

IRONDEQUOIT ATHLETIC ASSOCIATION  
JUNIOR LEAGUE RULES

Page 1

1. Diamond Size: 90' between bases.  
60' 6" pitcher to batter.
  
2. Length of the Game
  - a. Six (6) innings constitutes a game. However, if it rains or becomes too dark, at least 3 1/2 innings must be played and the home team ahead to call the game official. The team with the most runs wins.
  - b. If 3 1/2 innings have been played at the time of cancellation and the home team has the most runs, the home team wins and the game is official.
  - c. A playoff game must be played to its completion.
  - d. Prior to the game, one coach or manager will meet the umpire to go over the ground rules. That person is the only one permitted to approach the umpire for the rest of the game concerning any questions or rules interpretations. Anyone else who does so may be ejected from the area, and the game can be forfeited if this person does not comply.
  - e. If less than 3 1/2 innings have been played at the time of cancellation, the entire game must be replayed with all scores nullified.
  - f. Winning managers are responsible for calling the score of the game to the league president.
  - g. Managers are to report, in writing ONLY, any violations of the rules which will be submitted to the PROTEST COMMITTEE.
  - h. It is the manager's job to control him/herself, coaches, players and fans.
  
3. Game Start-up
  - a. Weekday games start at 6:30 SHARP.
  - b. No innings can begin after 8:30 p.m.
  - c. Each team must field a minimum of eight (8) players or forfeit the game. A 15-minute waiting/grace period will be allowed for the team that has fewer than the required number of players present before the game is forfeited. The umpire will be notified of this rule and he will keep track of the time. A forfeited game will not be rescheduled.
  - d. No game can be postponed due to lack of players or absence of manager/coach.

IRONDEQUOIT ATHLETIC ASSOCIATION  
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Page 2

- e. First Base Bench is reserved for home team. Home team is responsible for field layout, including base positioning and base bag removal after game.
  - f. Both teams will have possession of the field prior to each game. Home team will have possession of the field 30 minutes before game time. Visiting team will have possession of the field 15 minutes prior to game time.
  - g. The home team manager is responsible for postponing a game due to inclement weather. Managers should not make this decision without consulting with the opposing manager. Make the decision together. Home team managers are also responsible for canceling umpire services and informing the opposing manager. (If not available, contact the opposing coach; if not available, contact the league president.)
4. Defense
- a. All players present for the games should play at least three (3) innings defensively. Ten (10) players are fielded for play, with four outfielders (no rover playing up short).
5. Pitching Rules
- a. Any player may pitch.
  - b. A pitcher may not pitch more than 9 innings per week (i.e., calendar week, 12:01 a.m. Monday to midnight Sunday). Refer to Little League Rules.
  - c. A pitcher may pitch the entire game (6 innings), but no more than 6 innings in a calendar day, regardless of extra innings caused by a tie score, etc. If a pitcher pitches 5 innings or more, he must rest for 3 days. If a pitcher pitches 4 innings or less, he must rest 1 day.
  - d. Delivery of one pitch constitutes a full inning.
  - e. Once a pitcher is removed from the mound, he cannot return to the mound in that game regardless of when the game finishes. (This includes a rescheduled continuation of the same game.)
  - f. A pitcher is allowed eight (8) warm-up pitches to start the game and five (5) between innings.
  - g. A new pitcher brought in because of an injury may have as many pitches as the umpire deems necessary.
  - h. A manager and/or coach may go to the mound twice per half-inning while the same pitcher is pitching. A third trip requires a pitching change.

IRONDEQUOIT ATHLETIC ASSOCIATION  
JUNIOR LEAGUE RULES

Page 3

6. Offense

- a. A base runner is not allowed to physically "take out" a defensive player no matter what the reason. If he does, he is automatically out. If the defensive player is blocking the base with the ball, the runner must make an attempt to elude the tag, going around the defensive player without going outside the base line.
- b. There will be a 6 run limit except for the last inning; unlimited runs can be scored in the last inning.

7. Equipment

- a. Official Little League helmets MUST be worn by all batters, base runners, batters in the on-deck circle and player coaches.
- b. Catchers MUST wear helmet, mask, chest protector, shin guards, and protective cup. A player warming up the pitcher during the game or on the sidelines MUST also wear a mask.
- c. Long pants MUST be worn. NO SHORTS are allowed.
- d. METAL spikes are NOT allowed.
- e. Protective cups should be worn by all players.
- f. All bats issued by the IAA are legal. All other bats must meet Little League standards. For example, wooden bats must have tape on the handle. For further information refer to the Little League Rule Book.
- g. Unless otherwise noted above, Official Senior and Big League rules apply.

8. Injuries

If a player is injured at bat and cannot continue, the next batter comes to bat with a 0-0 count (the count on the injured player is eliminated). If any player (offensive or defensive) is removed for injury, he is out for the duration of the game.

9. Miscellaneous

- a. At the end of each game managers will sign each other's scorebook, listing total innings each pitcher pitched. The Little League umpire will sign as well.

ANY QUESTIONS OR CONCERNS SHOULD BE DIRECTED TO THE LEAGUE PRESIDENT