



Eastvale Little League

12672 Limonite Ave. Suite 3E-324
Eastvale, Ca. 92880

2018 Winter Ball Guidelines

Major Division and below

Pitching Rules:

- All regular season pitching rules apply
- Pitch count rule is in effect - Max (95 pitches 13-16 year olds); (85 for 11-12); (75 for 9-10); (50 for 6-8)
- 2 Innings Maximum for each pitcher - 1 pitch equals 1 inning
- Each team will record their own pitch count. Pitch counter must not be in the dugout.
- TBall/Rookie TBall
 1. An offensive coach will pitch three (3) OVERHAND OR UNDERHAND pitches. The coach may stand or kneel to deliver the pitch. The coach should make every attempt to stay clear of any batted balls. If a batted ball does strike the coach-pitcher in any way, it will still be considered a live ball and the defensive players should be taught to react accordingly. If the batter fouls off the last pitch from the coach, another pitch may be thrown. If the batter cannot put the ball in play on the coach pitches, the Tee will be placed at home plate and the batter will be allowed three (3) swings to put the ball into play. If the player is unsuccessful after the third swing from the tee, he/she will be considered out for that at-bat.
 2. The player occupying the defensive position of pitcher shall remain in contact with the pitching plate (or within 4 feet to one side of the offensive coach while he is pitching) until the ball is hit.

Minimum Playing Time:

- All players will bat, no exceptions. **Line-up will be continuous with no substitutions (all divisions).** There are no special pinch runners or courtesy runners allowed. If a runner is injured, the offensive player that made the last out may take his place.
- Single A Division and below. Teams must use a continuous batting order. Changes to the batting order are not permitted once the game begins. The batting order is continuous from game to game. Therefore, if the last batter in the last game is batter #5, then batter #6 will lead off in the next game. Because the division is deemed developmental, all players should get an equal number of at bats during the season.
- A player who is taken out of the game, for whatever reason (i.e., sickness, injury, etc.) and after missing his at bat, that player is no longer eligible to return to the game.
- All players will play a minimum of 9 defensive outs

Game Time Limits:

- ◆ Major Division – The game will be no new inning after 2 hours have been played.
- ◆ AAA, AA, A - The game will be no new inning after 1 hour 45 minutes or 6 innings have been played.

- ◆ Rookie / TBall - The game will drop dead at 1 hour or 6 innings have been played.

- Each Team will bring 2 Game balls to each game

- If the umpire does not show up, play your game anyway. Start the game on time. There will be no starting late. Official start time is the scheduled time, the clock keeps ticking. Grab an assistant coach to act as umpire from behind the mound and get the game started.

Special Rules:

- The '3-5' rule will be in effect. This limits a team to 3 outs or 5 runs scored per inning. The inning is over immediately upon the fifth run being scored **or** at the conclusion of a play in progress.

- The umpire will keep score on a per inning basis for the sole purpose of enforcing the '3-5' rule. There will be no official scorekeeper. Standings will not be kept.

- There will be no mercy rule in effect as we are not keeping score beyond the 5 runs per inning.

- There will be no official protests. All calls by the umpire will be final.

- Only managers, coaches and team parents that have a completed and approved volunteer application on file with your respective league are allowed in the dugout and/or playing field. NO EXCEPTIONS. (ELL must display JCSD Badge)