

Presented by Dave Miller







Mandatory Play

- Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- Intent of the Mandatory Play regulation is for every rostered player to adequately and enjoyably participate in the game
- This regulation goes to the heart of the Little League program – Player First



- Penalty for not meeting Mandatory Play -
 - The player not meeting Mandatory Play:
 - Must <u>start</u> the next game and complete the previous game requirement and the current game requirement before they can be removed
 - No exception
 - Manager/coach:
 - For the first offense shall receive a written warning from the BOD
 - For the second offense shall receive a one-game suspension
 - For the third offense shall receive a suspension for the remainder of the season
 - No exception to this penalty unless game is shortened for any reason at which time the local league may elect not to penalize manager/coach



Example:

- A player played 3 outs on defense in the previous game, then was lifted (illegally) for a sub and did not play again in that game.
- The player did not meet Mandatory Play
- Now in this game he must, before being substituted for:
 - Start the game
 - Play 9 outs on defense
 - Complete two at-bats



Rule 3.03

- All players have the same minimum playing time requirements - six (6) defensive outs and one at bat
- A starter can leave the game at any time their
 6 defensive outs need not be consecutive
- A substitute, once brought into the game, cannot go back out until they have satisfied Mandatory Play - so their 6 outs must be consecutive





- Rule 4.01 NOTE 2: Rostered players who arrive at the game site after a game begins may be inserted in the lineup, if the manager so chooses. This applies even when a suspended game is resumed at a later date.
- If they were not present at the start of the game they are not entitled to Mandatory Play
- If the local league allows a game to be played with 8 players, and a 9th rostered player arrives after the start of the game, that player may enter the 9th spot of the batting order for the remainder of the game.





Rule 3.03 vs Rule 4.04

- Rule 3.03 applies when Continuous Batting Order is not in effect
- Rule 4.04 applies when Continuous Batting Order IS in effect. Under rule 4.04 all rostered players must bat in order – they are all effectively starters.

Rule 3.03

- A substitute, once brought into the game, cannot go back out <u>until</u> they have satisfied Mandatory Play
- A starter can leave the game at any time
 - They must satisfy Mandatory Play before the game is over
 - If they are a pitcher they must first face one batter to the completion of the at-bat





- The starter must come back into the game in their original spot in the order
- The starter may not come back in until their sub has completed Mandatory Play
- A starter and her/his substitute must not be in the lineup at the same time
- Once mandatory play is met for both starter and sub, starter and substitute can enter/re-enter for each other as desired
- The two players are married to the same spot in the lineup



Rule 3.03(a) NOTE:

For the purpose of satisfying the requirements of Mandatory Play, when appearing offensively for the first time in the game, a player must remain in the game until one of the following occurs:

- He/She is retired as a batter; or
- He/She is retired as a batter-runner or runner; or,
- He/She reaches base and scores; or
- After he/she reaches base, the inning or game ends.





So the first time up, a player can't be lifted:

- for a special pinch runner
- for a courtesy pinch runner
- for a sub
- Period!





- Furthermore if you don't get to finish your first at-bat because the inning ends, you MUST come up first in the next inning
- APPROVED RULING: While at-bat, if the third out of the halfinning is recorded by putting out another base-runner prior to the occurrence of any of the above, the batter must return as the first batter in the next half-inning.
- This covers the possibility that the first at-bat ends with the player standing at the plate because another player got put out
- If this happens before the batter has completed their first at-bat, the exact same batter must come up in the top of the next inning, can't be subbed out
- The batter CAN be subbed for in the top of the next inning if:
 - He/she is a starter and has completed one at-bat
 - He/she is a sub and has completed Mandatory Play





So the first time up, and ONLY the first time up, regardless of whether he/she reaches base, a player can't be removed from the lineup.

You have to be put out or get on base, and if you get on, you have to be allowed to run the bases, you can't be lifted once on base

This rule only applies to each player's FIRST at-bat.

Umpires need to stay on top of this!

Little League really wants all the kids to get complete at bats and not get lifted prematurely



Rule 3.03

- Rule 3.03 says that starters can re-enter only after their subs have met mandatory play (including the running requirement)
- So if a substitute fails to bat once and play six (6) consecutive outs, the starter who he/she substituted for cannot re-enter the game.
- This means if the sub is injured before satisfying Mandatory play, the starter cannot come back in
- except as provided in 3.03(e) Note 3



Rule 3.03(e) (Note 3)

If during a game either team is unable to place nine (9) players on the field due to illness, injury, ejection, or inability to make a legal substitution, the opposing manager shall select a player previously used in the line-up to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

(The only way to get an Annulment when a sub and starter are married at the same spot in the order)





Rule 3.03 Example

Here's a scenario that results from these rules taken together:

- You have three subs, in the 5th, 6th, and 7th spot
- All three of your subs are in the game; starters #5, #6 and #7 are on the bench.
- None of the subs have met mandatory play
- Sub #6 gets injured and has to leave the game
- But you have no available subs so you have to bring in one of the starters from the bench.
- The opposing manager gets to choose which one
- If he's a good guy he will choose starter #6 who can now come back in his proper spot
- But if he chooses Starter #7, #6 can't come back in for the rest of the game because his/her sub did not meet mandatory play
- So you have lost 2 players!





Rule 3.03(c)

- Pitchers removed from the mound may not return as pitchers. (Majors/Minors)
- Removing a pitcher for a pinch-hitter while on offense counts as removing him/her from the mound; he/she may not return as a pitcher







Rule 3.03(e)



- Defensive substitutions must be made while the team is on defense.
- Offensive substitutions must be made at the time the offensive player has his/her turn at bat or is on base this is a rule!
- So the coach going on offense MAY NOT come out at the half inning and give the umpire all the offensive changes
- You cannot sub out a player on offense until their turn at bat (this can affect a player's availability to be a pinch runner)
- Bring in each sub as they come up to bat have the new batter inform the umpire (number for number)



Rule 3.06

Substitution Notification

 The manager shall immediately notify the umpire-in-chief of any substitution and shall state to the umpire-in-chief the substitute's place in the batting order.



Rule 3.08(a) Unannounced Sub

If no announcement of a substitution is made, the substitute shall be considered to have entered the game when:

- BATTER: takes position in the box.
- FIELDER: takes position and play commences.
- RUNNER: takes position of runner being replaced.
- PITCHER: toes the rubber throws one warm up pitch to catcher or any other player.





Rule 3.08(b)

Any play made by or on any of the aforementioned unannounced substitutions shall be legal.





Rule 7.14(a)

Special Pinch Runner

- Once each inning a team may utilize a player who is not in the batting order as a special pinchrunner for any offensive player.
- A player may only be removed for a special pinch-runner one time during a game
- Can't be used if it is the runner's first time at bat

Note: if using Rule 4.04 Continuous Batting Order, Rule 7.14(a) does not apply





Rule 7.14(b)

Courtesy Runner: MUST BE APPROVED BY THE BOD

- A local league may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team.
- Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire.
- Exception: If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.



TOURNAMENT MANDATORY PLAY RULE CHANGES

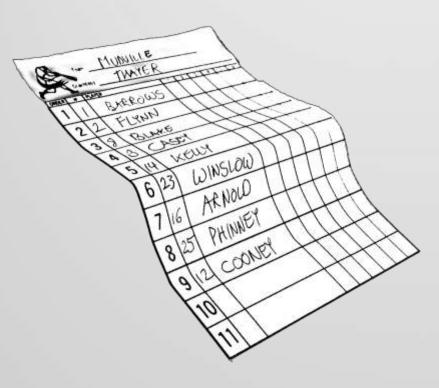
Normally we wait for Tournament time for Tournament Rule Changes but these are big ones so we're giving you a heads up:

- Number of coaches/managers will no longer be impacted by number of players on team
- Continuous Batting Order will be used in all divisions (except Seniors) for Tournament Play, with free substitution on defense – everybody bats
- Because of CBO there will be no SPR, but Courtesy Runner may be used for P/C with 2 outs





Section 5 Mandatory Play & Substitutions



End of Section 5