

# BASEBALL LOCAL RULES FOR MAJOR, MINOR, MACHINE PITCH, AND T-BALL DIVISIONS SPRING 2019

February 2019

- A. Unless amended below, the LL official rules apply. Managers are not permitted to agree to any rule changes and the umpires shall not allow any changes.
- B. No new inning will begin after 2 hours (1:45 hours in MP and 60 minutes in T-Ball) have elapsed, regardless if the game is tied. The final out in the bottom half of an inning constitutes the beginning of the next inning.
- C. All players present at a game shall bat (Rule 4.04). If a player is unable to bat due to illness, injury, or early departure, there will be no penalty to that player's team as long as it still has seven or more players. Players arriving after the game starts are added to the bottom of the order in the order they show up.
- D. With the exception of pitching/catching (Section VI), coaches may freely substitute players in the field. No position changes may be made during an inning unless related to a pitching or catching change, injury, illness, late arrival, or early departure.
- E. No player may sit out a 2nd defensive inning until every player has sat 1 inning, except starting pitchers in Major/Minors while they are pitching. When a starting pitcher is removed from the mound, they may have to sit immediately and substitute pitchers may have to sit prior to pitching to avoid violating this rule. Exceptions include discipline, illness, or injury. Umpires and the opposing manager must be notified of such exceptions.
- F. Teams may play with as few as 7 players. There is a 10-minute start of game grace period after which (and at any time during the game) a team short of players forfeits the game. Coaches shall share players and play a scrimmage in the event of a forfeit for the remainder of the time limit.

## Major Division

- 1. No new batter after a team has scored 5 runs in an inning (example – 4 runs have scored, bases loaded, batter hits a double to clear the bases, 3 runs score for a total of 7 runs that inning). After the 5th inning, there is no run limit. Trying to score on a play in which the run limit is reached when normally a player wouldn't try to advance (eg "keep running till you get tagged" or trying to score from second on a ground out) is unsportsmanlike conduct and is not allowed and umpires will disallow such runs.
- 2. Rule 4.10(e) is in force (mercy rule is a 10 run lead after 4 innings).
- 3. Infield Fly (Rule 2) is in force.

## Minor Division

- 1. Each player must play at least 1 full inning at 1st, 2nd, SS, 3rd or Pitcher, regardless of game length.
- 2. 1 run per inning on any pitcher-catcher exchange. Other runners may advance without limit. A Runner attempting to advance after a run has scored under this rule is live and may be tagged out.
- 3. No new batter after a team has scored 5 runs in an inning (example – 4 runs have scored, bases loaded, batter hits a double to clear the bases, 3 runs score for a total of 7 runs that inning). After the 5th inning, there is no run limit. Trying to score on a play in which the run limit is reached when normally a player wouldn't try to advance (eg "keep running till you get tagged" or , trying to score from second on a ground out) is unsportsmanlike conduct and is not allowed and umpires will disallow such runs.
- 4. Rule 4.10(e) is in force (mercy rule is a 10 run lead after 4 innings)
- 5. Infield Fly (Rule 2) is in force.

## **Machine Pitch Division**

1. Each player must play at least 1 full inning at 1st, 2nd, SS, 3rd or Pitcher, regardless of game length.
2. A player can play a maximum of 2 innings total at 1st or Pitcher, regardless of game length. For example, Player A can play either 2 innings at pitcher, 2 innings at 1st, or a single inning at both pitcher and 1st.
3. It is recommended that the pitcher wear a helmet when on the mound.
4. The batter will receive 7 pitches to put the ball in play or they are out. Foul balls on the 7th or later pitch entitle the batter to another pitch. No bunting or "hit by pitch" (treat as one pitch and if it's the 7th pitch, they are out and no runners may advance).
5. A batted ball that strikes the pitching machine or a ball that hits an adult at any time is "Dead". Batter gets 1st base and runners advance only if forced.
6. Runners may advance without limit on a hit that passes the infielders at their own risk.
7. Defensively, teams shall have a pitcher (must be within a few feet of the machine, but not in front of it), a catcher, 4 infielders in traditional positions, and 4 outfielders (must stay in the outfield grass until the ball is hit). If a team is short players, they must have a catcher and may otherwise place players on the field in any of the normal positions.
8. A defensive player (not a coach) may call time if 1) they have possession of the ball AND 2) they are inside the baselines. When time is called, base runners move immediately to the nearest base (start with the runner closest to home and work backwards around the bases, allowing for being forced ahead by other runners or the batter).
9. 2 defensive coaches may be in the outfield BEHIND the players.
10. Teams may score 5 runs per inning. After the 5th inning, the limit is 10 runs per inning.
11. Rule 4.10(e) is in force (mercy rule is a 10 run lead after 4 innings).
12. Catcher must be in the catcher's box.
13. NO Infield Fly (Rule 2).
14. Pitching machine is at 40 feet from home plate. Spring settings should follow 32MPG at 30 to 40FT data posted on the machine. (Louisville Slugger Model No. L60111 Rev B, Power Lever Setting=5)
15. 1 adult or older sibling shall be a backup catcher to speed up the game.

## **Tee Ball Division**

1. A player may play only 1 inning at either 1st or Pitcher. A player may not play both positions during a game.
2. No player can play a 3rd inning at an infield position (1st, 2nd, SS, 3rd and Pitcher) until all players have played 2 innings at an infield position (1st, 2nd, SS, 3rd and Pitcher), including extra innings.
3. Pitcher must keep 1 foot on the rubber until the ball is hit.
4. Pitcher must wear a helmet.
5. The ball is dead when a defensive player has control of ball in the infield. A player with the ball in hand or mitt within base path ends runner's advancement. Runners may not advance on an overthrow on the first infield play after a batted ball (eg attempting to get a runner out at a base).
6. 6 strikes and batter is out—Foul balls on the 6th (or later) swing entitle the batter to another swing.
7. The batter must take a full swing and the ball must travel approximately 15 feet.
8. No pinch runners unless a player is injured and removed from game (use last player called out).
9. Teams may score 5 runs per inning. After the 5th inning, the limit is 10 runs.
10. Rule 4.10(e) is in force (mercy rule is a 10 run lead after 4 innings).
11. Defensively, teams shall have a pitcher, a catcher, 4 infielders in traditional positions, and up to 4 outfielders (must stay in the outfield grass until the ball is hit). If a team is short players, they may place players on the field in any of the positions described previously, up to the limits.
12. 2 defensive coaches may be in the outfield BEHIND the players.