

2018 Regular Season Local Ground Rules Minors, Majors Danville Little League

The 2018 Regular Season Local Ground Rules are used in conjunction with the Official Rules of Little League Baseball to govern games in Danville Little League. Questions on these ground rules should be sent to your Division Director, the VP of Baseball Operations, and the UIC.

The following Local Ground Rules apply for 2018. A “Y” means the Local rule applies to that Division. A number in parenthesis means there’s a note associated with the rule at the end of this document.

Rule	Majors	AAA	AA	A	Farm
Mandatory play – 9 defensive outs (1)	Y	Y	Y		
Mandatory play – 12 defensive outs (1)				Y	Y
Player must play at least 3 defensive outs in the infield (1)	Y				
Player must play at least 6 defensive outs in the infield (1)		Y	Y	Y	Y
Player cannot play the same position for more than 6 defensive outs (1)				Y	Y
Continuous batting	Y	Y	Y	Y	Y
Base runners must stay in contact with the base until the ball is hit (2)					Y
Ball lodged in backstop (3)	Y	Y	Y	Y	Y
10-run “Mercy” rule (4)	Y	Y	Y	Y	
5-run maximum per inning (1 st thru 5 th inning) (5)		Y	Y	Y	
10 th batter rule (6)					Y
Game Time Limits (7)	Y	Y	Y	Y	Y
Stealing allowed (see rules immediately following)	Y	Y	Y		
Runner(s) may not advance beyond the stolen base due to an overthrow in a defensive attempt to throw a runner out, through April 13 th . (8)			Y		
Stealing home allowed only after April 13 th (8)			Y		
4 adults allowed in dugout				Y	Y
Infield fly rule not used				Y	Y
Coach pitch (9)				Y	Y
10 defensive players (10)				Y	Y
Dead ball – inside the baseline (11)				Y	Y
Dead ball – base runners (12)				Y	Y
Outfielder cannot make a play in the infield (13)				Y	Y
7 pitches per batter (14)				Y	
5 pitches per batter (15)					Y
Catch In foul territory (16)	Y	Y	Y	Y	
Players must wear a helmet when retrieving a bat	Y	Y	Y	Y	Y
On deck batters may not have a bat in their hands unless they are the first batter of the inning	Y	Y	Y	Y	Y
Game Coordinator (17)	Y	Y	Y	Y	
Any hit that flies past the pylons is a home run and any hit that rolls past the pylons is a ground rule double (18)				Y	
Dropped third strike (19)	Y				
All pitchers limited to 50 pitches until after April 13 th (May finish batter)	Y	Y			
All pitchers limited to 35 pitches until after April 13 th , then limited to 50 pitches for remainder of season & playoffs. (May finish batter)			Y		
Visits of the manager or coach to the pitcher at the mound. (20)	Y				

1. Mandatory Play. A player must play the mandatory amount of defensive outs during a game. If the game is shortened from 6 complete innings then mandatory play is not required for that game. However, all Managers are encouraged to promote equal playing time for the players on their team.

Mandatory Infield Play. Each player must play 3 defensive outs in the infield within the first 4 innings of play.

Maximum Infield Play (Farm & A Only): For the Farm and A Divisions, no player may play more than 12 defensive outs in the infield, and a player may not play the same infield position for more than 6 defensive outs.

REGULAR SEASON ONLY - No player shall sit out more than one inning during a game until all other players on the team have sat out at least one inning during the game (except the pitcher), and no player shall sit out more than two innings during a game until all other players on the team have sat out at least two innings (except the pitcher). Failure to promote equal playing time will be handled promptly by the Division Director and/or League Conduct Committee. Penalties for non-compliance with this rule will include a suspension of the manager for one game (first offense) and additional consequences for subsequent offenses.

Make-Up: Any player(s) not meeting minimum mandatory play requirements shall start the next scheduled game, play any previous requirement not completed and the requirements for the next game before being removed.

2. Base Runners Must Stay In Contact With The Base Until The Ball Is Hit. Applies to Farm only. All other Divisions are governed by Rule 7.13 of the Official **Regulations and Playing Rules** book.
3. Pitched Ball Lodged In Backstop. If a pitched ball lodges in the backstop, then all runners advance one base. For purposes of this rule, "lodged" shall mean that the player retrieving the ball from the backstop is impeded in his/her attempt to pick up the ball because it is stuck in the fence.
4. 10-Run "Mercy" Rule. The 10-run rule is enforced as described in Rule 4.10(e) in the **Official Regulations and Playing Rules** book. It will be enforced for divisions A, AA, AAA, Majors. At the A, AA, AAA and Majors level, this rule applies if a team is ahead by 10 or more runs after 4 innings or after 5 innings.
5. 5-Run Maximum Per Inning (1st thru 5th inning). Applies to the A, AA, and AAA levels only. Not to be in effect in the 6th or final inning. Since this may require planning on the part of both managers and the umpires, the "final inning" must be declared prior to the start of the inning, so that both teams have equal batting opportunities in the final inning. For example, if it appears the game will end in the 5th inning then the managers and umpires should decide before the start of the 5th inning that there is no "maximum number of runs allowed" in the 5th inning.
6. 10th Batter Rule. When the 10th batter of any inning (other than the 6th inning or higher) comes to bat the scorekeeper informs the umpires and managers before the first pitch. For the purposes of this rule, there are now two outs. The inning is "over" if a third out is made, or if a fielder is holding the ball and preventing runners including the batter-runner from advancing further. This ends the inning immediately.
7. Game Time Limits.
The game starts when the pre-game meeting between the managers and umpires concludes. At that time the plate umpire must inform the official scorer of the game start time, and the official scorer will write this time in the scorebook.

In Farm, A, and AA, the following game time limits apply to all regular season games:

- No new inning starts after 1hr 50mins from game start time unless the game is tied or unless 4 innings have not been completed. Umpire is official time keeper - he or she may ask scorekeeper for a reminder at Umpire's discretion.
- Hard stop after 2hrs 15mins from game start time. There is no limit to number of extra innings if the game remains tied, but the game must stop after 2hrs 15mins.

Exception: when there is no following game on the same field on the same day and less than 4 innings have been played, the game will continue until 4 innings are complete. A tie game is allowed.

In AAA and Majors, when there is a following game on the same field on the same day (Saturday games except the final game of the day):

- No new inning starts after 1hr 50mins from game start time unless the game is tied or unless 4 innings have not been completed. Umpire is official time keeper - he or she may ask scorekeeper for reminder at Umpire's discretion.
- Hard stop after 2hrs 15mins from game start time. There is no limit to number of extra innings if the game remains tied, but the game must stop after 2hrs 15mins.
- The following game must start on time, even if previous game takes full 2hrs 15mins. Example: if a 9am game ends at 11:15am, the next game must start at 11:30am which means no infield warm-ups for either team.

In AAA and Majors, when there is not a following game on the same field on the same day (weeknight games and the final game on Saturday):

- No hard stop
- Continue game to conclusion, or game called.

If a game is called due to time limitations, darkness or weather, Rules 4.10–4.12 apply.

8. In the AA division, only in games through April 13th, runner(s) may not advance beyond the stolen base due to an overthrow or defensive error in the attempt to throw a stealing runner out. This rule encourages the defensive team to attempt to catch stealing runners without the risk of giving extra bases.

Stealing Home Allowed Only After April 13th. A runner on 3rd base may advance to home only if the ball is hit, they are forced to advance by the action of a following runner that is not stealing, or if the umpire awards bases to any runner that may cause the runner on third to advance to home. In all games after the April 13th this local ground rule is no longer in effect.

9. Coach Pitch. The Manager or Coach will pitch overhand to his own team. One foot or knee must be inside the pitching circle when the ball is released. A Manager or Coach is not allowed to sit on a bucket or anything similar while pitching. If there is no pitching circle the COACH-PITCHER must be on a straight line between home and 2nd base AND between 41 and 46 feet from home plate when he releases the pitch. If the COACH-PITCHER interferes with a hit ball, the play is dead and the pitch does not count. The batter returns to hit and the base runners return to their starting bases.
10. 10 Defensive Players. The defensive team can have a maximum of ten players on the field. Four must be in the outfield, not on the infield dirt, and no "short fielder" is allowed. Defensive position changes are not allowed during an inning unless there is an injury or safety concern. To request a position change, a time out will be called by the team requesting the change. Both managers shall meet and communicate the necessity.
11. Dead Ball – Inside the Baseline. If any infielder, including the pitcher, has control of the ball inside the base paths, the play is dead. Any base runner less than halfway to the next base must return to the last base occupied. Any runner more than halfway to the next base is awarded that next base unless it would cause two runners to occupy one base. If the halfway point is not marked or defined then the umpires decide. The Coach-Pitcher will avoid contact with the ball until the play has ended. If the Coach-Pitcher unintentionally touches the ball but does not cause interference, then the play continues. Umpire's decisions under this rule are a judgment call, cannot be appealed, and are final.
12. Dead Ball – Base Runners. If any infielder, including the pitcher, has control of the ball inside the base paths, with the intent of making a play on a runner or the batter-runner, the ball is not dead and the play continues. The Coach-Pitcher will avoid contact with the ball until the play has ended. If the Coach-Pitcher unintentionally touches the ball but does not cause interference, then the play continues. Umpire's decisions under this rule are a judgment call, cannot be appealed, and are final.
13. Outfielder Cannot Make a Play in the Infield. An outfielder is not allowed to make a play at a base (force out) or make a tag on a runner under any circumstances. The outfielder must either throw or hand the ball to an infielder. In the event the outfielder attempts to make a play at the base or make a tag on a runner, the runner will be deemed safe and the play will continue until there is a "Dead Ball" situation.

14. 7 Pitches Per Batter. Each batter is allowed a maximum of seven pitches:
- No balls will be called and no walks are awarded.
 - Three strikes and the batter is called out, unless the third strike is a foul ball.
 - If the 7th pitch results in a foul ball, the batter gets one additional pitch. If the additional pitch results in a foul ball, the batter gets an additional pitch. This continues until such time as the final pitch is not a foul ball.
 - If a pitch hits a batter then the ball is dead and the pitch does not count.
 - If the Umpire declares “No Pitch” then the pitch does not count.
15. 5 Pitches Per Batter. Each batter is allowed a maximum of five pitches:
- No balls will be called and no walks are awarded.
 - After 5 pitches, regardless of what happened, if there is no hit the ball is put on a tee until the batter hits a fair ball.
 - If a pitch hits the batter then the ball is dead and the pitch does not count.
16. Catch In Foul Territory. Foul territory is that part of the playing field outside the first and third base lines, extended to the fence and perpendicularly upwards. When the fence does not continue to the outfield wall (as with most DLL fields), an imaginary line shall be extended from the end of the fence in a straight line to the outfield wall. If a fly ball is caught in fair or foul territory, and the defensive player falls into a dead ball area or his momentum takes him into a dead ball area but he does not fall, then the play will be governed by Rule 5.10(f).
17. Game Coordinator. Little League Rule 9.01 (a) requires an adult (age 18 or older) umpire be present at every game for which there are umpires. Danville Little League provides two umpires per game in the A, AA, AAA, Majors. In the event at least one of the two umpires is not an adult, the Visiting team will be required to provide a “Game Coordinator” (a.k.a. Umpire in Charge) – an adult who is 18 or older. Their high-level responsibilities are to maintain safety, discipline and order on the playing field during the game; and to call a game in the event of weather or darkness. The process we will use for is as follows:
- The Game Coordinator will not be involved in appeals plays, will not make safe/out calls, or be involved in any other duties other than those described above. Specific duties will be documented prior to the season, provided to each person designated as a Game Coordinator at game time, provided to the managers, and kept in each equipment bin for easy reference.
 - Prior to the beginning of each league game, the plate umpire will determine whether one of the two “provided” umpires is 18 or older. If at least one is an adult, then the plate umpire will instruct the scorekeeper to write that person’s name in the scorebook. Under this scenario, the Visiting team is not required to provide a Game Coordinator.
 - If neither of the two “provided” umpires is an adult, then the Plate Umpire will ask the Visiting team to provide a Game Coordinator. For the Jr/Sr/BL Divisions, the Plate Umpire will ask the Home team to provide a Game Coordinator, since the Visiting team will not be from DLL.
 - If the Visitors cannot provide a Game Coordinator, then the game cannot be played. (It is their responsibility to provide a Game Coordinator, even if that person ultimately comes from the Home team.)
 - The scorekeeper will write the name of the Game Coordinator in the official scorebook.
 - The Game Coordinator will be stationed on the 3rd base side, off the field of play, near the end of the fence.
 - The two “provided” umpires will officiate the game from their usual positions.
 - The Game Coordinator must stay for the entire game.
18. Any hit that flies past the pylons is a home run and any hit that rolls past the pylons is a ground rule double. Pylons will mark the limits of the outfield at 150 feet. Regardless of being touched by a defender any hit that flies past the pylons is a home run and any hit that rolls past the pylons is a ground rule double. Exception: if the Umpire rules the fielder intentionally makes contact with a ground ball and it rolls past the pylons, they shall immediately indicate this to both teams (arms in the air) and it is still a “live ball” and all runners can advance any base at his/her own risk.
19. A batter is out when a third strike is not caught by the catcher when 1st base is occupied before two are out. [rule 6.05(b)]

20. Adopting Item #8 from the 2018 Little League Congress which affects Rule 8.06(a) and (b)

8.06 - This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.

(a) A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

(b) A manager or coach may come out two times in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.