



Illinois District 13 Little League



Illinois District 13 Metro League 2024 Rules AAA Minor/Majors

1. All games will start at the specified time on the schedule. Games must start with a minimum of 8 players on both teams. Teams that are unable to field a team with a minimum number of players within 20 minutes of the scheduled game start time will forfeit the game unless the opposing manager has been notified **two** hours before the scheduled start time. Games canceled due to weather should be rescheduled within 48 hours by the league's division reps. Any team that fails to show up for a scheduled game shall lose by forfeit and the offending team league may be charged for the umpire fees.
2. Pitch counts must be entered on the league admin pro metro website within 24 hours of the end of the game. Each manager is responsible for verifying the opposing teams pitch count for pitchers of that game.
3. Team rosters, including the player's league age, must be entered on the league admin pro metro website prior to the first game. League age is important as it helps monitor pitch counts.
4. Time limit:
 - **At the 1 hour and 45-minute mark the current inning being played will be the last. NO EXCEPTIONS!!**
 - Local city curfews may impact game times.
5. Mandatory Play – 6 defensive outs and 1 at bat. See Blue Book Regulation IV (i)
6. Pitch counts
 - Determined by age, not division. See Blue Book Regulation VI.
 - **A pitcher may NOT pitch in 3 consecutive days**
 - **Player may NOT pitch 2 games in one day**
 - Violation of pitch count rules results in an automatic, minimum one game suspension for the offending manager assessed on the next played game.
7. Batting
 - A continuous batting order
 - All players present at the scheduled start time must be in the batting lineup.
 - A player arriving after the start of the game may be inserted in the last spot in the batting order and must adhere to Mandatory Play guidelines.
 - **If a team only has 8 players in the batting order, the 9th spot will be skipped.**
 - Batters must always keep one foot in the batter's box. See Rule 6.02(c)

8. Bats
 - **2 5/8" max - MUST have USA Baseball stamped on bat** - see Rule 1.10 and Little League website
9. Base running
 - No leading off or stealing bases until the pitch reaches the batter.
 - **A Courtesy Runner for the catcher and/or pitcher may be permitted when there are 2 outs. The runner must be the player who made the last out.**
 - When the pitcher is in contact with the pitching rubber and the catcher is set in the catcher's box, ready to receive the pitch, all base runners must be in contact with the base. See Rule 7.13
 - **Minors ONLY - Runners reaching 3rd base may only score via batted ball or walk. No stealing of home, scoring on wild pitch or passed ball. This rule is in effect until Memorial Day after which a maximum of 2 runs an inning will be allowed on passed balls, wild pitches, or overthrows to the pitcher.**
10. Balks -
 - **Minors** - balks are not called
 - **Majors** - The Umpire will rule the pitch a ball but the base runners do not advance.
11. Dropped 3rd strike –
 - **Minors** - A batter may not advance on a dropped 3rd strike
 - **Majors** - A batter may attempt to advance to first base on a dropped third strike if first base is unoccupied or first base is occupied with two outs - Rule 6.09b
12. Run Limits -
 - **Minors** - 5 run limit per team per inning or one time through the batting order whichever comes first. The 5-run limit, but not the batting order limitation, will be suspended in the 6th inning. If it is determined the game will not reach 6 innings due to time limit, the umpire and managers may agree before the start of an inning that the next inning will be the last and the 5-run limit will be suspended. See rule 5.07. The roster size will be determined by the number with the smallest roster size.
 - **Majors** - No Run Limit
13. Slaughter Rule – if either team has a lead of 15 or more runs after 3 innings (2 ½ if the home team is leading by 15 or more runs), the game will be considered complete. If either team has a lead of 10 or more runs after 4 innings (3 ½ if the home team is leading by 10 or more runs), the game will be considered complete. **If either team has a lead of 8 or more runs after 5 innings (4 ½ if the home team is leading by 8 or more runs), the game will be considered complete.**
- 14. No Local League (In House) rules will be allowed.**
 - Only rules/guidelines established herein or the Little League Blue book shall be followed in Metro games to eliminate inconsistencies between leagues.
15. Pool Players
 - A list of eligible pool players should be maintained by the league player agent or division rep and pool players assigned to games in a balanced manner.
 - Pool players MUST play at least 9 consecutive defensive outs
 - Pool players can play any position except pitcher. Use of a pool player as a pitcher is considered using an ineligible pitcher and will result in a one game suspension for the offending manager. A pool player may be from one division below, who are age appropriate and have been assessed capable.