



Fort Hunt Little League 2017 HOUSE RULES



House Rules and Procedures - Applicable to All Divisions

A. FHLL Boundary

1. Fort Hunt Little League (FHLL) is bounded by Little Hunting Creek to U.S. Route 1 to Sherwood Hall Lane, East on Sherwood Hall Lane to Schelhorn Road, North on Schelhorn Road by a line extended to Fort Hunt Road via Kimbro Street, Martha's Road, Hollinwood Road, then North on Fort Hunt Road to a point just North of Wake Forest Drive, due East parallel to Wake Forest Drive to the Potomac River and South along the Potomac River to Little Hunting Creek.
2. Players residing or attending school inside this boundary or previously residing within the boundary and playing Fort Hunt Little League are authorized to play with FHLL. Players residing or attending school outside this boundary may play with FHLL under some circumstances upon application to and approval by Little League International. See "Residency Eligibility Requirements," Little League International regulations.

B. Skills Assessment Procedures

1. Commissioners place players in the FHLL T-Ball and A Divisions according to parent requests and Commissioners place players of baseball age 15 or 16 on teams in the Seniors Division to achieve balance. Players age baseball age 7 through 14 in FHLL AA, AAA, Minors, Majors, Intermediate and Juniors Divisions are placed on teams on prior performance and an annual skills assessment.
2. Skills Assessment procedures:
 - a. Player Agents conduct annual skills assessments by age group with the assistance of the Registrar, Commissioners, prospective Managers and other members of the Board.
 - b. At Assessments, a Coach demonstrates proper mechanics for throwing and fielding.
 - c. Player Agents assign experienced evaluators to assess each player using one rating scale.
 - d. The Registrar aggregates assessment scores and provides them to the various draft boards.
 - e. Commissioners invite prospective managers and coaches to attend Assessment sessions to assist the Player Agent in conducting assessments and to conduct individual evaluations.
 - f. Player Assessments are maintained by Player Agents in confidence and are made available only to Board members and draft attendees.

C. Player Draft Procedures

1. Player drafts for Divisions AA through Juniors are conducted by Player Agents in accordance with Little League International rules and by local provisions established from time to time by the FHLL Board.
2. The player pool for each draft is determined in Commissioner Pre-Draft Reviews attended by the President, Vice President, Player Agents, the Operations Director, division Commissioners and selected Managers and Coaches to assure first-hand knowledge of players past performance as well as current skills assessment.
3. Pre-Draft Reviews consider scores from Player Assessments along with on-the-field knowledge of each player. The objective is to identify only those players who demonstrate the skill level, aptitude and attitude appropriate for each division and that no worthy player is omitted.

4. The outcome of each Pre-Draft Review is a “Draft Board” - a listing of the pool of players (the “Player Pool”) determined to be eligible playing in the division under consideration. The Player Pool is limited to no fewer than the number of players to fill the division under consideration and can be somewhat larger in the event lower-scored players are tightly grouped at the Pre-Draft Review.

5. Drafts for age 12 and under start with the Majors Division followed by Minors, AAA then AA. Players eligible for but not drafted in Majors automatically flow to the Minors draft. Players eligible for but not drafted in Minors then flow to AAA and so forth. Players not drafted in AA flow to and are placed in the A Division.

6. Player Agents coordinate dates for each division draft. Attendees include the President, Vice President, Player Agents, Commissioner, Registrar, Operations Director, and one Manager and Coach per team. “Draft Boards” listing players eligible for each draft are prepared by the Registrar.

7. Up to two players per team are pre-slotted at the start of each draft by Manager agreement with approval of Player Agents: one player for the Manager and one for one Coach. Players assessed at the draft as number one through five in a five-team draft are pre-slotted in Round 1. Players assessed as 6 through 10 are pre-slotted in the Second Round and so on. In the event one team has more than one player to be pre-slotted in an early round, one player is moved to the next Round and the other teams shall be compensated as agreed by the Managers and approved by Player Agents.

8. Draft results are quarantined for 48 hours to allow time for Player Agents to contact parents and resolve issues if any. Trading may be conducted during the first 24 hours provided they are approved by the Commissioner and Player Agents. Managers release team rosters when cleared to do so by the Player Agents.

8. The following are general guidelines by which FHLL Player Drafts are conducted.

- a. All 12s draft into Majors; exceptions are made for safety reasons with the approval of the Commissioner, Player Agents, parents and the District Administrator.
- b. Little League limits 12s to eight per team in Majors so high-assessing 11s draft into Majors to fill out the division.
- c. Usually no 10s draft into FHLL Majors; exception: a few high-assessing 10s approved for Majors by the Commissioner, Player Agents, the President and parents.
- d. Minors: all 11s not drafted into Majors will draft into Minors plus Minors will draft top assessing 10s and a handful of high-assessing 9s.
- e. AAA: 8s, 9s, and all remaining 10s. There are no 11s in AAA except as needed for safety. Safety exceptions for 11s in AAA require Commissioner, Player Agent, President, and parent approval.
- f. AA: primarily 8s and 9s with some high-assessing 7s; no 10s in AAA.
- g. A: 7s and all remaining 8s and 9s.

D. Selection of Fort Hunt Little League All Star Teams

The FHLL All-Star selection process is conducted by Player Agents and accords with Little League International rules.

1. Confidentiality. Confidentiality of all-star deliberations is essential to assure candid discussions of each player. Unauthorized disclosure of all-star discussions is grounds for dismissal from the Board and the League.

2. Selection of All-Star Managers and Coaches. Volunteers to manage all-star teams make application at the call of the President. The President makes recommendations to the Board which selects Managers by vote. All-Star Managers, once approved, recommend Coaches to the Board for approval. No one is cleared to be involved in any capacity with a FHLL all-star team until approved by the Board.

3. All-Star Roster Size and Eligibility. All-Star rosters shall be between 12 and 14 players except the Board may petition the District Administrator for a roster of 11 players if warranted by skilled player availability. All players must have played in 60% of the games played by their team during the regular season and must be available to practice and play daily between mid-June and August. Deserving players with some availability issues may be considered for all-stars on a case-by-case basis.

4. All-Star Player Selection Committee and Process.

a. The All-Star Selection Committee (the "Committee") is comprised of the President, Vice President, Player Agents, the All-Star Manager, affected Division Commissioners and Managers of teams in the age group under consideration. The selection process includes player input via player voting, input from volunteer umpires (if they choose to participate), and input from the All-Star Selection Committee.

b. If the total number of eligible players for any single All-Star team exceeds 40, player voting will be conducted by player agents in divisions above AAA* to provide all-star voting committee a pool of at least 25 players from which to make its initial all-star roster selections. For division player pools less than 40, all players will be placed into the all-star player pool. Each player votes for a number of players specified at the time of voting by Player Agents. Voting is in person and by secret ballot.

** The All-star selection committee will confer with the AAA Commissioner to determine if there are players who both meet eligibility requirements and should be considered for the age-appropriate all-star team based on skill level and coachability. Those players will be evaluated by the All-star committee. The same process will be followed for 11-year-old players in minors to be considered for the 10/11 year-old all-star team.*

c. Player Agents tabulate player votes for review by the All-Star Selection Committee. The top five players in each minors division and the top five players among the 10/11 year-old players and 11/12 year-old players in majors, by player vote, will automatically be in the FHLL Final All-Star Selection Pool. The remainder of the all-star pool is determined at the discretion of the selection committee using player votes, manager/coach input from the appropriate division as well as volunteer umpire input when available. The pool will consist of a minimum of 20 players for each division of play. If divisions are split, i.e. minors American and National or majors American and National, then there will be two pools of 20 that will be combined for consideration.

d. The All-Star Selection committee will convene to review the player pool. At that time, 7 players will be selected from the player pool to the final all-star roster. The All-star manager will choose the last 5-7 players.

e. Final FHLL All-Star team rosters are quarantined until the release date determined by the President but not sooner than the District release date established by the District Administrator.

E. Selection of All-League Teams

The League selects All-League players for the AA, AAA, Minors and Majors Divisions at the end of each Spring season. The selection of All-League Players is by a combination of Player and Manager voting conducted by Player Agents. Players are selected onto one of two All-League teams and play one game to headline their skills and achievement preferably on a Saturday before All-Stars are announced and when no other games are scheduled.

1. Confidentiality. Confidentiality of all-league deliberations is essential to assure candid discussions of each player. Unauthorized disclosure of all-league discussions is grounds for dismissal from the Board and the League.

2. Selection of All-League Managers and Coaches. The Managers of the two teams with the best regular season record are automatically appointed as Managers of the two FHLL All-League teams in each division. Each All-League Manager selects his All-League coaches from the list of rostered coaches for the season.

3. All-League Roster Size. All-League rosters shall be between 12 and 14 players except more players may be selected to the All-League team if the Selection Committee so agrees.

4. All-League Player Selection and Process. All-League Selection Committees are constituted as follows: President, Vice President, Player Agents and Division Commissioners and Managers.

b. Player Agents conduct Player Voting for each All-League team among players in their respective divisions. Each player votes for the number of players specified at the time of voting by Player Agents. Voting is in person and by secret ballot.

c. Player Agents tabulate player votes. The Committee reviews the voting and those players with coachability or motivational reasons, if any, are, with the approval of Player Agents, placed outside the eligible player pool. The FHLL Final All-League Player Selection Pool consists of the top 24 or so players remaining under consideration.

d. The final list of players are determined by the All-League Selection Committee. The two All-League Managers then divide the teams as equally as possible keeping players from the same regular season team together when possible and schedule a game between the two teams before all-stars are announced.

e. Final FHLL All-League rosters are quarantined until the release date determined by the President.

F. Length of Innings and Games

1. All games start at the scheduled time or not later than fifteen minutes after the last out of the conclusion of a preceding game. The umpire shall keep time and shall advise the scorekeeper of the time the game begins. No new inning shall begin after the time specified in division-specific rules.

2. Managers may confer and agree to postpone a game due to inclement weather or field conditions unless an umpire is present in which case the umpire, although s/he will confer with the Managers, is vested with the sole authority to postpone the game. Games postponed under this provision shall be re-scheduled by the Division Commissioner for the next available date.

G. Participation

1. Managers will assure equal playing time for players in the regular season and in post-season play.

2. There is no penalty for late arrivals. Players arriving after the start of a game are placed at the end of the continuous batting order and bat when their turn next occurs.
3. The initial batting order for each game shall not be changed during the game, except to accommodate late arrivals who are added to the end of the batting order.
4. No player sits out a second defensive inning until all other players sit out one inning and no player will sit out a third inning until all other players have sat out two innings. Exceptions: a starting pitcher does not have to be removed from the mound, illness/injury and the Majors Division. In the Majors division, each player is required to play 4 defensive innings.
5. At the Minors and T-Ball levels, at least 1 defensive inning of infield is required. At AAA, AA, & A, at least 2 defensive innings in the infield are required (if a game is shortened to less than 6 innings, only 1 infield inning is required).
5. A player removed due to injury may return to the game in their original batting slot.
6. An injured or ill base runner is replaced with the player from the same team who made the last out.
7. Players shall play more than one defensive position each game (exception: starting pitcher).

H. Determination of Division Standings

1. Regular season division standings, when used, are determined by winning percentage calculated by game points earned divided by games played. Game points calculate at one point for each win, one-half point for each tie and zero points for each loss.
2. Ties in division standings are resolved by:
 - a. Head-to-head won/loss records;
 - b. Then if tied: number of runs scored in head-to-head competition;
 - c. Then if tied: by a coin flip.
3. Regular season division standings establish post-season tournament seeds.
4. For those divisions which publish standings, Commissioners maintain the official record and report results weekly and at the conclusion of the regular season.

I. Protests

Protests may be lodged in accordance with Official Little League Rules.

J. Rules Specific To Post-Season Tournaments

1. Must have completed at least twelve regular season games.
2. Choose single or double-elimination play based on ability to complete the number of games.
3. The rules for the post-season tournament are the same as the regular season except: games play into extra innings if tied and do not end by a specific time limit.
4. Tournament games called for darkness are settled by score at the end of the last full inning. If tied at that point, the game continues on the next available date until a winner is declared.
5. Regular season won-loss records determine initial seeding for FHLL post-season tournaments. The highest seeded teams are Home in the first round. Subsequently, teams winning in the prior round are Home. If two winning teams from the prior round meet, the one without a tournament loss is Home. If two teams without a loss meet, Home is the highest seeded pre-tournament team. Teams coming out of the losing bracket are Visitors.

K. Forfeits and Call-Ups

1. A team in AA and lower divisions may start and continue play with a minimum of eight players. AAA and higher divisions require nine players at the start of the game or the game or forfeit the game.

2. Managers may agree to scrimmage a forfeited game so as to maximize playing time for players.
3. Call-up players from other teams in the division or from the next lower division may be used to supplement a roster expected to be short at game time. Commissioners shall establish Call Up procedures prior to the start of the regular season.
4. A player who is contacted and accepts a Call-Up shall be considered as if s/he were an original rostered player from the time of acceptance and shall be afforded equal play time w/ all other rostered players (under Participation rule G.4, the Call-Up player is treated as a rostered player).
5. Call-Ups may not pitch.
6. Call Ups may only accept a Call-Up if s/he does not have a FHLL commitment for that time period.

L. Manager Responsibilities

The Manager is responsible to:

1. Model good sportsmanship, fair play, respect for authority, self-control and self-discipline.
2. Set an appropriate practice schedule to develop and raise skill levels.
3. Be familiar with Little League Rules and Regulations and FHLL House Rules.
4. Instruct players on good mechanics, baseball strategy and rules.
5. Promptly report scores and pitch counts after each game.
6. Ensure equitable playing time and defensive opportunities for all players.
7. Model and encourage proper behavior by assistant coaches, parents and spectators at all games, practices and other activities.
8. Participate in all League-sponsored events, scheduled games and practices. When impractical to be present, ensure an appropriate and rostered replacement coach is present.

M. Appropriate Conduct and Disciplinary Action

FHLL officials shall conduct themselves with appropriate decorum and behavior at all times and are committed to not:

- a. Violating any Little League rule or FHLL House Rule;
- b. Taunting players to delay or disrupt play or engaging in unsportsmanlike conduct or condoning or encouraging unfair play or conduct which could disrupt play or jeopardize safety;
- c. Disrespecting authority or responding in an un-sportsman-like manner;
- d. Using obscene, indecent or abusive language or gestures;
- e. Attempting to touch or otherwise engage in a physical confrontation;
- f. Using tobacco products or alcoholic beverages at any FHLL event.

N. Little League Rules & Regulations

1. Dugout Safety.

- a. Managers and coaches are allowed on the field during the game only when they are a base coach or time has been called.
- b. Players may only pick up a bat when getting ready to go to the batter's box to hit; no warm up swings in the dugout.
- c. Only three rostered coaches may be in the dugout during a game – that means no siblings, no parents, no friends, no animals, etc; except that other than rostered coaches may attend injured players or players in need in the event of an emergency.
- d. Players need a mask and cup to warm-up pitchers either in the bullpen or on the field before the game and during or between innings. Adults or non-players may not warm-up pitchers.
- e. Players receiving balls at home plate during pregame warm-ups must wear a mask.

2. Pitching.

Refer to the Little League Rulebook for pitching rules.

- a. Designate a scorekeeper or another game official as the official pitch count recorder to report the count when requested by a Manager or Umpire and to inform the Umpire when the maximum number of pitchers have been thrown. Each manager is responsible for knowing when the pitcher must be removed.
- b. A player may not pitch in more than one game in a day.
- c. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” are charged against pitching eligibility.
- d. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided that pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game provided s/he is eligible based on the pitcher’s record over the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

FHLL House Rules - T-Ball Division

A. Selection of Players

1. Players baseball age 4 to 6 are eligible for T-Ball. Players are assigned to teams by parent request or by the Commissioner if no parent request has been received.

B. Games

1. Scores and team standings are not normally kept in T-Ball.
2. Games are considered started at the scheduled time and end when three innings are completed or one hour has elapsed.
3. An offensive half-inning completes when the offensive team has batted through once.
4. Managers confer and postpone a game due to weather or field conditions as agreed.
5. Batting is by continuous order of the players present and can be changed from inning to inning.
6. Balls hit must pass through the arc for the ball to be considered in fair territory.
7. No bunting.

C. Participation

1. Catchers wear a batting helmet and stand alongside the backstop.
2. No player may play the same position for more than one inning each game.
3. All players play a position in the field.

D. Field Provisions

1. A batting arc is set 15 feet from home plate.
2. 1st and 3rd base are 45 feet from home plate.

E. Team Duties

1. The Home team occupies first base bench; the Visiting team occupies third base bench.
- b. Each Team supplies one new ball at the start of each new game.
- c. Each Team cleans their area before leaving the game.

F. Conduct for On-Field Coaches

1. The defensive team may utilize two coaches in the field.
2. The offensive team may have two adult base coaches and an adult "Tee-Helper" who may assist and coach the batter.
3. When approved by the Commissioner and parents, Coaches may soft toss to advanced batters.

FHLL House Rules - Single A Division

A. Selection of Players

The core age for the A Division is baseball age 7 although players age 6 and 8 can be placed in A Division if requested by the parents and approved by the Commissioner and Player Agents.

B. Scoring

Scores may be kept during each game but are not recorded at the conclusion of each game.

C. Length Of Innings and Games

1. No game shall exceed six innings.
2. No new inning shall begin after one and a half hours of play.
3. An offensive half-inning shall be complete when either three outs have been made or four runs have been scored, whichever occurs first. This applies to all innings including the sixth and final inning.

D. Call-Ups

Single A teams may start and continue play with 8 players or as agreed between Managers and may Call Up players from other A Division teams.

E. Batting Regulations

1. Batting is by continuous order of players present.
2. The initial batting order for each game shall not be changed except to accommodate late arrivals which are added to the end of the batting order.
3. No bunting. Bunting is a "dead ball" situation; the batter incurs a "strike."
4. A batter is Out if the batter:
 - (i) Records a 3rd strike with a missed swing, or
 - (ii) Receives five hit-able pitches unless the batter fouls off the fifth hit-able pitch in which case the batter is Out only upon receiving a sixth hit-able pitch (fouled off or not).
5. Every swinging strike is considered a hit-able pitch.

F. Pitching - Pitching shall be by Coach Soft -Toss.

G. Base Running

1. No runner may advance when the Player Pitcher has received the ball within 10 feet of the pitcher's block.
2. No runner may advance more than one base beyond the last base legally touched when, in the umpire's judgment, a ball is thrown to the Player Pitcher within 10 feet of the pitcher's block for the purpose of ending a play regardless of whether the Player Pitcher catches or stops the ball.
3. The umpire shall call "dead ball" when a batted ball hits the Coach Pitcher and shall award the batter-runner first base and each other runner one base beyond the base occupied when the ball was batted.

H. Home Team Duties

1. The home team will:
 - a. Occupy the first base dugout;
 - b. Supply the umpire with two new balls at the start of each new game;
 - c. Provide one umpire;
 - d. Supply a roster of players and starting lineup to the official scorer and opposing manager before the

game;

- e. Line the field before game time;
- f. Keep the official score book;
- i. Clean their dugout area before leaving a game.

I. Visiting Team Duties

- 1. The visiting team will:
 - a. Occupy the third base dugout;
 - b. Supply the umpire with two new balls at the start of each new game;
 - c. Provide one umpire;
 - d. Supply a roster of players and starting lineup to the official scorer and opposing manager before the game;
 - e. Clean their dugout area before leaving a game;
 - f. Rake the infield dirt areas.

J. Conduct for On-Field Coaches

- 1. The defensive team may deploy two adult coaches in the field.
- 2. The offensive team may deploy two adult base coaches.

K. Determination of Division Standings

The Single A Division does not record standings.

FHLL House Rules - AA Division

A. Selection of Players

Core age for players in the AA Division is baseball age 8. All 9s not drafted into AAA are placed in AA. Some 7s are drafted into AA provided they are requested by parents, recommended by the Commissioner, have one year A Division play and were assessed. There are no 10s in AA.

B. Scoring

1. Scores are kept and recorded for each game. Games tied at the end of time are recorded as ties and not resolved.
2. In the first through fourth innings, an offensive half-inning shall be complete when either three outs are made or four runs scored by the offensive team whichever occurs first. In the fifth and all subsequent innings, an offensive half-inning is complete when either three outs are made or five runs scored by the offensive team whichever occurs first.

C. Pitching – Coach Front Toss

1. A coach or adult designee (the “Adult Pitcher”) from the offensive team pitches to his/her team.
2. The Adult Pitcher pitches the ball from a position in line with home plate, the pitching block and second base and no closer to home plate than 40 feet and no farther from home plate than the pitching block (46 feet).
3. The Adult Pitcher pitches in an overhand motion; s/he may deliver the ball from one or both knees or while seated.
4. No bunting. An intentionally bunted ball is a “dead ball” and the pitch is called a “strike.”

D. Conclusion of an At-Bat

- a. A batter is Out if the batter
 - (i) Records a 3rd strike with a missed swing, or
 - (ii) On the sixth pitch of the at bat, the batter fails to put the ball in play, hits a foul ball or is hit by pitch. If on the sixth pitch the batter hits the ball foul or is hit by pitch, the batter receives a seventh pitch. This rule applies to the seventh and subsequent pitches until the batter swings and misses or the ball is put in play.

E. Dead Ball

1. The ball is dead once secured by an infielder, catcher or pitcher in fair territory on the infield dirt or infield grass.
2. An attempt by an infielder to throw out an advancing runner keeps the ball alive.
3. A runner who has not advanced past the half way point of the base path when the ball is declared dead shall be returned to the previous base.
4. All runners may advance one base if an attempt is made to put out a runner at any base and the ball is thrown past the base but remains in play.

F. Defensive Regulations

1. The defensive team shall have at least three players in outfield positions unless the team only has eight players in which event they must play two players in outfield positions.
2. Outfield players may not put out a runner at any base on a force play.

G. Participation

1. No player may play the pitcher position for more than one defensive inning per game.
2. Every player must play the infield at least one defensive inning per game.
3. Every player present at the start of any game must play four complete defensive innings; except that in cases of shortened games, where a player does not play four defensive innings, the player must be a “starter” in the next scheduled game.
4. Violations of participation rules shall be corrected on the spot when discovered.

H. Interference by Adults on the Field

1. The Adult Pitcher shall accept the ball from the player pitcher and shall not themselves retrieve a ball from the field of play.
2. If a batted ball hits the Adult Pitcher or hits a device used to sit on to deliver the pitch, the ball is “live” and play shall continue.

I. Home Team Duties

1. The home team will:
 - a. Occupy the first base dugout;
 - b. Supply the umpire with two new balls at the start of each new game;
 - c. Provide one plate umpire;
 - d. Supply a roster and starting lineup to the official scorer and opposing manager before the game;
 - e. Line the field before the game;
 - f. Keep the official score book;
 - g. Provide an Adult Pitcher for its offensive half-innings;
 - h. Clean their dugout area before leaving the field.

J. Visiting Team Duties

1. The visiting team will:
 - a. Occupy the third base dugout;
 - b. Supply the umpire with two new balls for each game;
 - c. Supply a roster and starting lineup to the official scorer and opposing manager before the game;
 - d. Provide an Adult Pitcher for its offensive half-innings;
 - e. Clean their dugout area before leaving a game;
 - f. Rake the infield dirt areas;
 - g. Provide one field umpire.

FHLL House Rules – AAA Division

A. Selection of Players

The core ages AAA is baseball age 8, 9, and 10. All 10s not previously drafted in Minors or Majors are drafted into AAA. No age 11's play AAA unless required for safety reasons.

B. Scoring

1. Scores are to be kept and recorded for each game.
2. Games that are tied at the end of the available time period are recorded as ties and are not resolved.
3. No more than 3 runs can be scored by means other than the result of a batted ball or by being forced home each inning.

C. Length Of Innings and Games

1. No new inning shall begin after two hours of play.
2. In the first through fourth innings, an offensive half-inning shall be complete when either three Outs have been made or four runs have been scored by the offensive team, whichever occurs first.
3. In the fifth and all subsequent innings, an offensive half-inning shall be complete when either three Outs have been made or five runs have been scored by the offensive team, whichever occurs first.

D. Forfeits

No team can start play or continue to play with less than nine players although Managers may agree to scrimmage.

E Pitch Count Management

Within 24 hours of the completion of each game, Managers shall report to the Commissioner the names of pitchers and pitches thrown; that information shall be posted on the FHLL website.

F. Home Team Duties

1. The home team will:
 - a. Occupy the first base dugout;
 - b. Supply the umpire with two new balls for each game;
 - c. Supply a roster, lineup and pitching eligibility to the official scorer and opposing manager before the game;
 - d. Line the field before the game time;
 - e. Keep the official score book including the official pitch count;
 - f. Clean their dugout area before leaving the field.

G. Visiting Team Duties

1. The visiting team will:
 - a. Occupy the third base dugout;
 - b. Supply the umpire with two new balls for each game;
 - c. Supply a roster of players, starting lineup and pitching eligibility to the official scorer and opposing manager before each game;
 - d. Operate the score board;
 - e. Clean their dugout area before leaving the field;
 - f. Rake the infield dirt areas.

FHLL House Rules - Minors Division

A. Selection of Players

The core ages for Minors is baseball age 9, 10 and 11. There are no 12s except when not eligible for Majors for safety issues. Minors takes all 11s not drafted into Majors except when safety issues intervene.

B. Scoring

1. Scores are to be kept and recorded for each game.
2. Games tied at the end of the available time are recorded as ties and not resolved.

C. Length Of Innings and Games

1. No new inning shall begin after two hours of play.
2. An offensive half-inning shall be complete when either three outs have been made or five runs have been scored by the offensive team whichever occurs first.

D. Pitch Count Management

Within 24 hours of a game, Managers shall report to the Commissioner the names of pitchers and the number of pitches thrown in the game. This information shall be posted on the FHLL website.

E. Home Team Duties

1. The home team will:
 - a. Occupy the first base dugout;
 - b. Supply the umpire with two new balls for each game;
 - c. Provide pitching eligibility, roster and starting lineup to the official scorer and opposing manager prior to each game.
 - d. Line the field before game time;
 - e. Keep the official score book including the official pitch count;
 - f. Clean their dugout area before leaving the field.

F. Visiting Team Duties

1. The visiting team will:
 - a. Occupy the third base dugout;
 - b. Supply the umpire with two new balls at the start of each game;
 - c. Supply pitching eligibility, roster and starting lineup to the official scorer and opposing manager before each game;
 - d. Operate the score board;
 - e. Clean their dugout area before leaving the field;
 - f. Rake the infield dirt areas.
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FHLL House Rules - Majors Division

A. Selection of Players

The core ages for Majors is baseball age 11 and 12. All 12 s must be placed in Majors unless safety issues intervene.

B. Scoring

1. Scores are to be kept and recorded for each game.
2. Games tied at the end of time are recorded as ties and not resolved.

C. Length Of Innings and Games

No new inning shall begin after two (2) hours of play.

D. Forfeits

No team can start play or continue to play with less than nine players but Managers may scrimmage with less than nine players.

E. Pitching Provisions

Within 24 hours of the conclusion of each game, Managers shall report to the Division Commissioner the names of pitchers and number of pitches thrown. This information shall be posted on the FHLL website.

F. Home Team Duties

1. The home team will:
 - a. Occupy the first base dugout;
 - b. Supply the umpire with two new balls at the start of each new game;
 - c. State the pitching eligibility for each team pitcher to the official scorer and opposing manager prior to the start of the game.
 - d. Provide pitching eligibility, roster and starting lineup to the official scorer and opposing manager prior to each game;
 - e. Line the field before the game;
 - f. Keep the official score book including the official pitch count;
 - g. Clean their dugout area before leaving the field.

G. Visiting Team Duties

1. The visiting team will:
 - a. Occupy the third base dugout;
 - b. Supply the umpire with two new balls at the start of each game;
 - c. Provide pitching eligibility, player roster and starting lineup to the official scorer and opposing manager before each game;
 - d. Operate the score board;
 - e. Clean their dugout area before leaving the field;
 - f. Rake the infield dirt areas.

FHLL House Rules - Intermediate Division

A. General

1. The core ages for the Intermediate Division is baseball age 11, 12 and 13.
2. No new inning shall begin two and a quarter hours (2.25) after scheduled start time. If a game is tied at the end of time, it is declared a tie unless a tournament game.

B. Forfeits

No team can start play or continue to play with less than nine (9) players.

C. Pitch Count Management

Within 24 hours after a game, Managers shall report to the Commissioner the names of pitchers and pitches thrown by each. This information shall be posted on the FHLL website.

D. Home Team Duties

1. The home team will:
 - a. Occupy the first base dugout;
 - b. Supply the umpire with two new Little League baseballs at the start of each new game and additional new or useable Little League baseballs as needed during the game;
 - c. Provide the pitching eligibility, player roster and lineup to the official scorer and opposing manager prior to each game.
 - d. Line the field before each game;
 - e. Keep the official score book including the official pitch count;
 - f. Clean their dugout area before leaving the field;
 - g. Setup, operate, secure the scoreboard and PA equipment. This duty is the responsibility of the FHLL team (home or visitor) playing inter league games at Red Stevens Field.

E. Visiting Team Duties

1. The visiting team will:
 - a. Occupy the third base dugout;
 - b. Supply the umpire with two new Little League baseballs at the start of each new game;
 - c. Provide pitching eligibility, player roster and lineup to the official scorer and opposing manager before each game;
 - d. Clean their dugout area before leaving a game;
 - e. Rake the infield dirt areas after the game.

F. Miscellaneous Rules

1. A pitcher and catcher warming up in foul territory and within the fence require a third player with a glove and helmet to stand between the batter and the players warming up.
2. Due to the inter-league nature of play at these levels, the Division Commissioner may modify rules of play to conform with inter-league agreements.

FHLL House Rules - Junior and Senior Divisions

A. Selection of Players

Core ages for the Juniors Division is baseball age 13 and 14; core age for the Seniors Division is baseball ages 15 and 16.

B. Length of Innings and Games

1. No new inning shall begin two and a quarter hours (2.25) after the scheduled start time. If a game is tied at the end of the time limit, it is declared a tie unless it is a tournament game.
2. The lights at Red Stevens field must be turned off no later than 11:00 p.m.

C. Forfeits

No team can start play or continue to play with less than nine players.

D. Pitching Provisions

Within 24 hours of each game, Managers shall report to the Commissioner the names of pitchers and pitches thrown. This information shall be posted on the FHLL website.

E. Home Team Duties

1. The home team will:
 - a. Occupy the first base dugout;
 - b. Supply the umpire with two new Sr. Little League baseballs at the start of each new game and supply additional new or useable Senior Little League baseballs as needed during the game;
 - c. Provide the pitching eligibility, player roster and lineup to the official scorer and opposing manager prior to each game.
 - d. Line the field before the game;
 - e. Keep the official score book including official pitch count;
 - f. Clean their dugout area before leaving the field;
 - g. Setup, operate, secure the scoreboard and Public Address equipment. This duty falls to the FHLL team (home or visitor) when playing inter league games at Red Stevens Field.

F. Visiting Team Duties

1. The visiting team will:
 - a. Occupy the third base dugout;
 - b. Supply the umpire with two new Senior Little League baseballs at the start of each game;
 - c. Provide pitching eligibility, player roster and lineup to the official scorer and opposing manager before each game;
 - d. Clean their dugout area before leaving the field;
 - e. Rake the infield dirt areas after games.

G. Miscellaneous

1. A pitcher and catcher warming up in foul territory and within the fence require a third player with a glove and helmet to stand between the batter and the players warming up.
2. Due to the inter-league nature of play at these levels, the Division Commissioner may modify rules of play to conform with inter-league agreements.