

VINE INGLE LITTLE LEAGUE
2020 LOCAL POLICIES & RULES
BASEBALL -MIGHTY LEAGUE

LEAGUE STRUCTURE

1. The league shall consist of a number of teams and a number of players per team as set by the Board based on registration numbers. The players will be league ages seven (7) and eight (8).
2. The league Vice President, subject to Board approval, will select managers. Managers shall select two coaches, a dugout parent, and a designated adult pitcher who may assist within the playing field and dugout area during games. The designated adult pitcher does not have to be the same person for every game.
3. The Player Agent will conduct tryouts and the draft. There will be a manager option and one coach option per team. After the draft, each team will be limited to three events per week. An event is a scheduled practice or game.
4. The league may be divided into American and National Leagues. The regular season champion will be the team with the best record. The Mighty League champion will be determined by a postseason double elimination tournament in which all teams will participate using coach pitchers. Teams will be seeded according to season records, using a points system according wins two (2) points, tied games one (1) point, and losses no (0) points. Seeding ties will be broken by head to head competition and coin toss, in that order.

SPECIAL PLAYING RULES

The Little League Rulebook will govern play of Mighty League games, except as modified below.

5. The Mighty League will utilize an All Coach Pitch concept. The designated pitcher for the offensive team will do all the pitching, the designated pitcher will come to the pitching mound and pitch to his batter either from or in front of the rubber, standing or kneeling, without leaving the circle. Each batter will receive a maximum of six (6) pitches without the umpire calling balls and strikes. The batter is out after three (3) swinging strikes. The batter must put the ball in play by the 6th pitch or he will be called out. The umpire will notify both teams when the 6th pitch is about to be made.

The batter is not awarded first base if hit by a pitch from his designated pitcher. If the designated pitcher attempts to field a batted ball, it will be ruled a no-pitch and dead ball. If the designated pitcher is accidentally hit by a batted ball, the ball is alive and in play. When the designated pitcher is pitching, the player pitcher will take a position on the mound with both feet in the circle and no closer to home plate than the pitching rubber. The player pitcher must wear a heart guard chest protector provided by the league whether he is pitching or not. The designated pitcher must wear a glove and must leave the playing field promptly once the ball is put in play.

6. Play will be stopped by the calling of time by the umpires once the defensive team stops the advance of the runners.
7. Only eligible players in uniform, the manager, two coaches, a dugout parent, and the designated pitcher are allowed in the confines of the playing field, including the dugout. Managers must control their dugouts. The players must be kept in the dugout when not in the field or batting or running. All players must wear a batting helmet while at bat and running the bases. Adult base coaches are allowed at first and third base as long as there is at least one adult in the dugout. **There are no on-deck circles, and the fenced areas adjacent to the dugouts are not to be used for warm-up swings. This safety issue is to be strictly enforced and is the primary responsibility of the dugout parent, but is the responsibility all managers, coaches, Board members and all members of the Vine Ingle Community.**
8. A regulation game will be five (5) complete innings or a time limit of one (1) hour and fifteen (15) minutes, whichever comes first. a 9:00pm curfew will also be in effect. An official time clock will be provided by the league for use in all games. No inning will start after the time limit or curfew expires. The clock will be stopped for time outs due to injury and rules discussions with the umpires. In case of a tie, extra innings may be played subject to the running of the time limit or the curfew but will not be played off at a

later time. A game is official after three (3) innings or two and one half (2 ½) innings if the home team is ahead. The slaughter rule of ten (10) runs will be in effect once a game is official. In the tournament, the time limit will not apply, but the slaughter rule will apply and a game is official after four (4) innings or three and one-half (3 ½) innings if the home team is ahead.

9. Managers are responsible for the team's communications with the umpires and are expected to show proper respect for the umpires and to help assure proper decorum by their players, coaches and parents.
10. A courtesy runner will be used to replace the catcher when he is on base and there are two outs. The courtesy runner shall be the player making the last offensive out. **Coaches are expected to have their catchers and pitchers with heartguards ready to take the field as soon as their team makes the third out.** No games will be rescheduled without approval of the league Vice President. The league Vice President will reschedule rainouts.
11. Teams may use ten (10) players in the field by having four (4) outfielders who must be behind the designated line when the pitch is made to the batter. A team must have at least nine (9) players on the field at all times or the game will be forfeited. Each team must use a catcher who will receive a pitch. no player may sit out more than one inning a game. If a player does not start in the field one game, he must start the next game. Managers are strongly encouraged to give every player a chance to play different positions, including the infield. Managers who are short of players and face a possible forfeit may request a fill in plater through the Player Agent as long as such request is made promptly and as far in advance of the games as possible. The fill in player may not pitch or catch and must bat last in the batting order.
12. One adult coach will be allowed in the field while his team is on defense. He must stand behind the designated line while the ball is in play and must not interfere with play. He may only address members of his own team. The other coaches must remain in the dugout while their team is on defense.
13. The batting line up will be made up of the entire roster in attendance at the game. At the end of each inning, the last batter will be noted on the line up sheet, so the next batter in line will be the first batter the next inning.
14. The inning at bat will end with the completion of three (3) outs or five (5) runs, whichever comes first. If the home team gets a 5th run (in an inning before the 5th inning) before the time limit expires, that inning is over at the moment the 5th run scores and another inning will be played. Teams and umpires are encouraged to allow a game to go on until time limit is complete.

15. The infield fly rule will not be observed. The base runner may not lead off or steal bases but may leave the base once the ball is hot. No bunting is allowed.
16. The league will provide helmets, bats, catcher's equipment, and the pitcher's heart guard chest protector. Players may use their own equipment as long as it complies with these rules and Little League specifications.
17. Decals or other emblems on caps or any part of the uniform are not permitted. LL Regulation XII, LL Rule 1.11.
18. The home team manager will provide the scoreboard/PA operator. The visiting team manager will provide the official scorekeeper. Swapping is allowed if agreed upon; otherwise these duties shall be handled as stated in these rules.
19. Unsportsmanlike conduct will not be tolerated by any league participant and will be subject to disciplinary action. In addition to disqualification from the game, the offender will be reported to the President for further review and possible action by the Board. All league officials, including umpires, game directors and Board members, have authority and responsibility to enforce this rule.

2/7/18—Approved by Board