

SDLL Local Rules

Grapefruit Division - 2025 Fall Season

General Rules

1. For games at Cresset Christian, runners are limited to taking 1 base on a passed ball and/or an overthrow into foul territory.
2. Games are scheduled for 6 innings.
3. Games can be played with as few as 8 players. A team playing the game with eight players, due to attendance or injury, shall not be required to record automatic outs in the 9th batting position. In the event a team is unable to field the minimum number of players, the game shall be forfeit. In the event of a forfeit, the teams should split the players evenly and play a scrimmage game.

In the event a substitute player is utilized, the substitute player may not play the position of pitcher and/or catcher. The substitute may only be from the same or a lower division of play, and chosen by the SDLL Player Agent. Substitute players must be in the batting lineup and play a minimum of 3 innings.

4. Because a continuous batting order is used in league play, if a player becomes ill, injured, or must leave the game site after the start of the game, the team may skip over the player's batting spot at their time to bat without penalty of an out.
 - a. If the player can return during the game, he/she is inserted into their original spot.
 - b. The "reinsertion" rule only applies one time per player, per game unless the player is completely removed from the lineup for the remainder of the game.
 - i. Should the player not be removed from the lineup, and the team skips the player a second (or more) time, an out will be recorded for this player for each subsequent skipped at bat.
 - ii. If the player is removed from the lineup, the coach must inform the umpire and opposing coach of the change. No out will be recorded for the skipped player's spot in the lineup for the remainder of the game.
 - iii. The player will not be required to leave the premises, although he/she may not remain in the dugout once officially removed from the lineup.
 - c. If a player arrives anytime after the start of the game, he/she is added at the end of the lineup
5. No new inning can start after 1:45. The goal is to keep total game time under 2 hours, but there is not a hard stop time. The umpire is responsible for keeping time.
6. The home team will occupy the third base dugout. Under no circumstances should teams share a dugout.

7. Batting teams will continue until 3 outs are recorded or 5 runs are scored. The last declared inning of the game may be declared as an unlimited inning. If an unlimited inning is declared, each team will bat until 3 outs have been recorded, or the home team gains the lead.

- a. The following guidelines apply to determine if the final declared inning may be unlimited:

| Run Deficit: | Time Stamp Entering Last Declared Inning: | Unlimited Inning? |
|--------------------|---|--|
| 4 runs or less | 1:40 or less time elapsed | NO , complete the inning with 5 run caps or 3 outs. |
| 5 - 9 runs | 1:40 or less time elapsed | YES , complete the inning as an unlimited inning. |
| 10 or greater runs | 1:40 or less time elapsed | NO , the game is over. |

8. There is no mercy rule in effect this season.
9. If a regular season game is tied after 6 innings or after the last inning that fits within the time limit, the game ends in a tie.
10. All players must play at least 2 innings in the infield each game.
- a. The infield is defined as the catcher, pitcher, first baseman, second baseman, shortstop and third baseman.
- b. Failure to abide by this rule is grounds for forfeit. For games that end sooner than 6 innings, the team must be on pace to comply with this rule if the game were to reach 6 innings.
11. Unless it is due to injury, disciplinary action, or a pitching change, no player may change defensive positions during an inning. To count towards the minimum infield innings rule, the player must play the infield for the entire inning.
12. No player can sit more than two innings in a single game.
- 13. As the fall is focused more on development, no player may play more than 6 outs at one defensive position (exception made for pitcher and catcher).**

Weather Related Rule

For Six-Inning Games:

1. A game is considered official if 4 innings have been completed.
2. If more than 1 inning but fewer than 4 innings have been completed, the game will be paused and rescheduled to resume from the exact point of interruption. Again, please record the time elapsed for time limit purposes.
3. If fewer than 1 inning has been played, the game will not count and a new game will be scheduled.
4. All pitches thrown will count toward pitch counts and regulations to ensure player safety.

Offense

1. When a team is at bat, two (2) coaches may be on the field. These include a first and third base coach.
2. The infield fly rule is in effect.
3. In the event of a dropped 3rd strike, the batter is out and unable to advance. However, the ball is live and other base runners may advance.
4. The pitching mound should be set at 46 feet, measured from the rear of home plate to front of pitching rubber.
5. Bunting is allowed.
6. Stealing is permitted once the pitched ball reaches the batter.
7. The final pitch in a base on balls should be considered a live ball. The defense must possess the ball and stop runners from advancing.
8. If a player throws the bat, for the 1st offense the play stands; the umpire calls time and issues a warning to both teams. On the 2nd offense, the batter is out; the umpire calls time and lets the managers and official scorekeeper know.
9. There is no On Deck circle. Players may not take practice swings until they approach the home plate area.

10. "Must Slide"

There is no "must slide" rule in Little League. The rule is, "Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag." -- Rule 7.08(a)(3)

SDLL Approved Ruling: For plays at home plate, a runner who does not slide will be ruled out for anything more than incidental contact with the fielder.

Note: Umpires are encouraged to err on the side of safety and rule the runner out on questionable decisions. Coaches are encouraged to teach runners to slide for all plays at the plate.

11. Obstruction

If a defensive player blocks the base/plate or baseline clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called. – Rule 7.06(b)(Note 2)

LLI Approved Ruling: A runner may not be called out for a collision involving a player without possession of the ball. The decision rests solely with the umpire's judgment. However, a runner who deliberately or maliciously contacts an obstructing fielder may be ejected for unsportsmanlike conduct. Source: [LLI Website](#)

12. A courtesy runner for the catcher of the next inning is allowed with two outs in order to minimize time between innings. The player last put out must be the courtesy runner.

13. Illegal Bat Use

The batter is ruled out if he/she enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications in Little League rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.

NOTE: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat: The offending batter is called out and the result of the at-bat does not count. Play must be resumed to the point prior to the offending batter's at bat and an out recorded. The inning ends if this is the third recorded out.

Defense

1. Pitch counts are managed based on a player's league age. Each player's official league age is available on the pitch count tracker.
 - a. If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
 - b. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 - c. Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
2. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.
3. A pitcher once removed from the mound cannot return as a pitcher.
4. The use of Intentional walks is not permitted.
5. Coaches are advised to avoid any player catching more than 3 innings a single game if at all possible.
6. A manager or coach may come out twice per inning to visit with the pitcher, but the third time visiting the same pitcher, the player must be removed as a pitcher. A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time visiting the same pitcher, the player must be removed as a pitcher.

Pitch Count:

1-20 Pitches= no days rest
21-35 Pitches= 1 days rest
36-50 Pitches= 2 days rest
51-65 Pitches= 3 days rest
66+ Pitches= 4 days rest

Pitches Per Day Maximum:

7-8 Year Olds= 50 Pitches
9-10 Year Olds= 75 Pitches
11-12 Year Olds= 85 Pitches

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

Pre and Post-Game

1. The Home and Away teams are each responsible for submitting the final score and pitch counts within 24 hours of the game's completion.
2. Home team sets up the field and provides 3 new game balls
3. If you want to use the cage for pregame warmups, please share it. Home team will have the cage for 20 minutes beginning 45 minutes prior to your game times.
 - a. The visiting team will follow and will use the cage for 20 minutes and end their usage at least 5 minutes before the first pitch.
 - i. Example: Game time 6 pm. Home team has cage starting at 5:15 and ending at 5:35. Visiting team has cage from 5:35 to 5:55

4. The team not using the cage has the infield for fielding warmups
5. Visitor team breaks down the field
6. Each team is responsible for cleaning out dugout trash before the next team arrives.
7. See the Field Guide for additional details.