

DISTRICT 4 JUNIOR DIVISION RULES

- ROUND ROBIN BATTING ORDER CAN BE USED
- MANDATORY PLAY OF AT LEAST 6 DEFENSIVE OUTS AND 1 AT BAT
- 9 PLAYERS NEEDED TO START GAME 8 NEEDED TO FINISH
- FREE SUBSTITUTION OF LINE UP
- ADDED PLAYER(S) MUST BE FROM LOCAL LEAGUE AND BE ON A CHARTERED TEAM WITHIN THE JUNIOR DIVISION
- PLAYER(S) ADDED MUST BAT LAST AND ONLY PLAY OUTFIELD
- PITCH COUNT WILL BE KEPT BETWEEN MANAGERS
- GAMES SHALL BE LIMITED TO 2 HOURS. NO NEW INNING WILL BE STARTED AFTER THE 2 HOUR TIME LIMIT HAS BEEN REACHED
- PITCHERS CAN REENTER AS A PITCHER LATER IN THE GAME AS LONG AS HE REMAINS IN THE GAME
- PITCHER CAN PLAY CATCHER IF HE HAS PITCHED 40 OR LESS PITCHES
- ALL OTHER RULES WILL BE ENFORCED ACCORDING TO THE OFFICIAL LITTLE LEAGUE RULEBOOK
- **PITCHERS REST WILL BE BY OPTION #2 IN RULE BOOK**
- MAX 95 PITCHES IN A GAME
- 61 OR MORE PITCHES 4 DAYS REST
- 41-60 PITCHES 3 DAYS REST
- 21-40 PITCHES 2 DAYS REST
- 20-LESS NO REST REQUIRED
- EXAMPLE PLAYER PITCHES 70 PITCHES ON MONDAY NEXT AVAILABLE TO PITCH ON SATURDAY

OTHER NOTES

- GAME BALLS WILL BE SUPPLIED BY THE HOME TEAM(3 MIN)
- ENSURE YOUR TEAM IS READY TO PLAY AT SCHEDULED START TIME
- **ONLY ONE ON DECK BATTER** ALL OTHER GAME PERSONEL SHALL BE IN THE DUGOUT OR BENCH AREA
- BOTH TEAMS SHALL HELP WITH FOUL BALLS
- BULL PEN AREAS INSIDE THE PLAYING AREA REQUIRE 3 PLAYERS FOR USE (PITCHER, CATCHER WITH MASK AND CUP, AND SPOTTER WITH HELMET)
- BALK RULES AND PROPER PENALTIES WILL BE ENFORCED