

Holly Little League Local Playing Rules 2020 Rookie League Instructional Baseball Division

The following is a listing of HLL "Local" playing rules, which must be followed along with the Official Little League rules. It is imperative that all managers and coaches become thoroughly familiar with both Local and Official Little League rules.

PRACTICES & GAMES

- 1) A maximum of 3 combined practices/games per week.
- 2) Regular season games will be Monday & Wednesday (starting at 6:30pm). All games will be played at Karl Richter Campus. Make-up games may be played on different days of the week, or on the weekend.
- 3) All teams will play a (12) game regular season schedule. The team listed last on the schedule is the home team.
- 4) Visiting team occupies the first base bench and takes the infield for warm-up starting 30 minutes before game time.
- 5) Home team occupies the third base bench and takes the infield for warm-up starting at 15 minutes before game time.
- 6) Both teams will furnish (1) game ball for each game. Game balls will be soft-core baseballs to reduce injuries to beginner players
- 7) Games consist of 6 innings of play. No inning shall start after 1 hour 30 minutes. Once an inning has started it must be completed (both top and bottom).
- 8) Upon completion of the 3rd out in the bottom half of an inning, the following inning is automatically begun.
- 9) Both coaches are to agree to a starting time. The time limit will start from that point. If there is a deliberate act by a player and/or manager to intentionally delay the game the issue should immediately be brought to the attention of the field umpire.
- 10) Tie games will continue into extra innings if the time limit allows. Tie scores will stand if the time limit is reached.
- 11) Both managers, and the umpire should hold a short meeting before the start of the game to review rules, and ensure that line-ups and pitching logs have been exchanged.

RAINOUTS AND CANCELLATIONS

- 1) Managers can check the status of field playability on the HLL website:
(<http://www.hollylittleleague.com>)
- 2) The League President may call off games due to extreme weather or unplayable field conditions. This decision will be made prior to 5:00pm and posted on the above website. It will then be the responsibility of the managers to contact their team to communicate the rainout.
- 3) After 5:00pm all rainouts are decided at the field. If no information is posted both teams should show up at the fields as regularly scheduled. We will try to get information out as soon as a decision is made, through email and social media.
- 4) A game delay is required if lightning is sighted or heard. Game cannot continue until 30 minutes after the last occurrence of lightning.
- 5) A tornado siren will automatically cancel/suspend games for the night

6) An official game constitutes (4) complete innings or the last full inning completed due to time limit. If the game is called due to rain after the 4th inning the score reverts to the last completed inning and is final.

7) If the score is tied after (4) complete innings or time limit the game is final and recorded as a tie.

8) If (4) complete innings have not been reached due to rain the game will be rescheduled and resumed from the exact point of suspension.

9) Each manager will be allowed to request (1) alternate date to reschedule games. If either team cannot come to an agreement on a rescheduled date the League Office will provide an alternate date. If either team is unable to field the 7-player minimum than that team must forfeit the game.

10) If rainout dates are not made up by the last week of regular season play (unless rainouts occur on last week) both teams will receive a loss.

NUMBER OF FIELDER PLAYERS & FORFEIT PARAMETERS

1) Each team will consist of no more than 13 players.

2) A forfeit is declared if a team cannot field at least 7 players at the designated start time of the game. There is no grace period.

3) The opposing team DOES NOT play down to the minimum players of the other team. The opposing team will play (10) defensive players with (4) equally spaced outfielders and utilize a continuous batting order as any normally scheduled game.

4) If additional players arrive after the start of the game they will be added to the end of the line-up accordingly.

5) A team may only play with less than the 7-player minimum if injury/illness occurs during the game

6) After a forfeit is declared extended play can occur if both managers agree. The official score of a forfeit will be (6 – 0). Borrowing players can occur to field a minimum of 7-players and play can continue until the allotted time has expired.

7) If there are other reasons where a manager knows they will have less than the 7-player minimum notification to the League President must be made 24 hours prior to the scheduled game. Failure to do so will result on a forfeit. Rescheduled games will follow Item #10 under the Rainout & Cancellation heading.

8) At no time will a team be allowed to add players from other HLL teams to field a team or complete a game. Only players on the official team roster are allowed to play in HLL games.

FIELD PARAMETERS

1) Distance between bases is 60 feet. The pitching rubber will be 40 feet from home plate.

2) Fields that do not have defined outfield fences the ball must be fielded to the completion of the play. There is no imaginary playing field boundary. If a ball crosses the play of an adjacent field (i.e. player) the runner is limited to a (2) base hit only.

3) Out-of-play along the foul lines are to be enforced from a line extending from the infield fence to the outfield. All balls crossing this plane will be considered out-of-play.

4) Safety base (double base) at first base shall be used:

i) -Whenever a play is being made on the batter-runner (even on a throw from the outfield) the defense must use the white portion and the batter-runner the colored portion.

ii) -The batter-runner may use either the colored or white portion of the base if they are doing so to avoid a defensive player in the base path.

iii) -If there is no play being made at the double base the batter-runner may use either the white or the colored portion of the base.

iv) -When returning to the base or when tagging up the runner must use the white portion of the base.

GAME LIMITS

1) Maximum of 5 runs per inning or one completion of the continuous line-up.

2) There is no unlimited-run inning.

3) If a team is ahead by 11 runs (or more) after 4 complete innings the mercy rule will take effect and the game will officially be over.

4) A player can play no more than (2) innings at the same position in the same game. These (2) innings can be played concurrently or in separate innings.

5) A player cannot play 1st base and pitcher in the same game.

6) All players must play at least (1) inning in the infield in each game. Mercy rules and/or time limited games do not change this requirement.

DEFENSIVE PLAY

1) (10) defensive players will be used. (6) infielders with (4) equally spaced outfielders. The outfielders should be positioned at least ten feet behind the bases.

2) The player that assumes the role of pitcher when the coach is pitching, shall wear a batting helmet. No batting helmet is required when the players are pitching. They will be positioned within 3 feet of either side of the coach pitcher. They may not leave this position until the ball is hit. If the pitcher leaves their position prior to the ball to the ball being pitched, the umpire may call no pitch, dead ball. This positioning is a safety factor.

3) If a team has more than (10) players then the remaining players sit out that inning. All players must sit out (1) inning per before any player sits for a second inning.

4) Players can enter in/out of the game at any time (free substitutions).

5) (1) defensive coach is allowed on the field. This coach will also act as the 2nd base umpire.

6) Managers will assign a coach to be used as the ball retriever at the backstop when his team is on defense. **THIS PERSON MAY NOT COACH OR OTHERWISE ASSIST PLAYERS.**

7) Players must retrieve all ball-in-play from the outfield and return the ball to the infield. The defensive coach will raise his/her hand once the ball crosses into the infield. At that point the ball is dead and runners cannot advance to another base.

8) No infield fly rule will be applied.

OFFENSIVE PLAY

1) The opposing players will pitch innings 2,4,6

2) Batters will receive pitches from a designated coach on their own team, in innings 1,3,5.

- 3) The offensive team will be allowed (3) coaches on the field when a coach is pitching. A first base coach, (acting as the 1st base umpire) a third base coach, (acting as the 3rd base umpire) and the coach that is pitching. Only the base coaches are allowed when the players are pitching.
- 4) The coach pitcher should attempt to avoid all batted balls. If a pitching coach is hit, the ball is dead and repitched. The pitch also does not count against the five allowed.
- 5) All players in uniform shall comply with Continuous Batting Order as described in the Little League Playing Rules.
- 6) A batter who throws his/her bat will be warned by the umpire. If the same batter throws his/her bat again in the same game an out will be recorded.
- 7) All batters and baserunners must wear a helmet.
- 8) No on-deck batter is allowed. **The only player holding a bat should be the hitter.**
- 9) Only 2 ¼" dia. aluminum bats are allowed. No composite bats of any kind are permitted. All bats must have "USA" logo.
- 10) All batted balls in front of home plate will be in play (no arch rule).
- 11) Intentional bunting is not allowed.

BASE RUNNING

- 1) Stealing is not allowed.
- 2) Leading off after the pitch has been made is not allowed and a play cannot be made on the baserunner unless the ball is hit into play.
- 3) Base-runners are allowed to advance as many bases as possible until the defense returns the ball into the infield. If the ball returns to the infield while a base-runner is between bases, they can continue to advance or return to the previous base.
- 4) No advancement of base-runners on overthrows.
- 5) Feet first sliding is allowed. No head first slides are permitted.

PITCHER

- 1) Players will pitch innings 2,4,6. All Little League Rules regarding pitching must be followed. **Players may only pitch in one inning.**
- 2) Coaches will pitch innings 1,3,5. No base on balls, including hit batters, will be allowed when coaches pitch. The designated coach shall pitch to the team he/she represents. The adult shall throw up to 5 pitches to a batter from the pitching rubber. The umpire will call all pitches balls and strikes (from behind the plate). If the umpire calls the 5th pitch a strike the batter is out. If the 5th pitch is swung at and missed the batter is out. If the 5th pitch is not hittable the player will get additional pitches until it is deemed hittable by the umpire. Three missed swings prior to or at the 5th pitch is a strikeout. If the 5th pitch results in a foul ball, the batter will continue to get a pitch(s) until it is deemed hittable by the umpire. If the 5th pitch is not hittable the player will get additional pitches until it is deemed hittable by the umpire.
- 3) All teams will maintain an accurate and current pitch count log. Teams will exchange logs before the game, and keep the official count for the opposing team. Teams should confirm counts after each half inning.
- 4) Failure to produce a current log will result in a forfeit.
- 5) If a pitcher hits (2) batters in one inning, or (3) in one game, with an unavoidable pitched ball (as ruled by the umpire), that pitcher must be removed
- 6) Only a player may warm up a pitcher between innings, and must wear a catchers mask.

7) **No pitcher may warm up anywhere but on the field.** Any team in violation will receive one warning, on the second violation, the manager will be suspended for the remainder of the game.

DRESS

- 1) All players must wear Holly Little League provided uniforms (shirt and hat) as top-layer clothing. Long pants and shoes are to be provided by the player. Rubber cleats are recommended but not required, no metal cleats are allowed. No open-toed shoes will be permitted.
- 2) Additional clothing items (such as jackets or sweatshirts) may be allowed if both coaches agree based on weather.
- 3) No jewelry of any kind can be worn during the game (this included neck cords).
- 4) All players should wear a protective athletic cup.

MANAGERS, COACHES AND UMPIRES

- 1) At least (1) approved manager/coach must be in the team's dugout throughout a game. It is recommended that each team has a minimum of (4) approved coaches. (1) Head Coach, (2) Assistant/Base Coaches and (1) Bench Coach/Scorekeeper
- 2) All managers/coaches must complete the mandatory background check to be allowed on the field or bench during a game.
- 3) The Umpire will be responsible for all official calls on the field. Umpires can overrule all coach base coaches/umpires. There are no appeals. If there is a dispute between safe/out or a rule interpretation, all decisions must be resolved on the field.

TOURNAMENT/ALL-STAR GAMES

- 1) A single elimination season ending tournament will be played at the completion of the season (all teams/players are eligible).
- 2) A Holly Little League All Star game will be played with players from each team. Each participant in the All-Star game will be determined by the team managers in a manner that they deem acceptable.
- 3) Additional tournament opportunities for an 8U team will be available at the completion of all Little League play. The extent of these tournament teams will be the sole discretion of participating coaches and players.
- 4) All dates, times, location and specific rules for Tournament/All-Star Games play will be determined at a later time.