

**CONROE LITTLE LEAGUE
2024 FALL BALL LOGAL LEAGUE RULES**

MINORS

1. GENERAL

- a. All participants who are league age 9, 10 & 11 (with parent discretion). Participants league age are allowed by league officials to advance to minor league, coach pitch or machine pitch after participation in Tee Ball for one year.
- b. All players will have the computer place on a team.
- c. All players must play a minimum of half (½) the game defensively. One (1) inning and two (2) innings will constitute half (½) of the three (3) and five (5) innings.
- d. The players on the bench will rotate every inning defensively. Players not starting the game on the defense (unless absent) must start the next game (unless absent).
- e. All eligible players shall be included in a consecutive batting order. Late arrivals that, in the opinion of the manager are eligible to play shall be placed at the end of the batting order.
- f. One (1) manager and (2) coaches may be allowed in the dugout during the game.
- g. **NO UNAUTHORIZED PERSON IS ALLOWED IN THE DUGOUT.**
- h. **NO ADULT MAY WARM UP THE PITCHER, ONLY ANOTHER PLAYER MAY WARM UP A PITCHER.**
- i. Warm up catcher (pitchers) must wear a helmet and catcher's mask with a throat protector and protective cup.
- j. All catchers **MUST** wear a protective cup and approved long or short -model chest protector.
- k. Infield fly rule does apply.
- l. Balks will not be called.
- m. Any part of the pitcher's undershirt or t-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt.

- n. Practices will be one (1) hour and thirty (30) minutes.
- o. All. managers, coaches, team moms and parents willing to help either during practices and games MUST fill out a background form and wear their badge in order to participate.

2. PLAYING THE GAME

- a. There will be a five (5) run limit per inning through the first four (4) innings, top of the fifth inning, there is an unlimited number of runs.
- b. If any team has a ten (10) run lead after four (4) or more innings, of 3 ½ innings, the team with such lead will be declared the winner, or three (3) and one-half (½) innings if the home team is leading.
- c. If the catcher reaches base when there are already two outs in an inning, the catcher may substitute with the player who made the last out in the inning.
- d. Any player on a regular team may pitch. Exception: Any player who has played in the position of catcher for four (4) more innings, in a game is not eligible to pitch on that calendar day.
- e. The batter is out for illegal action when hitting the ball with one or both feet on the ground entirely outside the batter's box.
- f. Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinder or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was in judgement of the umpire, legally touched at the time of the interferences.
- g. A continuous batting order must be used.
- h. If there is a play at any base the runner must slide feet first.
- i. **NO INNING SHALL START AFTER** (1) hour and thirty (30) minutes.

The League Player Agent of each division will assign all late registration players to a team with the approval of the managers of the teams in each division and the president.