



2015 HERMOSA BEACH LITTLE LEAGUE (HBLL)

OFFICIAL REGULATIONS AND PLAYING RULES

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EMERGENCY NUMBERS

Paramedics/ Police/Fire	310-545-5679 or 9-1-1
Police	310-524-2750 Hermosa Beach 310-545-4566 Manhattan Beach 310-379-5411 Redondo Beach
Fire Department	310-318-0326 Hermosa Beach 310-545-5670 Manhattan Beach 310-379-5416 Redondo Beach
Hospitals	Little Company of Mary 310-540-7676 Little Company of Mary Care Station 310-376-6262 Torrance Memorial 310-325-9110

ALL COACHES ARE REQUIRED TO HAVE THEIR PLAYERS' MEDICAL RELEASE FORMS WITH THE TEAM AT ALL TEAM FUNCTIONS (E.G., PRACTICES, GAMES, OUTINGS, PARTIES, ETC.)

APPLICABILITY OF REGULATIONS AND PLAYING RULES

Hermosa Beach Little League, Inc. (“HBLL”) is a non-profit local league that operates under a charter granted annually by Little League Baseball, Incorporated (“Little League, Inc.”), a non-profit membership organization with its international headquarters in Williamsport, Pennsylvania. HBLL is operated exclusively by volunteers who serve as members of its Board of Directors (sometimes referred to herein as the “Board”), Officers, League Officials, and Coaches pursuant to the HBLL By-Laws and Charter.

This Booklet contains the Official Regulations and Playing Rules for HBLL. These local rules are intended to supplement, and not replace or contravene, the Official Regulations and Playing Rules of Little League, Inc. for Baseball. To the extent there is a conflict between the HBLL rules and regulations and the Little League, Inc. rules and regulations, it is HBLL’s policy that these rules and regulations will govern. These rules and regulations have been approved by the HBLL Board of Directors pursuant to the HBLL By-Laws and may not be amended, modified or disregarded without approval of the HBLL Board.

All games played between HBLL teams will be played in accordance with the regulations and playing rules of HBLL and Little League, Inc. Coaches shall not agree to waive or modify any HBLL regulations or playing rules.

All non-tournament baseball games between HBLL teams and teams from other Leagues in District 36 (Co-Play games) will be played in accordance with these rules pursuant to agreement with those leagues.

All non-tournament baseball games between HBLL teams and teams from other Leagues in Districts other than District 36 will be played in accordance with the Little League Inc. rules and regulations, and the local rules of the host local little league.

2015 HBLL OFFICIAL REGULATIONS

I. Formation of Teams

A. Leagues, Teams, Player Ages and Selection of Players

1. Little League age is determined by the rules and regulations of Little League, Inc. For baseball and T-Ball players, the player's league age is determined by guidelines created by Little League International. The Player agent shall determine the members of the placement committee (the "Placement Committee").
2. The Junior Baseball Leagues are competitive leagues for players ages 12-14 that are formed by a draft of players from the eligible pool supplied by the Player Agent. The Player Agent and Junior Commissioner shall determine the number of players on a team. Any 12 year old playing in Juniors will not be eligible for All-Star play in the Little League division.
3. The Major Baseball League is the regular Little League program. Each team shall include a maximum of eight 12 year olds, unless the Vice-President of Baseball and Player Agent determine that additional 12 year old players should be allowed due to the make-up of the player draft pool. The minimum age for a Major League player is 10 years old. A team shall consist of 10-12 players and the teams shall be drafted from the pool of eligible players provided by the Player Agent. Unless approved by the Player Agent, the player shall have completed a spring season in Triple A or an equivalent league. All 12-year-old players will be placed in Majors unless otherwise requested by the family and approved by the HBLL President and District.
4. The Triple A Division is a minor league operated by and in conjunction with the regular Little League program. Each team shall consist of 10 to 12 players, aged 9 to 12, and the teams shall be drafted from the pool of eligible players provided by the Player Agent. Unless approved by the Player Agent, the player shall have completed a spring season in Double A, Triple A, or an equivalent league.
5. The Double A Division is a minor league introducing young athletes to the skills of pitching and hitting a ball. Each team shall consist of 10 to 12 players, ages 8 to 11. The exact number shall be determined by the Player Agent depending on the number of players registered in a given year. Double A teams are formed by a draft from the list of eligible players provided by the Player Agent.
6. The Single A Division is an instructional league, which introduces young athletes to the skills of hitting a pitched ball. A pitching machine is utilized. Each team shall consist of 10 to 12 players primarily ages 7 and 8. Single A teams are formed by a draft from the list of eligible players provided by the Player Agent.
7. The Rookie and T-Ball Divisions are instructional leagues that introduce young athletes to the game of baseball. Each team shall consist of approximately 9 to 12 players primarily ages 5 (T-Ball) and 6 (Rookie). The difference in divisions is that in Rookie, a coach, from a knee, pitches the ball while in T-Ball, the ball is hit off of a tee. The exact number of players shall be determined by the T-Ball Commissioner depending on the number of players registered in a given year.

B. Tryouts

1. All participants aged 7 to 14 who did not play in HBLL during the prior spring season must attend tryouts as announced and scheduled to become eligible to play on a team unless excused by the Player Agent for valid reasons. Tryouts are not held for players playing T-Ball and Rookie unless the Player Agent determines a tryout is appropriate to assess the applicability of the circumstances described in D.3 below.
2. After official tryouts, only the Player Agent, Commissioners, or HBLL President may individually try out a player for a team.

C. Drafting

1. All players aged 7 to 14 are eligible for a draft for each of the respective divisions. Drafts are not held for T-Ball or Rookie divisions.
 - a. Exception #1: The Player Agent may honor parent requests to remove their child from a particular league's draft if sufficient willing players are still available to fill the teams, and if, in the opinion of the Player Agent, the player is not over-qualified or under-qualified to play at the requested level.
 - b. Exception #2: Unless a Head Coach waives the right, his or her children are not subject to the draft, but are placed on his/her team. The President, Player Agent, and appropriate Commissioner shall determine the draft round to be lost for these placements.
 - c. Note #1: Every effort will be made to honor a Head Coach's selection for his or her assistant coach whose child will be excluded from the draft roster. The President, Player Agent, or Division Commissioner may deny any such request on the basis that a particular request is not in the best interests of the league due to competitive imbalance considerations. It is up to the discretion of each Commissioner, guided by the League President, to decide how best to compensate other division teams in the draft for allowing this draft exemption.
 - d. Note #2: Parent requests shall positively not include a choice of specific teams for their player, although in extreme cases, they may request avoidance of a specific team or coach by submitting this request in writing to the President of the Hermosa Beach Little League. The decision to honor or not to honor player placement requests from parents shall be made by the Player Agent and the President.
2. Rules for the drafting of siblings are as follows:
 - a. Once the first of siblings is drafted, the other (or others) is immediately assigned draft rounds based upon ability, tryouts, and historical performance. This assignment shall be determined solely by the Player Agent (or his/her representative), and it shall be declared before any further draft choices are initiated. The sibling (or siblings) must be taken in the round assigned. Should the drafting coach disagree with the round assignments, he may return his initial sibling's name to the draft and take another player.
 - b. Sibling rules do not apply if parents specifically waive the rights granted by the rules; that is, these siblings shall be drafted individually.

3. Players who missed tryouts and have not played in the League are not eligible for the open drafts. However, if in the opinion of the Player Agent, some of the players are over qualified to play at the lower levels, they shall be distributed to teams by an appropriate method as determined by the Player Agent.

4. Prior to the draft, the Player Agent shall attempt to determine the exact, current draft status (eligibility and willingness) of all players, and provide notice of status to all coaches. Changes in status not generally known to all of the drafting coaches shall not be allowed.

D. Makeup of Non-Draft Leagues (Rookie and T-Ball)

1. Teams will be balanced in strength in terms of batting ability, fielding ability, gender and ages to the maximum extent practical.

2. Makeup of teams shall be the responsibility of the respective Commissioners. There is no draft by coaches. Special requests to put a player on a team with a particular coach or player will be considered but there is no guarantee that the request will be accommodated.

E. Conditions for Transfer

1. Any player selected to play on a team must remain on that team and may not play for another team unless the player's parents can show to the satisfaction of the Player Agent that it would be detrimental to the player to remain with the original team. Conflicts that cannot be resolved by the Player Agent shall be referred to the Board of Directors for action.

2. No player may be dropped from a team except as a necessary disciplinary action or because of a player's parent(s) refusal to work snack stand duty without buying out, and then only with the approval of the Board of Directors. The parents of the player may make appeal of such an action involved to the Executive Board per the By Laws of the Hermosa Beach Little League.

F. Replacements

1. Within 10 calendar days of a roster vacancy, a coach shall notify the Player Agent of the vacancy. The coach shall be assigned a replacement player from a list of eligible players maintained by the Player Agent. The replacement player shall be the first player on the list deemed by the Player Agent to be the best match that maintains the competitive balance of the team.

2. In the event that a player declines an opportunity to be drafted as a replacement player, he shall be dropped from the eligibility lists for the remainder of the season.

3. It is the responsibility of the coach to inform the Player Agent of the roster vacancy, and not the responsibility of the Player Agent to discover the vacancy. In any event, the 10 calendar days shall be counted from the actual time of the vacancy, and not from the date on which the Player Agent was informed.

4. After the 10-day calendar time, the applicable team shall forfeit all scheduled games until a replacement player is obtained, unless in a particular circumstance the Player Agent determines that this rule should be waived.

5. A roster vacancy exists when:
 - a. A player misses two consecutive games without approval of the head coach. After the first absence, the coach shall inform the player of this rule.
 - b. A player informs the coach of their intent to quit.
 - c. The Board of Directors removes a player for disciplinary reasons.
 - d. The Player Agent determines that it is detrimental to the player to continue on the applicable level of play.
 - e. A player is ill or injured. In this case the Coach has a 20-day grace period before the start of the 10-day period in which he must obtain a replacement.
6. Injured players, when recovered, shall return to the same team. Replacement players also stay with that team.
7. For players removed from a team, the Player Agent may, at his discretion, place the player on a team of lower level, or on a waiting list for a lower level.
8. With five or fewer games left in the season, a team may elect not to obtain a replacement player. However, the five game limit starts with the beginning and not the end of the 10-day replacement period.
9. After the start of the last two weeks of the regular season, a team may only obtain a replacement if such a replacement is necessary to bring the active roster to nine players.
10. The Player Agent for review shall report all cases of players replaced to the Board of Directors.

G. Temporary Replacements

1. If a team expects to have 9 or fewer players for a particular regular season game, the Head Coach may call up players from the lower division immediately below the League in which the team is playing, subject to the following guidelines and rules.
2. Any kid pitch baseball team with only 8 players must take an automatic out each time the 9th spot comes up in the order. As with all rules, the Coaches do not have the authority to waive this rule.
3. Temporary Replacement players may be called up, but they must come from the division below your division. If a Majors Coach is calling players, he must call up from the Triple A League and not from a Majors team that happens to have no game scheduled at that time.
4. Temporary replacement players may not pitch for the team in the upper league that has recruited them pursuant to this rule.
5. The players and their parents should know that this is a one game opportunity. The players

are not being moved to a higher league permanently. After the game, they will return to their original team.

6. If the player's original team is playing at the same time, they cannot miss that game to be a temporary replacement player on a team in a higher league.

7. Temporary replacement players **may not be used in playoff games under any circumstances** in any league.

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II. Coaches and Assistants

A. Selection and Number

1. The Board of Directors pursuant to HBLL By-Laws shall approve all coaches and assistants.
2. Major and Triple A teams may have no more than one head coach and two assistant coaches. If approved by the Board of Directors, teams may have two co-coaches and one assistant coach.
3. Teams in all other divisions shall have no more than one head coach and three assistant coaches, or if approved by the Board of Directors, two co-coaches and two assistants.

B. Responsibilities, Conduct and Discipline

1. Coaches and assistants shall control the game conduct of players and parents, and above all, shall conduct themselves in a responsible, courteous manner consistent with positive coaching principles and serve as an example of good sportsmanship expected of Little League players.
2. Coaches and assistants shall not, while on the playing field or engaged in any official Little League game, event or activity: (a) use any alcoholic beverages, tobacco, or illegal drugs; (b) be under the influence of alcohol or non-prescription drugs; (c) use foul or abusive language; (d) engage in repeated infractions of these rules and regulations; (e) protest judgment calls by the umpire or argue with the umpire; (e) engage in flagrant unsportsmanlike conduct; or (f) engage in other breaches of decorum. Coaches may be ejected from the playing field by an umpire, the President, Player Agent or Division Commissioner, and will be subject to appropriate disciplinary action by the HBLL Board for engaging in any of the above prohibited activities. LL Inc. Regulation XIV (e) prohibits alcohol at any Little League game site.
3. Coaches shall not argue with an umpire or otherwise demonstrate obvious disapproval of an umpire's decision.
4. Coaches shall not agree to change any HBLL regulations or playing rules without the prior approval of the Board of Directors. Repeated violations of this rule may subject the coaches to disciplinary proceedings before the Board. Written recommendations for rule changes may be submitted to the Board for consideration at any time. The Board must approve all changes to the regulations or playing rules.
5. Coaches shall not use cellular phones or other electronic communication devices on the field or in the dugout during games except in the case of an emergency or urgent matter relating to the game.
6. The HBLL's Board of Directors shall have the authority and power to initiate disciplinary proceedings and take such action regarding coaches that it deems to be in the best interests of the league for any violations of these rules or rules of decorum, to the extent such action is consistent with HBLL's By-Laws, and the Official Regulations and Rules of Little League Inc.

7. When a coach or player is ejected from a game, he or she is subject to, among other appropriate discipline, Rule 4.07 of the Official Rules and Regulations of Little League, Inc. which requires any such coach or player to be immediately removed from the playing area and to be automatically suspended for the team's next played game, and precludes the individual from attending, or being at the site of, the next game. Any refusal to comply with, or violation of, Rule 4.07 shall result in an automatic forfeiture of the applicable game. Each of the two coaches should report to the Division Commissioner when an ejection takes place in a game.

8. In the event a player, coach, or parent is found by the umpire to have committed an egregious act of unsportsmanlike behavior, the umpire has the authority to expel that person from the game and field area, and the matter will be referred to the Commissioner, Player Agent, and President for any further disciplinary action.

2015 HBLL OFFICIAL REGULATIONS

III. Decorum and Sanctions for Violations of Decorum

A. Philosophy

1. The primary goal of our Little League program is to teach good sportsmanship and respect among its participants while enjoying the game of baseball. This goal is much more important than winning. The players should be taught that the enjoyment of the game and competition is first and foremost, and winning is secondary. They are to be taught that umpires are fallible, and that their right to err, without challenge, is absolute.
2. Coaches are to instill values and foster the league philosophy by example during all league games and events.

B. Players

1. Players shall not engage in unsafe practices which include, but are not limited to the follow:
 - a. Willfully or carelessly throwing a bat or other baseball equipment;
 - b. One-handed completion of a batting swing;
 - c. A runner willfully colliding with a fielder; or,
 - d. A fielder willfully obstructing a runner.
2. Chatter and cheering shall be positive in tone and content and shall not be derogatory toward the opposing team or its players. Derogatory or inflammatory dugout chatter directed to defensive players in the field is not allowed. The catcher may not talk to the batter for purposes of distracting or disrupting the batter during his or her at-bat. Defensive players may not talk to base runners for such purposes. Teams may not chant or yell at the opposing pitcher or batter once the pitcher has stepped on to the pitching rubber to begin his delivery to the plate. Social interaction among players is not intended to be prohibited by these rules.
3. Unsportsmanlike Behavior: Players and coaches shall not engage in disruptive or unsportsmanlike behavior including, but not limited to the following:
 - a. Display of temper, making threats or verbal or physical abuse of anyone associated with the game or HBLL.
 - b. Use of abusive language and/or personal comments directed at an opposing player. This includes yelling "swing" at the batter.
 - c. Unnecessarily loud cheering or chanting which serves to distract either the batter or the pitcher.

d. Arguing with an umpire or showing obvious disapproval of an umpire's call. This is not intended to preclude a calm discussion of an umpire's call or the applicable rule.

e. Intentionally Delaying the Game. Coaches and players shall not intentionally delay the game in order to take advantage, or attempt to take advantage, of the Length of Game or Time Limit rules contained herein.

4. These rules of decorum for players and coaches shall apply at all times relevant to the game whether on or off the field.

5. Violations of these standards before or during a game shall draw a warning from the umpire. Flagrant or repeated violations shall be grounds for ejection from the game without warning.

6. Any combination of any 2 player ejections and warnings to players on the same team by an umpire shall cause forfeiture of the game, which shall be announced to the official scorekeeper by the Plate Umpire.

7. Violations of these standards occurring before, during or after completion of the game shall be called to the attention of the Board of Directors, and may be the subject of disciplinary proceedings.

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IV. Team Practices

A. Major, Triple A, and Double A Divisions

In the Major, Triple A, and Double A Divisions, players may not be required to attend more than three practices and/or practice games per week before the season begins. After the season begins no more than three team events (games and/or practices, excluding batting cage practice time scheduled through HBLL) are allowed per week.

B. Single A Division

In the Single A Division, players may not be required to attend more than two practices and/or practice games per week before the season begins. After the season begins no more than three team events (games and/or practices) are allowed per week unless the playoff schedule dictates a need for an extra game in a week.

C. T-Ball and Rookie Divisions

In the T-Ball and Rookie Divisions, a single 1-hour practice session is allowed each week, in addition to one scheduled game.

2015 HBLL OFFICIAL REGULATIONS

V. Game Preparation, Uniforms, Equipment and Clean Up

A. Field Preparation, Pre-game Warm-Ups and Clean Up

1. Field Preparation

a. The Home Team is responsible for preparing the field for play. This includes watering down the infield, putting out the bases and pitching rubber and lining the field. For weeknight games and the first game on weekend days, and to the extent feasible during the course of multiple games played on the same field on the same day, this is to be completed at least 30 minutes before game time. If it is not feasible to complete the field preparation 30 minutes before game time due to the scheduled use of the field for a game or practice preceding the game time, it is to be completed as soon as possible before game time. Pre-game warm ups must be dispensed with if time does not permit such warm-ups.

b. The Visiting Team is responsible for putting up the outfield fence, on applicable fields, and if no fence is needed or already installed, they are welcome and encouraged to assist the Home team in preparing the field.

2. Pre-Game Warm-ups

a. Players are not to be on the infield until commencing infield warm-ups 30 minutes before game time. Prior to this time, players may warm up on the grass in the outfield and pitchers may warm up adjacent to the outfield. Please respect the rights of the team practicing before your game and remain off the field until their practice is complete.

b. To the extent feasible, the Visiting Team takes the infield for warm-ups 20 minutes before game time, followed by the Home Team. Each team gets 10 minutes of infield before the game.

c. If time permits, every coach in every league except T-Ball should make a reasonable effort to follow traditional baseball decorum by having his or her team in the dugout when the opposing team takes the infield for warm-ups.

d. No batting practice is allowed before games. Soft toss with whiffle balls or similar training tools is permitted. At no time should baseballs be used for soft toss drills or hit into a fence.

e. Five minutes before game time both teams may line up on the first base and third base line and recite the Little League Pledge (optional).

f. Immediately upon the conclusion of the pledge(s) the coaches are to meet with the umpire at home plate.

3. Post-Game Clean Up

- a. Both teams are responsible for putting the bases and field equipment in the sheds after the game, replacing the base plugs at each base, and locking the sheds where applicable.
- b. Both teams are responsible for repairing holes in the pitching mound, particularly in front of the pitching rubber and in the location of the plant foot at the base of the mound.
- c. Both teams are responsible for cleaning the dugouts, fields and stands after the game. The coaches of both teams should also rake and repair the field after all games.
- d. On weekend days when there are multiple games on the same field, coaches are to be considerate of the teams preparing for the next game and quickly vacate the field and dugouts. Post-game meetings should be held in areas adjacent to the field once the dugout is cleaned and cleared.

B. Field Inspection

1. Both coaches shall inspect the field before the game time to determine the safety of the playing field (i.e. pot holes, excess water, articles on the field, etc.).
2. The two coaches shall determine if the field is playable. If they disagree, the decision shall be made by a consensus of Board Members present. Once a game is started the umpire has the sole decision whether play should be halted or continued, the umpire may consult both coaches prior to making a decision.

C. Scorekeeper

1. The home team must provide one adult who will be the official scorekeeper of the game. The game shall not start until the scorekeeper is present.
2. The umpire (Juniors-Double A) shall declare the home team to have forfeited if no scorekeeper is present within 10 minutes after the official starting time.

D. Lineup Card or Sheet

1. The batting order shall include all eligible team members arranged in any player sequence by the coach. Player names with corresponding jersey number will be listed.
2. Coaches shall provide copies of the game's batting order to the scorekeeper and to the opposing coach not later than 5 minutes before game time. Roster players not playing shall also be listed, and the reason for not playing shall be provided.
3. Players not playing for disciplinary reasons require the concurrence of the League Representative who shall notify the opposing coach before game time. Violation of this rule is an automatic forfeit.

E. Uniforms

1. Players may normally appear only in the regular team uniform bearing the same number as listed in published rosters. However, exceptions in uniforms and numbers shall be allowed as long as specific player identification is possible, and the opposing coach and scorekeeper are notified.
2. All baseball players shall wear a team cap on the playing field.
3. Jewelry of any type is not permitted to be worn during the game. Medical alert bracelets or necklaces may be worn but, to the extent feasible, should be placed under the uniform.

F. Equipment

1. All equipment, whether League provided or personal, must be Little League Approved.
2. Bats used in games played in the Major Leagues and below must not be more than 2 and $\frac{1}{4}$ inches in diameter, so as to pass through a 2 and $\frac{1}{4}$ inch bat ring, and dent free. Baseball bats must be wooden or, if metal, of Bat Performance Factor (BPF) of 1.15 or less and otherwise conform to LL Inc. Rule 1.10.

A composite barreled bat shall not be used in any game unless the specific make and model number of the bat appears on the LLI website below as an approved composite bat. Please see LLI regulations on bats: <http://www.littleleague.org/learn/equipment/approvedcompbatssmall.htm>

Coaches are encouraged to maintain a copy of the current approved bat list in their equipment bag at all times to be able to resolve any questions concerning whether or not a bat is approved for Little League play. Repeated violations of this illegal bat rule will result in a suspension of future games for the coach.

3. The Tee Ball League shall only use Tee Balls. The Rookie and Single A divisions shall only use "RIF" (Reduced Injury Factor) baseballs. Double A through Junior Baseball Leagues shall only use regulation hard balls as described in LL Inc. rule 1.09.
4. The catcher shall wear full equipment at all times when behind the plate, even during the warm-up of the pitcher. The catcher's mask shall be of the proper size to prevent a glancing blow to the head by a thrown ball or foul tip, and shall have a dangling throat guard and otherwise conform to LL Inc. Rule 1.17. Catchers shall use a catcher's mitt.
5. Protective cups are mandatory for male catchers.

2015 HBLL OFFICIAL REGULATIONS

VI. Playing the Game

A. Game Decorum and Dugout Rules

1. Unless a player is playing in the field, batting, or on the bases, all players are to be in the dugout during the game. There are no on-deck batters except in the Junior Leagues.
2. Coaches shall not use cell phones or other electronic communication devices on the field or in the dugout during games except in the case of an emergency or urgent matter relating to the game.
3. No children or parents other than coaches and the players are allowed in the dugouts or on the field during games. No children other than players and assistants who are older than the players of the game are to be on the field during warm-ups.
4. At all fields, the Home Team shall occupy the third base dugout and the Visiting Team shall occupy the first base dugout.

B. Warm-Ups During the Game

1. Once the game commences, coaches may warm up their team's pitchers on the field or along the fence line beyond the infield. Players warming up along fence line shall be protected from errant throws or batted balls. The protection shall be a "sentry" player or coach, with a glove and helmet, and positioned as a shield. Coaches may warm up pitchers before the game, between innings, or on sidelines during the game.
2. Only the first batter of the new offensive inning shall be allowed near the plate (out of the dugout) while the pitcher warms up. All other offensive players (except base coaches) and all defensive subs shall remain within the dugout and out of the doorway.
3. All offensive players out of the dugout shall wear a batting helmet.
4. With the exception of Juniors Division, no "On Deck" batter is allowed outside the dugout in any situation. The next batter up must be in the dugout and is not allowed to swing a bat in any manner while in the dugout or near other players.

C. Coaches During the Game

1. The only non-players allowed in the dugout are the coach and assistant coaches.
2. Base coaches shall remain within the coach's box when the ball is in play. T-Ball and Rookie may use 1 adult outfield coach and 1 infield coach. Single A may utilize 1 outfield coach while on defense.
3. All divisions may use 2 adult base coaches. No players, children or unapproved coaches may serve as base coaches.

D. Umpires and Umpiring

1. Juniors, Majors Baseball, Triple A, and Double A Baseball Divisions: For scheduled “kid pitch” games in the above leagues (practice and regular season), if the paid umpire is not present at the scheduled game time, the game shall be played, and the following procedures shall be followed:
 - a. The start of the game will be delayed for 10 minutes in an effort to allow the umpire the opportunity to show up and begin the game.
 - b. If, after the 10 minute waiting period, the umpire has not arrived each team shall provide one volunteer to act as an umpire. Coaches may not be one of the volunteers. A coach may act as a volunteer only if no other parent or team supporter will agree to umpire. Should a team not be able to generate a volunteer from parents, supporters, or coaches, then that team shall be deemed to have forfeited the game. If both teams cannot obtain a volunteer, then both teams shall be charged with a forfeit.
 - c. The two volunteer umpires will flip a coin to determine which one will act as the home plate umpire and which one will umpire in the field. The home plate umpire will stand behind the pitcher and not umpire from the traditional position behind the catcher. As quickly as possible the two volunteer umpires will take their positions and begin the game.
 - d. If, at some point during the game, the paid umpire shows up he shall dismiss the volunteers, take his position, and the game will go on. The portion of the game played with volunteer umpires will be counted as official. No “restarts” or “start overs” will be allowed.
2. Single A Division: Junior Umpires officiate the game.
3. T-Ball and Rookie Divisions: No umpires are used.
4. The plate or base umpire shall be the umpire in chief for the game and determined before the game.
5. Umpire authority shall be as defined in Section 9 of the Little League Playing Rules, and as further guided by the Little League Umpire Manual.
6. The umpire in chief has the authority to eject any player, coach, or spectator for rule infractions or indecorum. Ejected players shall remain in the dugout, while ejected coaches shall leave the playing field. The Chief umpire shall inform the Player Agent or other Board member of the circumstances of the ejection within 24 hours. Instances of ejected persons shall be reviewed by the Board of Directors for possible further disciplinary action.
7. The umpire shall remove any pitcher, as a pitcher, who is in the judgment of the umpire endangering batters for any reason. Excessive wildness qualifies as a valid reason for the umpire to remove the pitcher. In Double A, Triple A, and Major Baseball Leagues, any pitcher that hits 3 batters in the same game is to be considered excessively wild for purposes of this rule. See Rule VII.I.1.i., below, for additional rules and warnings to be issued to wild baseball pitchers. A pitcher may be

removed under this rule notwithstanding the fact that the pitcher has not hit 3 batters, if in the judgment of the umpire he is endangering batters.

E. Length of Game

1. These following time limits apply to all regular season games, are absolute and not subject to change. If the start of a game is delayed, coaches and umpires are encouraged to speed play, especially by limiting between inning activities, to meet these time limits.
2. Play shall cease whenever stopped by the umpire due to darkness, rain, or any other reason. See Little League, Inc. Rule 4.10(c) regarding what constitutes a regulation game when a game is stopped, as opposed to merely delayed, due to weather or unforeseen events.
3. Game lengths during the regular season: Juniors—No new inning after 2:15; drop dead time at 2:30; Majors—2:00 and 2:15; Double A and Triple A—1:50 and 2:00; Single A—1:15 and 1:30; T-Ball and Rookie—Practice for ½ hour on field, games to last 1 hour).
4. There is no drop-dead time in the playoffs. If the field becomes unavailable, the game will be completed at a different time. In the play-offs for Majors, Triple A, and Double A, all games must go at least six innings to be official. For Single A, it is five innings.

F. Fewer than Nine Players

1. All Major, Triple A, and Double A division games are to attempt to start with a minimum of 9 players present (in the field or in the dugout), whether from that team's roster or a "call-up" from the division below. When a team has only 8 players, the spot in the batting order of the last player to leave shall constitute an automatic out each time that spot comes up during the game.
2. Single A teams are allowed to play with fewer than 8 players, and player absences shall not result in an automatic out.

2015 HBLL OFFICIAL REGULATIONS

VII. Playing Rules for All HBLL Games

A. Bat Around

1. All players bat around throughout the regular season and playoffs in all leagues.

B. Injured Batter

1. An injured batter who cannot continue shall be replaced immediately by the next scheduled batter, who shall assume the ball-strike count of the injured batter.
2. There shall be no delay of the game or forced participation of the injured batter. When, in the opinion of the plate umpire or the player's coach, the injury deserves more than a two-minute rest, the umpire shall direct the batter to return to the dugout, and shall direct the next batter to take his/her place at the plate.
3. When an injured batter is recovered, s/he may resume the normal position in the batting order.

C. Run Limit

1. See specific rules for each league regarding run limits.
2. There is no "Slaughter" or "Mercy Rule" for Hermosa Beach Little League baseball regular season games. In the playoffs, the game is stopped if the team that is trailing is down 12 runs after they have batted 4 times, or 10 runs after 5.

D. Baserunners

1. Injured Runners:
 - a. An injured runner shall be replaced after allowance for continuation plays, by the last batter who failed to reach 1st base.
 - b. There shall be no delay of the game or forced participation of the injured runner. When, in the opinion of the plate umpire or the player's coach, the injured player deserves more than a 2-minute rest, the umpire shall direct the runner to return to the dugout, and shall direct the last batter who failed to reach 1st base to take his/her place at a base and continue as the runner.
 - c. When an injured runner is fully recovered, he/she may resume the normal position in the batting order after completion of the half inning.
 - d. This rule shall not be interpreted to allow a courtesy runner (see Little League Playing Rule 3.04) or special pinch runner (see Little League Playing Rule 7.14).

2. Baserunners are not required to slide. However, they must either slide or attempt to get around a fielder who has the ball. If, in the umpire's judgment, the base runner does not either slide or attempt to get around a fielder who has the ball or is in the process of fielding a ball, the runner shall be called out.

F. Collision with Fielder (See Little League Playing Rule 7.08a)

1. If time and space provides a runner the opportunity to avoid contact with a fielder, the runner must make an attempt to slide or attempt to get around a fielder who has the ball, is about to field or catch the ball. Note: so long as the runner avoids contact, the runner does not have to slide. The out call is a judgment call by the umpire making the call.

2. If the fielder does not yet have possession of the ball or have possession of the ball in a position to make a tag on the runner, the runner may run out of the base path, run around the fielder, to reach the next base. However, a defensive player without the ball or not fielding a batted ball who blocks the base or the base path may be guilty of obstruction and the runner may be ruled safe or allowed an extra base. See Little League Playing Rule 7.06.

3. A runner who willfully and/or dangerously collides with a fielder without a reasonable attempt to avoid the collision shall be ejected from the game.

4. Sliding pursuant to the rules into a base, and thereby touching a fielder, shall not count as a collision.

5. A fielder awaiting the ball shall allow an approaching runner access to at least 1/2 the base. Violation of this rule shall result in the runner being called safe.

G. Stealing

1. See specific rules for each league.

2. Illegal attempt to steal: If, as a result of an illegal attempt to steal, the runner is put out, the out shall stand. If an illegal attempt is successful, the runner shall return to the starting base.

H. Sliding

1. Head First Sliding: No head first sliding is allowed in Major League or below except when returning to a base already touched.

I. Pitcher

1. Pitching Limits:

a. See Little League International Regulation VI pertaining to Pitch Count Rule for all kid pitch baseball leagues ("Regulation VI"). This regulation applies to pitchers in Double A, Triple A, and Major Baseball leagues.

b. A baseball pitcher must be removed once he reaches the maximum number of pitches

allowed for pitchers in his age group as set forth in Regulation VI, or upon pitching the maximum number of innings allowed for pitchers in his league or pitchers of his age under the applicable HBLL Playing Rule, whichever occurs first. See Playing Rules for Double A and Triple A under HBLL Baseball Playing Rules for specific rules regarding additional pitching limitations for baseball pitchers in those leagues.

c. For all baseball leagues, a designated game official or scorekeeper is responsible for maintaining a Game Pitch Log as well as recording total pitch counts for every pitcher used in a game on a Baseball Pitcher Eligibility Tracking Form signed by each team coach and the game official after completion of the game.

d. Any coach violating the pitching rules will cause the game to be forfeited.

e. Throwing of a single pitch in an inning constitutes an inning pitched.

f. Pitching in a called inning constitutes an inning pitched.

2. Conference Limit

a. The coach must obtain the permission of an umpire for a pitcher conference with a coach. The plate umpire may remove the coach from the field for the remainder of the game for repeated violation of this rule.

Exception: A coach may attend to an obviously seriously injured player immediately without the formality of requesting a time out.

b. A coach may request time out for a conference with a pitcher a maximum of twice per inning in Double A, and a maximum of once per inning for Triple A and Majors. A third conference in Double A, or a second conference in Triple A or Majors, in the same inning results in the removal of the player as pitcher. A replacement pitcher starts with new limits.

Exception: Timeouts to attend to an injured player do not count against the 3-time or 2-time limit.

c. A new 3-timeout or 2-timeout limit applies to each pitcher who enters the game. A pitcher must be removed on the third visit in Double A, and on the second visit in Triple A and Majors, to confer with the same pitcher during the same inning. When a new pitcher enters, a new 3 visits (Double A) or 2 visits (Triple A or Majors) per pitcher, per inning rule applies.

d. Coaches and players on the field, but not assistant coaches, may request time or confer with an umpire.

2015 HBLL OFFICIAL REGULATIONS

VIII. Protest Procedures

A. Protest Procedures

1. Protest procedures and the time limits for protests are governed by Rule 4.19 of Little League, Inc.'s Playing Rules.
2. In the event of a protest, both coaches shall confer together and with the plate umpire before continuing the game to attempt to resolve the situation causing the protest.
3. The umpire shall not allow protests on judgment calls.
4. No protests are permitted during the regular season.

2015 HBLL OFFICIAL REGULATIONS

IX. Game Schedules

A. Regular Season Schedule

1. The official schedule for Hermosa Beach Little League shall be presented to coaches on or before opening day. The official schedule shall be followed and there shall be no changes by coaches (even if both coaches agree) without prior Board approval.

B. Playoff Schedule

1. Playoffs in HBLL are held in the following divisions: Single A, Double A, Triple A, Majors, and Juniors.
2. All divisions follow the same format.
 - a. Playoffs are unseeded and teams are placed into a bracket via a blind draw. We do this to de-emphasize the game results of the regular season and to ensure that our players and coaches spend their season focusing on getting better, playing new positions, and having fun, not on winning regular season games.
3. All division playoffs are double-elimination, consisting of a winner's and loser's bracket after the first round of games. The official schedule shall be followed and there shall be no changes by coaches (even if both coaches agree) without prior Board approval.

2015 HBLL OFFICIAL REGULATIONS

X. All Star Tournament Teams

A. Team Selection

1. The 11/12 team shall be made up only of 11 and 12 year olds. The 10/11 year old team shall be made up of only 10 and 11 year olds. The 9 and 10 year old team shall be made up of only 9 and 10 year olds. Players are to be placed on the youngest team for which they are eligible.
2. The format and selection process for the baseball All Star teams shall be determined by the Board of Directors.

B. Team Announcement

1. The roster of the All Star Teams may not be announced before the date established by the District 36 Administrator and staff.

2015 HBLL PLAYING RULES

I. Rules for T-Ball and Rookie

Please note that these rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.

A. Standings

1. There are no league standings in T-Ball or Rookie.
2. There is no league tournament in T-Ball or Rookie.

B. Defensive Rules

1. All players in attendance at a game shall play during their defensive portion of each inning. All players shall play at least 1 inning of the game in the infield.
2. Defensive infield shall consist of no more than 6 players: a pitcher, a first, second, and third baseman, a shortstop, and one player positioned on second base (the rover). The pitcher must play no closer than the imaginary line drawn between first and third base. All infielders must be behind that imaginary line. No player can play more than one inning at pitcher or 1st base position.
3. Defensive playing positions must be held until the ball is hit.
 - a. 1st, 2nd, 3rd, and shortstop positions must start on the infield dirt.
 - b. A coach from the team at bat shall be positioned behind home plate to speed up play and to assist and instruct the batter as needed.
 - c. The pitcher should cover home plate for any plays at home. Coaches shall not serve as catchers on plays at home.
4. The team in the field may record outs, but the base runners shall remain on the bases even if a runner is called out on a play made on the base runner. The inning ends only when all players have batted. The last batter should circle the bases.
5. No more than two defensive coaches shall be on the field at any time. All coaches (those on the field and in the dugout) must be approved by the Board as a T-Ball/Rookie coach and must have been the subject of a background check as required by Little League International rules.

C. Offensive Rules

1. T-Ball/Rookie Batters:

- a. All players bat each inning and the side is only retired when all players have had a turn at bat regardless of the number of outs or runs.
 - b. In T-Ball, the ball must be hit from its stationary position on the tee, which is placed at home plate. Batter should swing until the ball is put in play. In Rookie, the pitch is to be delivered by a coach who throws from one knee. In the event the rookie batter cannot make contact after a reasonable amount of time, a tee may be used.
 - c. No more than one player shall be on the field with a bat at any time.
 - d. Bunting, a deliberate half swing, or a swing bunt is not permitted.
 - e. Bats must be approved by Little League International—no Big Barrel bats are allowed.
2. T-Ball/Rookie Runners
- a. There is no base advancement on an overthrow.
3. T-Ball/Rookie Coaches
- a. No more than two offensive coaches shall be on the field at any time.
 - b. All coaches (those on the field and in the dugout) must be approved by the Board as a T-Ball coach and must have been the subject of a background check as required by Little League International rules.

2015 HBLL PLAYING RULES

II. Rules for Single A

Please note that these rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.

A. Standings

1. Teams do not keep score other than the number of runs scored in an inning (5-run limit).
2. There are no league standings in Single A.

B. Offensive Rules

1. Single A Batters
 - a. The batter shall be retired after three swinging strikes or seven pitches, whichever occurs first except in the following situations:
 - i. A foul ball on the 7th pitch entitles the batter to an additional pitch. Additional pitches will be awarded if the batter continues to hit foul balls.
 - ii. A pitch that hits the batter or a batted ball that hits the pitching machine shall be a "no pitch" and not count against the batter as one of the seven pitches.
 - iii. A foul ball is a swinging strike but a batter cannot be made out on a third strike if it is a foul ball.
 - b. Any ball hit in fair territory is a fair ball and in play, regardless of how far the ball is hit.
 - c. There shall be no called strikes and no walks.
 - d. Batters shall not bunt. An attempted bunt shall be ruled a swinging strike.
 - e. Bats must be approved by Little League International—no Big Barrel bats are allowed.
2. Single A Run Limit
 - a. The maximum allowable runs per team per inning are five unless it is the last inning of the game. There is no limit on the number of runs that can be scored in the last inning (5th inning). If the game is not going to go 5 innings due to time or darkness then the coaches and umpire shall agree which inning is to be the last inning, and the "no limit on runs" rule will apply to that inning. If the coaches agree to declare an inning the last inning they may not play another inning beyond that regardless of score or time availability.
 - b. Before the game begins, coaches may agree to extend the 5-run limit to the last inning in hopes of getting extra at-bats for players on each team and averting an incomplete final inning

due to time running out. Also, if the score is lopsided and the leading team is visitor, the coaches should consider making the final inning a 5 run limit before start of such last inning.

3. Single A Runners

a. On any infield overthrow of a base (but not on an overthrow of a base from the outfield), runners may only attempt to advance one additional base (at risk) regardless of further plays and regardless of where on the field the further plays take place. Successfully taking the one base stops play and the ball must then be returned to the adult working the pitching machine. "Overthrow" means any throw that is not caught, whether due to a throwing error or a catching error.

b. Runners are not allowed to steal (including stealing or advancing on a throwback by the catcher toward the pitcher). Runners may not leave the base until the ball is hit.

C. Defensive Rules

1. All players shall play at least two innings (assuming a 6-inning game, if 5 or fewer innings, then one inning minimum) in an infield defensive position (i.e., catcher, pitcher, 1st, 2nd, 3rd, or shortstop).

2. The pitcher may not position him/herself closer than 25' from the batter and shall begin each play with at least one foot on the pitcher's mound.

3. A player may not play more than one (1) inning at any position during a game.

4. The first, second, and third basemen, and the shortstop must start each play on the infield dirt (not grass). On fields without infield grass, these players must start in the vicinity of the base path between 1st, 2nd, 3rd base and not in the vicinity of the pitcher's mound.

5. All others spread about the outfield. Outfielders must remain in a normal position on the outfield grass until the ball is hit, and may not make unassisted outs in the infield except by catching a fly ball.

6. Play is stopped when the ball is thrown to the pitcher in the infield area or when the ball is thrown from the outfield to a base (whether or not the throw is caught). Any runner who is not beyond the halfway point to the next base at the time that the ball breaks the plane of the infield (i.e., the line between 1st and 2nd or 2nd and 3rd) shall return to the previous base. All decisions by the umpire concerning whether a runner should return to a base are final.

2015 HBLL PLAYING RULES

III. Rules for Double A

Please note that these rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.

A. Offensive Rules

1. Double A Batters

- a. Four balls must be called before the batter is awarded a walk.
- b. The strike zone is enlarged and shall be that space over home plate that is between the batter's shoulders to just below the knees when the batter assumes a normal stance. "Normal stance" is that stance of the batter as he/she swings at the ball.
- c. Player(s) arriving after the start of the game will be added at the bottom of the batting order regardless of where the team currently is in the batting order.
- d. Intentional bunting is not allowed.
- e. Bats must be approved by Little League International—no Big Barrel bats are allowed.

2. Double A Run Limit

- a. The maximum allowable runs per team in any inning except the last inning are five. There is no limit on the number of runs that can be scored in the last inning (6th inning). If the game is not going to go 6 innings due to time or darkness then the coaches and umpire shall agree which inning is to be the last inning, and the "no limit on runs" rule will apply to that inning. This declaration of the last inning must occur before such inning begins. If the coaches agree to declare an inning the last inning they may not play another inning beyond that regardless of score or time.

3. Double A Runners

- a. Runners may not leave their base until the ball is hit. However, runners may attempt to steal or advance, at risk, one base on a wild pitch or passed ball that clearly gets by the Catcher/Umpire area as defined by the umpire.
- b. Runners may steal home on a ball that gets behind the Umpire.
- c. Runners may not advance on the catcher's throw back to the pitcher.
- d. After a batted ball, any overthrown ball that does not enter dead ball territory, all runners may attempt to advance any additional base or bases, at risk. The defense must stop the advancing runner.

- e. Runner advancement may not be initiated after the pitcher has the ball, and is in the dirt area of the mound.
- f. No pinch runners are allowed except for a player who reaches base on a hit by pitch and for the catcher in the next inning when there are two outs. The pinch runner must be the last player to record an out (whether batting or on the bases).
- g. If time and space provides a runner the opportunity to avoid contact with a fielder, the runner must make an attempt to slide or attempt to get around a fielder who has the ball, is about to field or catch the ball. Note: so long as the runner avoids contact, the runner does not have to slide. The out call is a judgment call by the umpire making the call.
- h. If the fielder does not yet have possession of the ball or have possession of the ball in a position to make a tag on the runner, the runner may run out of the base path, run around the fielder, to reach the next base. However, a defensive player without the ball or not fielding a batted ball who blocks the base or the base path may be guilty of obstruction and the runner may be ruled safe or allowed an extra base. See Little League Playing Rule 7.06.

B. Defensive Rules

1. Fielding

- a. The infield fly rule shall not be applied.
- b. Ten defensive players shall be used if 10 players are available for the game. If only 9 players are present a legal game may still be played. The 10th player is the “Rover”, and he shall play in a normal outfield position equidistant from home plate with the other outfielders (no closer than 20 feet from the infield dirt). If normal and accepted baseball strategy in a particular situation would necessitate playing all of the outfielders up closer than 20 feet from the infield dirt, the rover may do so as well.
- c. An eligible player may be left out of the defensive lineup for a maximum of two non-consecutive innings during the first 6 innings of a game.
- d. Players must play at least one complete inning in the infield (pitcher, catcher, 1st, 2nd, 3rd, or shortstop) within the first four innings of the game. Violations of this rule should be reported to the Double A Commissioner within one day of violation.

2. Pitching

- a. All players are eligible to pitch, subject all pitching rules and limitations.
- b. Illegal pitches shall not be called (instructional warnings only).
- c. See Hardball Pitching Rules on the last two pages of this document.

2015 HBLL PLAYING RULES

IV. Rules for Triple A and Majors

Please note that these rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.

A. Player Substitutions

1. An eligible player may be left out of the defensive lineup for a maximum of 2 innings, or any part of 2 innings during the first 6 innings of a game. It is *suggested* that all players play a minimum of an inning in the infield.

B. Late Players

1. Player(s) arriving after the start of the game will be added at the bottom of the batting order regardless of where the team currently is in the batting order.

C. Offensive Injury

1. Injured batter is replaced by next batter who assumes the count. An injured runner is replaced by the last batter who failed to reach first base. Injured player may resume play after completion of the half-inning.

D. Offensive Rules

1. Batting
 - a. The “Dropped Third Strike Rule” will be enforced in all AAA and Majors games.
 - b. No slash bunting is allowed. A batter who “shows bunt” must either bunt the ball or take the pitch. A batter who “shows bunt” and then swings at the ball is automatically out.
 - c. Bats must be approved by Little League International—no Big Barrel bats are allowed.
2. Run Limit
 - a. In any time at bat, a team may score a maximum of five (5) runs. There is no run limit in the sixth and subsequent innings. There is no run limit on the last declared inning as designated by the umpire. In International, this declaration of the last inning must occur before such inning begins. There are no run limits in Major baseball.
3. Runners
 - a. A runner may not leave the base until the pitched ball crosses home plate. A steal may be initiated after the pitcher has the ball and before he/she is on the pitching rubber. When the

pitcher is in contact the pitching rubber and in possession of the ball and the catcher is ready to receive the pitch, all runners must be on their respective base.

b. If time and space provides a runner the opportunity to avoid contact with a fielder, the runner must make an attempt to slide or attempt to get around a fielder who has the ball, is about to field or catch the ball. Note: so long as the runner avoids contact, the runner does not have to slide. The out call is a judgment call by the umpire making the call.

c. If the fielder does not yet have possession of the ball or have possession of the ball in a position to make a tag on the runner, the runner may run out of the base path, run around the fielder, to reach the next base. However, a defensive player without the ball or not fielding a batted ball who blocks the base or the base path may be guilty of obstruction and the runner may be ruled safe or allowed an extra base. See Little League Playing Rule 7.06.

d. No pinch runners are allowed except for a player who reaches base on a hit by pitch and for the catcher in the next defensive inning (provided there will be one) when there are two outs. The pinch runner must be the last player to record an out (whether batting or on the bases).

E. Defensive Rules

1. Fielding

a. Infield fly rule is in effect for both divisions.

2. Pitching

a. No pitcher may pitch more than the number of pitches allowed under Little League International Regulation VI for pitchers in his age group. Pitchers in both leagues must also comply with all other requirements of Regulation VI.

b. In the Triple A League, 12 year olds may not pitch unless explicitly approved by the HBLL President or VP.

c. Illegal Pitch; See Little League, Inc. rulebook, Rule 8.05.

2015 HBLL PLAYING RULES

V. Rules for Juniors

The length of all Junior League baseball games is seven innings. If the home team is ahead after the visiting team has batted in the top of the seventh inning, it does not bat in the bottom of the inning. Teams play extra innings if the games are tied and the game is played until a winner has been decided. If a game has to be stopped due to darkness or weather when the score is tied will be resumed at a later date at the point it was stopped. The mound is 60 feet, 6 inches from home plate and the basepaths are 90 feet. These are the same standards used at the high school, college and professional level. Outfield fences are not required on Junior League fields.

Please note that the following rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.

A. Time Limit

1. No inning shall start after 2 hours 15 minutes from the actual start of the game.
2. The start of an inning is the time at which the last out was made in the prior inning.
3. The game will be extended exactly 2 hours and 30 minutes from the actual start of the game if there is a game following where the warm-up or starting time for the following game will be affected. Otherwise, the inning being played shall be completed.

2015 HBLL PLAYING RULES

VI. Rules for Hardball Pitching (Double A, Triple A, and Majors)

Please refer to Little League, Inc. Rulebook for comprehensive pitching rules.

A. Pitch Limits Per Game

1. Majors pitchers may not pitch more than 85 pitches per game. If a pitcher reaches his 85-pitch limit while facing a batter, he may continue to pitch until that batter reaches base or is put out.
2. Triple A pitchers may not pitch more than 75 pitches per game. If a pitcher reaches his 75-pitch limit while facing a batter, he may continue to pitch until that batter reaches base or is put out.
3. Double A pitchers may not pitch more than 50 pitches per game. If a pitcher reaches his 50-pitch limit while facing a batter, he may continue to pitch until that batter reaches base or is put out.
4. In all divisions, players removed from the pitcher's position that have pitched more than 40 pitches in that game may not subsequently play the position of catcher in the same game.

B. Rest Requirements

In this section, a calendar day is a day in which a pitcher does not pitch at all.

1. Calendar day(s) rest is required for pitchers as follows:
 - a. If a pitcher delivers 1-20 pitches in a game, no calendar day rest is needed.
 - b. If a pitcher delivers 21 – 35 pitches in a game, 1 full calendar day rest is needed.
 - c. If a pitcher delivers 36 – 50 pitches in a game, 2 full calendar days rest are needed.
 - d. If a pitcher delivers 51 - 65 pitches in a game, 3 full calendar days rest are needed.
 - e. If a pitcher delivers 66 or more pitches in a game, 4 full calendar days rest are needed.
2. A player who plays the position of catcher in 4 innings (one pitch received constitutes an inning) cannot subsequently pitch in that game.

C. Pitching Conference Limits

1. In Triple A and Majors a coach may request time out for a conference with a pitcher a maximum of once per inning without removing the pitcher. A second conference in the

same inning results in the removal of the player as pitcher. A replacement pitcher starts with new limits.

Exception # 1: Timeouts to attend to an injured player do not count against the 2-visit limit.

2. In Double A, a two-visit limit applies and the third conference in the same inning results in the removal of the player as pitcher.

3. The umpire shall remove any pitcher, as a pitcher, who is in the judgment of the umpire endangering batters for any reason. Excessive wildness qualifies as a valid reason for the umpire to remove the pitcher. In Double A, Triple A, and Majors Leagues, any pitcher that hits 3 batters in the same game is to be considered excessively wild for purposes of this rule. See Rule VII.I.1.i for additional rules and warnings to be issued to wild baseball pitchers. A pitcher may be removed under this rule notwithstanding the fact that the pitcher has not hit 3 batters, if in the judgment of the umpire he is endangering batters.