



Local Rules -2018

1. HHLL Local Rules Overview

The current Little League Baseball rulebook will govern all plays not specified in the local rules for the Hasbrouck Heights Little League. These Local Rules govern the expectations for players, managers and coaches for each little league division. In the event of a question or protest, these local rules serve as the basis for how games should be played for each HHLL division. In the event an issue should arise that is not governed by these local rules, then the issue should be immediately communicated to the HHLL Board for resolution.

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3. General Local Rules for all Divisions

The current Little League Baseball rulebook will govern all plays not specified in these Local Rules. The following general rules are required for all divisions of HHLL:

i. Player Requirements

- Heart Guards are required to be used at all levels.
- All boys are required to have protective cups.
- **(NEW)** All bats must be marked with “USA Bats” logo certifying that it meets new 2018 standards.

ii. Manager and Coach Requirements

- Must attend training outlined by HHLL.
- Must attend at least 5 monthly meeting held on the last Tuesday of every month.
- Must be present for field clean-ups and
- Must have their NYSCA certification valid for the upcoming year (before March 15th) and filled out the Volunteer Form (submitted to the League) for background checks by HHLL before practices begin each year.
- Responsible for any and all other duties as required by HHLL.
- No cameras or video equipment shall be used by y coaches or in the confines of the field and dugout.



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iii. Little League Pitch Count Rules

The following pitch count rules apply to all kids pitching in HHLL and come directly from official Little League guidelines available at: <https://www.littleleague.org/playing-rules/pitch-count/> as of January 18, 2018. If differences between the information listed in this section and the official Little League rules should not be identified, official Little League rules will apply.

League Age	Typical HHLL Division	Maximum Pitches per Day
13-16	50/70	95 pitches per day
11-12	Majors	85 pitches per day
9-10	Triple AAA	75 pitches per day
7-8	Double AA	50 pitches per day

Note 1: Each coach is responsible for knowing their pitchers “League Age” and subsequent pitch count restrictions. Players who “play up”, are not allowed to pitch in higher division.

Note 2: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Note 2: Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day (even 1 pitch into the 4th inning).

Pitchers League Age 14 and Under must adhere to the following Rest Requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”



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4. Tee Ball Division

i. General Tee Ball Requirements

1. **Team Size:** Limit team size to 7 or 8 players.
2. **Game Length:** All games will be three innings in length or maximum of one hour. Teams should be off the field no later than 15 minutes before the next game. For example, a 6:00 PM weekday game should be completed by 7:00 PM and the teams off the field by 7:15PM.
3. **Start Times:** Games may start prior to the designated start time if teams are ready and managers agree on the earlier start time. Fields are available for both teams to use together at 5:30PM weekdays for optional practice time prior start of games.
4. **Standings:** There will be no standings kept.
5. **Field Maintenance:** Home and visiting team will work together to prep the field (rake and line) prior to the game. Both teams will rake the field at the end of the game. When raking, keep the clay from being pushed into the grass.

ii. Player Guidelines

1. All batters and runners must wear his or her own safety helmets at all times.
2. All five in field positions should be covered by one player only (1B, 2B, SS, 3B, P). Remain players are LC / RC and positioned on the back edge of infield dirt. All remaining players should be distributed equally across the infield, not to impede with runner's base path. We encourage coaches to rotate fielding positions frequently. NO catcher.
3. Players thrown out should still remain on the bases to run the base paths.
4. Players will advance one base at time, no advancing on over throws, steals or leading off base.

iii. Coaching Requirements

1. **Batting Team:** The batting team should have minimum of four coaches. Batting coaches can help with fielding team.
 - **Home Plate:** This coach must set the Tee to the player's height and provide instruction. The Tee should be located in front of home plate. This coach must remove Tee after a hit when a player is at third base.
 - **First Base:** This coach provides instruction to runners.
 - **Second Base:** This coach provides instruction to runners.
 - **Third Base:** This coach provides instruction to runners.
 - **Dugout:** This coach is responsible to ready the on-deck batter.
2. **Fielding Team:** The fielding team will have minimum of four coaches on the field.
 - **First Base Coach:** One coach should be at first base to coordinate first base.
 - **Infield Coach (Pitcher's Mound):** One coach should be next to the pitcher (kneeling) to coordinate the infield and protect the pitcher.
 - **Infield Coach (Second Base):** One coach should be to the right of the 2nd baseman to coordinate the infield.
 - **Infield Coach (Shortstop):** One coach should be to the right of the shortstop to coordinate the infield.



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iv. Game Requirements

1. A half inning will be complete once the batting team has batted the entire order regardless of number of outs or lack of.
2. Balls hit off tee must travel to infield grass. If it does not reach the grass it will be considered foul and the player will re-hit.
3. The tee is located in front of home plate.
4. Starting June 1st, coaches should begin to pitch to their teams. If after 5 pitches (maximum), the ball has not been put into play by the batter, the tee will be used. Manager should use their discretion based on player ability. Coach pitcher will throw from kneeling position and from the front of the pitcher's mound (or closer if necessary)
5. There will be no plays at home plate
6. All batters will hit every inning (Cinderella lineup)



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5. Softball Division

i. General Softball Requirements

1. **Team Size:** Team size not specified.
2. **Game Length:** Each game will be a maximum four innings in length. All games must be terminated 15 minutes before the next game is to start. No inning should be started after 7:00PM.
3. **Start Times:** Games may start prior to the designated start time if teams are ready and managers agree on the earlier start time. Fields are available for both teams to use together at 5:30PM weekdays for optional practice time prior start of games. After May 15th, games may start at 5:30PM if mutually agreed by both teams.
4. **Standings:** There will be no standings kept.
5. **Baseballs:** A soft touch ball will be used for all games and practices.
6. **Field Maintenance:** Home and visiting team will work together to prep the field (rake and line) prior to the game. Both teams will rake the field at the end of the game. When raking, keep the clay from being pushed into the grass.

ii. Player Guideline

1. Safety helmets must be worn by all batters and runners (It is recommended that the players have their own helmets). Heart guards and protective cups are required for all players.
2. Each of the five infield positions should be covered by one player only. (1B, 2B, SS, 3B, P) All remaining players should be distributed equally across the outfield grass.
3. Catchers may begin to be developed at this level. Special attention is needed to protect the catcher from thrown bats. Catchers must wear full catchers equipment, plus a protective cup. Catchers are not required to be used. Only second and third year players returning to Softball are eligible to catch during games.

iii. Coaching Requirements

1. **Batting Team:** The batting team should have five coaches.
 - **Pitcher's Mound:** This coach is responsible for pitching. After 10 pitches a tee will be put in place for the batter to hit from. For coaches pitch we require throwing from one knee and overhand. Coaches should be pitching from the edge of the pitcher's mound, maximum of 36 feet from home plate but may be closer as needed to batter's ability
 - **Home Plate:** This coach serves as the catcher to return balls to the pitcher. If tee is required, must set the Tee to the player's height and provide instruction. This coach must remove Tee after a hit when a player is at third base. This coach must also protect the catcher in case of thrown bats.
 - **First Base:** This coach provides instruction to runners.
 - **Third Base:** This coach provides instruction to runners.
 - **Dugout:** This coach is responsible to ready the on-deck batter.
2. **Fielding Team:** The fielding team will have minimum of four coaches on the field.
 - **First Base Coach:** One coach should be at first base to coordinate first base.
 - **Infield Coach (Pitcher's Mound):** One coach should be next to the pitcher (kneeling) to coordinate the infield and to protect the pitcher.



- **Infield Coach (Second Base):** One coach should be to the right of the 2nd basemen to coordinate the infield.
- **Infield Coach (Shortstop):** One coach should be to the right of the shortstop to coordinate the infield.

iv. Game Requirements

1. All players will bat. Late arriving players will be added to the bottom of the order. There will be a running lineup.
2. Play will stop when a ball hit into the outfield is returned to an infielder on the infield clay and has complete control of the ball. All runners will continue to the base they were going to, but cannot advance any further.
 - If the infielder attempts to get a runner out by throwing to a base, play will stop after the results of that play. On an over throw, there will be no advancement by any runners. Once any of the infielders have complete control of the baseball within the infield, play will be considered dead and the ball will be returned to the pitching coach.
3. A maximum of two bases can be taken on cleanly hit balls to outfield. The last batter in each inning will “clear the bases”. The fielding team will remain in their position until the base runners cross home plate.
4. One coach from the team that is at bat will be responsible for pitching.
 - Halfway through the season, coaches should begin to allow 7 and 8 years olds to begin pitching. Pitchers will be determined using coach’s discretion.
 - During kid pitch; after 4 consecutive walks, or 6 walks in an inning, the hitting teams coach will finish pitching said inning.
5. Players thrown out should be removed from the base. A good play in the field should be rewarded with an out call. Out or safe calls will be done by the first or third base coach of the offensive team.
6. There will be no leading or stealing.
7. There will be not plays at home plate
8. Batters will be instructed to run up the first baseline and throw their bats into the designated circle up the base line.
9. All batters will hit every inning (Cinderella lineup)



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6. Single A (Coach Pitch) Division

i. General Single A Requirements

1. **Team Size:** Team size not specified.
2. **Game Length:** Each game will be a maximum four innings in length. All games must be terminated 15 minutes before the next game is to start. No inning should be started after 7:00PM.
3. **Start Times:** Games may start prior to the designated start time if teams are ready and managers agree on the earlier start time. Fields are available for both teams to use together at 5:30PM weekdays for optional practice time prior start of games. After May 15th, games may start at 5:30PM if mutually agreed by both teams.
4. **Standings:** There will be no standings kept.
5. **Baseballs:** A soft touch ball will be used for all games and practices.
6. **Field Maintenance:** Home and visiting team will work together to prep the field (rake and line) prior to the game. Both teams will rake the field at the end of the game. When raking, keep the clay from being pushed into the grass.

ii. Player Guidelines

1. Safety helmets must be worn by all batters and runners (It is recommended that the players have their own helmets). Heart guards and protective cups are required for all players.
2. Each of the five infield positions should be covered by one player only. (1B, 2B, SS, 3B, P) All remaining players should be distributed equally across the outfield grass.
3. Catchers may begin to be developed at this level. Special attention is needed to protect the catcher from thrown bats. Catchers must wear full catchers equipment, plus a protective cup. Catchers are not required to be used. Only second year players returning to Single A are eligible to catch during games.

iii. Coaching Requirements

1. **Batting Team:** The batting team should have five coaches.
 - **Pitcher's Mound:** This coach is responsible for pitching. After 10 pitches, a tee will be put in place for the batter to hit from. For coaches pitch we require throwing from one knee and overhand. Coaches should be pitching from the edge of the pitcher's mound, maximum of 36 feet from home plate but may be closer as needed to batter's ability.
 - **Home Plate:** This coach serves as the catcher to return balls to the pitcher. If tee is required, must set the Tee to the player's height and provide instruction. This coach must remove Tee after a hit when a player is at third base. This coach must also protect the catcher from thrown bats.
 - **First Base:** This coach provides instruction to runners.
 - **Third Base:** This coach provides instruction to runners.
 - **Dugout:** This coach is responsible to ready the on-deck batter.
2. **Fielding Team:** The fielding team will have minimum of four coaches on the field.
 - **First Base Coach:** One coach should be at first base to coordinate first base.



- **Infield Coach (Pitcher's Mound):** One coach should be next to the pitcher (kneeling) to coordinate the infield. This coach should also protect the pitcher.
- **Infield Coach (Second Base):** One coach should be to the right of the 2nd basemen to coordinate the infield.
- **Infield Coach (Shortstop):** One coach should be to the right of the shortstop to coordinate the infield.

iv. Game Requirements

1. All players will bat. Late arriving players will be added to the bottom of the order. There will be a running lineup.
2. Play will stop when a ball hit into the outfield is returned to an infielder on the infield clay and has complete control of the ball. All runners will continue to the base they were going to, but cannot advance any further.
 - If the infielder attempts to get a runner out by throwing to a base, play will stop after the results of that play. On an over throw, there will be no advancement by any runners. Once any of the infielders have complete control of the baseball within the infield, play will be considered dead and the ball will be returned to the pitching coach.
3. A maximum of two bases can be taken on cleanly hit balls to outfield. The last batter in each inning will "clear the bases". The fielding team will remain in their position until the base runners cross home plate.
4. Players thrown out should be removed from the base. A good play in the field should be rewarded with an out call. Out or safe calls will be done by the first or third base coach of the offensive team.
5. There will be no leading or stealing.
6. There will not be plays at home plate.
7. Batters will be instructed to run up the first baseline and throw their bats into the designated circle up the base line.
8. All batters will hit every inning (Cinderella lineup)



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7. Double AA Division

i. General Double A Requirements

1. **Player Ages:** This Division will consist of only league age 8-year-old. This division will be effect as long as the league can have a minimum of three teams.
2. **Team Size:** Each team must field a minimum of 9-10 players
3. **Game Length:** Games should be maximum of 5 innings or 2 hours.
4. **Standings:** There will be no standings kept.
5. **Baseballs:** TBD
6. **Field Maintenance:** Home and visiting team will work together to prep the field (rake and line) prior to the game. Both teams will rake the field at the end of the game. When raking, keep the clay from being pushed into the grass.

ii. Player Guidelines

1. Safety helmets must be worn by all batters and runners (It is recommended that the players have their own helmets). Heart guards and protective cups are required for all players.
2. Ten players play defense, regular infield plus four outfielders, four across on the outfield grass. No short center fielder.
3. Catchers must wear full catcher's equipment, plus a protective cup.

iii. Coaching Requirements

1. One manager and three coaches in the dugout. The maximum of 4 coaches (including the manager) is allowed in the dugout.
2. All managers/ coaches must be behind the fences inside the dugouts.
3. One coach in each coaching box (two on field total).
4. One defense coach allowed on field at start of season until May 1st. Coaches discretion on where to be positioned.

iv. Game Requirements

1. All players present at the game will be included in the batting order. Late arriving players placed at the bottom of the batting order. Everyone will bat (Cinderella line up).
2. Official Little League Pitching Rules shall apply.
 - The pitcher's mound will be 40 to 42 feet from home plate. Coaches would determine this based on players ability. Coaches must throw from in front of the rubber from a knee.
 - Three hit batters in one inning or five in one game the pitcher must be removed, but can play another position.



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- If an at bat starts with 4 consecutive balls, coach will relieve pitcher. Coach will make no more than 3 pitches to promote batter to hit the ball. After 3 pitches the kid will automatically take first base, if he has not put ball in play, and regardless of striking out.
 - After 3 consecutive walks, or 5 total walks in an inning, the hitting teams coach will come in to pitch the rest of said inning.
 - There will be a maximum of two innings per pitcher, per game. Minimum of 3 pitchers per game. Pitchers cannot pitch again was removed from pitching. This division is specifically designed to develop pitchers. Use as many different pitchers as possible.
3. Two stolen bases per inning (double steal counts as two).
 - No advancement on over throws by the catcher on stealing plays.
 - No stealing home at any time.
 - Once ball crosses home plate, players can take secondary leads after every pitch including after two stolen bases are completed.
 - A player will be called out if he/she slides head first advancing to a base. Runner may dive head first back into the base they are occupying.
 - The runner must slide to avoid contact on close plays. Contact must be made for the runner to be called out.
 4. Each player must play a minimum of three innings in the field, unless 12 run rule or time limit prohibits.
 - In the event of being mercy after four innings, if a player did not get their 3 innings of playing time, they must start the next game and play the first three innings.
 5. Bunting is permitted.
 6. Fielders are not allowed to impede runners on any base.
 7. Maximum of four runs scored by a team in any inning.



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8. Triple AAA Division

i. General Triple AAA Requirements

1. **Player Ages:** This Division will consist of primarily league age 9-10-year olds.
2. **Team Size:** Each team must field a minimum of 9 players. Less than nine shall not constitute an immediate forfeit. Games should be played with a team of 8 players. The league player agent shall review the reasons why a team could not field the minimum number of players and shall report to the league President for final determination of the outcome of the game.
3. **Game Length:** Games will have a two-hour time limit. No inning will start after 1 and 3/4 hours (9:00PM) on weekday. Week night games must end at 9:45PM – SHARP! The game will end and the score will be final at that point.
4. **Game Start Times:** Weeknights at 7:15PM.
5. **Standings:** Regular season standings will be kept. In the event that there is a tie for first place, a one game playoff will be played to decide division winner.
6. **Baseballs:** TBD
7. **Field Maintenance:** Home and visiting team will work together to prep the field (rake and line) prior to the game. Both teams will rake the field at the end of the game. When raking, keep the clay from being pushed into the grass.

ii. Player Guidelines

1. Safety helmets must be worn by all batters and runners (It is recommended that the players have their own helmets). Heart guards and protective cups are required for all players.
2. Nine players play defense, regular infield plus three outfielders. No short center fielder.
3. Catchers must wear full catcher's equipment, plus a protective cup.

iii. Coaching Requirements

1. One manager and three coaches in the dugout. The maximum of 4 coaches (including the manager) is allowed in the dugout.
2. All managers/ coaches must be behind the fences inside the dugouts.
3. One coach in each coaching box (two on field total).

iv. Game Requirements

1. All players present at the game will be included in the batting order. Late arriving players placed at the bottom of the batting order. Everyone will bat (Cinderella line up).
2. Official Little League Pitching Rules shall apply.
 - There will be a 3-inning max per pitcher, per game.
 - Three hit batters in one inning or five in one game the pitcher must be removed, but can play another position.
3. Four stolen bases per inning (double steal counts as two).
 - Advancement on over throws by the catcher on stealing plays is allowed to all bases except home.
 - No stealing home to begin the season. Effective May 1, the stealing of home may be implemented in games. A maximum of 2 steals to home plate per game.



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- A player will be called out if he/she slides head first advancing to any base. A player may dive head first when return back to base he/she occupies.
 - The runner must slide to avoid contact on close plays. Contact must be made for the runner to be called out. Fielders must not block bases or impede base paths.
4. Each player must play a minimum of three innings in the field, unless 12 run rule or time limit prohibits.
 - In the event of being mercy after four innings, if a player did not get their 3 innings of playing time, they must start the next game and play the first three innings.
 - If a player arrives after the start of a game, he/she is not required to meet the 3-inning requirement. Managers to use their discretion based on arrival time.
 5. Bunting is permitted.
 6. Unlimited walks.
 7. No running into the catcher at home or any other player at any base. Runner will be called out.
 8. Maximum of four runs scored by a team in any inning. In the last inning,
 - Twelve run mercy rule will apply after the trailing team bats four times
 - Team down by more than four runs will not be limited to the four-run max rule in the last inning. Said team will be given the opportunity to "tie" the game ONLY. For example, if losing by 7 runs, the max number of runs allowed to be scored in the last inning would be 7, not 4.
 9. No extra innings. Ties will be considered a complete game.



9. Major League Division

i. General Majors Requirements

1. **Player Ages:** This Division will consist of primarily league age 11 and 12-year olds.
2. **Baseballs:** TBD
3. **Draft Rules:** Players shall be selected in accordance with recommended Player Selection System of Little League Baseball, Inc. as per latest edition or current copy.
 - To be eligible for this draft, the player must meet the following requirements:
 - i. Residence as set forth in the rules of Little League Baseball Inc.
 - ii. Has played as an eleven-year-old on a Hasbrouck Heights league team or can verify that he or she has played organized ball in another town's Little League program.
 - iii. Has no physical impairments that would interfere, restrict or become a hazard to said player on the field. This determination must be accepted by a majority of the Board of Directors.
 - The draft of all twelve and eleven-year olds will be contingent within the following guidelines:
 - i. No major league team will have more than eight twelve-year olds on their active roster.
 - ii. No major league team will have more than twelve players.
 - No nine-year olds may be drafted, until all eligible eleven and ten-year olds are chosen.
4. **Team Size:** Major League teams shall be assigned 11 or 12 players, but not less than 10 players on their roster based on registration numbers.
 - Only in the event a team loses a player through illness, injury, change of address or other justifiable cause may there be less than 11 players on that team and then only in the event no replacement can be found by the player agent, after sufficient time and effort have been expended in accordance with the procedures set forth for the replacement of a player.
 - If a player has missed two consecutive games, notification must be made by the manager to the major league Player Agent prior to the next regularly scheduled game. Failure to notify could result in forfeiture of next game.
 - Before a team will be permitted a reduced roster, approval must be received from the HHLL Board of Directors. After the season is in progress a player that is eligible may be selected from a minor league team roster with permission of the parents.
 - Each team must field a minimum of 9 players. Less than nine shall not constitute an immediate forfeit. The league Vice President shall review the reasons why a team could not field the minimum number of players and shall report to the league President for final determination of the outcome of the game.
5. **Player Selection:** The Draft Selection System will be the official method used to select players for the purpose of filling team rosters and providing for the equitable distribution of player talent.
 - **Dropping A Player** - A team wishing to drop a player must have the approval of the Executive Board and the majority of the major league managers. The



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- player agent shall confirm the reason for dropping the player.
- **Bringing Up A Player** - The player agent shall handle all contacts in bringing up a player. No major or minor league manager or coach may contact a player or his parents. A manager may, however, contact a manager regarding a player.
6. **Game Start Times:** Weeknights at 7:00PM or 7:15PM. Weekend game start times will vary.
 7. **Game Length:** Games will have a two-hour time limit. No inning will start after 2 hours (9:15PM) on weekday. Week night games must end at 10:00PM – SHARP! The game will end and the score will be final at that point.
 8. **Rainouts during Regular Season:** All rainouts must be scheduled at the next available date, inclusive of all double headers, limit to 3 games in one week.
 9. **Standings:** Regular season standings will be kept. If there is a tie for first thru fourth place, team will be designated by the following rules (Tiebreakers- No Divisions):
 - Record against each other.
 - Record against common opponent.
 - Runs allowed
 10. **Trophies and Awards:** The League Champions shall be awarded 1st place trophies. The league champions shall be the winner of the playoffs in the Major League Division.
 11. **Field Maintenance:** Home and visiting team will work together to prep the field (rake and line) prior to the game. Both teams will rake the field at the end of the game. When raking, keep the clay from being pushed into the grass.

ii. Player Guidelines

1. Safety helmets must be worn by all batters and runners (It is recommended that the players have their own helmets). Heart guards and protective cups are required for all players.
2. Nine players play defense, regular infield plus three outfielders. No short center fielder.
3. Catchers must wear full catcher's equipment, plus a protective cup.

iii. Coaching Requirements

1. Each major league team may officially register one manager, two coaches and a scorekeeper.
2. For a manager to be officially registered, he must indicate his intention to manage in writing to the Board of Directors no later than January 31st of each year. It will be the obligation of the Board of Directors to meet on or before February 7th to approve or reject the managerial applications.
 - Once registered, a manager may submit the name (s) of the new coaches he officially wishes to register to player agent after the draft. It will be the obligation of the Board of Directors to meet on or before MARCH 15th to approve or reject the coaching applications submitted.
3. All managers/ coaches must be behind the fences inside the dugouts during play.
4. One coach in each coaching box (two on field total).



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iv. Regular Season Game Requirements

1. The current Little League Baseball rulebook will govern all plays not specified below.
2. All players must play every game.
 - Players arriving late shall be listed at the end of the batting order.
 - If a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/ her when his/ her time at bat comes up without penalty.
 - If the injured, ill or absent player returns he/ she is merely inserted into their original spot in the batting order and the game continues.
 - All players present at the game will be included in the batting order. Late arriving players placed at the bottom of the batting order. Everyone will bat (Cinderella line up).
3. **Game Participation:** Each player listed on a team's roster shall play at least three defensive innings and make at least (1) plate appearance in each game.
 - No protest shall be made if the home team does not come to bat in the bottom of the last inning. The only exception to this rule shall be if a player is absent, injured, or a disciplinary problem.
 - If a player misses 5 practices and/or 3 League games, the player will be warned of future disciplinary action. If a 4th game is missed, the player will not be allowed to play in the post-season. In the event that a player is forced to sit, that manager must call up a player.
 - In all cases, though, this exception shall be specified before the start of the game to the opposing manager and the chairman of the respective league.
 - Players arriving after the start of the game must play in the game, but are not guaranteed to get the 3-inning minimum. Managers to use their discretion based on arrival time.
 - Substitute players are married; just like the districts. The player that goes in for another player can only be replaced with the same person after their requirements have been met.
4. Official Little League Pitching Rules shall apply.
 - A manager or coach may visit a pitcher three times during a game. On the third visit, the pitcher must be removed. The one exception to this rule shall be in case of injury.
 - Not more than five (5) pitchers per team shall be used in one game except in case of illness or injury to a fifth pitcher.
 - Any pitcher hitting three (3) batters in one inning or four (4) in the game shall be removed, but can play another position.
5. All teams must have at a minimum of ten (10) players at the start of the game.
 - Extra hitter will be in the line-up for this season.
 - This extra hitter will bat in the 10th spot and when entered into the game he will then be married to the player who he is replacing.
 - The replacement player will stay in the batting line up in the same spot. Be careful when you declare this change. The extra hitter must meet their field playing requirements.
 - In a mercy rule situation, the extra hitter of that game will be one of the players that must start the next game.



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- If one team has only nine (9) players, the game may be played without the extra hitter for both teams. Three (3) inning minimums must still be met.
- 6. Unlimited stolen bases per inning.
 - A player will be called out if he/she slides head first advancing to any base. A player may dive head first when return back to base he/she occupies.
 - The runner must slide to avoid contact on close plays. Contact must be made for the runner to be called out. Fielders must not block bases or impede base paths.
- 7. Bunting is permitted.
- 8. Unlimited walks.
- 9. **Running into Catcher Rule or Sliding:** If there is a play at home plate or any other base, the runner must slide or avoid contact. Contact must be made for the runner to be called out.
- 10. **10 Run Rule:** Any game where the difference of 10 runs or more exists after 4 innings are played, the game shall come to an end.
 - After the home team has completed the fourth inning, the team that is up by 10 or more runs that game is over.
 - If the visitors are up by 10 or more runs after the fourth inning the home team still has to bat. After the home team has batted and the visitors are up by 10 runs after the fourth inning the game is over.
- 11. No extra innings. Ties will be considered a complete game.

v. Playoff Requirements

1. **Pitching During Playoffs:** Regular season Little League rules shall apply. Refer to the pitching count published in the most current Little League Rule Book.
2. **Schedule for Playoffs:** There must be 24 hours between the end of the regular season and the playoffs. In the event of a rainout, the schedule must be picked up at first available date, just how it is for the regular season.



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10. Travel Baseball

HHLL will sponsor Travel Baseball through an appropriate league for ages 8-12 years old. All Travel Baseball games played on Heights fields must be complete by June 15th.

i. Requirements for Travel Teams:

1. Managers must submit in writing that they wish to manage a HHLL– Travel Team. The HHLL board will decide who will be the manager from all applicants.
2. All HHLL Travel Teams must hold tryouts if more than 12 players have expressed interest in playing. The HHLL Board will assist in ensuring any try-outs are held in a fair manner.
3. All Travel teams must check with the HHLL team manager before using their pitcher(s). A travel team should not use a pitcher unless the manager (that the pitcher plays for) has expresses his plan for that child as it relates to HHLL regular season games. For example, if a travel team wanted to use a pitcher from the Lions teams, the travel team Managers must have a conversation with that manager to see what his plans are for that pitcher. Disagreements will be immediately brought to the Boards attention for resolution.
4. Games must be played on Sundays unless rainouts or unforeseen circumstances occurred.
5. Use of the HHLL Fields (done by June 15th) – All players must be part of the HHLL program.
6. All players must be a registered player of HHLL and is actively playing in the program.
7. There will be a fee (\$100.00) per player to play travel baseball for HHLL. The fee issued to cover the cost of umpires, uniforms, field supplies and maintenance, insurance, baseballs and etc.
8. All Travel Teams must submit a roster with each player and their address.
9. Practice time will be assigned by the HHLL, afforded based on a first come, first served bases, providing open slots and that a HHLL teams doesn't have the field. The HHLL teams will have precedent over any travel team when it comes to playing a regular season game.
10. The travel team is responsible for all up keep of the facilities. That includes: raking the field after any game or practice, cleaning out the trash cans after their games, locking the fields up and turning off the lights and score boards. Failure to do any of these will result in a \$25.00 charge to that travel team.
11. Code of conduct is in effect based on the HHLL requirements (Bi-Laws and Local Rules). Violation(s) of any of these laws or rules will result in you being removed from that team. Your actions in the HHLL regular season also carries over to your travel team either as a parent or as a coach.
12. If you are suspended for any reason by the HHLL, that will be in effective for both the HHLL regular season as well as the travel teams.
13. All Practices must be coordinated with the Coaching Director.
14. All money and balances will be the responsibility of the League Treasurer.
15. Players must play in their age group unless there isn't a travel team offered at that level.



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11. All-Star Requirements (Summer)

The following information describes the process for selecting all HHLL All-Star teams and managers

1. **All-Star Commitment Policy:** All players selected to an All-Star team must sign the HHLL All- Star Commitment letter indicating their understanding and acceptance of the attendance requirements for these teams.
 - HHLL expects to field only the most competitive team possible at all times, and that ability is compromised if parents and players do not commit to showing up and playing with their team! The requirement we ask of parents and players is usually six weeks– usually from the middle of June through the end of July.
 - Although some tournaments may finish earlier than others– that is NOT the expectation we (parents\ players\ coaches) should go into these tournaments with! We expect to be competitive, and we expect our teams to continue to play well and advance deeper and deeper into tournament play.
 - HHLL policy requires any child who misses two (2) practices (including scrimmages) or two (2) games during the commitment period, be removed from the team. Any child removed from a team will have their future eligibility for an HHLL All-Star team negatively affected.
2. **Selection of All-Star Managers:** All-Star managers will be nominated by related Division Managers and Board Members. All-Star Managers will be selected and approved by the HHLL Board.

ii. 7 – 10-Year-Old Players

1. Age Brackets:
 - **7 and 8 Years Old:** We will enter an 8u team in various appropriate tournaments.
 - **9 and 10 Years Old:** We will enter a 10u team in the Little League District 5 tournament.
 - If sufficient interest and players are available, we will also enter a 9yr old team in the District 5 tournament.
2. Process for selecting the All-Star Teams
 - For all teams in these age groups, HHLL requires a try-out to be held for all eligible kids. Any 10yr old that plays in the Majors is required to be notified of these tryouts. In addition, all managers in the Minor division are required to send 3-4 kids from their team that they feel can play at an 'All-Star' level.
 - Managers are also required to nominate 2 individuals from the opposing team, who were considered "The Games Best Players" for each game played. Managers are to submit the nominees to the HHLL Board prior to All-Star selection. The total number of votes each player received will assist in the All-Star selection process.
 - The League Coordinator will follow-up with managers to ensure they are following this rule. Any manager that fails to notify the League Coordinator of their compliance with this rule (with a list of parents that were notified of the try-outs), will forfeit their eligibility to manage future teams. A manager may request to send more than 4 kids if he feels he has more players that are capable of playing at an All-Star level.



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- The evaluation process consists of an organized try-out where players are measured on hitting, fielding, running, throwing, and if they choose, pitching as well as their overall 'comfort' level and approach to play. Evaluators are managers and coaches chosen from the various divisions, so long as they did not manage or coach in an age group with their own child (IE. a parent of 10yr old will not be on the field evaluating the 9/ 10yr olds tryouts).
- Potential managers for these teams will watch the try-outs from the coach's room and will be ranking kids (1-20) on their own - they will submit that list to the President or All- Star coordinator at the conclusion of the try-outs, in a sealed envelope. The evaluators (immediately after the try-outs are completed) will work together to build a list of the 'top 10' players for the team that they are evaluating. Once the manager has been selected, the first two kids from their sealed list of 20 that are not on the top-10 chosen by the evaluators, will be added to the team and complete the roster of 12 kids. A manager, if they so choose may add a 13th player to their team but they must adhere to any District or Tournament rules regarding additional players.
- Managers will contact each parent for the selected child, explain the required commitment, and get their acceptance to take part in the tournament – if a parent declines, the All-Star Coordinator will supply the contact information for the next player on the manager's submitted list of 20.

iii. 11-12-Year-Old Players

1. Age Brackets:
 - **11-Year-Old:** We will enter one 11yr old team in the Little League District 5 tournament
 - **11 and 12-Year-Old:** We will enter one 12u team in the Little League District tournament.
 - If sufficient interest and players are available in either age group, the Board may consider entering a 'B' team in a separate state tournament.
2. All-Star Balloting Committee - A committee of three Board members that do NOT have a child playing at either the 11yr old or 12yr old level will be formed to monitor and ensure the accuracy of the voting process. They will be tasked with calculating the votes of the 'secret ballot', providing the final ranking of kids to the prospective managers, and completely filling out each of the All-Star teams. If there are no candidates on the Board that meet this qualification, HHLL will appoint a suitable alternative.

iv. Process for Selecting the All-Star Teams

Players will be nominated from their respective managers/coaches. Managers, coaches and board members will select all-star team