

Corvallis Little League

Local Rules Packet for 2019



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February 2018, Corvallis LL Board has approved this document for use in the 2018 season.
Any corrections or modifications to this document must be proposed to and approved by the Board.

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Purpose of this Document

This document is intended to provide, managers, coaches, umpires and Board members with a robust quick reference to local rules and options. It is primarily focused on *game time requirements and playing rules*. Important reminders and points of emphasis are also included.

This document does *not* cover team formation, player eligibility and other administrative procedures or governance regulations.

Help improve this document for 2019: Mistakes can be reported or suggestions can be made by contacting any Corvallis Little League Board member.

Local Rules and Guidelines for 2019

Special rules and guidelines adopted by the Corvallis Little League Board of Directors*



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Mouth Guards	In divisions where players pitch, pitchers <u>must</u> use a mouth guard or wear a full-face protection mask design specifically for baseball. Mouth guards are sold at the Corvallis Little League concession stand.
Little League Pledge	<u>Before every game</u> at the intermediate/major/minor levels a player from each team will meet at home plate with the umpires to lead in reciting the Little League pledge, which can be found on the back cover of the Rule Book. All other players and coaches line up along the baselines.
Stealing Home	In all levels except Major, & intermediate a runner is <u>not</u> allowed to advance from third to home (as a result of a steal, passed ball, wild pitch or error in the throw from the catcher to the pitcher) unless a play is made, or is in progress, in the field. In Minors, the managers will phase in stealing home after May 15 th in order to prepare players to play at the next level.
Practices	No practices are to be held at Crystal Lake Sports Park, except for the intermediate level. No practice may be held at a facility that does not use 'break away' bases, unless coaches provide 'throw-down' bases in their place. When practicing on City or School District parks or fields, all Little League coaches and managers must follow the City and School District rules for the use of those fields.
Bullpen Area	Fields at Crystal Lake Sports Park do not have designated bullpen areas for pitchers to warm up, so the following provision is made: During a game, a pitcher and catcher may warm up in the dead ball area adjacent to outfield nearest their dugout. Pitchers should throw facing away from spectators and never where wild throws could enter the field of play or another Little League field. For fully-enclosed fenced dugouts, players may leave and enter the dugout only when the ball is dead and the umpire has granted the players permission to pass through the field.
Darkness	Major division games typically run 2½ hours, but there is no specific time limit for these divisions. For Major division games, a 5 th or 6 th inning may not begin if, in the umpire's judgment, teams are unlikely to complete a <u>full</u> inning before it will be too dark to play safely. For example, starting a 6 th inning at 7:55 may be unwise in mid spring but acceptable in early June. Coaches and managers are reminded that this is an instructional league. Delaying play or slowing down the game purposefully to win (by precluding the opposition from having an opportunity to catch up before time or daylight runs out) contradicts the goal of maximizing players' time on the field and at bat.
Keep it Positive!	Respect and sportsmanship are expected from all Corvallis Little League participants, at all times. This includes players, coaches, managers, parents, umpires, volunteers and spectators. Desired behavior includes cheering great efforts on both sides of the game, positively capitalizing on teachable moments, graciously accepting the decisions of others (even when you disagree) and showing great respect for the game. Examples of unacceptable behavior include, but are not limited to: negative chanting or "razzing" of players, angry or physical outbursts, arguing, and the use of language or gestures that may be offensive to others.
Interleague Rules	The local rules and options outlined in this document do not apply when playing regular season Interleague games with teams from other local Little League organizations (Albany, Salem, Eugene, etc.). Interleague play is governed by the <u>2019 Interleague Rules</u> published separately by Little League District officials.

* In addition to these local rules and guidelines, Corvallis Little League has chosen some "local options," as provided in the official playing rules. Those local options, where taken, are indicated in the following pages of this document.

Notable Rule Differences Across Little League Baseball Divisions



	Tee Ball	Rookie*	Farm*	Minor	Major
Continuous Batting Order May not apply during District 7 Interleague play or in special tournaments. [Rule 4.04]	Corvallis Little League uses the continuous batting order at all levels.* Every player on the roster bats and open defensive substitutions are allowed. Minimum play requirements and pitching substitution rules still apply.				
On-Deck Batter	No player is allowed to handle a bat until it is their turn at bat. [Rule 1.08 Note 1; Appendix B]				
Uncaught Third Strike Rule [Rule 6.05(b) and 6.09(b)]	No			Yes	
Side Retired: Each half inning ends when... [Rule 5.07]	<ul style="list-style-type: none"> The entire lineup has batted once Or, for <i>Rookie Baseball only</i>, 3 outs are made* 	<ul style="list-style-type: none"> 3 outs are made Or, the entire lineup has batted 	<ul style="list-style-type: none"> 3 outs are made Or, entire lineup batted Or, 5 runs are scored (last inning open*) 	<ul style="list-style-type: none"> 3 outs are made 	
Minimum Regulation Game [Rule 4.10]	No requirements – team standings are not tracked			4 innings (3½ if home team is ahead)	
Complete Regulation Game [Rules 4.10 and 4.11]				6 innings (5½ if home team is ahead)	
Game Time Limit [Regulation VII(h)]	Play stops 1½ hours after it starts.* <i>Rookie:</i> Current inning may be completed if both managers agree.		No new inning may start later than 1:45 after the <i>scheduled</i> start time.*		None
Maximum Innings in a Game When a regulation game is stopped due to darkness or weather, the rule book governs if and how a winner is determined. [Rules 4.10 and 4.11]	3 innings*	5 innings*	6 innings*	None – extra innings are played until a winner is determined. <i>Minor division only:</i> For games that reach the time limit, the final score reverts to the end of the last full inning completed, even if it is a tie. If the minimum number of innings for a regulation game has not yet been reached, the game is to be continued at a later date.	
10-run Rule Game ends when one team establishes a lead of 10 or more runs. [Rule 4.10(e)]	No			Yes, if the game has reached “minimum regulation” length.	

❖ **Local Option.** All rules summarized here are based on the official Little League rules and regulations, which allow local options in some specific areas. The four-diamonds symbol (❖) indicates where Corvallis Little League has actively chosen a local option. Rule book citations are provided in [brackets].

* **Rookie** and **Farm** divisions are formed as a local option, and are not formally described in the official Little League rules. See the next page for special rules.

Special Corvallis Rules for Tee Ball, Rookie and Farm Divisions



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The Rookie and Farm divisions offered by Corvallis Little League are formed as a local option and are not formally described in the official Little League rules.

	Tee Ball& Rookie Baseball	Farm Baseball
Rules Foundation	Apply Tee Ball rules, except where special rules are specified below.	Apply Minor rules, except where special rules are specified below
Batting Order	The batting order shall rotate each game to ensure that every player gets a nearly identical number of at-bats over the course of the season. Coaches are encouraged to employ a system to keep track of the batting order rotation and number of at-bats for each player. The batting order cannot be changed during a single game.	
Bunting	Nobuntingisallowed.Abattedballmusttravelatleast15feetorisruledafoulball. I. A chalk arc on a 15-foot radius from the point of home plate shall be drawn to demark this additional “foul ball” area.	Bunting is only allowed when a player is pitching.
Batter Hit by Pitch Does not apply to Tee Ball.	Ball is immediately dead. If the pitch was in the strike zone or swung at, it is a strike. Otherwise the pitch is called a “ball” and play resumes. Batters at the Rookie and Farm level are not awarded first base when struck by a pitch, unless they are injured and cannot continue their at-bat.	
Stealing and Base Running The base path distance for Tee Ball, Rookie and Farm is 50 feet from base to base.	No stealing is allowed. Runners cannot leave base until the ball is hit. Coaches are to stop runners from advancing to additional bases once a ball is returned from the outfield to the infield. <i>Tee Ball:</i> Runners cannot advance on overthrows. <i>Rookie & Farm:</i> No more than one base is permitted on any infielder throwing error, including the one-base award for a ball thrown out of play.	
Number of Defensive Players	There is no limit on the number of players in the field. There can be a maximum of 6 infielders (not including catcher) where “infielder” is defined as a player who is positioned inside the baselines.	There are 9 defensive players (same as Minor division).
Making Outs	<i>Tee Ball:</i> Batters and runners are not removed from base when a put-out is made. <i>Rookie:</i> Put-out players are removed from base.	Follow Minor division rules (put-out players are removed from base).
Coaches	The offensive (batting) team provides an adult coach pitcher and two <u>adult</u> base coaches. Up to 2 defensive coaches are allowed on the field during play. The coaches on the field may also serve as umpires.	The manager of the batting team should remain near the pitching circle during play and will serve as the umpire for calling balls and strikes. Up to 2 defensive coaches are allowed on the field during play. The coaches on the field may also serve as base umpires.
Ball Size	9” cushioned safety baseballs are required.	

Baseball Pitching & Catching for 2019



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	Tee Ball	Rookie Baseball	Farm Baseball	Minor & Major Baseball
Who Pitches	Ball is placed on a tee A batter swings until a fair ball is hit. A ball must travel at least 15 feet to be considered fair.	Coaches pitch Each player is allowed 5 good pitches, and then must use the tee to put the ball in play. There are no walks.	Players pitch For each batter: If the count reaches "4 balls," coach takes over and pitches until batter strikes out or puts the ball in play. There are no walks.	Players pitch 12 year olds are not permitted to pitch in Minor division.
Pitching Distance Measured from the front of the pitching rubber to the point of home plate.	n/a	Varies (coaches' discretion)	40 feet [Local Corvallis LL Rule]	46 feet [Rule 1.07]
Player Pitching Limit Maximum pitches per day. League age is based on the player's age on 4/30/17. [Regulation VI - Pitchers] No player may pitch in more than one game per day. Warm up pitches are not counted.	n/a		50 pitches per day This limit applies to all ages playing at the Farm level to ensure more players have an opportunity to pitch. [Local Corvallis LL Rule]	Pitcher's Age Maximum Per Day 11 – 12 85 pitches 9 – 10 75 pitches 7 – 8 50 pitches <i>Minor division only:</i> regardless of age, pitchers will be limited to 50 pitches/game until May 15th If a pitcher reaches their maximum pitch count in the middle of a batter, they may pitch until that batter either reaches base, is put out, or the third out is made.
Required Rest Days Depending on the actual number of pitches delivered, players are required to have specific number of calendar days rest before pitching again. [Regulation VI - Pitchers] Special rest rules may apply during some tournaments.	n/a		Pitches Made Required Calendar Days of Rest 41 or more Three (3) 21 – 40 Two (2) 1 – 20 One (1) [Local Corvallis LL Rule]	Pitches Made Required Calendar Days of Rest 66 or more Four (4) 51 – 65 Three (3) 36 – 50 Two (2) 21 – 35 One (1) 1 – 20 Zero (0)
Catching & Pitching There are limits to catching and pitching on the same calendar day. [Regulation VI - Pitchers]	n/a		Any player who has played the position of catcher in any part of four (4) or more innings in a game is not eligible to pitch on that calendar day. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.	

This table is offered as summary of key pitching and catching rules for Little League baseball. To ensure the safety of players and provide balanced play time, all managers must fully understand and adhere to the rules related to pitch count, rest periods and other limits as detailed in section **VI - Pitchers** the official *Little League Rules and Regulations* book. During a game, coaches are responsible for knowing when his/her pitchers must be removed. The home team scorekeeper maintains the official pitch count.

Pitching Affidavits will be kept and shall be shared with the opposing manager before the start of each game. Managers should also indicate ineligible pitchers or catchers on their lineup cards shared with the umpire-in-chief and opposing manager at the pre-game plate meeting. This applies at all levels where players pitch.