. Each team has one (1) minute to leave the field and get on the field at each half inning.
10. Little League-mandated pitching limits shall be followed (Regulation VI©):
 - a. Manager must remove the pitcher when he/she reaches the limit for his/her age group, but the pitcher may remain in the game at another position.
 1. Limit for League age 9-10 is 75 pitches per day.
 2. Exception: If a pitcher reaches the limit while facing a batter, pitcher may pitch until one of the following conditions occurs: (1) That batter reaches base; (2) That batter is put out; or (3) The third out is made to complete the half inning.
 3. NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher who catches 4 or more innings cannot pitch that day.
11. Rest Requirements Options (Regulation VI (d)):
 - a. If a player pitches 66 or more pitches in a day, 4 calendar days of rest must be observed.
 - b. If a player pitches 51-65 pitches in a day, 3 calendar days of rest must be observed.
 - c. If a player pitches 36-50 pitches in a day, 2 calendar days of rest must be observed.
 - d. If a player pitches 21-35 pitches in a day, 1 calendar day of rest is required.
 - e. If a player pitches 1-20 pitches in a day, no calendar days of rest are required.
12. For regular season games, a team may start the game with less than 9 players when no pool players are available, but will take an out for the missing spots in the line-up. (ie. If a team has 8 players, 1 out must be taken when 9th spot in line-up is up to bat.)
13. Minor League: When the pitcher is in the vicinity of the pitching rubber (two feet on the turf mound) and in possession of the ball, the base runner(s) shall not leave their base(s) until the pitched ball has been batted or reaches the batter. The violation by one base runner shall affect all other base runners - (a) when a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results.