

2018 QUITO LITTLE LEAGUE

Local Rules

QUITO LITTLE LEAGUE LOCAL RULES

Quito Little League's local rules are voted on and approved by the board of directors to enhance or re-inforce official little league rulebook rules. These rules are only enforced during regular season games played at Quito Little League.

Each manager is expected to read the Little League rulebook as it applies to his or her specific division. Except in cases where it is specifically a local rule being discussed, the Little League rulebook takes precedence over the interpretations discussed here.

In the end, games are usually not decided by a single call and the manager or coach who can accept the bad breaks, as well as good ones, is demonstrating an important ideal to the players on his or her team. Learn how and when to make proper appeals (little league rules 2.00, 6.07, 7.10 and 9.02(b)) and be a good sport at every game!

GENERAL LEAGUE RULES

1. Food, gum and sunflower seeds are not allowed during practices or games. Only water and sports drinks are allowed in the dugout.
2. No metal cleats, except in the **juniors division**.
3. No jewelry of any kind (including watches, plastic wristbands, etc.).
4. No casts.
5. Medical alert bracelets are allowed, however the bracelet must be taped up with clear tape to remain visible.
6. All male players in the **A division** and **above** are required to wear athletic supporters with protective cups. Repeated violation of this rule may result in the team manager being ejected or suspended. No male player may start or enter a game without the supporter and cup.
7. It is recommended that there be no more than three (3) practices a week prior to the start of the season and no more than four (4) combined practices and games each week in the **AAA** and **majors divisions**, three (3) combined practices and games each week in the **AA division** and two (2) combined practices and games each week in the **A division** once the season has begun. Tee ball teams usually meet no more than two (2) times per week. Mini-tee ball meets only on Saturday for games.
8. Full team uniforms are only to be worn for spring training games, regular and postseason games and on picture day. Team hats may be worn to all practices.

9. The starting lineup must be submitted to the umpire, scorekeeper and opposing manager 15 minutes before game time (**AA division** and **up**).
10. Official scorekeepers are to offer no information to umpires or coaches, except to prevent an ineligible pitcher from pitching, correct the ball/strike count, if asked, or confirm the number of outs.
11. All batters, base runners and player base coaches must wear helmets.☒
12. Players must not have a bat in their hands while in the dugout.
13. Head first sliding is not allowed, except when returning to a base. Violation of this rule will result in the player being called out.
14. Managers and coaches are not allowed onto the field of play (inside the foul lines) during regular and postseason games for the **AAA** and **majors divisions**, except to help an injured player, adjust field equipment or talk with a player. In any case, they must always ask for and receive time and be allowed to come onto the field by the umpire in charge. In the **AA division**, an extra coach will be permitted in the outfield.
15. No manager, coach or parent is allowed to coach a player from the backstop area or near the opposing dugout.
16. No one is ever allowed to stand directly behind the backstop to coach the pitcher. Anyone who violates this rule repeatedly may be asked to leave the field.
17. Only players, not adults, with a catcher's helmet, glove and protective cup are allowed to catch or warm-up pitchers on the field or in the bullpens. This applies to practices and games alike.
18. In the **AA** through **juniors divisions**, all managers and coaches must be in the dugout with the door closed, unless base-coaching.
19. Only players on a team roster, official coaches and managers are allowed in the dugout (no batboys, mascots, other children or non-coach adults). In the **mini-tee ball** through **AA divisions**, one team parent may have the responsibility of bench coach.
20. The 10- and 15-run rules are NOT in effect for the **AA** and **AAA divisions** during the regular season. Note: Little League has a 5-run limit per inning for the **AA** and **AAA divisions** which is enforced at Quito Little League.
 - 20.1. Quito Little League local rule: The 5-run limit does not apply in the sixth, or declared final inning, however, teams are only allowed to hit through their order once.
21. Manager appeals must be made to the correct umpire. Contrary to popular

belief, the plate umpire cannot overrule the field umpire (or vice-versa). Judgment calls (safe/out, strike/ball, interference/obstruction, etc.) are not subject to appeal.

22. In **mini-tee ball** through **AA division** games, game protests are not allowed. We encourage disagreements to be settled fairly and amicably between the managers, coaches and umpires. In the event of a disagreement that cannot be settled, the umpire's decisions are considered final.
23. Policy for thrown bats: each team (not each player) shall receive a single warning when a player throws a bat. On a second offense for the team, time is called for interference, the batter is out, the ball is dead and no runners may advance. The offending batter is not allowed to hit for the remainder of the game but is allowed to play his defensive position.
24. On fields where cones are used to mark the outer fence, the following rules apply:
 - 24.1. If a ball passes the cones in-flight in fair territory, it is considered a home run.
 - 24.2. A ball that first hits the ground, base, pitching rubber, or other portion of the field and then bounds past the cones, whether it touches a player or not, is considered a ground rule double. Each player receives two (2) bases from the time of the pitch.
25. Two adult base coaches may be used at the discretion of a team's manager. ☐
26. For the **AA** through **juniors divisions**, pitch counts must be submitted within 24 hours of games end.
27. For tie games that are suspended due to rain or loss of light, here are the rules:
 - 27.1. The game picks up where it left off.
 - 27.2. The pitchers of record at suspension continue to be eligible to pitch.
 - 27.3. The pitchers already used in the first part of the game would not be allowed to return to pitch in the continuation as it is still the same game.
28. Only managers are allowed to speak to umpires during games and only after the manager is granted time by the umpire. Coaches, parents and players are not allowed to address the umpire at any time during a game.

DIVISION SPECIFIC POLICIES AND RULES

MINI-TEE BALL & TEE BALL DIVISIONS

The emphasis in these two divisions is on instruction, not on winning or losing. Playing the same few players at key positions (pitcher, first base and second base) hinders the ability to expose our youngest players to all areas of the game. Also, managers are encouraged to use self-control and to not become overly competitive. Remember that you set the tone for the entire team.

1. No score is kept.
2. All players should be rotated through every position and throughout the batting order equally.
3. No new inning may start after 1 hour, 15 minutes (75 minutes).²
4. Every player must bat once in every inning played, regardless of how many outs have been made.
5. When using the tee, an approximate 9-foot radius (3 long paces) quarter-circle is drawn in front of home plate and that area is considered foul territory. (i.e. a batted ball must travel at least 9 feet to be called fair).
6. Every player plays a position in the field.
 - 6.1. Six players can be positioned in the infield: pitcher, first, second, buck short (positioned near second base), shortstop and third base.
 - 6.2. The rest of the players must be placed in the outfield (at least four (4) long paces behind the infielders). This gives the infielders a chance to learn how to make plays and eliminates the confusion created when multiple players converge on the ball at the same time.
7. Adult coaches are allowed on the field to help the defensive players.
 - 7.1. It is best to not have more than three coaches on the field at one time. The batting team's coaches must remain in the coaching boxes at first and third base.
8. The tee will be used throughout the entire season.
9. Base stealing is not allowed.

A DIVISION

Same as tee ball except with these modifications:

1. Games will be three (3) innings in length.
2. A coach may pitch up to five (5) balls. If the batter cannot hit the ball into fair territory after five (5) pitches the ball will be placed on a tee and they can continue to hit the ball. (Note: it is suggested the coach pitcher consider wearing a cup.)
3. While on offense, a maximum of two (2) adult coaches on the field and one (1) adult coach in the dugout.
4. The coach pitcher must pitch from at least half ($\frac{1}{2}$) the distance from the rubber to home plate.
 - 4.1. As the season progresses the coach pitcher should progressively move back toward the rubber, with the goal of having batters hit pitches thrown from the rubber by the end of the season.
5. Play is stopped once a defensive player in the infield has possession of the ball, in-bounds.
6. Teams must play with six (6) infielders: pitcher, catcher, first base, second base, third base, shortstop. Remaining defensive players must play ten (10) steps back on the outfield grass.
7. A defensive pitcher must have one foot in the dirt around the mound.
8. If a runner is put out, they must leave the field.
9. Overthrow rule: A runner may take one (1) extra base on an overthrow per ball put into play. This extra base is taken at the runner's own risk of being tagged out.
 - 9.1. Example 1: if a batter hits the ball to shortstop and the shortstop overthrows first base, the runner may run to second base, at the runner's own risk of being tagged out, but may not advance further on any subsequent overthrow.
 - 9.2. Example 2: if a runner is on first base and the ball is put in play and an overthrow occurs, the runner will be allowed to advance one base, at the runner's own risk of being tagged out if the runner is more than halfway to second base.

AA DIVISION

1. During the regular season, standings are not kept. Wins and losses are not recorded.
2. The field is prepared with a single hash mark denoting the halfway point between third and home.
3. All games are to last six (6) innings, time permitting.
4. Regular season game duration is 1 hour 45 minutes (105 minutes). No new inning may start after 1 hour 45 minutes (105 minutes) from the official start of a regular season game.
5. In the playoffs, there is no time limit to games.
6. The fielding team is only allowed nine (9) players on the field, of which three (3) are outfielders.
 - 6.1. Outfielders are to be positioned 15 feet behind the edge of the grass separating the outfield from the infield.
7. There are no forfeits, even when a team cannot field nine (9) players. All local and Little League Green Book rules still apply to a game played with fewer than nine (9) players on a team.
 - 7.1. Teams are allowed to play an official game with eight (8) players. If fewer than eight (8) players are available, the team with more players is encouraged to loan players to its opponent, so a practice game can be played.
 - 7.2. If a team loses players during the game, the game may continue. Missing players will be skipped in the batting order. There is no automatic out recorded for players missing from the batting order.
 - 7.3. Managers who have less than nine (9) eligible players may remove any position from the field except the pitcher or catcher.
 - 7.4. Late players must be placed at the end of the batting order.
8. Unlimited substitutions are allowed, as long as the minimum play rule (MPR) is met.
9. A player cannot play the position of catcher in the remainder of any game in which they throw forty-one (41) or more pitches.
10. If during player pitch a player pitches the first of his two allotted innings, but is removed by his manager, he may not come back as a player pitcher in subsequent innings.

- 10.1. He may return to the position of pitcher, later in the game, during coach pitch only innings, as long as MPR is met.
11. Two (2) adult base coaches are allowed. One (1) coach is allowed in the outfield for instructional purposes on defense.
12. Intentional bunting is not permitted. The penalty for bunting is an automatic called strike.
13. Games are a combination of coach pitch and player pitch.
 - 13.1. Kid pitch will start the first week of the season.
 - 13.2. During the first week of the season, there will be one inning of player pitch and five innings of coach pitch.
 - 13.3. The **AA division** rep will coordinate and consult with managers to increase the number of player pitch innings through the first few weeks of the season.
14. For regular season play, any half-inning ends when:
 - 14.1. Three outs are recorded, or ☐
 - 14.2. Five runs have scored, or ☐
 - 14.3. All players on the roster have batted once in that half inning.
 - 14.4. Note: This does not apply to the last inning of the game or to any extra-inning which may be necessary during the **AA division** tournament. During the regular season, in the last inning, a team may score more than 5 runs, but they are limited to batting once through their lineup. ☐
15. All players bat regardless of whether they are in the field for defense that inning (continuous batting).
16. Base stealing is not allowed.

AA Division Minimum Play Rules

1. All players must play both infield and outfield positions.
2. For games up to 3 innings, 1 inning in the infield is mandatory. For games lasting 4 to 6 innings, 2 innings in the infield and 1 inning in the outfield are mandatory.
3. It is also required that no player is assigned to a single position for more than two innings in any game.

Overthrow Rule

1. A runner may take one (1) extra base on an overthrow per ball put into play at the runner's own risk of being tagged out.

- 1.1. For example, if a batter hits the ball to shortstop and the shortstop overthrows first base, the runner may run to second base, at the runner's own risk of being tagged out, but may not advance further on any subsequent overthrow.
- 1.2. Another example is if a runner is on first base and the ball is put in play and an overthrow occurs, the runner will be allowed to advance one base, at the runner's own risk of being tagged out.

Stoppage of Play Rule

1. After a batted ball has been put in play, either the umpire will call "time" or the play will be stopped when the ball is secured by any infield player standing in-bounds and in the infield who is also not making a "baseball play".
 - 1.1. A "baseball play" is defined as any action by a defender that could possibly lead to a runner being called out (i.e. fake or actual throws, running towards the base runner with the ball in hand, etc.)
2. The home plate umpire will use the hash mark as a reference to determine whether or not a runner is past third base when a ball is secured by the pitcher or an infielder.
3. If "time" is called before the runner has passed the hash mark, that runner will return to third base, otherwise that runner can finish his advance and any runner crossing the plate will be scored. ☐
4. The field umpire and the home plate umpire will determine if runners who may be attempting to advance from first to second base and/or second to third base should be allowed to complete their advance or return to the previous base by judging where the location of the runners were when "time" was called.
 - 4.1. If the runners are more than halfway to the next base, then they are permitted to advance to that base. If not, they return to the previous base. ☐

Player Pitch Rules

1. There will be a maximum of four (4) innings of player pitch once the league and division representative have determined it ok.
2. During the player pitch portion of the game, a player is allowed three (3) walks, three (3) hit batters, or any combination of the two. After which time a coach from the team at bat will come on the field and throw up to three (3) pitches to

- the batter. The batter must hit one of those three (3) pitches. If the batter does not, he is out. If the batter hits a foul ball on the final coach pitch, then his/her at bat continues and the coach pitcher will throw another pitch.
3. Coaches must use a standard overhand pitching motion to pitch the ball from the pitching rubber. The pitch will be sharp and direct to the catcher's glove. "Lob" pitches are not allowed during coach pitch.
 - 3.1. Penalty: No pitch, the ball is dead and no runners or batters may advance. ☒
 4. During player pitching, after the coach has entered the inning to face his third batter, the player pitcher will remain on the mound for defensive purposes throughout the remainder of the inning. The player pitcher will no longer be eligible to pitch and the coach will pitch for the remainder of the inning.
 - 4.1. Exception: the player pitcher MAY return to pitch in the following inning if that player was not responsible for all three (3) walks, three (3) hit batters, or any combination of the two.
 - 4.2. If a player was responsible for all three (3) walks, three (3) hit batters, or any combination of the two, then that player may not pitch in the subsequent inning.
 5. If a player pitcher hits a batter with a pitch not in the strike zone and not struck at by the batter, it results in the batter being awarded first base. If the pitch was in the strike zone, or struck at by the batter, it is a strike.
 6. If a player thrown pitch hits the batter, the ball is dead. If a coach pitcher hits a batter, the pitch will be called ball or strike and the ball is dead and the batter is not awarded first base.
 7. After the player pitch portion of the game is completed, there will be no infield warm up in between innings in order to speed up the game.
 8. Coach pitchers get three (3) warm-up pitches per inning.
 9. Ten (10) year olds may not pitch in the **AA division** at Quito Little League.

Playoffs

1. End of season tournament brackets are determined by random draw. ☒
2. Regular season rules apply.

AAA DIVISION

1. Games are six (6) innings, time permitting. No new inning may start after 2 hours 15 minutes (135 minutes). In the playoffs, there is no time limit on games.
2. All players in attendance who are eligible will be placed in the batting order. Late arrivals will be placed at the end of the batting order. No automatic outs will be recorded for late arrivals.
3. The failure to field 9 players 10 minutes after the official game start time results in a suspended game. If a team does not alert the board of directors at least 24 hours before game time that they will not be able to field a team of at least 9 players, they will automatically forfeit. If the board of directors is alerted with at least 24-hours notice, the game becomes eligible for rescheduling.
 - 3.1. It is recommended that the original game be played as an exhibition game on the originally scheduled day. If players arrive late and increase the number of total players to 8 or above, the game is still to be considered an exhibition and the players will be eligible to play in the exhibition game.
 - 3.2. Innings pitched in an exhibition game are still counted for a pitcher's or team's pitching eligibility for the week. It is up to the managers to decide whether the individual statistics will be recorded.
 - 3.3. The starting lineups may be altered by the managers without any penalty. All regular game substitution rules and minimum play rules still apply.
 - 3.4. NOTE: In the event that neither team has at least 8 players 10 minutes after the official start time, the game will be automatically suspended and referred to the board for re-scheduling.
 - 3.5. In the event that a team is reduced to less than 8 players during the game, the game will be suspended. If the reduction is due to an ejection, the game may not continue unless a mutual agreement between the managers is reached, then the game may continue as an exhibition game.
4. Players arriving after 4 complete innings may be withheld at the manager's discretion. A player should be given every opportunity to play whenever possible. This is a modification of little league rule 4.01(d).
5. Appeals on umpire calls must be made before the next pitch. There are no appeals in **A** and **AA division** games.

6. Illegal pitches are enforced in AAA. Umpires are encouraged to handle these liberally. In general, illegal pitches involving poor pitching mechanics (winding up from the stretch position, dropping hands, etc.) should not be called unless severe. Stopping the delivery or dropping the ball while on the rubber are examples of illegal pitches that may be called at the AAA level.
7. Little league pitching rules will be strictly enforced including pitch counts. Managers should have the pitchers throw fewer pitches in the early season.
8. For regular season play, any half-inning ends when:
 - 8.1. Three outs are recorded, or, ☐
 - 8.2. All players on the roster have batted once in that half-inning, or ☐
 - 8.3. Five runs have scored. (This means that a maximum of 5 runs can be scored per half-inning). This does not apply to the last inning of the game or to any half-inning in an “extra inning.” For the last inning, a team can score more than 5 runs, but they are still limited to batting through their lineup. ☐
9. Unlimited substitution and continuous batting is used in AAA during the regular season, as long as Quito Little League’s minimum play rule is met.
10. End of season tournament bracket is decided by the last N-1 games in the season (N = number of teams in division).
11. 8-year-old players are required to be drafted before the fifth round or by the end of the fifth round of the draft.

MAJORS DIVISION

Regular Season Play

1. The 10-run rule is in effect. For interlock games it applies after four innings; for league games it applies after five innings.
2. All players in attendance who are eligible will be placed in the batting order. Late arrivals will be placed at the end of the batting order. No automatic outs will be recorded for late arrivals.
3. The failure to field 9 players 10 minutes after the official game start time results in a suspended game. If a team does not alert the board of directors at least 24 hours before game time that they will not be able to field a team of at least 9 players, they will automatically forfeit. If the board of directors is alerted with at least 24-hours notice, the game becomes eligible for rescheduling.
 - 3.1. It is recommended that the original game be played as an exhibition game on the originally scheduled day. If players arrive late and increase the number of total players to 8 or above, the game is still to be considered an exhibition and the players will be eligible to play in the exhibition game.
 - 3.2. Innings pitched in an exhibition game are still counted for a pitcher's or team's pitching eligibility for the week. It is up to the managers to decide whether the individual statistics will be recorded.
 - 3.3. The starting lineups may be altered by the managers without any penalty. All regular game substitution rules and minimum play rules still apply.
 - 3.4. NOTE: In the event that neither team has at least 8 players 10 minutes after the official start time, the game will be automatically suspended and referred to the board for re-scheduling.
 - 3.5. In the event that a team is reduced to less than 8 players during the game, the game will be suspended. If the reduction is due to an ejection, the game may not continue unless a mutual agreement between the managers is reached, then the game may continue as an exhibition game.
4. Players arriving after 4 complete innings may be withheld at the manager's discretion. A player should be given every opportunity to play whenever

possible. This is a modification of little league rule 4.01(d).

5. Little league pitching rules will be strictly enforced including pitch counts. Managers should have the pitchers throw fewer pitches in the early season.
6. The minimum playing requirement (MPR) is nine (9) defensive outs and one (1) at bat for regular season games.
7. Continuous batting will be utilized in all regular season games (head-to-head and interlock.)
8. Quito Little League will play by our local rules during home interlock games and by the opposing team's rules when playing away interlock games.
9. The division representative will determine whether any of the interlock games will count in the season standings.

End-of-Season Tournament Play

1. The champion of the majors division will be determined by a seeded tournament with the format being determined by the division representative and rules committee. See playoff seeding section for seeding information.
2. End-of-season playoff games will be played using the tournament rules found in the Little League Baseball Rulebook.
3. The minimum playing requirement (MPR) for playoffs is two defensive innings (6 defensive outs) and one at-bat.
4. Substitutions are governed by rules 3.03 and 4.04 of the Little League Baseball Rulebook.