

2017 TCLL LOCAL RULES - MAJOR 11-12 DIVISION

OBJECTIVE - COURTESIES

- ✓ All 2017 Little League Rules will be followed.
- ✓ Coaches should have their line-ups and field positions made out prior to start of the game for easier assembly of players inning to inning.
- ✓ Coaches/Managers will have players prepared and ready to take the field quickly between innings.

MANDATORY PLAY

- ✓ IV(i) - Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. Manage playing time accordingly in case Mercy rule comes into play.
- ✓ *Outs do not have to be consecutive, as rule 4.04 allows player entry and re-entry into the game anytime with continuous batting order.*

SAFETY

- ✓ 1.08 - No on deck batter except for the lead-off batter each inning.
- ✓ 1.10 - Little League Bat Rule 2 1/4 diameter max; See 6.06(d) for violations and penalties.
- ✓ 1.16 – Helmets are mandatory on Batters, Base Runners, and Player Base Coaches.
- ✓ 1.17 – All Players are encouraged to wear athletic supporters; catchers must wear cup, and dangling throat protector.
- ✓ 3.09 - One player with helmet (plus mask with dangling throat protector and cup if in 'catchers' position) can warm up the pitcher ONLY – no adults.

COACHES/UMPIRES/FIELD

- ✓ 3.01 - Home Team provides (2) "RS" "Regular Season" balls (1 still in wrapper plus a 1 good used ball), drags and chalks the field, helps clean the field area after the game, puts away the bases, scoreboard numbers and flag (if applicable), and cleans/sweeps their dugout.
- ✓ 3.01 - Visiting team provides (2) good used "RS" balls, helps clean and drag the field after the game, and cleans/sweeps their dugout.
- ✓ *Umpires need to approve the use of the ball prior to the ball being put into play.*
- ✓ 4.05 – (2) adult Coaches allowed as Base Coaches contingent on (1) adult Coach/Manager is in the dugout.

TIME LIMIT/INNINGS/PLAYERS/BATTING ORDER

VII (h) - No Time Limit.

- ✗ 3.04 – ~~A Courtesy Runner~~ **cannot be used because of Continuous Batting Order.**
- ✓ 4.04 - A Continuous Batting Order shall be used, which includes kids on the bench.
- ✓ 4.10 - Six (6) innings per regulation game.
- ✓ 4.10 - Tie game, play continues.
- ✓ 4.10 – (10) Run (Mercy) Rule is in effect after 4 innings, (after 3 ½ innings if Home Team leads.)
- ✓ 4.16 – (9) players to start a game; Minimum (8) players to end the game. Game may not continue if each team has less than (9) players.
- ✓ 7.14 – ~~A Special Pinch Runner~~ **cannot be used because of Continuous Batting Order.**

UNCAUGHT 3rd STRIKE

- ✓ 6.05 - A batter is out when (1) a 3rd strike is legally caught by the catcher; (2) a 3rd strike is not caught by the catcher when first base is occupied before two are out.
- ✓ 6.09 – A Batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out

SCOREKEEPING AND PITCHCOUNTS

- ✓ VI (d,e) - In the absence of an official scorekeeper, the official scorebook for a game will be the Home team scorebook. Pitch Count Data sheets shall be kept with each team's scorebook and must be completed by each team at the end of each game and signed by the umpire. Before the next game, Coaches confer as to which players are not eligible to pitch in that game, and should request to see dated pitch count sheets from previous games. All managers must comply if asked. The pitcher will only be required to observe the days rest threshold obtained during the at-bat.

2017 TCLL LOCAL RULES - MINOR 9-11 DIVISION

OBJECTIVE - COURTESIES

- ✓ All 2017 Little League Rules will be followed.
- ✓ Instructional League: Minor 9-11 Division is intended to introduce competitive play while balancing Instruction and fundamentals. Managers and Coaches should keep this in mind as they develop the skills of all players on their team.
- ✓ Coaches should have their line-ups and field positions made out prior to start of the game for easier assembly of players inning to inning.
- ✓ Coaches/Managers will have players prepared and ready to take the field quickly between innings.

MANDATORY PLAY

- ✓ IV (i) - Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. *There is no Mercy Rule. Outs do not have to be consecutive, as rule 4.04 allows player entry and re-entry into the game anytime with continuous batting order.*

SAFETY

- ✓ 1.08 - No on deck batter except for the lead-off batter each inning.
- ✓ 1.10 - Little League Bat Rule 2 1/4 diameter max; See 6.06(d) for violations and penalties.
- ✓ 1.16 – Helmets are mandatory on Batters, Base Runners, and Player Base Coaches.
- ✓ 1.17 – All Players are encouraged to wear athletic supporters; catchers must wear cup, and dangling throat protector.
- ✓ 3.09 - One player with helmet (plus mask with dangling throat protector) and cup if in 'catchers' position) can warm up the pitcher ONLY – no adults.

COACHES/UMPIRES/FIELD

- ✓ 3.01 - Home Team provides (2) "RS" "Regular Season" balls (1 still in wrapper plus a 1 good used ball), drags and chalks the field, helps clean the field area after the game, puts away the bases, scoreboard numbers and flag (if applicable), and cleans/sweeps their dugout.
- ✓ 3.01 - Visiting team provides (2) good used "RS" balls, helps clean and drag the field after the game, and cleans/sweeps their dugout.
- ✓ *Umpires need to approve the use of the ball prior to the ball being put into play.*
- ✓ 4.05 – (2) adult Coaches allowed as Base Coaches contingent on (1) adult Coach/Manager is in the dugout.

TIME LIMIT/INNINGS/PLAYERS/BATTING ORDER/SIDE RETIRED

- ✓ VII (h) – Time Limit. No new inning will start after (1hr 45 min.)
- ✗ 3.04 – ~~A Courtesy Runner~~ **cannot be used because of Continuous Batting Order.**
- ✓ 4.04 - A Continuous Batting Order shall be used, which includes kids on the bench.
- ✓ 4.10 - Six (6) innings per regulation game.
- ✓ 4.10 - Tie game, play continues, if new inning starts under time limit.
- ✓ 4.10 - No (10) Run (Mercy) Rule because of the (5) run rule per inning limit.
- ✓ 4.16 – (9) players to start a game; Minimum (8) players to end the game. Game may not continue if each team has less than (9) players.
- ✓ 5.07 – Side is retired at (3) outs, or all players have batted, or when (5) runs are scored. Play stops when 5th run crosses the plate.
- ✓ 7.14 – ~~A Special Pinch Runner~~ **cannot be used because of Continuous Batting Order.**

SCOREKEEPING AND PITCHCOUNTS

- ✓ VI (d, e) - In the absence of an official scorekeeper, the official scorebook for a game will be the Home team scorebook. Pitch Count Data sheets shall be kept with each team's scorebook and must be completed by each team at the end of each game and signed by the umpire. Before the next game, Coaches confer as to which players are not eligible to pitch in that game, and should request to see dated pitch count sheets from previous games. All managers must comply if asked. The pitcher will only be required to observe the days rest threshold obtained during the at-bat.

2017 TCLL LOCAL RULES - MINOR 7-8 DIVISION COACH PITCH

OBJECTIVE - COURTESIES

- ✓ Instructional League: Minor 7-8 Division is intended to be an instructional league. Managers and Coaches should keep this in mind as they develop the skills of all players on their team. Coach pitch is played with regular baseball rules.
- ✓ Coaches should have their line-ups and field positions made out prior to start of the game for easier assembly of players inning to inning.
- ✓ Pitching machines are not allowed for use in team practices or games. *League insurance policy does not cover injuries by pitching machines.*

MANDATORY PLAY

- ✓ Defensive substitutions will be made every inning in order to keep the attention of the players.
- ✓ No player shall be out of the game for more than (2) consecutive defensive innings.
- ✓ Managers are encouraged to develop players at different positions by rotating each game or each inning.

SAFETY

- ✓ 1.08 - No on deck batter except for the lead-off batter each inning. No player, other than the batter, is to handle a bat. EXCEPTION – Unless manager or Coach is providing instruction to player a safe distance away from the other players.
- ✓ 1.10 - Little League Bat Rule 2 1/4 diameter max.
- ✓ 1.16 – Helmets are mandatory on Batters, Base Runners, and Player Base Coaches. Mask needed on Coach behind plate.
- ✓ Throwing the bat is not allowed. This is a safety concern, and this rule must be enforced. Any player who throws the bat after receiving a warning is out. One warning will be issued by the coach to the players, once per game, with any subsequent throwing of any bat resulting in an out for either team. Opposing team should assist and remind coaches of this important rule.
- ✓ Fielders should be coached proper positioning, and proper straddling of bases during a tag play to avoid collisions during a slide.
- ✓ No head first slides.
- ✓ All players to be seated on the bench.

COACHES/UMPIRES/FIELD

- ✓ 3.01 – Coaches are the Umpires. Discuss before the game. The first and third base Coaches shall make the safe/out calls at those bases. A defensive fielding Coach shall make the call at second base. The Coach/Pitcher shall make the call at home plate.
- ✓ 3.01 - Home team provides good used ball, drags and chalks the field, helps clean the field area after the game. Put away the bases and clean the dugout.
- ✓ 3.01 - Visiting team provides a good used ball, helps clean and drag the field after the game, and cleans their dugout.
- ✓ 4.05 – **OFFENSE** - Two (2) Adult Coaches allowed as Base Coaches contingent on one (1) Adult/Coach/Manager is in the dugout. **DEFENSE** – One (1) Coach may be on the field of play behind second base to instruct their players. One (1) Assistant Coach behind catcher may be used to speed up play because of frequent passed balls. However, the player positioned as catcher should throw the ball to the player playing the position of pitcher. Player then hands ball to Coach who is pitching. Coaches should not touch the ball while it is in play other than while pitching or assisting the catcher with a passed ball.
- ✓ A Coach may call time to instruct his players after the play is over. Normal coaching is allowed while the play is in progress.
- ✓ First and third Base Coaches are to help “police” the base paths. They should notify the defensive Coach of any impending obstruction of the base paths. Defensive Coaches should be aware that the Base Coaches will be helping to keep infielders out of the base lines and should not be offended by another Coach should he/she point out this type of situation.

TIME LIMIT/INNINGS/PLAYERS/BATTING ORDER/SIDE RETIRED

- ✓ VII (h) – Time Limit. No new inning will start after (1hr 15min.) No new pitch after (1hr 30min.)
- ✓ 3.04 – ~~A Courtesy Runner~~ **cannot be used because of Continuous Batting Order.**
- ✓ 4.04 - A Continuous Batting Order shall be used, which includes kids on the bench.
- ✓ 4.10 - Six (6) innings per regulation game, or less depending on time.
- ✓ 4.16 – Minimum (9) players to start a game; Minimum (8) players to end the game. Game may not continue if each team has less than (9) players. (10) Players allowed in the field defensively, LF, LC, RC, RF out in the “grass”. Infielders play infield, outfielders play outfield. Cannot have (5) infielders between bases. The pitcher must stand within a (6') radius of the pitching plate and not in front of the Coach-pitcher. The pitcher cannot leave the area before the ball is hit.
- ✓ 5.07 – Side is retired at (3) outs, or all players have batted, or when (5) runs are scored. Play stops when (5th) run crosses the plate.
- ✓ 5.08 – Runner/Batter is out if Base Coach interferes with thrown/batted ball. Coaches cannot assist players. Coaches cannot participate.
- ✓ 7.14 – ~~A Special Pinch Runner~~ **cannot be used because of Continuous Batting Order.**

GAME PLAY

- ✓ The batter may only take four (4) pitches without swinging and will be limited to three (3) swinging strikes. Seven (7) pitch max per batter. Foul balls will count as swings. Foul ball on seventh pitch gets one more pitch, and then is called “out” if ball is not hit in play.
- ✓ Bunting is not allowed.
- ✓ Courtesy: Consider (15) foot arc from home plate for foul ball, no hit, or a so called “swinging bunt”.
- ✓ Courtesy: If a batted ball hits the Pitching Coach, the ball is ruled dead and the batter is awarded first base. Only those base runners forced to advance due to the batter being awarded first base may advance in this situation.
- ✓ For balls hit to the outfield, base runners may advance until the ball is in the infield and in possession by one of the infielders. If the base runner is more than half way to the next base when the ball is determined “under control”, the base runner may continue to advance at risk of being put out, to the next base. Under control as used above would be a judgment call, but with the benefit of doubt placed with the defensive player.
- ✓ On first overthrow, runners do not get to automatically advance. Runner may advance, at Coaches discretion, at their risk to be put out, but no more than (1) base.
- ✓ Catchers **MUST** be utilized defensively and **at least attempt** to catch the pitched ball. Catchers are to catch from the normal location behind home plate.

PITCHING

- ✓ Coaches will pitch to hitters and will have discretion to pitch from a reasonable distance and height appropriate to the batter’s hitting ability.
- ✓ No Tee’s used for Coach Pitch.

2017 TCLL LOCAL RULES – MINOR 5-6 DIVISION T-BALL

OBJECTIVE

- ✓ Objective: Minor 5-6 games are an extension of practice--low key and non-competitive. Focus in on fundamental skills and sportsmanship.
- ✓ Accordingly, game scores and league standings are not maintained.
- ✓ Coaches should have their line-ups and field positions made out prior to start of the game for easier assembly of players inning to inning.

MANDATORY PLAY

- ✓ Everyone Plays Defense / Everyone Bats
- ✓ Defensive positions will be changed each inning in order to keep the attention of the players.

SAFETY

- ✓ No on deck batter except for the leadoff batter each inning.
- ✓ All catchers, batters and runners must wear a batting helmet.
- ✓ Catchers need to be in full gear.
- ✓ The batting player must drag the head of the bat on the ground to and from the home plate area.
- ✓ Throwing the bat is not allowed. This is a safety concern, and this rule must be enforced. T-Ball is the place to teach good habits. Any player who throws the bat after receiving a warning is out. One warning will be issued per player, per game, with any subsequent throwing of the bat resulting in an out.

COACHES/UMPIRES

- ✓ 3.01 – Coaches are the Umpires. Discuss before the game. 1st Base Coach is considered an umpire as well as the 3rd Base Coach. Batting Coach is the home plate umpire. Defensive Coach located in outfield will call second base.
- ✓ 3.01 - Home team provides good used ball, drags and chalks the field, helps clean the field area after the game. Put away the bases and clean the dugout.
- ✓ 3.01 - Visiting team provides a good used ball and helps clean and drag the field after the game and cleans their dugout.
- ✓ 4.05 – One (1) Coach/Manager/Adult needs to remain in the dugout for either team.
- ✓ Three (3) Defensive "Coaches" (who have been approved by the board and submitted a Volunteer Application) may be on the field of play to instruct their players.
- ✓ You may need to recruit Parent Helpers! Please have Volunteer Applications available for them to fill out PRIOR to them helping!
 - ✓ Mail to: Traverse City Little League; P.O. Box 8, Acme, MI 49610

TIME LIMIT/INNINGS/BATTING ORDER

- ✓ VII (h) – Time Limit. No new inning will start after (1hr 15 min).
- ✓ 4.10- Max Three (3) innings per game.
- ✓ A continuous batting order shall be used. Bat-Around Rule shall be used. All Players play the field.
- ✓ Courtesy: One base per hit.
- ✓ Highly recommended that each team have a continual rotation of positions and batting order from game to game.
- ✓ After (3) outs empty the bases and complete your batting until all players have batted, then take the field.
- ✓ No walks, no strikeouts.

THERE IS NO PITCHING IN TEE BALL

- ✓ In the event of an out, the batter/runner shall be directed to the dugout/bench (and not be allowed to remain on the base). No more than (2) outs can be made during any one at-bat. No triple plays count, however, if one is made, congratulate the team.
- ✓ Players should be encouraged to make the right play, i.e.; pitcher throws to first base rather than running it himself/herself or rolling the ball. Play stops when the ball is returned to the infield. The infielder need not to have control of the ball.
- ✓ The Batting Coach shall notify the defense when the last batter is up. As the ball is hit, the defense shall make ONE play and then allow the runners to clear the bases before leaving the field. The defense shall not block home plate nor tag each runner as they round the bases. The last batter shall, in effect, be considered a home-run hitter. With the exception of ONE defensive play, the batter and all base-runners shall be allowed to run the bases as if a home run were hit.
- ✓ No player, other than the batter, is to handle a bat. EXCEPTION – Unless manager or Coach is providing instruction to player a safe distance away from the other players.
- ✓ Place the tee in front of the plate, not on the plate. Coaches are reminded to remove the tee when runners are running home or if there is a play at the plate.
- ✓ Each batter gets (5) swings, with Coach helping on subsequent swings until the batter hits the ball.
- ✓ A batted ball must pass beyond a 15-foot arc from home plate before it is live (Batting Coach will call).
- ✓ Managers should warn defensive team when strong batters are at bat to minimize the possibility of injury.
- ✓ No runners are allowed to advance to the next base on an overthrow.
- ✓ As in all divisions of LL play up until Minor division, "Leading off" and stealing are not allowed.