



Holly Little League Local Playing Rules 2021 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 practices/games per week.
- 2) Regular season games will be Monday & Wednesday (starting at 6:30pm). Games will be played at Karl Richter Campus, also beginning in 2021 The Waterford Little League will be joining our Rookie Division, their home games will be played at the Springfield Township Fields. 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, when

necessary..

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 15 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 6-player minimum then 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 6 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 6-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 6-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 6-player minimum notification to the League President must be made 24 hours prior to the scheduled game. Failure to do so will result in 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 35 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, when using the pitching machine.
- 2) Maximum of 3 runs, or 20 minutes per inning, when players are pitching
- 3) The sixth inning is an unlimited run inning, there is no mercy rule.
- 4) A player can not play the same position in back to back defensive innings. This is a developmental division, we encourage every kid to play a different position, every inning.
- 5) A player cannot play 1st base and pitcher in the same game.
- 6) No player can play an outfield position two innings in a row. Any one that played in the outfield, MUST play in the infield the next inning, or the next inning they play.

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 shall wear a batting helmet. 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 balls-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. Runners in progress must stop at the next base after the ball reaches the infield, even if the baseball is not controlled. (e.g.- if the runner has just touched second base when the coach signals the ball has entered the infield, they may continue to third base only, regardless of where the baseball ends up)
- 8) No infield fly rule will be applied.

OFFENSIVE PLAY

- 1) Batters will receive 5 pitches from a catapult style pitching machine in innings 1-3.
- 2) The opposing players will pitch innings 4-6 using a standard 4 balls and 3 strikes format.
- 3) The offensive team will be allowed (3) coaches on the field when a coach is operating the pitching machine. 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 operating the pitching machine. Only the base coaches are allowed when the players are pitching.
- 4) The coach pitcher should attempt to avoid all batted balls. If the coach pitcher is hit, the ball is dead and repitched. The pitch will 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) Bats must be no more than 33" in length, and no more than 2 5/8" in diameter. No composite bats of any kind are permitted. All bats must have the "USA bats" 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 4-6. All Little League Rules regarding pitching must be followed.

Players may only pitch in one inning per game or a maximum of 35 pitches, whichever comes first. Once a player is removed, he may not reenter the game as the pitcher, regardless if they pitched a full inning.

2) Coaches will pitch innings 1-3, with a pitching machine. 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 batter will receive up to 5 pitches from the pitching machine. 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.

3) 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

4) Only a player may warm up a pitcher between innings, and must wear a catcher's 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 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. There are no appeals. If there is a dispute between safe/out or a rule interpretation, all decisions must be resolved on the field. 4) The coach of the winning team must report the score for accurate standings.