

North Kitsap American & National Little Leagues
Special Games Rules - 2008

1. The home team shall be determined by a coin toss prior to the start of the game.
2. All games must start within 10 minutes of the scheduled start time. Failure by a team to field nine (9) players within the allotted time will cause a forfeit. If neither team can field nine players, both teams will forfeit. If both teams forfeit in a winner's bracket game, a coin toss will determine which team will continue in the loser's bracket and which team is finished in the games. If both teams forfeit in a loser's bracket game, a coin toss will determine which team will continue in the loser's bracket.
3. A strict two-hour time limit shall be enforced.
 - A. **Minor "AAA" Baseball:** Regardless of how many innings have been played, no new inning will start after two hours.
 - B. **Major Baseball:** No new inning will start after two hours, provided enough innings have been completed for a regulation game (4 innings; 3-1/2 with the home team ahead).
 - C. Time shall start from the scheduled start time of the game for all **5:15pm** weeknight games. Time shall start from the actual start time for other games.

All managers, coaches and league officials are encouraged to begin weeknight games as soon as possible and, if feasible, to begin them before the scheduled game time. This will facilitate the early starting of the 7:30pm game and enable it to conclude before getting too dark. Managers and coaches with teams participating in the 7:30pm game shall have their teams ready to play even if it means not taking an infield warm-up on the scheduled field.

4. If a game is tied after the two-hour time limit, it shall continue until a winner is determined.
5. The lights on B Field may be used for the 7:30pm game on that field, at the discretion of the umpire in chief for that game.
6. Pitching rules will follow 2008 **REGULAR SEASON** Rules and Regulations except as modified below. These rules replace the regular season pitching regulations.
 - a. Any player on a team may pitch. (**12 yr. olds may not pitch in AAA Baseball**) (NOTE: There is no limit to the number of eligible pitchers a team may use in a game.)
 - c. Pitchers once removed from the mound may not return as pitchers.
 - d. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age 8	50 pitches per day
League Age 9-10	75 pitches per day
League Age 11-12	85 pitches per day

Exception: If a pitcher reaches the limit imposed above for his/her division while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the side is retired.
 - e. Pitchers must adhere to the **regular season rest** requirements (**see page 35 of the green book**).
 - **If a player pitches 61 or more pitches in a day, three (3) calendar days of rest and a game must be observed.**
 - If a player pitches **41-60** pitches in a day, two (2) calendar days of rest **and a game** must be observed.
 - If a player pitches **21 to 40** pitches in a day, one (1) calendar day of rest must be observed.
 - If a player pitches **1 to 20** pitches in a day, no rest is required.

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f. A player may not pitch in consecutive games.

EXCEPTIONS: A player may pitch in consecutive games if:

1. **40** or less pitches were delivered in the previous game, or
2. the previous game was during the regular season and the pitcher has received the required number of days of rest as noted in (e.) above.

g. A player may not pitch in more than one game in a day.

8. **Mandatory Play:** The regular season requirement for mandatory play and re-entry shall apply (**Rule 3.03 (re-entry) and Regulation IV (i) mandatory play.**) This means that every player on the teams participating in the game who is at the game site at the start of the game **must** play at least six (6) defensive outs **and** bat at least one time.

Penalty: If protested by the opposing team before the umpires leave the field the offending team shall forfeit the game in question. Note that this does not apply to games shortened by any reason (10 run rule, darkness, etc.) however a game ended prior to the home team completing its time at bat in the sixth inning is not a shortened game.

9. **10-Run Rule:** The 10-run rule **will** apply for all divisions. If after 4 innings (3-1/2 if the home team is ahead) one team has a lead of 10 or more runs, the opponent shall concede defeat and the game is over.

10. **5-Run Rule:** The regular season 5-run rule for AAA Baseball **DOES** apply.

11. **All other regular season rules governing play shall apply**