

Neartown Little League

Minors Local Ground Rules

2011

Section 1 (Game Length and Players)

- A. On school nights, no new inning shall start after one (1) hour and forty (40) minutes. Maximum innings per game will be six; no extra innings.
- B. Games on Fridays and Saturdays, no new inning shall start after one (1) hour and forty (40) minutes. However, if the game is tied after six innings extra innings will be allowed as long as another game is not scheduled to follow.
- C. If both teams have less than the minimum amount of players to start a game, the game will be cancelled and rescheduled.
- D. Little League Rule Reminder (LLRR): All teams will bat the entire roster. The batting order will remain the same throughout the game.
- E. LLRR: A late arriving player will be allowed to play and will be placed at the end of the batting order.
- F. No player will sit out consecutive innings. Players will be substituted on defense every inning. The manager is not required to report defensive changes. A violation of this rule must be protested by the opposing manager to an umpire prior to the umpires leaving the playing field. The result of violation of this rule will be a 1 games suspension of the manager. Additional disciplinary action may be taken by the League President for subsequent violations.

Section 2 (Scoring)

- A. For the first three (3) innings, a half inning will consist of a maximum of three (3) runs or three (3) outs, whichever comes first.
- B. In the fourth, fifth and sixth innings a half inning will consist of a maximum of five (5) runs or three (3) outs, whichever comes first (LLRR).
- C. LLRR: In innings four through six, if one team is ahead by ten (10) or more runs at the end of an inning, the game will be considered over.

Section 3 (Pitch Count)

- A. The Major League will follow Option 2 according to the mandatory Little League Pitch Count Regulations as detailed on the Little League website at www.littleleague.org or the Neartown Little League website at www.neartownlittleleague.com.

Section 4 (Base Running and Stealing)

- A. LLRR: Base runners can steal a base (remove foot from the base) only when the ball has "reached" home plate.

Section 5 (Coaches and Umpires)

- A. Each team is responsible for providing two new game balls to the umpire prior to the start of each game.
- B. The home team is responsible for providing the official scorekeeper. The scorekeeper is the official pitch count recorder. The scorebook must be signed by both managers and the umpire.
- C. The visiting team is responsible for providing the scoreboard operator.

Section 6 (Team and Field Preparation)

- A. The home team will occupy the 1st base dugout.
- B. The visiting team will occupy the 3rd base dugout.
- C. Each team is responsible for providing two (2) new game balls to the umpire prior to the start of each game.
- D. All players shall remain within the fenced-in area after the game starts, except for restroom visits.
- E. No food or drinks (except water or sports drinks) are allowed in the dugout during the game. There are no exceptions other than for medical necessity.

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- F. Players may not chew gum while practicing or playing due to the choking hazard.
- G. LLRR: Players must be in uniform, including cap, to participate in games.
- H. Both home and visiting teams are responsible for cleaning up their respective side of the field and dugout following games.
- I. The home team is responsible for chalking the field, putting out the bases and any other field preparation before the game.
- J. The home team is responsible for dragging/raking the field after a game.
- K. The home team is responsible for putting up the bases and equipment, watering the infield, locking the batting cage and storage areas, cleaning up the area and turning off the lights after if the game is the last game of the day.
- L. At Hilton Field the visiting team is responsible for taking all trash to the dumpster and putting new bags in the trash containers. New bags are in the equipment shed.