

Major and Minor Baseball Regular Season Local and Highlighted Rules
(Little League Rules apply unless superseded by Local Rules) Rev 02/2017

1. Time limits

Games during the Week (Sunday – Thursday night)

- A new inning will not start after 8:30 PM
- The game shall stop at 9 PM curfew time.

Games on the weekend when there is following game

- A new inning will not start after 2 hours from the scheduled start time
- The game shall conclude at 2 hour 15 minutes from the scheduled start time. The game will be treated in accordance with Little League Rules 4.10, 4.11, and 4.12.

Games on the weekend (includes Friday night) when there is no following game

- A new inning will not start after 8:30 PM
- The game shall stop at 9 PM curfew time.

2. Each team will field nine players to conduct an official game. (Little League Rules 4.16 and 4.17) A team not having nine players from its roster can utilize one player from that Division. This player must play outfield and bat in the last position of the lineup. A game once officially started can continue with eight players. Under such circumstances the team will play with eight fielders and when the missing players position in the lineup comes up an out will be recorded for that position.

3. If unable to begin a game with nine players then the game will be deemed a forfeit. In this case the time slot for the field should be used by both teams by sharing players for defensive purposes to conduct a scrimmage game. Pitches will count toward established pitching limits. Managers should use this opportunity to have players learn to pitch.

4. The continuous batting order will be used in accordance with Rule 4.04.

5. The League is adopting Rule 6.02(c) requiring the batter to remain in the batter's box with at least one foot during the entire at bat.

6. All roster players in attendance must complete a minimum of three full defensive innings. If a player is unable to fulfill their obligation due to a shortened game then they must start the following game and remain in the game until minimal play for that game and the innings owed from the previous game is fulfilled. (LL Rule IV (i))

7. All players must use an approved batting helmet (Rule 1.16) with a facemask.

8. There is no stealing home when the offensive team is leading by 10 runs. When the last inning is declared by the plate umpire (time or darkness) the stealing restriction is removed.

9. There is no on-deck position. Players must not swing or hold the bat in an unsafe manner. Managers are responsible for the player's behavior at the playing field and at the batting facilities.

10. Players shall remain in the dugout at all times, unless in a defensive position, on the bases, coaching a base or batting. Dugouts shall be cleaned immediately after the game. Following teams and equipment shall not enter the dugout until the previous team has left. Only adults with an ID Badge are allowed in the dugout or on the field, (manager, two coaches or they can be replaced by designated parent helper who has an ID Badge. One authorized adult must be in the dugout at all times.

12. Preparation of the field prior to the game is the responsibility of the **Home Team**.

13. Closing the field and the Equipment Shed at the conclusion of the game including raking and grooming clay areas and rebuilding and placing the tarp on the mound is the responsibility of the **Visiting Team**. Any equipment missing shall be reported to the league immediately.

14. Spectators who fail to exhibit proper decorum through abusive or threatening language or gestures will, at the request of the Umpire, be addressed directly by the team's manager. In the event the behavior is not corrected the league official on duty will intercede and repeat the request. If the behavior isn't corrected the offending person will be told to leave the Park. Failing to do so will result the game being suspended and calling the police for assistance.

15. Managers and coaches wanting to discuss a ruling must first request permission from the Plate Umpire. A Manager or coach shall not approach student umpires. All discussions regarding a Student Umpire's ruling shall be conducted with or by the Plate Umpire. A student umpire can request to consult with the Plate Umpire. Student field umpires may not eject anyone from the game. The Plate Umpire shall handle disciplinary actions. The Plate Umpire may consult with the league official on duty prior to taking action. When a player or manager/coach is ejected, the Umpire will contact the League President immediately following the game and file a written Incident Report with the League within 24 hours. (refer to Rule 4.06, 4.07, 4.08)

16. All managers are required to umpire any games where the league could not schedule one. The home team is responsible for the next game on that field. The manager may elect to use a coach or designated parent helper. The Managers will be notified if they are needed. In the event no umpire is present; the managers shall split the game or designate one of their staff to officiate. **Under no circumstances should a manager use a student umpire behind the plate.**

17. Managers do not have the authority to cancel any games without the approval of the Division Commissioner. Managers must call the rainout number to determine whether the League has canceled the games. Once at the field the decision to play is made by the league official on duty and/or the Plate Umpire.

18. Field supplies should be used wisely. This is one of our most costly expenses. Quick Dry should be used on playing areas only and applied after water has been removed. This is not to be used in the dugouts if possible. Field supervisor or league official on duty shall determine if extraordinary use of supplies is necessary.

Additional Rules for Minor Baseball

M1. A half inning ends when 3 outs are recorded or 5 runs are scored. There is a maximum limit of 5 runs per half inning.

M2. There is no stealing home if the offensive team is leading by 5 runs and there is no stealing any base if the team is ahead by 10 runs. Runners are allowed to take their leads (after the pitched ball reaches the batter) with the liability to be put out. If a play is made to put the runner out then the runners may advance. When the last inning is declared by the plate umpire (time or darkness) the stealing restriction and 5-run rule is lifted. However if the inning is unable to be completed the score reverts back to the last full inning for an official game.

M3. The 10-run mercy rule (4.10(e)) is in effect.