

# 2021 Local Rules

## Kernersville Little League **2021** Local Rules and Policies General Local Rules

1. The home team manager has the responsibility to submit the game record to the boardroom within 24 hours. Managers that fail to submit a Game Record are Not Eligible to participate in their next game.
2. Protest must be submitted in writing in accordance with 4.19(e) and accompanied by a \$100.00 filing fee. The filing fee will be refunded if the decision of the Protest Committee results in favor of the Manager. Any other decision results in forfeiture of filing fee. Protests must be submitted to the umpire at the time of the call in question.
3. In the Major, Minor and Machine Pitch division, a courtesy runner **must** be used to run for the catcher of record provided there are two outs in the inning. The courtesy runner shall be the player who made the second out. The Pitcher of record may not be used as a courtesy runner. If the Pitcher of record made the second out the player who made the first out shall be the runner.
4. **Teams are limited to three practice session per week during the pre-season. Teams are limited to two practice session per week after the games begin. One practice if 3 games scheduled that week.** No Practice may last more than two hours. Weeks are defined as Sunday through Saturday.
5. Any practice scheduled by the Manager at a facility where charges to the player or parents are involved will be considered optional with no penalties. Managers are NOT permitted to charge parents a fee when using off site facilities.
6. A PRACTICE is a gathering of more than (4) players from the same team. A PRACTICE GAME is counted as a regular practice. The use of batting cages and rotating players in small numbers at different time intervals will count as a team practice.
7. **A continuous batting order shall be utilized by all divisions (pending inter-league rules). No special pinch runner is allowed with continuous batting orders.**
8. **The home team shall occupy the Third Base dugout.**
9. Every Manager is required to have a copy of the Local Rules and Little League Rule book at all times while participating in games. Managers must also have a copy of each players medical release form and code of conduct form at each game. Teams/Players will not be allowed to practice or begin a game without these documents signed and at the practice or game on any given day.
10. Pool play will be utilized in all divisions for both baseball and softball. The Player Agent for both divisions will be responsible for maintaining the list of pool players. Per Little League rule book. **All pool platers must play outfield only and bat last.**
11. Rainouts and suspended games will be made up the next available make up day. Sunday and Wednesday are the league make up days. Unless directed otherwise by the umpire in chief. (Bubba Smith.
12. Any team that fails to report for concession stand duty with a minimum of 4 (2 adults- 18 and over) workers will result in the suspension of the Manager and coaches for the next TWO games.
13. Managers must Umpire their scheduled games. With no exceptions, managers will be suspended 1 game.

## **Pitching Rules for 2021 Season (Baseball)**

Kernersville Little League will be following Regulation VI Option 2 pitching rules. The changes are listed below and take effect January 1 2010. Listed below are the highlights of the option we have chosen. Manager must learn and be knowledgeable of the Green Rule Book in addition to the items listed below.

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 rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar days of rest is required.

### **Pitches allowed per game based on age**

League age 17-18	105 pitches per day
League age 13-16	95 pitches per day
League age 11-12	85 pitches per day
League age 9-10	75 pitches per day
League age 7-8	50 pitches per day

A pitcher once removed from the mound cannot return as pitcher in the Major and Minor Division

Junior, Senior and Big League Division ONLY: A pitcher remaining in the game, can return as a pitcher anytime in the remainder of the game, but only once per game.

**Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. Therefore if a player remains at 40 pitches or below the player may be moved to the position of catcher. A player cannot pitch if they have caught more than 3 innings.**

**League ages will be determined by the Little League Age Chart published each year for all divisions.**

## Modified Tee-Ball Ages 4, 5 and 6

1. Defensive players must change position each inning. No Player may play the same position more than one inning in the game. No scores or standings are to be kept.
2. Games are to be 3 innings
3. Catcher position may be used and is encouraged. Everyone plays defense.
4. All players must play in the infield at least one inning per game.
5. Runners may not advance on overthrows.
6. When an out is made, the runner must return to the bench. However, batting through the lineup is still in effect even if 3 or more outs are made.
7. **All batters will be given 3 pitches from a coach, if the ball is not hit in fair territory, then player will hit from Tee. If the batter fouls off the third pitch, they will receive another pitch**
8. Every player bats each inning. Each player will always b. at behind the same person each game. The batting order will remain the same the entire season unless a child is absent. If a child comes late they will be placed in their proper batting order.
9. A Rotating lineup will be in effect. Example;

1 <sup>st</sup> Game	1-12
2 <sup>nd</sup> Game	2-1
3 <sup>rd</sup> Game	3-2 and so on....
10. No outs at home plate on the last batter of the inning.
11. Positions must be played on the field. There may be extra outfielders but not infielders.

All Outfielders must play at reasonable distance behind the infielders.

\*\* 5year olds must play Tee Ball if they have not had one year of organized baseball.

**Machine Pitch 5, 6, 7 and 8**  
**Players age 5 and 6 not selected to a Machine Pitch team will be moved**  
**back to Modified Tee-Ball**

1. Games will have a no new inning after 1:50 minutes
2. GAMES CAN END IN A TIE IF TIME LIMIT HAS EXPIRED.
3. Hitting team will have a coach run the Machine.
4. No player can play the same defensive position more than twice in a single game.
5. All players must play at least 2 innings in the infield, Catcher is not an Infield position.
6. There will be a 5 run limit per inning. Game will end in Tie if time limit has expired
7. Only one Coach allowed in outfield when a team is on defense, Coach must be behind Outfielders.
8. Outfielders cannot make a force out, Outfielders must play in the outfield grass.
9. Runners are allowed only one base on an overthrow from infielders attempting to make Throw on initial contact ball. DEFENSE IS ALLOWED TO ATTEMPT TO MAKE A PLAY ON ANY RUNNER TRYING TO ADVANCE ON THE OVERTHROW.
10. Defense must stop the lead runner to stop play. Runner behind lead runner must return to Previous base if they have not passed the  $\frac{3}{4}$  line in base path.
11. Each team is allowed one manager and Three Coaches.
12. One coach from defensive team will back up catchers for missed balls from pitching machine.
13. THERE IS NO STEALING OR ADVANCING BASES ON PASSED BALLS FROM PITCHING MACHINE TO CATCHER.

## All Divisions

### Keep One Foot in Batter's Box

Starting in 2017, local leagues will have the option to mandate batters keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided in the rule book, during regular season games. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. During tournament play, the rule is no longer an option and all batters will be mandated to keep one foot in the batter's box throughout their at-bat, barring the eight exceptions provided in the rule book.

**All games will have no new inning after 1 hour 50 minutes.  
(M.P. division can finish in a tie)**

### Intentional Walk [Baseball Only]

For Minor and Major Divisions of Baseball, defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, four pitches will be added to the defensive pitcher's official pitch count.

## Minor Baseball Age 7, 8, 9, and 10

1. Games can end in a tie if the time limit has expired.
2. All 9 year olds must play in this division. Ten year olds not drafted into the MAJORS must play in this division.
3. Only manager from the team that is losing can concede the game after 4 innings.( no mercy rule)
4. Little League Rule Book covers all other areas.
5. **No Player will sit two consecutive innings.**
6. 7 and 8 year olds may try out for this division. Parents who sign their children up for this division understand that a child may not be drafted and will be sent back to Modified Coach Pitch. Parents must pay the Minor division fee and refund will not be granted for kids who are not drafted.
7. There will be a 5 run per inning rule in affect for the first 5 innings, unlimited runs in the 6<sup>th</sup> inning and extra innings.
8. There will be no 5 run per inning rule in affect during extra innings play.

### Major Baseball Age 9, 10, 11, and 12

1. Games can end a tie if the time limit has expired.
2. Player's league age 10 may try outs for this division.
3. Only manager from the team that is losing can concede the game after 4 innings. (no mercy rule)
4. **10 year olds who try out for the Major Division will be eligible for the Major division the entire year. There will be no hold down letters. If a 10 year old does not wish to play in the Major Division they must remove their name prior to the Major Division tryouts. Any 10 year old that participates in the Major Division tryout will be ineligible for All Stars for that season if they refuse to be called up to the Major Division at any time during the season.**
5. **No Player will sit two consecutive innings.**
6. Little League Rule Book covers all other areas.
7. Little League has implemented a new third strike rule. With two outs or with first base open with less than two outs, a batter may advance to first base on a ball that is not caught by the catcher on the third strike of an at bat.
8. 9 and 10 year olds who try out for this division are not guaranteed to be drafted and will have to return to minor division if not selected.
9. All 11 MUST be drafted in this division.
10. All teams in this division cannot carry more than eight 12 year olds on their roster per little league rules.

### Intermediate Division Age 12 and 13

1. 11 and 12 year olds may try out for this division. This will be a 50 ft. mound/ 70 ft. base paths division. All 13 year olds must play in this division.
2. 11 and 12 year olds may play in both major and intermediate divisions. 11 and 12 year olds can play in All Stars at either the Major Division or Intermediate Division as long as playing requirements in each division is met as per Little League rule Book. 11 and 12 Year old can only choose one All Star team.
3. Tie games will be continued until there is a winning team, suspended games, or rainouts will be scheduled the next available makeup day.
4. Pitchers that play in both Major and Intermediate Divisions will be required to carry a pitching card. Card must be present at all times of games or pitcher may not pitch. Pitcher will abide by Little League Pitching rules no matter what division they pitch in.  
**Example-** Jimmy Pitches 25 pitches on Friday for Intermediate Team. He cannot pitch for Major or Intermediate Team until his full one days rest per Little League Pitching rules.
5. All Playing rules in this division will follow District 2 Intermediate Division Interleague Rules
6. 11 and 12 year olds that are not selected to a team in this division will be moved back to the Major division.

**Jr Baseball 13 and 14**  
**Sr. baseball 15 and 16**

Note: Interleague Rules may apply for JR & SR baseball when Interleague games are played.

1. Tie games will be continued until there is a winning team, suspended games, or rainouts will be scheduled the next available day. No new inning will start after 10pm.
2. Little League Rule Book covers all other areas.
3. 14 Year Olds may play junior Division All Stars

## **Draft Procedures**

In 2009 Plan A (Method for existing League) will be used in the Major division and higher for both Baseball and Softball. In Minors and lower division Plan A (Method in first year operation) will be used.

In 2010 Plan A (Method in first year operation will be used in ALL division of play. Re Draft)

The Little League Operation Manual has detailed explanations of both methods.

### **Highlights of Plan A Method of first year operation draft.**

1. A COACH OF RECORD WILL BE ALLOWED. ONLY ONE COACH OF RECORD PER TEAM.
2. MANAGER AND COACH OF RECORDS SONS OR DAUGHTERS WILL BE DRAFTED ACCORDING TO LILLTE LEAGUE AGE CHART.
3. Siblings must be drafted in back to back rounds.
4. No Sponsor protections. If you draft a sponsor's child you MUST take the sponsorship. This could result in a manager changing sponsors even after having the same sponsor for numerous seasons.
5. Prior Season record does not determine draft order. Teams will randomly draw numbers. Example: With 8 teams - Draft order would be 1-8, 8-1, 1-8 until rosters are full.
6. Trades are not allowed until after the draft is completed.
7. Manager's children will be drafted in the round according to age. Managers with siblings will be drafted in round ACCORDING TO AGE.

#### **Majors**

12 year olds-3<sup>rd</sup> round

11 year olds-4<sup>th</sup> round

10 year olds-5<sup>th</sup> round

#### **Minors**

10 year olds- 3<sup>rd</sup> round

9 year olds - 4<sup>th</sup> round

8 year olds – 5<sup>th</sup> round

#### **MP**

8 year olds – 3<sup>rd</sup> round

7 year olds – 4<sup>th</sup> round

6 year olds – 5<sup>th</sup> round

**T Ball** All managers kids in the 5<sup>th</sup> round

Along with the efforts for increased pace of play, additional rules and regulations were created to help promote sportsmanship within the Little League program:

## Stealing and Relaying of Pitch Selection and Location

Starting in 2017, local league umpires will have the option to adopt the rule that the stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game. The same rule will be mandated during tournament play.

## Language Regarding On-Field Altercations

In an effort to assist umpires, language has been created in the 2017 rulebooks to provide umpires with guidance regarding fights and physical altercations. A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical confrontation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgment, is not in violation of this rule. The umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending

Only the manager can approach the umpire to question an umpire's decision ( or acting manager if Manager is not in attendance). Any coach, player or parent that approaches an umpire before, during or after a game can be ejected and will be suspended for the next two games.