

LLL League of Champions Spring, 2008 Division Rules

The following rules are taken from Little League International Challenger Division. LLL adaptations are noted in italics below.

ARTICLE 1. BATTING

- A) No athlete can strike-out and no walks are allowed.
- B) Each batter will have the chance to hit a pitched ball and will be allowed a minimum of five (5) pitches per turn at bat. If the ball is not hit into play after 5 pitches, the player may be required to hit the ball off the batting tee. If the ball is foul out of play on the 5th pitch, the batter will be given another pitch. A batter will always be given another pitch: if they foul out of play the 5th pitch, or any subsequent pitch, the batter is entitled to. The batter may choose to hit straight off the batting tee and not be pitched to.
- C) All batters must wear a batting helmet or some other form of head protection when batting.

ARTICLE 2. PITCHING

- A) Only the coaches may pitch to the batters. The pitchers shall only pitch to members of their team.
- B) The pitcher is not permitted to field a ball after it has been hit into play.

ARTICLE 3. SCORING (Optional)

- A) Scoring has always been optional. *LLL League of Champions chooses to not record scores for games played.*

ARTICLE 4. INNINGS

- A) An inning shall be over after each team has had a turn at bat.
- B) A team's turn at bat shall be over and the 'side retired' after each ballplayer on the team at bat has had a chance to bat.

ARTICLE 5. GAME TIME

- A) A game shall be considered "over" after two (2) complete innings have been played or after ninety (90) minutes of playing time, whichever is less.
- B) No game should be ended until a complete inning is completed. ***No game will be complete until both teams complete at least one batting rotation.***
- C) Whenever possible, a game should have a minimum of two (2) full innings.
- D) A game may be ended by an agreement of the team managers when it is deemed appropriate.
- E) No full inning of play should begin after 10:30 AM.
- F) All teams should be on the field ready to play at the scheduled starting time. The managers and coaches should encourage the ball players to arrive early in order to have time to warm up before the scheduled start time for the game.

ARTICLE 6. FIELDERS

- A) Infielders shall be limited to a maximum of 7 players: pitcher, catcher, first baseman, second baseman, third baseman, and a shortstop to play between second and third base, this does not account for buddies.

ARTICLE 8. CATCHERS

- A) Any ballplayer that plays the position of catcher must wear a batting helmet and a catcher's mask or some other acceptable form of protection for the head and face. NO EXCEPTIONS.
- B) The position of catcher must have adequate adult supervision at all times. The position of catcher will not be manned by a ballplayer when adequate adult supervision is not available.
- C) All ballplayers who play in the position of catcher will use all of the protective equipment that is available (chest protector and leg guards).

ARTICLE 9. BUDDIES

- A) Any ballplayer that needs assistance playing the game may use a buddy.

B) A buddy is on the field only to assist the ballplayer. Buddies are not permitted to make a play, throw the ball, or hit the ball if the player is capable of doing this themselves, but in certain instances where it is deemed appropriate, a buddy may assist a ballplayer in fielding a ball.

C) Only one (1) buddy per player is permitted on the field or in the dugout. ***LLL League of Champions will assign two (2) buddies per player.***

ARTICLE 10. MISCELLANEOUS

Challenger Little League allows for flexibility in the way the game is played in order to accommodate the abilities of the individual ballplayers. At times it may be appropriate to make certain rule modifications for a particular game do to the shortage of players, the playing condition of the field, the abilities of the ballplayers, etc. It is strongly suggested that the managers meet prior to the start of the game in order to discuss and agree on any rule modification that may be deemed necessary or appropriate.