



## **2021 FALL SEASON – DIVISION III Local Rules**

- Time Limit:** **Weekends:** No new inning may start after 1 hour and 45 minutes. **EXCEPTION:** The last scheduled game of the day on a field is subject only to the sunset time as posted on the Sunrise game schedule.  
**Weekdays:** Games will be played without a time limit, **but** Sunset time as listed on the Sunrise game schedule is drop dead.
- Batting:** Continuous batting order (every player bats).
- Substitution:** 9 defensive players. No player may sit a second defensive inning until every player has sat a minimum of one defensive inning.
- Minimum Players:** 8 players are needed to start a game. Players may be borrowed from the opposing team or from another team in Division III with approval from the Minor Player Agent. Borrowed players shall not be allowed to pitch and must bat at the end of the batting order.
- Run Rule:** If at the end of three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of twelve (12) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **NOTE:** If the visiting team has a lead of twelve (12) or ten (10) runs or more respectively, the home team must bat in its half of the inning.

### **Special Coach Pitch Consideration for first five (5) games:**

- After the pitcher has thrown 4 balls, the batter will receive pitches thrown by a manager or coach standing with one foot on the pitcher's mound dirt.
- The count must be finished by the use of coach pitch and each coach-pitched ball is considered a strike.
- With a coach pitch, the batter will be allowed as many swings as strikes remain in the count.
- With two (2) strikes in the count, the batter must make contact with the coach pitch or they will be out.
- There is no limit to the amount of foul balls in an at bat.
- Bunting is not allowed from a coach pitch.
- During a coach pitch, the pitcher may take a defensive position with at least one foot on the dirt of the mound and may not make an imaginary pitch.
- Stealing is not allowed during coach pitch.
- A coach pitch that results in a batter being hit by the pitch is a "dead" ball and will be re-pitched.

### **All remaining games:**

- There will be no coach pitch and traditional baseball rules will apply to all pitch counts.

### **Offense:**

- Tees are never used in this division.
- There is a 4-run limit per half inning or when all players have batted once in the half-inning.
- The 4-run limit is off in the 6<sup>th</sup> inning though each player may only bat once in the half inning.
- On a batted ball, only one extra base shall be allowed on an overthrow. Additional bases may be taken in the event of a subsequent attempt made on any runner.  
**Exception:** Base runners may not advance on an overthrow from catcher to pitcher after a pitched ball.
- Base runners on first and/or second are allowed to advance a maximum of one base as a result of a wild pitch, passed ball or catcher's throw on a base runner that stays in the field of play.
- Stealing of 2<sup>nd</sup> and 3<sup>rd</sup> base is allowed on any pitch from a player to a catcher. Stealing home is not allowed at any time. A runner starting on third may not score on a wild pitch, passed ball or any catcher's throw.
- A team may pinch run for its next defensive catcher who is on base with either two (2) outs or three (3) runs scored, by using the player who made the last out in the inning.

## 2021 FALL SEASON – DIVISION III Local Rules (Continued)

### **Defense:**

- There are no intentional walks in Division III.
- All players must play one infield position (catcher is an infield position) by the 3<sup>rd</sup> inning and a minimum of 2 innings in the infield by the completion of the 5<sup>th</sup> inning. If a manager is not able to satisfy this defensive rule, then the Manager must notify the Player Agent via email and those players who were unable to play twice in the infield must play two (2) innings in the infield by the fourth inning in the next game.
- After fielding a batted ball, an outfielder must throw the ball to an infielder to record an out.
- Managers must do their best to rotate all of their players fairly to different areas of the field.
- Players who were not defensive starters in the previous game must start defensively in the next game.

### **Coaches:**

- A Manager and three (3) Board of Directors approved adult coaches are allowed on the field as appropriate and in the dugout at any time.
- A Manager is limited to one (1) request for umpires to confer on a disputed call per game.

### **Pitching:**

- There is no limit to the number of pitchers a team may use in a game.
- Managers are encouraged to develop as many pitchers as possible throughout the course of the season.
- One pitch thrown during play constitutes an inning pitched.
- All Green Book pitching rules must be followed.
- No player is allowed to pitch more than two (2) innings per game or a total of two (2) innings total across two (2) games.
- Any player pitching two (2) innings in a game is ineligible to pitch in that team's next game.
- Any player pitching two (2) innings total across two (2) games is ineligible to pitch in the third game.
- Any player pitching a single inning may be available to pitch a single inning in the next game.
- Example: Pitcher throwing 1 inning in Game A may pitch only 1 inning in Game B. They are ineligible to pitch in Game C.
- Example: Pitcher throwing 2 innings in Game A is ineligible to pitch in Game B.
- Mound Visits:
  - A manager or coach may come out twice in one inning to visit with the same pitcher, without removing the pitcher. A third visit must result in the player being removed as a pitcher.
  - A manager or coach may come out three (3) times in one game to visit with the same pitcher, but the third time out, the player must be removed as a pitcher.

### **Umpiring:**

- Division III games will be umpired by volunteer parents of the participating teams. Team Managers are required to be the plate umpire for a minimum of two (2) games.
- A team not participating in the game and assigned by the UIC must provide a plate umpire and the visiting team must provide a field umpire.  
**Exception:** The umpire-in-chief of the league holds the right to specify a particular umpire to work a specific game and also to disqualify any umpire from working a particular game or games.
- All umpires must wear adequate protective gear including closed-toed shoes, shin guards, chest protector, face mask and a protective cup are all mandatory.
- Plate umpires must use a “developmental” strike-zone reasonably designed to develop pitcher confidence and encourage the batter to swing. A “developmental” strike zone is defined as the inside line of the batter's boxes, top of the shoulders to the knee.
- Illegal pitches may not be called. Umpires are encouraged to instruct the pitcher as to what they have done wrong. The proper call is “No pitch!”

- A game canceled because of no volunteer umpire will not be rescheduled.

Unless specified in these local Rules, all rules found in the 2021 Little League Rulebook apply.