

SUMMARY OF McLean LL Rules

1. Game is 6 innings.
2. **No** dropped third strike rule.
3. Infield fly rule **IS** in effect
4. Runners cannot leave their bases until the ball crosses the plate.
5. Free substitutions
6. Players are **NOT** required to wear face masks and there is no discipline action if a player removes their helmet while outside of the dugout, although we want them to all keep their helmets on (i.e. you don't get kicked out of the game).
7. **1 hour 45 minute no new inning** from the scheduled start time.
8. **2 hour drop dead** from the scheduled start time on the umpires watch.
9. Illegal pitch results in a ball, but the runner's **do not** advance.
10. Slaughter rule can only be implemented if the losing team imposes it upon themselves.
11. Everyone bats
12. No courtesy runners
13. No on deck hitters (next batter has to stay in the dug out).
14. Only players in full catchers gear can warm-up pitchers
15. Number of trips to the mound before taking out a pitcher and pitching re-entry rules are different—on the 4th trip to the mound in the game you must replace the pitcher or the 3rd trip in an inning.
16. The batter does not have to keep one foot in the batter's box in between pitches. (Judy's rule is talk to them and keep them as close as possible to the box)

COMPLETE McLean LL Rules

1. Complete game is 6 innings.
2. There is no dropped third strike rule. Three strikes you go to the dugout.
3. Infield fly rule IS in effect (not a difference, but we always seem to cover it)
4. Runners cannot leave their bases until the ball crosses the plate.
5. The umpire does not need to worry about or track substitutions.
6. Players are not required to wear face masks and there is no discipline action if a player removes their helmet while outside of the dugout, although we want them to all keep their helmets on (i.e. you don't get kicked out of the game).
7. 1 hour 45 minute no new inning from the scheduled start time on the umpires watch. 2 hour drop dead from the scheduled start time on the umpires watch.
8. No run limits on a per inning basis.
9. Illegal pitch results in a ball, but the runner's do not advance.
10. Slaughter rule can only be implemented if the losing team imposes it upon themselves.
11. Everyone bats
12. No courtesy runners
13. No on deck hitters (next batter has to stay in the dug out).
14. Only players in full catchers gear can warm-up pitchers
15. Number of trips to the mound before taking out a pitcher and pitching re-entry rules are different—on the 4th trip to the mound in the game you must replace the pitcher or the 3rd trip in an inning.
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