

SUMMARY OF McLean LL Rules

1. Game is 6 innings.
2. Dropped third strike rule **IS IN EFFECT**.
3. Infield fly rule **IS** in effect
4. Runners **CAN LEAVE** their base after the pitcher releases the ball.
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 umpire's watch.
9. Illegal pitch results in a ball, but the runners **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 catcher's 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 dropped third strike rule.
3. Infield fly rule IS in effect (not a difference, but we always seem to cover it)
4. Runners CAN leave their base after the pitcher releases the ball.
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 umpire's watch. 2 hour drop dead from the scheduled start time on the umpire's watch.
8. No run limits on a per inning basis.
9. Illegal pitch results in a ball, but the runners 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 catcher's 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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