1. The game will consist of 6 innings if time allows. No new inning will start after the 1 hour and 45 minute mark. At 1 hour and 45 minutes from 1st pitch the umpire will call last inning. If in the middle of an inning, the game will continue until that inning is over.  
2. The innings or half inning will end when 3 outs are recorded or 5 runs scored.  
3. The game will be played with a continuous batting order. Each player will bat in the order in which they are in the lineup unless they have to leave the game for an injury or illness. Players leaving the game for an injury or illness will be returned to their original spot in the order.  
Players arriving after the first pitch of the game shall be placed at the end of the lineup.  
4. There is no “must Slide” rule in Little League. When the fielder has the ball and is waiting to make the tag, the runner has two options: 1: Slide; or 2. Attempt to get around the fielder. The runner must NOT deliberately or maliciously contact the fielder, but he is NOT required to slide.  
5. No player may sit more than 3 consecutive outs.  
6. Infield fly rule does not apply.  
7. Postponed or suspended games are not required to be made up or resumed. Games that cannot be started within 30 minutes of the scheduled start time due to weather shall be cancelled. Games that have been suspended for more than 45 minutes due to weather shall be suspended. The Division Director shall be notified of postponed or suspended games for makeup availability.  
8. When a pitcher is heading to the mound with possession of the ball, there will be no stealing bases unless the runner is more than half way there. If the runner is not more than half way, the runner will be required to go back to the previous base.  
9. AAA players are subject to being called up by a JCLL Major Division team at any time prior to the last 2 weeks of the season.  
A. In the event a player is drafted to a Major Division team during the season, the  
Division Director and Player Agent have the option of replacing the player  
from another division. The process will take place within 7 calendar days.  
B. The communication chain is as follows: Manager contacts Player Agent that  
there is a need to call up a player and provides a list of 3 possible players. The  
Player Agent then contacts the first on the list. The family is notified, but they  
are NOT allowed to discuss with anyone (including their current manager).  
When the family has decided, they contact the player agent who then contacts  
the major manager and the minor manager. If the chain of communication is  
broken, the player or manager can be suspended.