



Minor A Division

All rules in the “Official Playing Rules” sections of the **Little League Rule Book** apply to the Minor A Division with the following exceptions:

1. **All present members of the entire roster will be included in the batting order at all times.** All players must play nine (9) defensive outs and at least one (1) inning in an infield position, no exceptions! Furthermore, each player **MUST** play at least every other defensive inning; no player can sit out two consecutive defensive innings.

If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play requirement for the current game before being substituted in that game.

Infield positions include pitcher, catcher, first base, second base, third base and shortstop. There is no limit on the number of substitutions a manager may make in an inning and no restrictions on minimum playing time before a player may be substituted.

2. **A game will consist of six (6) innings or two (2) hours, whichever comes first.** There will be a minimum of four (4) innings for an official game (3½ innings if the home team is ahead). No **NEW** inning can start after two (2) hours from the official game start time. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before a game may be legally started.
3. **In the event of a tie score at the time limit, one (1) additional inning will be played in an attempt to break the tie.** If the score remains tied, the game will end in a tie.
4. **Two (2) adult coaches, or one (1) adult and one (1) player may be used as the base coaches, at the Manager’s discretion.** If a player is used as a base coach, they must wear a batting helmet while in the coach’s box. The base coaches of the offensive team are allowed on the field and must remain within the confines of the coach’s box at all times during the inning while the game is in play. Managers and coaches of the defensive team are not allowed on the field during the game unless an official timeout has been granted by an umpire.
5. **At least one (1) adult must be present in the dugout at all times.** Any adult in the dugout must have an RPLL Volunteer Application filed with the League and a background check

performed.

6. **The offensive team will be allowed to score a maximum of five (5) runs per inning, or three (3) outs, whichever comes first.** The five (5) run limit rule applies to the entire season and applies to every inning played.
7. **A “Mercy Rule” will be in force for the entire season.** If a team is ahead by 11 or more runs after 4 innings (3½ innings if the home team still leads after the visiting team has batted in the top of the 4th inning) or 6 or more runs after 5 innings (4 ½ innings if the home team still leads after the visiting team has batted in the top of the 5th inning), the game shall be called complete. If the home team completes the run rule during the bottom half of the inning, the game is considered complete without the last out recorded. Games can continue until time limit as long as both Managers agree to continue play and the umpire(s) consent to continue umpiring. The umpire(s) shall be relieved of any liability once the game has been officially declared complete and game continues for the good/sake of the RPLL players.
8. **Championships.** This division shall keep official standings and shall have the opportunity to send a representative team(s) to the District 32 Tournament of Champions (“TOC”). The RPLL Year End Championship Tournament will determine which team(s) from this division represents RPLL in the TOC. The Regular Season Division Standings shall be used to determine the tournament seeding. Standings will be maintained on the RPLL website using a 3/1 point system. Each regular season win will be worth 3 points. A game that ends in a tie shall be worth 1 point. Final points for each team will be used to determine final regular season division standings and playoff seeding. Should there be a tie, we will use the head to head record of the tied teams to determine the Conference Champion(s). Should that fail to produce the winner, we will use their Inter-Division records to determine the Conference Champion(s). Should that fail to produce the winner, the team with the least number of runs allowed defensively during regular season play will determine the Conference Champion (s).

The playoff format will be determined based on the number of teams in each division. Each year the league scheduler and league President shall develop the playoff format options and present it to the division managers for a discussion and a vote PRIOR to opening day.

During playoffs, the higher seed shall begin the tournament as the home team. If a lower seeded team beats a higher seeded team, then that lower seed shall inherit home field advantage. In the event that both original teams enter the losers bracket, then the ORIGINAL seeding will be used for home/away team determination.

9. **District 32 post season tournament games and All Star games for this division will be played using Little League International Rules or District 32 rules .**
10. No player shall be intentionally walked more than one time per game during regular season play.