

## Rules Mini Guide for Managers 2024

Visiting Team - 1b dugout - scorekeeper does official pitch count

Home Team - 3b dugout - scorekeeper is official scorekeeper

### Before Games -

**Home team** - Remove the tarps from the mound and home, Rake/brush infield and chalk batter's box and 1st/3rd base lines.

### Taking Infield

- Visiting Team - 30 minutes before 1st pitch
- Home Team - 20 minutes before 1st pitch

**Coaches/Umpires/Home Team Game Coordinator Meeting** - at home plate 10 minutes before 1st pitch

Warming up the Pitcher - Adults can warm up the pitcher in-between innings

### After Games -

**Visiting team** - Rake/brush infield - water infield dirt, cover home and mound with tarps.

### Pitch Counts

Age	Max Pitch Count	Required Days Rest (pitches)	Required Days Rest (pitches)	Required Days Rest (pitches)	Required Days Rest (pitches)	Required Days Rest (pitches)
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66+
11-12	85	1-20	21-35	36-50	51-65	66+

\*\* If a player throws 40 pitches during a game on Tuesday, they have to rest on Wed and Thurs and they are eligible to pitch again on Friday.

\*\*\*\***NOTE**\*\*\*\* If a pitcher exceeds a limit during a batter's at bat, the pitcher is only charged for the pitches up to the limit.

For example - if a pitcher begins a batter on pitch 48 and finishes on pitch 54 and is immediately removed from the game, the player is only charged for 50 pitches and requires only 2 days rest.

### Catching/Pitching Rule -

1 - if a player starts at catcher and catches 3 innings or less, they have a 20 pitch limit in order to catch again that game. If they pitch 21+ pitches, they cannot return to catcher.

2 - If a player starts at catcher and catches 4 innings, they cannot pitch.

3 - If a player pitches 41 or more pitches, they cannot play catcher later in the game.

\*\* **Check out your division rules about # of innings that need to be played per player, # of innings in the infield needed, mercy rules and game time limits.**