

# Little League Winter A Division

## Playing Rules Addendum

The current year Little League Baseball Official Rule Book shall be used as the official rules guidelines. Some rules have been modified to meet the needs of our local league. Final interpretation of any rule(s) shall be the responsibility of the Board of Directors:

1. There shall be a drop-dead time limit of **1 hour and 15 minutes** from the **designated start time of the game** or 6 innings. ***Use common sense when the time limit is reached.***
  - a. Managers are obligated to play for the entire allotted time period, and are not permitted to terminate a game prior to the drop dead time for any reason or if otherwise authorized by the Division vice President or other LL board member.
2. A Little League Level 5 baseball shall be used during games.
3. All defensive players may be placed on the field with a regulation 6-player infield and the remaining players in the outfield.
  - a. Managers are required to rotate infielders and outfielders every inning.
  - b. No player shall play in the outfield in consecutive innings.
  - c. **Exception:** If a player is believed to have difficulties with the requirements of playing an infield position and playing an infield position would put the player in a position to be hurt, then that player will play in the outfield. All other players shall rotate. The coach shall inform the opposing coach at the coaches meeting.
4. The batting order shall consist of all rostered players. The entire line –up will bat each half inning or until (3) outs or (5) runs have scored.
  - a. The team’s official batting order shall be submitted to the Division VP at the start of the season.
  - b. The submitted batting order will remain continuous from game to game (i.e. if the 5<sup>th</sup> batter makes the last out of the game, the 6<sup>th</sup> batter will bat first in the following game.
  - c. If an additional player is added to the roster at a later date, that player shall be added to the bottom of the originally submitted batting order.
5. The offense is retired when three (3) outs have been recorded or five (5) runs have scored.
6. No players may stand in the on-deck circle during the game; all offensive players waiting to bat must remain in their dugout until they are called upon to hit by their manager or coach.
7. There is a maximum of 4 pitches, if the player does not hit the ball after the 4<sup>th</sup> pitch, the player will be given a chance to hit off of the tee. (this is done so play on the field does not stagnate and assists in developing the hitter)
  - a. Any batter hit by a pitch shall not be awarded first base. Instead, the batter will continue his/her at bat.
  - b. The pitching plate shall be a distance of 40 feet from the back edge of home plate.
  - c. The pitching machine shall be at a distance of 40 feet from the back of home plate on the

edge of the pitching rubber.

8. A Louis Slugger pitching machine is mandatory and will be used. In case of emergency, a coach may pitch from within the designated pitching circle (the coach shall have at least one foot within the circle when pitching [kneeling or standing]), underhand or overhand is acceptable.
9. While coaches are pitching, the player-pitcher shall not position him/herself in front of the coach or machine, who is pitching but must remain within three (3) feet of the pitching rubber/machine until the ball is hit.
10. After a ball has been hit, players are not allowed to advance bases once the ball has been returned to the pitcher, when he or she is within the vicinity of the pitcher's circle.
11. Managers are encouraged to reward players for good hitting, if the ball is hit into the outfield a baserunner may be awarded "extra" bases until the ball is returned to the infield. Managers are encouraged to discuss prior to the game in order to determine and agree upon criteria to be used.
12. A runner is out if he/she slides head first while advancing. A runner is out if he/she does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (There is no "must slide rule." The rule is "slide or attempt to get around.") The key in this situation is the "fielder has the ball and is waiting to make a tag." If the fielder, any fielder, not just the catcher does not have the ball and there is a collision, the runner is NOT out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct. (Reference Rule: 7.08 Little League Manual "The right Call, 2009.") If the impact of a runner breaks a base loose from its position, no play can be made on that runner at the base if the runner had reached the base safely.
13. Runners may advance one base only on an overthrow, if a player has already "acquired" a base prior to the overthrow they may continue to the next base as part of the overthrow rule. You cannot advance home on an overthrow. Runners that are tagged or forced out must return to the dugout.
14. Players shall not advance bases on passed balls or wild pitches.
15. No infield fly rule.
16. If a fielder interferes with a base runner and is not attempting to field a ball, the runner will be awarded the next base even if they are forced or tagged out.
17. A maximum of three (3) defensive coaches shall be allowed on the field at any time, plus one manager or coach in the dugout.
18. Defensive coaches on the field shall act as umpires, unless umpires are provided by the league. (Remember these are scrimmage games and we are not keeping official score).

19. Both teams are responsible for supplying one (1) new game ball.
20. No official protests of any game shall be allowed.
21. No official standings or scorekeeping shall be kept.
22. No food, gum, sunflower seeds or beverages (other than a sports drink or water) are allowed in the dugout and no food, gum, sunflower seeds or beverages are allowed on the playing field.
23. Dugouts are to be kept clear of cans, glass bottles, food, candy, etc. and must be cleaned after each game.
24. Managers, Coaches and Parents are prohibited from using any type of Tobacco(smoke or smokeless), Vape or Alcohol products while on the field with players during practices or games.
25. **Both** teams are responsible for securing pitching equipment no less than 10 minutes prior to the start of the game. Home team is responsible for providing a calibrated pitching machine for the game.
26. Each manager is responsible for ensuring that any bat used during games or practice is Little League approved and bears the **USA Baseball mark**, no other bats can be approved. No exceptions.
27. Home team shall occupy the third base dugout.
28. Post-game meetings must be held outside of the dugouts and in the presence of the parents, so as to allow the next game to begin on time.
29. Emergency cards/medical release must be present at all team functions. Random audits will be conducted to ensure compliance.
30. All male players are required to wear athletic supporters. All catchers are required to wear a fiber or plastic cup, mask with apple/throat guard, shin guards, and chest protector during games. (Hockey style catcher's masks also require the additional hanging throat guard).
31. **Rainy Day Procedures:** Fields at Community Park cannot be used for practices or games until the City of Chino Hills gives their approval. A scheduled game is considered a rainout only if the city has closed the fields. Every attempt will be made to reschedule all rained out games

Field Conditions Hotline: 909 364-2738