

# RIVIERA LITTLE LEAGUE

## 2024 MINOR DIVISION RULES

### A. Philosophy

The Minor Division introduces Riviera Little League players to competitive baseball, including League standings, playoffs and All-Star selection. It is the responsibility of coaches to balance competition with fairness, learning, sportsmanship and fun, so that all players are likely to continue playing baseball and participating in athletics in general.

### B. Rules

#### 1. Pitching –

- a. The pitching distance will be 46 feet from the pitching rubber to home plate.
- b. All Little League pitch-count rules shall be observed.
- c. A pitcher who is removed cannot return to pitch in the same game.
- d. No League Age 11-year-old players shall be allowed to pitch.
- e. The first inning a player pitches in a game, he/she is allowed up to eight warm-up pitches. Each subsequent inning, that same pitcher is allowed five warm-up pitches.
- f. Any player warming up a pitcher must wear a catcher's mask/helmet.
- g. Bullpens are located in foul territories and when a pitcher is warming up, he must be accompanied by a player with a glove and helmet to give protection.
- h. **If a pitcher pitches more than the 50-pitch threshold in a game, he must get a one game rest.**
- i. In the event the Pitcher causes three "Hits-by-Pitch" he will be replaced. Standard pitching rules apply, and he cannot return to the game

2. **Batting** – The entire team will bat in rotation until three (3) outs are made, or five (5) runs are scored (in which case the inning will conclude with the scoring of that 5th run). The run limit does not apply to the 5<sup>th</sup> and 6<sup>th</sup> inning. If a player is removed from the batting order for any reason an out shall be immediately recorded for the player's at bat (one time only, not every time through the order). Less than 9 players see Rule 12: Forfeit. Batters must keep at least one foot in the batter's box throughout the at bat, except when there is a



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dead ball or a play at the plate. The first offense during a game will receive a warning. Subsequent offenses will result in a strike charged to the batter.

3. **Lead-offs** - No leadoffs are permitted. Base runners may not leave the base before the pitched ball has reached the plate. If a violation occurs, the base runner shall be returned to the base he/she was at before the pitch was delivered. Violation of this rule is a judgment call and is determined solely by the umpires.
4. **Stealing of Home** – Stealing of home is allowed. However, when a catcher returns a pitched ball, and the pitcher has possession of the ball on any part of the mound, the play is dead. All runners must then return to their base, unless at the judgment of the umpire the runner was already running forward toward the next base prior to the ball arriving at the mound.
5. **Bunting** – Bunting is allowed.
6. **Infield Fly Rule** – Not in effect.
7. **Player Rotation** – Each player shall play a minimum of nine (9) defensive outs per game and one inning in the infield. **All infield player changes must be reported to the official scorekeepers.** In the event a player is deemed a safety issue in playing the infield, which must be approved by the Division Player Agent only, this player cannot sit more than one inning each game. No player shall sit a second inning until every player has sat at least one inning with the exception of the starting pitcher (as long as he remains in the game on the mound- once removed from the game the pitcher will sit out his/her turn the next full inning prior to anyone sitting two innings), or injury which results in the player exiting the game. No player shall sit a third inning until every player has sat at least two innings with the exception of the starting pitcher as described above.
  - a. Penalties for failure to follow this participation rule are:
    - i. **First Offense:** Written warning issued to the coach. The player shall start the next game and play the entire game defensively (in the infield if the minimum one inning in the infield was missed) to make up for the previously denied playing time. The player who did not sit must also be the first player to sit once, and if applicable, twice.



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- ii. **Second Offense:** The coach shall be suspended for one game and at the discretion of the Board of Directors, removed for the remainder of the season and denied any chance of coaching in any post-season activities. The player's playing time shall be made up in the same manner as stated above.
  - iii. During playoffs there is NO circumvention of the player rotation rules, period. Upon being notified by the opposing manager that a team is in violation of this rule, the violating manager will be given the ability to update their lineup immediately to come into compliance. If they fail to do so, or if they can't agree with the opposing manager on a reasonable resolution, the opposing manager can ask the board member on duty to issue a win by forfeit. The official scorekeeper will maintain the official record of player rotation by inning.
8. **On – Deck Batter** – As in all divisions of Little League Baseball, an on – deck batter is not permitted. This includes any batting sticks being used on the field once the game begins. At no time once the game begins shall more than one batter have a bat in their hands.
9. **Sliding** – A runner must avoid contact at any base where a play is being made or likely to be made. As in all divisions of Little League Baseball, headfirst sliding is not allowed, except when a player is attempting to *return* to the base.
10. **Coaches** – A team shall have no more than **three adults** allowed on the field once the game starts. There must be one adult coach in the dugout at all times. Unless coaching a base, all adult coaches must be in the dugout. All adults in direct contact with players either in game or practice must be background checked by Riviera Little League. Violations of this rule will result in a coaching suspension and/or removal at the discretion of the President.
11. **Base Coaches** – The team at bat must have an adult coach as the first base and third base coach. A player may co-coach one of the two bases. The player must wear a batting helmet while base coaching.



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**12. Forfeit** – If a team does not have eight (8) players on the field, ready to play at game time (refer to umpire’s watch), the game will be forfeited by that team.

a. If one or both teams have less than nine (9) players, the following will occur:

- i. Team managers may borrow players, of equivalent or lesser draft round, from other teams within the division. If multiplayers are missing, coaches shall replace their players in order from lowest to highest draft picks. Replacement players must play the entire game in the outfield and bat last in the lineup. The replacement player must be approved by the opposing coach and Division Player Agent.
- ii. To ensure there is a pool of replacement players at similar skill level, all players drafted in the last three rounds of the draft will be eligible to replace any players on other teams. Players drafted in earlier rounds will follow normal player replacement requirements.
- iii. Undrafted players are not eligible to be used as replacement players.
- iv. A team may play a game with 8 players, however an out will be recorded for the missing batter for every missed at bat in that spot in the order. If any team has less than 8 players at any point in the game, they will forfeit the game.
- v. If eight defensive players are on the field, the last out on the offensive team will play in the outfield closest to their dugout. At the start of the game, the player chosen will be the last player in the batting rotation.
- vi. Managers cannot choose to forfeit a game unless the above forfeit criteria is met. Managers who violate this rule will be suspended for one game.

**13. Scorekeeping** – Only the home team’s scorekeeper will be recognized as official.

**14. Conduct** – All players and coaches are expected to always conduct themselves in a positive manner. Any coach or player who uses offensive language, argues with the umpire, or



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conducts him/herself in an unsportsmanlike manner, may be ejected from the game. If this occurs, the individual in question is subject to the penalties imposed by the RLL Board.

15. **Protests** – All protests will be reviewed and ruled on by the RLL protest committee. Also reviewed by District 27 where appropriate.
16. **Uniforms** - Teams must wear uniforms provided by RLL (i.e. jersey w/LLI Patch, hat, belt and socks) at all RLL games, unless specifically approved by the RLL Board of Directors. Coaches cannot force, encourage, or circumvent league issued apparel by directing or encouraging parents or players to purchase other than league provided items (jersey, hats, belts and socks). Only a player's last name can be put on a player's jersey – no nicknames or first names are acceptable.
17. **Safety** – Do not allow players to play with bats while in the dugout. Put a stop to “horseplay” before someone gets hurt. The coach is required to have player medical release forms for his team at all practices and games.
18. **Injuries** – Any player leaving a game because of an injury MUST have an incident and injury report filed with RLL's Safety Officer. The player's coach will be responsible for overseeing that this happens at the conclusion of that game. Any player leaving the game due to injury will not be allowed to re-enter that game. When a player leaving causes the roster to drop below 8 players the forfeit rules will apply. If the injured player reaches a base, then a pinch runner will be allowed. The team will substitute with the player that made the last out.
19. **Game Length** – The game length will be six (6) innings with no new inning after 105 minutes and a drop-dead time limit of 120 minutes. In the event the game is tied after six innings, and the 105-minute threshold has not been exceeded, the game will continue subject to the timelines described above.

**A:** If the Drop-Dead time limit is reached then the score will revert back to the previous complete inning's score. Note: In the case that the home team ties the score in the last inning of play when drop dead time limit is reached, the score will stand & not revert to the last inning score.



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**B:** If there is a 10-run differential after the 4<sup>th</sup> inning a mercy rule will end the game.

**20. Games Ended By, Rain, etc.** - The game may be continued, if necessary, at the next available opportunity. If a game is called due to rain, the game shall be considered complete when a total of 4 innings are complete or 3 ½ innings, if the home team is ahead.

**21. Playoff Rules** – All Little League and Minor Division regular season rules are in effect, except for the game length time limit – playoff games will have no new inning after 120 minutes. In the event of a tie, starting with the 7th inning or any new inning after time expired, each team puts the batter who is scheduled to bat last in that respective half of the inning on second base and plays out a full inning. The Minor Division shall play a playoff system to determine a division champion. The regular season standings determine the seeds for playoffs.

- a. In the event of ties, the following tiebreakers shall apply:
  - i. The team with the better head-to-head record shall be the higher seeded team.
  - ii. If still tied, then the team with fewer total runs allowed head-to-head shall be the higher seeded team.
  - iii. If still tied, then a coin flip will determine the higher seed.
- b. During all rounds of the playoffs the higher seeded team will be the home team.

**Updated 1/11/24**

