



PO Box 62761  
Colorado Springs, CO 80962  
[www.academylittleleague.org](http://www.academylittleleague.org)

## Academy Little League Minors, Majors, and Juniors Division Supplemental Rules

### 1. All Divisions

- 1.1. All games must start at their scheduled start time or within fifteen minutes of the conclusion of the previous game, whichever is later.
  - 1.1.1. A game will be re-scheduled when it is 45 minutes beyond its scheduled start time.
- 1.2. Only the team manager can communicate with the umpire.
- 1.3. The field set up and tear down (should be a joint effort by the home and visiting team).
  - 1.3.1. The responsibility to set up the field belongs to the home team, which includes dragging, chalking, setting bases, setting up the pitching mound, etc.).
  - 1.3.2. The responsibility to tear down the field belongs to the visiting team, which includes cleaning up around the stands or sitting area of the fans.
  - 1.3.3. Each team is responsible for cleaning up their assigned dugout.
- 1.4. All bats (rule 1.10), helmets, and catcher's gear will meet Little League International safety requirements.
  - 1.4.1. Players cannot use a batting donut on the playing field.
- 1.5. The home team uses the first base dugout.
- 1.6. The visiting team uses the third base dugout.
- 1.7. When time permits, the visiting team will conduct infield warm-ups 20 minutes prior, and the home team will conduct infield warm-ups 15 minutes before the game starts; nobody will be on the field 10 minutes before the game begins.
- 1.8. The home team is the official scorekeeper for the game.
  - 1.8.1. GameChanger is the official scorebook that tracks the scores and players' playing time.
    - 1.8.1.1. Teams must use players' first and last names in GameChanger (no initials).
  - 1.8.2. The home team will track the official start time announced by the umpire.
- 1.9. The home team manager must update the game score in Sports Connect within 24 hours.
- 1.10. The visiting team is the official pitch counter for the game.
  - 1.10.1. The Little League baseball game pitch log is the official pitch counter used.
  - 1.10.2. The visiting team must send the pitch log to the Academy Little Leagues Player Agent within 24 hours of the game ([ctraylor@academylittleleague.org](mailto:ctraylor@academylittleleague.org) or 719.960.1495).
- 1.11. Each team must maintain their pitching affidavit for every game; both managers must sign each team's pitching affidavit after each game.
- 1.12. Each team must provide their pitching affidavits to the other teams' manager for review before every game.
  - 1.12.1. Failure to provide your pitching affidavits before the game will result in a 20-pitch limit for each pitcher during that game.
- 1.13. Each team provides the umpire with one new game ball and one used game ball before the game.
- 1.14. Every player, manager, and coach must line up on their assigned baseball foul line five minutes before the game to conduct the Little League International pledge.
  - 1.14.1. One player from each team will lead the pledge from the pitching mound.
- 1.15. Players must stay inside the dugout unless they are on defense or offense.
  - 1.15.1. Exceptions: warming up the outfielder between innings, leadoff hitter for that inning, or coaching first base.
- 1.16. A manager or assigned coach may warm up a pitcher between innings or another designated player with an approved catcher's helmet, mask, throat guard, and protective support per Little League International (rule 3.09).
- 1.17. Only three coaches are allowed on the field or dugout per team.
  - 1.17.1. One first-base coach, one third-base coach, and one bench coach.
  - 1.17.2. When a team only has two coaches, they must use a player as their first-base coach.





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- 1.17.2.1. Players will wear an approved Little League helmet.
  - 1.18. Every player must play six defensive outs and bat at least once.
    - 1.18.1. Every player must sit one inning before a player can sit a second inning for that game; exceptions are current pitchers; they do not have to sit until they are complete pitching.
  - 1.19. When a manager knows before the game (four hours or more) that they will not have ten players, they should coordinate with the Academy Little League's Player Agent to call up a player.
    - 1.19.1. Managers will not coordinate with other managers for a call-up player; all call-ups must come through the Academy Little League Player Agent.
    - 1.19.2. Call-up players will come from their division or one division below.
    - 1.19.3. Call-up players cannot pitch or catch; they must bat at the bottom of the lineup.
  - 1.20. When a manager finds out they are short a player less than four hours before the game starts, the teams can start a game with eight players and borrow one player from the opposing team for defense only.
    - 1.20.1. The final out of the opposing team must play the defensive position (outfield only) to ensure nine players are on defense.
    - 1.20.2. The borrowed player bats for their team only.
    - 1.20.3. When batting eight players, a team will not get an automatic out for the missing player.
  - 1.21. A player assumes the position of a pitcher once they are on the pitching rubber and throws one warm-up pitch; for additional guidance, please look at refer to rules 3.05-3.07.
  - 1.22. Managers are authorized one mound visit per pitcher per inning (minors two visits); a pitching change must occur for nay visits beyond the authorized visits (rule 8.06).
  - 1.23. Teams must follow Little League International pitch counts and rest by age group (regulation VI).
    - 1.23.1. Under no circumstance will a player pitch in three consecutive days.
    - 1.23.2. A player who plays the catcher position in four or more innings cannot pitch during that game.
    - 1.23.3. A player who throws 41 or more pitches cannot play the catcher position for that game.
  - 1.24. Teams must use a continuous batting order.
  - 1.25. A batter must maintain one foot in the batter's box throughout the at-bat (rule 6.02).
    - 1.25.1. See rule 6.02 for all exceptions.
    - 1.25.2. If the batter does not maintain one foot in the box, the umpire will give a warning first and then call a strike.
    - 1.25.3. A batter can ask for one timeout per bat.
  - 1.26. If a manager wants to walk a batter intentionally, they must notify the umpire before throwing a pitch; a player's pitch count will include the additional balls required to walk the batter (rule 6.08) intentionally.
    - 1.26.1. Teams can only intentionally walk a player once per game (rule 6.08).
  - 1.27. Managers can use a courtesy runner for the catcher and pitcher when there are two outs (rule 7.00).
    - 1.27.1. Managers cannot use the same player as a courtesy runner in the same inning.
    - 1.27.2. Courtesy runners must be the last player that made an out unless they have already courtesy ran for someone that inning.
  - 1.28. The following rules apply in the event of a weather cancellation or suspended game.
    - 1.28.1. When a game does not meet the inning or time limit required for a completed game, the Academy Little League Scheduler will re-schedule the suspended game.
      - 1.28.1.1. A suspended game will resume where the game left off.
      - 1.28.1.2. Managers use the pitch count based on where their players are in their current rest cycle.
2. Juniors Division
    - 2.1. The home team manager must input the pitch count and score for both teams in Sports Connect within 24 hours.
    - 2.2. It is the manager's responsibility to review pitcher availability for both teams before each game.
    - 2.3. There is no run limit per inning.



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- 2.4. Teams are authorized to use an on-deck circle.
  - 2.5. Players who are 15 can pitch no more than two innings every other game.
  - 2.6. Once removed from the pitcher position, they can return to that position once per game as long as they remain on defense.
  - 2.7. A player who plays the catcher position for three innings and throws 21 pitches (31 for 15-year-old players) or more cannot catch for the remainder of that game.
  - 2.8. Teams can lead off and steal.
  - 2.9. A standard game is seven innings, or the two-hour time limit for no new inning, or the two-hour and fifteen-minute drop dead time limit is reached.
    - 2.9.1. Games are considered regulation (complete) when one of the following has occurred (rule 4.10).
      - 2.9.1.1. Complete four and a half innings when the home team is winning or five innings when the visiting team is winning.
      - 2.9.1.2. The game reaches the time limits listed in 2.7 above.
      - 2.9.1.3. When one team is up by 15 runs or more after four innings of play.
      - 2.9.1.4. When one team is up by ten runs or more after five innings of play.
      - 2.9.1.5. When one team is up by eight runs or more after six innings of play.
3. Minors and Majors Division
    - 3.1. Four-run limits per inning during April 2024; managers can use a four-run limit or mercy rules in May 2024.
    - 3.2. No on-deck circle authorized (regulation XIV).
    - 3.3. Once removed from the pitcher position, a player cannot return for the rest of that game.
    - 3.4. A player who plays the position of catcher for three innings and pitches 21 pitches or more during a game cannot play the position of catcher for the remainder of that game.
    - 3.5. Drop third strikes are in play for Major, not in play for Minors.
    - 3.6. Teams cannot lead off.
    - 3.7. Teams can steal once the ball reaches the batter.
    - 3.8. A standard game is six innings, or the game reaches the one-hour and forty-five-minute time limit for no new inning, or the game reaches the two-hour drop-dead time limit is reached.
      - 3.8.1. Games are considered regulation (complete) when one of the following has occurred (rule 4.10)
        - 3.8.1.1. Complete three and a half innings when the home team is winning or four innings when the visiting team is winning.
        - 3.8.1.2. The game reaches the time limits listed in 3.8 above.
        - 3.8.1.3. When one team is up by 15 runs or more after three innings of play.
        - 3.8.1.4. When one team is up by ten runs or more after four innings of play.
        - 3.8.1.5. When one team is up by eight runs or more after five innings of play.

Academy Little League Board of Directors

