With the exception of the following local rules, the rules of the current Little League Rulebook will be the rules by which play will be governed.

GENERAL RULES

1. **All players must have, and maintain, a current ADKSC Waiver, and Membership ID and Key Tag.**
2. **All players must be on their team's official MySAM Roster before any participation.**
3. **NO gum, sunflower seeds or food, etc. will be allowed on the turf**
4. **NO spikes or molded cleats. Turf shoes, flats or sneakers only.**
5. Safety netting, backstops and fences are not to be used for batting practice.
6. No hanging onto or climbing any of the Dome's netting.
7. Rosters are "locked" after a team's first game, barring injury.
8. For indoor play - if a player is of age (age 10 or age 12) at the time of the first week's games, the player is eligible for the entire indoor season.
9. **For games played in the Dome**, in order to maximize the number of innings completed:
    a. Games are to begin at the scheduled games time. If time allows prior to the scheduled game time, teams will be allowed no more than five minutes of warm-up prior to the start of the game.
    b. Once the game begins, there will be no additional infield warm-up, and pitchers will be allowed no more than three (3) warm-up pitches.
    c. Teams may bat their entire line up.
    d. Pitchers will pitch no more than two (2) innings per game. The next pitcher is to be warmed-up well in advance of their entry into the game.
    e. A pitching change will be immediately made if a pitcher walks three (3) batters in an inning.
    f. Any batted ball contacting any ceiling or netting over fair territory is in play, except for the target behind the pitchers mound on field 4. A ball striking this target will result in a "do-over".
10. Each game will have a 1 hour and 15 minute time limit. The 'clock' starts at your scheduled game time.
    a. No new inning shall start after 1 hour and 10 minutes.
    b. When the home team is ahead <u>or</u> tied and the Time Limit stops the game, the score stands and all runs scored count.
    c. When the visiting team is ahead and the Time Limit stops the game prior to the home team completing their at bat, or tying the game, or taking the lead, the score will revert to the previously completed full inning to determine the winner and runs scored.
11. Balls contacting the Dome roof, light guards, or netting over **fair territory** are in play and playable – play on.
12. Balls contacting the Dome roof, light guards, or netting over **foul territory** are immediately called dead balls.
13. Teams will be responsible for keeping their dugout areas clean.

SAFETY RULES

1. For all divisions pitcher warm ups will be done by the team catcher with a mask on or the team coach in a standing position. Any pitcher warming up must wear a helmet. A catcher warming up a replacement pitcher must wear a mask. Warm ups must be done inside the field area.
2. For all divisions - NO HEAD FIRST SLIDES are allowed while advancing the bases.
3. In all divisions, there will be NO BATTING PRACTICE ALLOWED ON THE FIELDS before games.

DIVISIONAL RULES

1. In all divisions except Juniors (14&U) & Seniors (16&U) :
    a. 10 defensive players are allowed.
    b. Each player on the roster shall be in the batting order for the duration of the game. The batting order shall not change during the game.
    c. Each player on the roster shall play in the field for a minimum of nine (9) defensive outs. (Random substitution is allowed with the exception of the pitching position.)
    d. For outdoor play, the eight (8) run per inning rule is in effect.
    e. For play in the Dome, the four (4) run per inning rule is in effect.
2. Minor (10&U) and Major (12&U) Baseball & Softball - Stealing shall be allowed except for home plate.
3. Major (12&U) will use 50'/70' field dimensions.
4. In Bantam (8&U) Baseball and Softball:
    a. The three (3) swinging strikes / sixth (6) pitch rule is in effect. If the 6th pitch is fouled off the batter will receive one more pitch. Hit or you're out.