

Vacaville Central Little League 2019 Local Rules

League ID #405-64-01

VACAVILLE CENTRAL LITTLE LEAGUE 2019 LOCAL RULES

ARTICLE I – JUNIOR, 50/70, MAJOR, MINOR AND FARM

DIVISIONS SECTION ONE

Responsibilities

- 1.1.1 The Home Team shall be that team listed last in the League schedule of games.
- 1.1.2 The Home Team shall occupy the third base dugout.
- 1.1.3 Defensive substitutes of Minor Division teams must enter the game no later than the third inning.

SECTION TWO

Full Game Requirement

- 1.2.1 Each Player on a Junior Division team must start and play, without substitution, in not less than two (2) complete games during the regular season.
- 1.2.2 Each Player on a 50/70 Division team must start and play, without substitution, in not less than two (2) complete games during the regular season.
- 1.2.3 Each Player on a Major Division team must start and play, without substitution, in not less than two (2) complete games during the regular season.
- 1.2.4 Each Player on a Minor Division team must start and play, without substitution, in not less than two (2) complete games during the regular season.
- 1.2.5 Each Player on a Farm Division team must start and play, without substitution, in not less than two (2) complete games during the regular season.

SECTION THREE

Managers and Coaches

- 1.3.1 Managers and coaches are not permitted to leave the dugout or field area except for emergency reasons, use of the field facilities or to consult with the Official Scorekeeper's station behind the backstop. Immediately prior to a Manager or Coach leaving the dugout or field as noted above, said Manager or Coach must notify either the plate or field umpire of their intent and reason for leaving the dugout area. Failure to notify either umpire will result in ejection from the game.
- 1.3.2 Along the bottom or on the reverse side of the lineup card and its copies handed to the Plate Umpire prior to the start of a game, each Minor, Major, 50/70, and Junior Manager shall list his/her ineligible pitchers for that game, following the pitch count, days of rest rules. Said pitchers' shall be listed by name, age, and jersey number. All other players are considered ELIGIBLE pitches for that game.

SECTION FOUR

Umpires

- 1.4.1 The League shall provide one plate and one field umpire for all Junior, 50/70, Minor and Major Division games.
- 1.4.2 Umpires for the Junior Division games should be experienced in Big Field mechanics and should be knowledgeable in the rules and rules interpretations of Little League Baseball for Junior and Senior League Play. Whenever possible, the crew should consist of two adults, over the age of 17.
- 1.4.3 Umpires for the 50/70 Division games should be the most experienced, possess the highest caliber of plate and field umpiring mechanics; and should be the most knowledgeable in the rules and rule interpretations of Little League Baseball. Whenever possible, the crew will consist of at least one adult over the age of 17.
- 1.4.4 Umpires for the Major Division games should be the most experienced, possess the highest caliber of plate and field umpiring mechanics; and should be the most knowledgeable in the rules and rules interpretations of Little League

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Baseball. Whenever possible, the crew will consist of at least one adult over the age of 17. Fees are \$25 1st year youth ump, \$30 youth ump, \$40 high school age ump, and \$45 adult ump.

- 1.4.5 Umpires for Minor Division games may be youth umpires-in-training. Within the best of his/her ability and subject to the availability of umpires, the League's Umpire-In-Chief should schedule youth umpires- in-training to work with an experienced umpire. There should not be two inexperienced youth umpires officiating the same game. Whenever possible, the crew will consist of at least one adult over the age of 17. Fees are \$25 1st year youth ump, \$30 youth ump, \$40 high school age ump, and \$45 adult ump.
- 1.4.6 In situations where there are no adult umpires available for a game, two youth umpires may officiate a game with a designated adult (non-umpire) coordinator. The adult coordinator in such cases shall be the board member on duty, umpire in chief, or other board member present with no affiliation to the said game. The coordinator will not be on the field, but shall rule and prevail on all game decisions (not including on field judgment calls) in consultation with the youth umpire crew.
- 1.4.7 Umpires for the Farm League games will consist of volunteers (coaches, managers) from the upper division teams as scheduled. Occasionally, in an-opt out situation, an umpire will be asked to cover a Farm game, paid for by the scheduled upper division manager choosing not to/ or unable to fulfill his/her volunteer obligation. UIC will assign umpire based on availability. Fees are \$25 1st year youth ump, \$30 youth ump, \$40 high school age ump, and \$45 adult ump.
- 1.4.8 The League shall provide one paid plate and one field umpire for all Farm Division tournament games.
- 1.4.9 The League will provide three/four-man umpiring crews when possible for all Minor, Major, and Junior Division playoff games, and for the Farm Division Tournament final game.
- 1.4.10 Children, relatives, (friends and/or acquaintances) of Minor and Major Division Managers and Coaches are permitted to umpire or assist in the umpiring of Farm Division games. Only approved league volunteers with an application on file with the league are permitted to be on the field.
- 1.4.11 A manager or coach responsible for umpiring a Farm Division game may include a player from the Minor or Major Division as a second umpire provided he is accompanied by the adult during said game.
- 1.4.12 Any Board member present at a Farm game may umpire that game if necessary.
- 1.4.13 Youth umpires shall not umpire games in which the Manager or Coaches (of teams playing) are the parent or guardian of said umpire.

SECTION FIVE

Official Scorekeeper

- 1.5.1 The Home Teams for all divisions shall provide the Official Scorekeeper for all regular season games and Farm Division Tournament games.
- 1.5.2 The Official Scorekeeper for each team shall attend not less than one (1) scorekeeping clinic conducted by the League's Head Scorekeeper/Statistician.
- 1.5.3 The Home team listed on the schedule shall provide the Official Scorekeeper for all playoff games for every division.
- 1.5.4 In the event an Official Scorekeeper is not available, the home team will be responsible for assigning an Official Scorekeeper.
- 1.5.5 All Official Scorekeepers shall position themselves in the area directly behind the backstop on the Home Team (third base dugout) side of the field, close to home plate so that they are readily accessible to both team's Managers and Coaches and the Umpire-In-Chief

SECTION SIX

Game Times

- 1.6.1 The times listed on the schedule prepared by the League's Scheduler are official game start times.
- 1.6.2 It is the responsibility of each team's Manager to ensure that his/her players arrive at the appointed field in time to warm-up and start their game on time.

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- 1.6.3 The umpires are NOT responsible to ensure that each team has infield practice. Teams should display courtesy and sportsmanship in allowing proper time, if available, for both teams to conduct infield practice.
- 1.6.4 The Home Team shall conduct infield practice first, then the Visiting Team.
- 1.6.5 All infield practice shall be completed no later than ten (10) minutes prior to the game start time.
- 1.6.6 The time honored tradition of a Manager or Coach hitting infield practice is permitted, but should NOT interfere with field prep and/or lines and condition of prepped field.
- 1.6.7 Time Limits - No New Inning will begin once time has expired. The current inning shall be played to completion, unless determined as safety hazard due to weather or lack of lighting by head umpire of that game and his/her decision is final.
- 1.6.7.1 Single A Farm Game Time Limit - 1hr 40min
 - 1.6.7.2 Farm Game Time Limit - 1hr 40min (4 Innings must be completed. See Green Book)
 - 1.6.7.3 Minor Game Time Limit - 1hr 50min (4 Innings must be completed. See Green Book)
 - 1.6.7.4 Major Game Time Limit - 2hr 10 min (When time reached game ends when there is a following game. Not time limit if no game following. Green Book rules apply for late night games)
 - 1.6.7.5 No Time Limit & No Tie Game - post season playoff games will have no time limit and will continue until a final full ining is completed without resulting in a tie.
- 1.6.8 Determination of the time limit of the game being played shall be that of the watch or clock being used, by the Head umpire for that game and his/her decision is final.
- 1.6.9 Junior games time limit will be determined by the District 64 rules for inter-league play.
- 1.6.10 It is the sole judgment of the Head Umpire as to the playing conditions of the game regarding darkness. A game may be called at any time due to darkness and will follow the green book rules of completed play.
- 1.6.11 Any make-up game following a regular scheduled game is second priority as the originally scheduled game must be completed first in its entirety. All game time limits will be in accordance with section 1.6.7 above. Be cognizant of Little League pitching rules when playing two games in a day.
- *** Please refer to chapter 8.03 in the Little League "green" Rule Book regarding times allowed for pitcher and catcher warm ups.

SECTION SEVEN

- 1.7.1 Injured **Player** - A Manager or Coach may enter the field without the umpire's consent while a play is in progress to tend to an injured player provided the Manager or Coach does not interfere with a defensive play, or assist a runner either on or off base, or intentionally interfere with a thrown ball. The Manager or Coach should use discretion when entering the field in this situation and do so only if he/she feels that the injury warrants such action.

ARTICLE II - MINOR AND FARM DIVISION

SECTION ONE

Five Run Rule

- 2.1.1 A team's at bat shall consist of three (3) outs or five (5) runs, whichever occurs first.
- 2.1.2 A team MAY NOT score more than five (5) runs in an inning(s) (1-5).
- 2.1.3 In the top or bottom half of the sixth and final inning of play, a team may score more than 5 runs ONLY on:
- A. An out-of-the-park home run, all runners on base are forced ahead to score in front of the player who is entitled to all four bases.
 - B. A ground rule double, all runners are forced ahead to score in front of the runner entitled to two bases
 - C. an award of bases by the umpire on any thrown or batted ball which, in accordance with the Rules of Little League Baseball merits such an award. 2.1.4 When a team scores the fifth run during its time at bat, the head umpire shall immediately call time and suspend all play in all innings except the 6th and final inning in both the top and bottom half with equal opportunity for the home and visiting team subject to (2.1.3) above. **Continuous play is not permitted otherwise.**

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SECTION TWO

Ten (10) Defensive Players

- 2.2.1 The defensive team shall station ten (10) defensive players, including four (4) outfielders on the playing field.
- 2.2.2 In the Minor Division, the ten (10) defensive players listed on the lineup card handed to the game Umpire-In-Chief shall be considered a team's starting lineup for the purpose of compliance with Little League Playing Rule 3.03.
- 2.2.3 When a substitute player enters the game for a defensive player listed in the starting lineup, the player listed in the starting lineup may not re-enter the game in any defensive position for a minimum of six (6) consecutive defensive outs.
- 2.2.4 The Farm Division shall be allowed free substitution, i.e., a starting Player may re-enter a game at any time, or a substitute may re-enter a game. However, such free substitution does NOT relieve the Farm Division Team's Manager/Coach of compliance with Little League Regulation IV (i)
- 2.2.5 The four outfielders must remain on the outfield grass until the pitched ball is entered into play by the batter.
PENALTY - Interference – at the discretion of the officiating crew -- The ball is dead and the batter shall be awarded first base and all other runners shall advance if not enforced by the defensive team.
- 2.2.6 A team may start and end the game with a minimum of nine (9) players if there are only nine (9) players available. Should a tenth player arrive after a team has started a game with only nine (9) players, the tenth player must enter the game immediately upon his/her arrival. A team's Manager may not elect to play a game with only nine (9) players if there are ten (10) or more players available.

SECTION THREE

Continuous Batting Order

- 2.3.1 Every player on the team's roster shall be listed on the team's line-up card in a continuous batting order. In the event that a player is injured, ill or absent for a known reason, the team's Manager shall make a notification of same on the team's line-up card. Upon receipt of the line-up card from the Manager, the Head Umpire shall instruct the Official Scorekeeper to make the same notification in the Official Score Book.
- 2.3.2 Any player who becomes temporarily injured or ill shall be passed over during their time at bat until such time as to permit that player to re-enter the game.
- 2.3.3 In the event that a player is absent for unknown reasons, that player shall be listed in the last position on the line-up card. At anytime during the game, should said player arrive, he/she shall assume his/her position in the line-up. If said player's arrival is such that the Manager is unable to meet that player's Minimum Playing Time Requirements, the Manager shall not be held accountable for such action and shall inform the Official Scorekeeper to make a notification of same in the Official Score Book. If said player does not show up for the game, the team Manager shall inform the Official Scorekeeper to make a notification of the Player's absence in the Official Score Book.
- 2.3.4 The Continuous Batter Order does not relieve the team's Manager from his/her liability to ensure that all players on the team receive their respective minimum playing time in accordance with Little League Regulation IV (i). The failure of a Manager to comply with Little League Regulation IV (i), whether intentional or not, shall result in disciplinary action by the League Board of Directors.

ARTICLE III - FARM DIVISION (Coach Pitch/Player Pitch)

- 3.0 Farm Division teams are allowed two (2) adult base coaches. Each base coach must remain in their respective first and third base coaches box at all times except to avoid interfering with a defensive player fielding a batted or thrown ball (Little League Rule 7.11).

COACH PITCH (Abide by rules 3.1-3.5)

Coaches

- 3.1 The adult Offensive Pitcher:
 - A. Shall assume a position on the pitchers plate (“rubber”) and pitch to his/her team while his/her team is at bat.

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- B. Shall not wear a glove and cannot field a live batted or thrown ball. PENALTY - Interference - The ball is dead and the umpire, in his/her judgment shall declare the batter-runner or the runner out, and all other runners shall return to their last legally touched base before the interference.
- C. May coach, position or relay signals to the batter but may not coach or instruct any batter-runner or base runner while a play is in progress. PENALTY - Interference - The ball is dead and the batter-runner or runner who was coached is out, and in the judgment of the umpire, all other runners shall return to their last legally touched base before the interference.
- D. Must vacate his/her position on the mound and anywhere else on the playing field to allow the defensive team to field or catch a batted or thrown ball. PENALTY - Interference - The ball is dead and the umpire, in his/her judgment, shall declare the batter-runner or the runner out, and all other runners shall return to their last legally touched base before the interference. Said interference does NOT have to be intentional.
- E. If the Offensive Pitcher is struck by a batted ball which, in the umpire's judgment is not interference, and should such batted ball either be touched by a defensive player while on or over fair territory, or come to rest on fair territory, said batted ball shall be judged a Fair ball.

Six Pitches

- 3.2.1 Bunting is not permitted in the Farm Division.
- 3.2.2 There are no called strikes (no swinging) by the umpire in the Farm Division during coach pitch only.
- 3.2.3 The batter is out on strikes for failing to hit a fair ball on or before six (6) total pitches are delivered.
- 3.2.4 The batter is out on strikes for failing to hit a fair ball on three (3) swinging strikes, or a tipped third strike caught by the catcher.
- 3.2.5 Foul balls are considered swinging strikes and the batter is not out on a foul ball third strike unless it is the sixth and final pitch to that batter.
- 3.2.6 A base on balls or a hit batsman awarded first base are not allowed.
- 3.2.7 Base stealing is not permitted. Base runners may advance only on a hit fair ball by the batter, or after tagging up on a foul fly ball caught by the defensive team, or if forced, on an award of bases by the umpire.
- 3.2.8 There is no infield fly rule in the Farm Division.

Position Play

- 3.3.1 A player cannot play the same infield defensive position for more than 4 innings per game in Farm.
- 3.3.2 All farm players must play no less than 8 total innings in any (combined) infield position during the course of the regular season.
- 3.4.1 Defensive Pitcher - The defensive pitcher must remain within the fifteen (15) foot circle of the pitching rubber until the pitched ball reaches the batter. PENALTY - Interference - The ball is dead and the batter shall be awarded first base and all other runners shall advance if forced

Live Ball/Dead Ball

- 3.5.1 The ball is dead until the batter hits a fair ball or a foul fly caught by the defensive team, or the umpire puts the ball in play for the purpose of making an appeal.
- 3.5.2 The ball shall remain live and in play until such time, in the umpire's judgment, no further play is possible or until all play on the field has stopped. **NOTE: Throwing the ball to the defensive pitcher will not automatically cause the ball to be dead. It is the umpire's judgment to determine when play has stopped and to call "Time".**
- 3.5.3 The ball is dead when the umpire calls time and remains dead until the next batter hits a fair ball, or a foul fly caught by the defensive team, or the umpire puts the ball in play for the purpose of making an appeal.
- 3.5.4 The umpire will award an additional base on over-throws, in an effort to control "circus ball" and wasting time.

PLAYER PITCH (with modified coach pitch rules)

- 3.6.1 At a seasonal midway point determined by the game schedule, coach pitch will transition to player pitch with modified coach pitch rules. Managers shall follow Regulation VI – Pitchers, in the Little League rule book.
- 3.6.2 Game timing as per para 1.6.8 above, and innings played (6) remains the same. Little League rule book, Rule 4.00 – Starting and Ending the Game, applies. Once player pitch starts, no double-headers will be played except in the event of a Rule 4.12.

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- 3.6.3 All of Article Two of this Local Rule (above) still applies.
- 3.6.4 Player pitch (38' mound): The pitcher will throw a maximum of six (6) pitches only, including foul balls. If the ball has NOT been put in play, a strike out has NOT occurred or a fourth ball (walk) has been pitched, the offensive coach will take over and throw 3 pitches from the rubber. If the ball is NOT put into play, the batter will be considered OUT (even if third pitch is fouled off). Example: pitcher pitches the 4th ball (walk), coach comes in, the previous count is irrelevant, and the batter has three (3) pitches ONLY to put the ball into play. (The six pitch rule is in place to keep pitches to a minimum and keep game moving).
- 3.6.5 There is still NO bunting, infield fly rule, or stealing bases (even on wild pitches).
- 3.6.6 A 30' line will be placed between 1st & 2nd base, 2nd & 3rd base, and 3rd & home plate. When time is called by the umpire, whatever side the runner is on, will be the base the runner is awarded.
- 3.6.7 "Time" will be called when the ball is in possession of an infielder and, in the judgement of the umpire, all play on a runner or runners has ceased. The umpire calls "Time," the ball is dead, and it is up to the umpire to determine if the runner has crossed the 30' line. With that said, the ball is still live when thrown to the infielder and until that infielder, in the judgement of the umpire, does NOT attempt to make any further play on runners, time is called.
- 3.6.8 When the ball is hit to the outfield, "Time" will be called when the ball is in the possession of an infielder who is on the infield portion of the field and they make no attempt to make a play on any runner. Or when the ball makes contact with the infield dirt. The base runner has to cross the "30 Foot Line" prior to the ball making contact with dirt or any player. If the runner does not cross the "30 Foot Line" he/she must return to the prior base. The infield is defined as the dirt area of the field. An infielder throwing the ball back to the pitcher is NOT making a play on a runner and "Time" will be called regardless if the pitcher catches it or not.
- 3.6.9 Balls, strikes, and outs are non-negotiable. Managers and coaches are not permitted to approach the umpire unless it is a safety issue or a specific rule is in question. The penalty for 1st infraction is warning, 2nd infraction is ejection.

Making the Ball Live for an Appeal

- 3.7.1 After the umpire has called "Time", the defensive pitcher, with possession of the ball and standing within the ten (10) foot circle of the pitching rubber, shall ask the umpire to call "Play" to make the ball live for the purpose of making an appeal.
- 3.7.2 When the umpire calls "Play", the defensive pitcher may then make his/her appeal.
- 3.7.3 The ball is "Live" during an appeal and any runners on base may advance at their own risk.
- 3.7.4 After the umpire makes his/her judgment on the appeal, he/she shall call "Time", the ball is dead, and remains dead until such time as defined in Section Six.

Date Ratified by Membership

Signature of President: Kevin Wilcox

Signature _____ DATE 02/12/2019

Signature of Vice President: Elisha Thornley

Signature _____ DATE 02/12/2019