



Fort Hunt Little League



2021 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. Commissioners place players of baseball age 13, 14, 15 or 16 on teams in the Intermediate, Juniors or Seniors Division to achieve balance. Players baseball age 7 through 12 in FHLL AA, AAA, Minors and Majors are placed on teams, through a communal process between the Player Agents, Managers and Coaches, based on prior performance and an annual skills assessment.
2. Skills Assessment procedures:
 - a. On behalf of the Board, Player Agents conduct annual skill assessments with the assistance of the Registrar, Commissioners, prospective Managers and other members of the Board.
 - b. Assessments are done by Managers and Coaches (at least one per team).
 - c. Player Agents aggregate assessment scores and finalize the divisional cut lines based on consolidated assessment scores, looking for the first statistical break just above the minimum needed for divisional rosters.
 - e. Player Assessment scores are maintained by Player Agents in confidence and are made available only to Board members and player selection attendees.

C. Player Selection Procedures

1. Player selections for Divisions AA through Majors 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 team selection is determined by the Player Agents.
3. There will be a Player Agent meeting between the Player Agents, Division Commissioners, Managers, President and Vice President to review designated player pool. Additional persons may be invited at the discretion of the President and Vice President
 - a. Player Agents share collated assessment scores back with managers and coaches for a chance to review prior to team selection
 - b. There will be a discussion for players who did not attend the skills assessment.
 - c. There will be a communal discussion to identify travel players, pitchers, catchers and like-for-like players for the Manager and Coach kids
4. Team selections for age 12 and under start with the Majors Division followed by the Minors, AAA and AA Division. All players in the player pool are available, and unselected players flow to the next lower division.
5. Player Agents coordinate dates for each team selection. Attendees shall include the President, Vice President, Player Agents, Commissioner, Registrar, and division Managers and Coaches. Player Agents will distribute the player pool, which has already been reviewed by the participants at the Player Agent meeting.
6. Communal Team Selection Process
 - a. Through open discussion among Player Agents, Managers and Coaches, players are divvied out in order to get the right balance across teams.
 - b. Managers and Coaches help each other to ensure every team can pitch, catch, and hit relatively equally
 - c. Parent requests are considered as best as possible, without upsetting competitive parity
 - d. Player Agents will keep track that teams are balanced with pitchers and catchers
 - e. Player Agents have final say in all team selections
8. At the discretion of the Player Agents, team selection results may be quarantined for up 48 hours to allow time for Player Agents to contact parents and resolve issues if any. Managers release team rosters when cleared to do so by Player Agents.
9. The process by which FHLL Player Selections are conducted is as follows:
 - a. All baseball age 12s selected into Majors except some age 12s with safety concerns may be designated for Minors upon approval of the President, the Majors Commissioner and Player Agents and with the concurrence of the parents and District Administrator.
 - b. The balance of Majors Division is made up of higher assessed 11s. On rare and exceptional cases, extremely high-performing 10's who are far better than LL-aged peers and/or on grade level can be considered for the Majors Player Pool upon approval of the President, the Majors Commissioner and Player Agents and with the concurrence of the parents.
 - c. Minors: all age 11s not selected into Majors will be selected into Minors. Top-assessing 10s and, on rare and exceptional cases, extremely high-performing 9s are placed on the Minors Player Pool.
 - d. AAA: baseball age 8s, 9s and all remaining 10s are selected into AAA. No age 11s selected into AAA except some age 11s with safety concerns may be designated for AAA upon approval of the President, the Minors and AAA Commissioners and Player Agents and the concurrence of the parents.
 - e. AA: AA primarily selects age 8s and 9s with some high-assessing 7s; no 10s are selected into AA except some age 10s with safety concerns may be designated for AA upon approval of the President, the AAA and AA Commissioners and Player Agents and concurrence of the parents.
 - f. A: The A Division takes all age 7s and all 8s remaining from the player pools.

D. 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 until an umpire arrives at which time the umpire, after conferring with the Managers, has sole authority to postpone the game. Games postponed under this provision shall be re-scheduled by the Division Commissioner for the next available date.
3. Managers may extend the length of a game deemed over by the umpire under the Little League run rule if both teams agree to continue play. The recorded result of the game is determined by the run rule and not the extended play. Extended play will be treated as a scrimmage under game conditions. Umpires have the option to continue to call the scrimmage or depart after they call the game by run rule. Pitch counts will be kept for scrimmage play in this format and reported under normal procedures. Extended play is solely for player development.

E. Participation

1. Even play time: Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
2. 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. Batting order: All divisions will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury or late arrivals that are added to the end of the batting order.
4. Participation. Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning and no player sits out a third (3rd) inning until all other players have sat out two (2) innings except in the Majors Division, where a starting pitcher may stay on the mound for six (6) consecutive innings before sitting out. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
5. Infield Play. Within the first four (4) innings of a game, players in A, AA and AAA Divisions play at least two (2) defensive innings in the infield. Within the first four (4) 4 innings of a game, players in the Minors and Majors divisions must play at least one (1) defensive inning in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the manager.
6. Returning after injury. A player removed due to injury may return to the game in their original batting slot.
7. Replacement. An injured or ill base runner is replaced with the player from the same team who made the last out.
8. Defensive play. Players shall play more than one (1) defensive position each game (exception: starting pitchers in Majors). Within the first four (4) inning of a game, players in A, AA and AAA Divisions, players need to play two (2) different positions

F. 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 win/loss records.
 - b. Then if tied: number of runs scored in head-to-head competition.

- c. Then if tied; number of runs scored against in head-to-head competition.
 - d. Coin flip.
3. Regular season division standings establish post-season tournament seeds.

G. Protests

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

H. Forfeits and Call-Ups

1. In A-Ball and higher divisions, teams may start and continue play with a minimum of eight (8) players at the start of the game. Team unable to field eight (8) players will forfeit the game. In the event of forfeit, either before the start of play or during play, the official score for the game will be recorded as 6-0 for the winning team. If a forfeit occurs during play (for whatever reason), the pitch counts for each team shall be recorded at the time of forfeit.
2. Managers may agree to scrimmage a forfeited game to assure players get on the field. In the event a scrimmage is played, pitch counts shall be recorded for future pitcher eligibility.
3. Call-up players from the next lower division or from another team in the same division may be used to supplement a roster expected to be short at game time. Commissioners shall establish Call-up procedures before 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 with all other rostered players (under Participation Rule G.4, the Call-Up player is treated as a rostered player), with the exception that the Call-up player will be placed at the end of the batting order.
5. Call-ups may not pitch.
6. Call-ups may only accept a Call-up if s/he does not have another FHLL commitment for that period.

I. 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. Know 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 within 24 hours of the completion of a game via the FHLL website.
6. Ensure equitable playing time and defensive opportunities for all players per the FHLL House rules.
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.

J. Appropriate Conduct

FHLL officials shall conduct themselves with appropriate decorum and behavior at all times and will not:

1. Knowingly violate a Little League or FHLL House Rule.
2. Taunt players to delay or disrupt play or engage in unsportsmanlike conduct or condone or encourage unfair play or conduct which could disrupt play or jeopardize safety.
3. Disrespect authority or respond in an un-sportsman-like manner.
4. Use obscene, indecent or abusive language or gestures.

- 5. Attempt to touch or otherwise engage in a physical confrontation.
- 6. Use tobacco products or alcohol at any FHLL event.

K. 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 warmup swings are allowed in the dugout.
- c. Only three (3) 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 situation.
- 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

- a. Refer to the Little League Rulebook for pitching rules.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A
9-10	75	1-20	21-35	36-50	51-65	66-75
11-12	85	1-20	21-35	36-50	51-65	66-85
13-14	95	1-20	21-35	36-50	51-65	66-95
15-16	95	1-30	31-45	46-60	61-75	76-95

- b. 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 pitches has been thrown. b. Each manager is responsible for knowing when the pitcher must be removed.
- c. A player may not pitch in more than one game in a day.
- d. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” are charged against pitching eligibility.
- e. 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.
- f. Managers are required to track all pitches by players participating in both FHLL and travel baseball leagues to prevent player injury. Apply the table above to determine proper rest periods for the total of FHLL and travel team pitching.

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.

Example 4: A league age 12 pitcher delivers 85 pitches in a game on Sunday for a travel team. The pitcher is eligible to deliver 85 pitches for a travel team on Friday. The pitcher instead delivers only 20 pitches for the travel team on Friday so is eligible to pitch for a FHLL team on Saturday.

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

L. Selection of Fort Hunt Little League All-Star Teams

1. The FHLL All-Star selection process is conducted by Player Agents and accords with Little League International rules.
2. 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.

3. Selection of All-Star Managers and Coaches

a. Any manager or coach that is interested in being a manager or coach on an all-star team must submit an application to be considered. Only those individuals that have managed or coached in FHLL during the entire spring season will be eligible to be part of the all-star process. FHLL will not roster coaches at the end of the season just to allow them to manage a team. The process will be as follows:

- (i) Any FHLL manager or coach interested in being an all-star manager or coach will complete the online application.
- (ii) An All-Star committee will be created to review the applications. The committee will be made up of the FHLL President, three other FHLL board members, and three non-board members. The FHLL President will only vote in the event of a tie. The non-board members will represent the different age groups under consideration.
- (iii) The committee will review and approve the overall list of prospects and present their manager recommendations to the FHLL board. Once the board approves the managers, the managers will then have the opportunity to select their coaches from the list of approved coaches.

b. Managers may add assistants to their practice staff, but those assistants will not be part of the affidavit or be in the dugout during games. All assistants working with the players require a completed LLI Volunteer Application and a FHLL administered background check.

3. All-Star Roster Size

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 at least eight (8) games played by their team during the regular season.

4. All-Star Player Commitment

a. Families will be asked to sign a commitment letter before the commencement of the All-Star selection process. This letter will outline:

- (i) Player commitment, if selected, to attend all team events. Exceptions will be made for illness and school commitments.
- (ii) The All-Star participation fee.
- (iii) The estimated tournament dates, practice dates, and any other team requirements.
- (iv) Removal from the team for failing to meet agreed upon commitments.

b. A link to the commitment letter will be sent out via e-mail for electronic signature.

c. Player agents are responsible for tracking commitment letters and compiling a list of eligible players.

- (i) Player agents will include all players on the player-voting ballot to allow for All-league selection.
 - (ii) Player agents will remove players from the potential All-Star if they have not signed the commitment letter.
5. All-Star Player Selection Committee and Process
- a. The league will host at least one (1) All-Star informational meeting.
 - b. 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.
 - c. Player Agents conduct Player Voting among players in Divisions above AA, which have players in Little League International All-Star age-groupings. Each player votes for eight (8) players. Voting is in person and by secret ballot. Each player vote will count for one (1) point in the player selection process.
 - d. Each FHLL team manager and the one (1) rostered coach per team will be allowed to vote for eight (8) players. A minimum of four (4) of those players must be from teams other than their own. Manager and coach votes will count for three (3) points.
 - e. Player Agents tabulate manager, coach, and player votes and present the top twenty (20) players for review by the All-Star Selection Committee. During this review, players with coachability or motivational issues, if any, may be removed from consideration. The FHLL Final All-Star Selection Pool consists of the remaining top twenty (20) players (the “Final 20 All-Star Selection Pool”) who are also available for all or most of the projected all-star season.
 - f. The three (3) available players with the most manager, coach, and player votes and acceptable to the Committee are automatically selected to the All-Star team. The All-Star Selection Committee then convenes and selects the next six (6) players. The All-Star Manager selects the remaining three (3) or more players to round out the team. The additional players chosen by the All-Star Manager require approval from the President and Vice President within 48 hours of the All-Star Selection Committee meeting. The President and Vice-President may consult with members of the committee, if necessary, before final approval. Approval from the President and Vice President is also required if the All-Star Manager adds additional player(s) to the roster after the All-Star season has started (due to injury, availability, etc.)
 - g. 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. Unauthorized disclosure of All-Star selection is grounds for dismissal from the Board and League.

M. 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 and approved by the Selection Committee. All-League players are then selected onto one of two All-League teams and play one game to showcase their skills usually on a Saturday before All-Stars are announced. No other games are scheduled on All-League Day.

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

Managers of the two teams with the best regular season record are Managers of the two FHLL All-League teams in each division. Each All-League Manager selects coaches for the All-League Game from regular season coaches.

3. All-League Roster Size

All-League rosters shall be between 12 and 14 players; more players may be selected to the All-League team if approved by the Selection Committee.

4. All-League Player Selection and Process.

- a. All-League Selection Committees are comprised of the President, Vice President, Player Agents and the respective Division Commissioner and Managers.
- b. Player Agents conduct Player Voting for each All-League team among players in each division with All-League selections. 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 is determined by the All-League Selection Committee. All-League Managers then divide the teams as equally as possible keeping players from the same regular season team together when possible. The Managers then schedule a game between the two All-League Teams before All-Stars are announced.
- e. Final FHLL All-League rosters are quarantined until the release date determined by the President.

N. Rules Specific to Post-Season Tournaments

1. Only teams that complete twelve (12) or more regular season games are eligible for post-season tournament play.
2. Choose single or double-elimination play based on time available to complete the number of games.
3. Rules for post-season tournaments are the same as the regular season except that 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 the score at the end of the last full inning as long as four (4) innings have been completed. If tied at that point, the game continues on the next available date until a winner is declared.
5. Regular season win-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, the highest seeded pre-tournament team is Home. Teams coming out of the losing bracket are Visitors.

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. Scoring

1. Scores are not kept in T-Ball.

C. Games

1. Games are considered started at the scheduled time and end when three (3) innings are completed, or one (1) hour has elapsed.
2. An offensive half-inning completes when the offensive team has batted through once.
3. Managers confer and postpone a game due to weather or field conditions as agreed.

D. Batting Regulations

1. Batting is by continuous order of the players present and can be changed from inning to inning.
2. Balls hit must pass through the arc for the ball to be considered in fair territory.
3. No bunting.

E. Participation

1. There will be no catcher in T-ball.
2. No player may play the same position for more than one inning each game.
3. All players play a position in the field.

F. Field Provisions

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

G. Home Team Duties

1. Occupy the first base dugout.
2. Supply one (1) new ball at the start of each new game.
3. Clean their dugout area before leaving the field.

H. Visiting Team Duties

1. Occupy the third base dugout.
2. Supply one (1) new ball at the start of each new game.
3. Clean their dugout area before leaving the field.

I. 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.

J. Determination of Division Standings

1. T-Ball does not record standings.

FHLL House Rules - Single A Division

A. Selection of Players

1. 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, or not drafted into the AA division.

B. Scoring

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

C. Games

1. No game shall exceed six (6) innings.
2. No new inning shall begin after one and a half (1.5) hours of play.
3. An offensive half-inning shall be complete when either three (3) outs have been made or four (4) runs have been scored, whichever occurs first. This applies to all innings including the sixth (6th) and final inning.

D. Call-Ups

1. Single A teams may start and continue play with eight (8) players or as agreed between Managers and may Call-up players from other A Division teams.

E. Pitching

1. Pitching shall be by Coach Soft-Toss on a knee.

F. 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, and 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 (5) hit-able pitches unless the batter fouls off the fifth (5th) 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.

G. Base Running

1. No runner may advance when the Player Pitcher has received the ball within ten (10) feet of the pitcher's block.
2. No runner may advance more than one (1) base beyond the last base legally touched when, in the umpire's judgment, a ball is thrown to the Player Pitcher within ten (10) feet of the pitcher's block to end 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 (1) base beyond the base occupied when the ball was batted.

H. Participation

1. Even play time. Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
2. 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. Batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures or late arrivals that are added to the end of the batting order.
4. Participation. Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
5. Infield Play. Within the first four (4) innings of a game, players in A Division play at least two (2) defensive innings in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the manager.
6. Returning after injury. A player removed due to injury may return to the game in their original batting slot.
7. Replacement. An injured or ill base runner is replaced with the player from the same team who made the last out.
8. Defensive play. Players shall play more than one (1) defensive position each game. Within the first four (4) inning of a game, players in A Division need to play two (2) different positions

I. Home Team Duties

1. Occupy the first base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide one umpire.
4. Supply a roster of players and starting lineup to the official scorer and opposing manager before the game.
5. Line the field before game time.
6. Keep the official score book.
7. Clean their dugout area before leaving the field.

J. Visiting Team Duties

1. Occupy the third base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide one umpire.
4. Supply a roster of players and starting lineup to the official scorer and opposing manager before the game.
5. Clean their dugout area before leaving the field.
6. Rake the infield dirt areas.

K. Conduct for On-Field Coaches

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

L. Determination of Division Standings

The Single A Division does not record standings.

FHLL House Rules - AA Division

A. Selection of Players

1. 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 it is requested by parents and recommended by the Commissioner and the players participated in Assessments and have one-year A Division play. Except for payer safety issues, there are no age 10s in AA.

B. Scoring

1. Scores are kept and recorded for each game.
2. Games tied at the end of time limit or at the conclusion of the sixth inning are recorded as ties and not resolved.

C. Games

1. No game shall exceed six (6) innings.
2. An inning begins immediately upon the end of the preceding inning.
3. No new inning shall begin after two (2) hours of play.
4. An offensive half-inning shall be complete when either three (3) outs have been made or four (4) runs have been scored by the offensive team, whichever occurs first.
5. There will be no time limit in playoff games.

D. Call-Ups and Forfeits

1. No team can start play or continue to play with less than eight (8) players. When starting or continuing play with eight (8) players, an out will be called when the team batting reaches the spot of the missing batter. Managers may scrimmage with less than eight.
2. Managers may Call-up players from A-Ball Division teams or a player from another team in the same division may be used to supplement a roster expected to be short at game time.
3. See Section H for specific Call-up rules.

E. Player Pitching Innings

1. Player pitch will be done throughout the entire season and plate umpires will umpire player-pitch innings as available.
2. The 1st, 2nd, and 3rd innings are designated as player-pitch innings. The 4th, 5th and subsequent innings are designated as coach-pitch innings.
3. For player pitch innings, the strike zone will include “at the letters” to “bottom of the knees” with the benefit of the doubt being extended to the pitcher on all close calls, particularly those involving the inside and outside corners. Umpires, as available, will call pitches for the first three innings, interpreting the strike zone as appropriate to keep the game moving.
4. The pitching distance will be forty (40) feet from the back of home plate to the front of the pitching rubber, on flat ground.
5. If a pitcher hits three (3) batters in an inning, the pitcher must be removed from the pitching position.
6. Pitchers, once removed from the mound, may not return as pitchers.
7. No player shall play catcher after they have pitched in a game.
8. Any player who has played the position of catcher in three or more innings in a game is not eligible to pitch on that calendar day.
9. No pitcher shall play catcher during their mandated rest periods.
10. Within 24 hours of the completion of each game, Managers shall report the names of pitchers and the number of pitches thrown to the Commissioner via the FHLL website. Teams that fail to record their pitch counts via the FHLL

website or report them to the Commissioner within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.

F. Coach Pitch Innings

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 standing position in line with home plate, the pitching block and second base from 35-40 feet from the batter.
3. The Adult Pitcher pitches in an overhand motion and delivers a firm pitch (not a soft toss or lollipop pitch).
4. The coach that is pitching may instruct the batter in between pitches but may not coach/instruct after delivery of the pitch.
5. The Adult Pitcher shall accept the ball from the player pitcher and shall not themselves retrieve a ball from the field of play.
6. If a batted ball hits the Adult Pitcher, a ball bucket or a device used to hold baseballs, the ball is “live” and play shall continue.

G. Batting

1. During player pitch innings, a batter is Out if the batter records a 3rd strike with called strike by the umpire or a missed swing.
2. During player-pitch innings, no player will be given a “base on balls.” After a pitcher delivers “ball four,” a batting tee will be used to attempt to put the ball in play. Specifically, a coach or umpire will place the tee directly on home plate, with the height adjusted to the player’s belt. The result of the ball in play stands. Batters are allowed one “courtesy” strike – defined as a swing that misses the ball (e.g. swing and miss, or bat only hits the stem of the batting tee). On a second strike, the batter is declared Out. Foul balls are not counted as strikes for the second strike.
3. During coach-pitch innings, the batter shall be given a maximum of four (4) hittable pitches. If the batter does not swing at the 6th hittable pitch or subsequent pitch, the batter shall be called out. A foul ball on the 6th or subsequent pitch cannot be counted as the last pitch.
4. Balls and Strikes will not be called during coach-pitched innings. There are no walks or bases awarded due to the batter being hit by a coach-pitched ball. However, a batter is Out if the batter record a 3rd strike with a missed swing.
5. A batter may attempt to advance to 2nd Base if the batted ball lands on the outfield grass in the air or if there is an attempt to throw the runner out at 1st Base and the ball gets past the first baseman.
6. No bunting. An intentionally bunted ball is a “dead ball” and the pitch is called a “strike.”
7. 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.

H. Base Running

1. All runners may advance one (1) base on an overthrow at their own risk with only one (1) advance on an overthrow on the same play per runner. If the defensive team chooses to try to make a play on the runner taking the additional base that results in ANOTHER overthrow, one (1) additional base may be taken for each subsequent attempt made against a runner.
2. An attempt by an infielder to throw out an advancing runner keeps the ball alive.
3. A base runner may attempt to advance two (2) bases if the batted ball lands on the outfield grass in the air or if there is an attempt to throw the batter out at 1st Base and the ball gets past the first baseman.
4. A runner who has not advanced past the halfway point of the base path when the ball is declared dead shall be returned to the previous base.
5. Runners are not permitted to steal any base.

6. A manager may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.

I. Defensive Regulations

1. The defensive team shall play with only three (3) players in the outfield positions unless the team only has eight (8) players in which event they must play two (2) players in outfield positions.
2. Outfield players must be positioned at least ten (10) feet beyond the outfield grass cut and not on the infield dirt.
3. Outfield players may put out a runner at any base by throwing the ball to a player at that base. They are not allowed to field the ball and run and tag the base or the player to record an out. However, an outfielder may act as a back-up during a run-down scenario.
4. Infield fly rule is not applicable.
5. Dropped third strike is not applicable.
6. The catcher shall wear all regulation protective gear to include a catcher's mitt and be positioned properly behind the plate in the catcher's box.
7. No coaches are permitted to be positioned in the field of play.

J. 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. An infielder must attempt to make a baseball play if there is one available.

K. Participation

1. No player may play the pitcher position for more than one defensive inning during Coach-Pitch Innings. If a player played the pitcher position during Kid-Pitching innings, they are ineligible to play pitcher position during Coach-Pitch innings.
2. Within the first four (4) innings of a game, every player must play at least two (2) defensive innings in the infield and one (1) inning in the outfield. Infield positions are defined as 1st Base, 2nd Base, 3rd Base as well as Shortstop, Pitcher, and Catcher.
3. Every player present at the start of any game must play four (4) complete defensive innings; except that in cases of shortened games, where a player does not play four (4) defensive innings, the player must be a "starter" in the next scheduled game.
4. An inning is considered three (3) outs in the same half inning.
5. Players shall play more than one (1) defensive position each game.
6. Violations of participation rules shall be corrected on the spot when discovered.

L. Home Team Duties

1. Occupy the first base dugout.
2. Provide one home plate umpire who will continue as a field umpire during Coach-Pitch innings (when not provided by the League) and 2 game balls;
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Line the field before game time.
5. Keep the official score book.
6. Clean their dugout area before leaving the field.

M. Visiting Team Duties

1. Occupy the third base dugout.
2. Provide one field umpire (when not provided by the League) and 2 game balls;

3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Clean their dugout area before leaving the field.
5. Rake the infield dirt areas.

N. Umpire Duties

1. The home plate umpire provided by the Home Team will call balls and strikes from behind the mound and make out calls at bases, fair ball and foul ball calls.
2. The field umpire provided by the Visiting Team will make out calls at bases, fair ball and foul ball calls and assist the other umpire as needed.

O. Determination of Division Standings

1. The AA Division does record standings and regular season division standings establish post-season tournament seeds.

FHLL House Rules – AAA Division

A. Selection of Players

1. The core ages for AAA are baseball age 8, 9, and 10. All 10s not drafted in a higher division are drafted into AAA. No age 11's play AAA unless required for player safety and then only with parent consent.

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 are not resolved.

C. Length of Innings and Games

1. No new inning shall begin after two (2) hours of play.
2. In the first through fourth innings, an offensive half-inning shall be complete when either three (3) outs have been made or four (4) 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 (3) outs have been made or five (5) runs have been scored by the offensive team, whichever occurs first.

D. Call-ups and Forfeits

1. No team can start play or continue to play with less than eight (8) players. When starting or continuing play with eight (8) players, an out will be called when the team batting reaches the spot of the missing batter. Managers may scrimmage with less than eight.
2. Managers may Call-up players from AA Division teams or a player from another team in the same division may be used to supplement a roster expected to be short at game time.
3. See Section H for specific Call-up rules.

E. Pitch Count Management

1. Each team shall be responsible for maintaining its own pitch count during the game and report pitch count totals to the opposing team after each half inning.
2. Within 24 hours of the completion of each game, Managers shall report the names of pitchers and the number of pitches thrown to the Commissioner via the FHLL website. Teams that fail to record their pitch counts via the FHLL website or report them to the Commissioner within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.
3. See Section K.2. for daily pitch counts and mandatory rest.

F. Participation

1. Even play time. Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
2. 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. Batting order. Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury or late arrivals that are added to the end of the batting order.
4. Participation. Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
5. Infield Play. Within the first four (4) innings of a game, players shall play at least two (2) defensive innings in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning

in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the manager.

6. Returning after injury. A player removed due to injury may return to the game in their original batting slot.
7. Replacement. An injured or ill base runner is replaced with the player from the same team who made the last out.
8. Defensive play. Players shall play more than one (1) defensive position each game. Within the first four (4) inning of a game, players need to play two (2) different positions.

G. Miscellaneous Rules

1. Courtesy Runner. A manager may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.

H. Home Team Duties

1. Occupy the first base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Line the field before game time.
5. Keep the official score book.
6. Clean their dugout area before leaving the field.

I. Visiting Team Duties

1. Occupy the third base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Clean their dugout area before leaving the field.
5. Rake the infield dirt areas.

J. Determination of Division Standings

1. The AAA Division does record standings and regular season division standings establish post-season tournament seeds.

FHLL House Rules - Minors Division

A. Selection of Players

1. The core ages for Minors are baseball age 9, 10 and 11. There are no 12s in Minors except when placement in Majors would result in player safety issues and District 9 and parent consent. All age 11s not drafted into Majors are drafted into Minors unless player safety issues dictate placement in a lower division.

B. Scoring

1. Scores are 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

1. No new inning shall begin after two (2) hours of play.
2. An offensive half-inning shall be complete when either three (3) outs have been made or five (5) runs have been scored by the offensive team, whichever occurs first.

D. Call-ups and Forfeits

1. No team can start play or continue to play with less than eight (8) players. When starting or continuing play with eight (8) players, an out will be called when the team batting reaches the spot of the missing batter. Managers may scrimmage with less than eight.
2. Managers may Call-up players from AAA Division teams or a player from another team in the same division may be used to supplement a roster expected to be short at game time.
3. See Section H for specific Call-up rules.

E. Pitch Count Management

1. Each team shall be responsible for maintaining its own pitch count during the game and report pitch count totals to the opposing team after each half inning.
2. Within 24 hours of the completion of each game, Managers shall report the names of pitchers and the number of pitches thrown to the Commissioner via the FHLL website. Teams that fail to record their pitch counts via the FHLL website or report them to the Commissioner within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.
3. See Section K.2. for daily pitch counts and mandatory rest.

F. Participation

1. Even play time. Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
2. 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. Batting order. Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury or late arrivals that are added to the end of the batting order.
4. Participation. Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
5. Infield Play. Within the first four (4) innings of a game, players must play at least one (1) defensive inning in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning

in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the manager.

6. Returning after injury. A player removed due to injury may return to the game in their original batting slot.
7. Replacement. An injured or ill base runner is replaced with the player from the same team who made the last out.
8. Defensive play. Players shall play more than one defensive position each. Within the first 4 inning of a game, players need to play two different positions.

G. Miscellaneous Rules

1. One Foot in Batter's Box. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Visit rule 6.02 (c) for list of eight (8) exceptions. If a batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter.
2. Courtesy Runner. A manager may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.

H. Home Team Duties

1. Occupy the first base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Line the field before game time.
5. Keep the official score book.
6. Clean their dugout area before leaving the field.

I. Visiting Team Duties

1. Occupy the third base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Clean their dugout area before leaving the field.
5. Rake the infield dirt areas.

J. Determination of Division Standings

1. The Minors Division does record standings and regular season division standings establish post-season tournament seeds.

FHLL House Rules - Majors Division

A. Selection of Players

1. The core ages for Majors is baseball age 11 and 12. All 12 s are drafted into Majors unless player safety issues dictate placement in a lower division.

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

1. No new inning shall begin after two (2) hours of play.
2. Run Rule
 - a. If after three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall end, and the score and pitch counts be recorded.
 - b. If after four (4) innings (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall end, and the score and pitch counts be recorded.
 - c. If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.
 - d. A game determined by the 10/15 run rule, shall be considered a regulation game.
 - e. Managers may choose to extend the game under scrimmage conditions to allow for player development. The official score will be the score when the run rule is invoked. Pitch count will continue to be kept until the scrimmage is ended. Umpires have the option to remain or depart for the scrimmage portion.

D. Call-ups and Forfeits

1. No team can start play or continue to play with less than eight (8) players. When starting or continuing play with eight (8) players, an out will be called when the team batting reaches the spot of the missing batter. Managers may scrimmage with less than eight.
2. Managers may Call-up players from Minors Division teams or a player from another team in the same division may be used to supplement a roster expected to be short at game time.
3. See Section H for specific Call-up rules.

E. Pitch Count Management

1. Each team shall be responsible for maintaining its own pitch count during the game and report pitch count totals to the opposing team after each half inning.
2. Within 24 hours of the completion of each game, Managers shall report the names of pitchers and the number of pitches thrown to the Commissioner via the FHLL website. Teams that fail to record their pitch counts via the FHLL website or report them to the Commissioner within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.
3. See Section K.2. for daily pitch counts and mandatory rest.

F. Participation

1. Even play time. Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
2. 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. Batting order. Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury or late arrivals that are added to the end of the batting order.
4. Participation. Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
5. Infield Play. Within the first four (4) innings of a game, players must play at least one (1) defensive inning in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the manager.
6. Returning after injury. A player removed due to injury may return to the game in their original batting slot.
7. Replacement. An injured or ill base runner is replaced with the player from the same team who made the last out.
8. Defensive play. P Players shall play more than one defensive position each game (exception: starting pitchers in Majors).

G. Miscellaneous Rules

1. One Foot in Batter's Box. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Visit rule 6.02 (c) for list of eight (8) exceptions. If a batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter.
2. Courtesy Runner. A manager may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out.
3. Uncaught 3rd Strike. The uncaught 3rd Strike rule is in effect for the Majors Division.

H. Home Team Duties

1. Occupy the first base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Line the field before game time.
5. Keep the official score book.
6. Clean their dugout area before leaving the field.

I. Visiting Team Duties

1. Occupy the third base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Clean their dugout area before leaving the field.
5. Rake the infield dirt areas.

J. Determination of Division Standings

1. The Majors Division does record standings and regular season division standings establish post-season tournament seeds.

FHLL House Rules - Intermediate Division

A. Selection of Players

1. The core ages for the Intermediate Division are baseball ages 11, 12 and 13.

B. Length of Innings and Games

No new inning shall begin two and a quarter (2.25) hours after scheduled start time. If a game is tied at the end of time, it is declared a tie unless it is a tournament game that continues until a winner is declared.

C. Run Rule

1. If after four (4) innings of play (three and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall end, and the score and pitch counts be recorded.
2. If after five (5) innings (four and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall end, and the score and pitch counts be recorded.
3. If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.
4. A game determined by the 10/15 run rule, shall be considered a regulation game.
5. Managers may choose to extend the game under scrimmage conditions to allow for player development. The official score will be the score when the run rule is invoked. Pitch count will continue to be kept until the scrimmage is ended. Umpires have the option to remain or depart for the scrimmage portion.

D. Forfeits

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

E. Pitch Count Management

1. Each team shall be responsible for maintaining its own pitch count during the game and report pitch count totals to the opposing team after each half inning.
2. Within 24 hours of the completion of each game, Managers shall report the names of pitchers and the number of pitches thrown to the Commissioner via the FHLL website. Teams that fail to record their pitch counts via the FHLL website or report them to the Commissioner within 24 hours of a completed game, shall only be allowed to pitch players up twenty (20) pitches in their next scheduled game. This rule shall not apply for inter-league play.
3. See Section K.2. for daily pitch counts and mandatory rest.

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. A manager may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out. The courtesy runner may not be the same runner for the pitcher and catcher.
3. 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.

G. Home Team Duties

1. Occupy the first base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.

4. Line the field before game time.
5. Keep the official score book.
6. Clean their dugout area before leaving the field.

H. Visiting Team Duties

1. Occupy the third base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Clean their dugout area before leaving the field.
5. Rake the infield dirt areas.

FHLL House Rules - Junior and Senior Divisions

A. Selection of Players

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

B. Length of Innings and Games

1. No new inning shall begin two and a quarter (2.25) hours 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 that continues until a winner is declared.

C. Run Rule

1. If after four (4) innings of play (three and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall end, and the score and pitch counts be recorded.
2. If after five (5) innings (four and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall end, and the score and pitch counts be recorded.
3. If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning.
4. A game determined by the 10/15 run rule, shall be considered a regulation game.
5. Managers may choose to extend the game under scrimmage conditions to allow for player development. The official score will be the score when the run rule is invoked. Pitch count will continue to be kept until the scrimmage is ended. Umpires have the option to remain or depart for the scrimmage portion.

D. Forfeits

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

E. Pitch Count Management

1. Each team shall be responsible for maintaining its own pitch count during the game and report pitch count totals to the opposing team after each half inning.
2. Within 24 hours of the completion of each game, Managers shall report the names of pitchers and the number of pitches thrown to the Commissioner via the FHLL website. Teams that fail to record their pitch counts via the FHLL website or report them to the Commissioner within 24 hours of a completed game, shall only be allowed to pitch players twenty (20) pitches in their next scheduled game. This rule shall not apply for inter-league play.
3. See Section K.2. for daily pitch counts and mandatory rest.

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. A manager may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out. The courtesy runner may not be the same runner for the pitcher and catcher.
3. 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.

G. Home Team Duties

1. Occupy the first base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.

3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Line the field before game time.
5. Keep the official score book.
6. Clean their dugout area before leaving the field.

H. Visiting Team Duties

1. Occupy the third base dugout.
2. Supply the umpire with two (2) new balls at the start of each new game.
3. Provide pitching eligibility, a roster of players and starting lineup to the official scorer and opposing manager prior to the start of game.
4. Clean their dugout area before leaving the field.
5. Rake the infield dirt areas.