

Great Falls Little League Baseball – Local Rules Definition

(Updated February 2019)



Contents

- 1. GFLL Weather Policy 2
- 2. Great Falls Safety Policies 3
- 3. Pre/Post Game Management Rules 4
- 4. In-Game Management Rules 4
- 5. Roster & Fair Play Rules 5
- 6. Playing Rules – “At Bat” 7
- 7. Playing Rules - Pitching / Defensive Rules 9
- 8. Fall Development Baseball Only Adjustments..... 10

1. GFL Weather Policy

Appendix A of the LL rule book provides policy guidance that each local league should use when they develop a Lightning Policy. This policy statement for the GFL is based on and closely follows the guidance and recommendations contained in Appendix A. As such, the GFL lightning policy statement does not repeat the background and other information contained in Appendix A.

It is the policy of the Great Falls Little League that the following requirements and procedures be followed with regard to ensuring the safety of everyone attending or participating in a GFL baseball or softball game in the event of lightning:

- 1 Each league official (e.g., Board members), manager, coach, & umpire should read Appendix A of the LL rulebook. This will help all understand the background info. on this topic, including recent research & findings on lightning
- 2 **PLAY WILL BE HALTED IMMEDIATELY BY THE UMPIRES IF:** a) Lightning is observed anywhere on the skyline b) Thunder is heard c) The sky above or in the immediate proximity to Nike Park looks threatening
- 3 **Once play is halted, all players, managers, coaches, umpires, and spectators will move to a place of safety.** The Snack Shack will be immediately closed as well. THE DUGOUTS ARE NOT A PLACE OF SAFETY. AT NIKE PARK WE HAVE NO PERMANENT BUILDINGS OR ADEQUATE SHELTERS FROM THE DANGERS OF LIGHTNING. Therefore, **the safest available place is inside a motor vehicle.**
- 4 All adults and umpires in attendance at Nike Park will proactively ensure that children and others in their care will remain in their vehicles until the umpires say that it is safe to resume playing.
- 5 **The game will not be resumed until 30 minutes have passed from the last time lightning was observed or thunder heard.** At the 25 minute mark with no lightning observed or thunder heard, the umpires will allow the teams to leave their vehicles & return to the dugouts to make preparations to resume game
- 6 NO CONSIDERATION WILL BE GIVEN TO COMPLETING THE GAME when making decisions regarding halting or resuming the game. The only factor that will be considered is the presence/absence of lightning/thunder/threatening skies. 7 Upon resumption of game activities, each team, when they take the field defensively, will be allowed a small amount of extra time to warm up.

Nike Playability: (3-6pm): Fairfax County (initially) sets playability (3pm). GFL has some discretion to go forward on Nike fields. If fields 'closed', must notify county to ensure lights remain on. (3-5pm). Email to coaches expected prior to games when it has rained during the day and may be questionable.
Coaches & Umpires Decision (after 6pm): Ultimately, it will be coaches & umpires responsibility to determine if field playable. Player & fan safety is the primary consideration! Any pooling or puddling of water is enough to call a game. Slippery conditions along the dirt infield as well must be factored when determining if a field is playable. Nike 3 is a field that takes the longest time to recover from any weather so please be mindful as you decide to play. Once the game begins, it is the umpires call for any game stoppages. With youth umpires running game, please allow them to make the proper calls but both coaches be prepared to assist when needed

2. Great Falls Safety Policies

“Player Safety First”

- Review & understand the LL Rule Book & these GF LL local "House Rules" (eg; pitch counts)
- Prior to games/practices ensure players have warmed up. ("Warm-up to Throw, don't Throw to Warm-up)
- Encourage players to drink often so as to avoid dehydration
- Teach players the fundamentals of the game while advocating safety. (New coaches, don't hesitate to touch base with Board if you need any help with a practice plan or assistance)
 - Defense: eg; Gloves on!! Be aware of base runners & base paths. Tag side base vs. on top. Teach 'flyball' skills with tennis balls initially
 - Batting: eg; Helmet's on! Run through 1st. Feet first slides only. Teach sliding, cleats off on grass
- Attend to injured players and notify parents immediately. DO NOT play kids that are ill or injured
- Get to know your Players
 - Encourage parents to let you know if any allergies, asthma, past injuries, or other medical conditions which you might need to be aware of. Ask them to let you know if player needs to take any medication during practices/games.
 - Encourage parents to let you know if any physical limitations which might limit participation
 - Try your best to put players in situations where they can succeed
- Make sure that cell phone access is available at all activities
- Do not leave the field until all players have been picked up. Have parent's contact list available
- Do not leave team with any (unregistered) coach who's not gone through league background check

Field & Dugout Management

Field Readiness:

- Pre-game: Before games clear any rakes, debris, screens or other training equipment. There should be nothing on the field except players and coaches. Check for rocks, broken glass or other items which may also cause problems. Ensure clear all L-Screens and hitting nets
- Post-game: Rake and repair pitcher's mound and batter's boxes. Tarp as appropriate (discuss)
- Notify Safety Officer & Commissioner of any field issues identified which may impact player safety (eg; fences, bees, turf issues)

Dugouts Management:

- Only three (3) adults in the dugout...assign a Dugout Manager to drive safety. (Others out!)
- No metal spikes or jewelry allowed on field
- Players must remain on field or in dugout during game. No playing catch outside the dugout during the game. No 'on-deck' hitters allowed on field & No swinging bats in the dugout. Keep gate closed during game on Nike 1 & 2 except for when players coming off/on
- No climbing the fences or on top of dugout (Nike 3)
- Players must wear athletic supporter. Catcher's must have cups. Remind parents.
- Before inning Warm-Up Plan....Move 3rd /SS over avoid throwing over pitcher. Have a "Balls-In" Plan
- No parents may warm-up pitchers or other fielders at any time on the field
- Warming Up Pitchers: Prior to sending out, ensure time called or prior to start of inning. 3 players required, pitcher, catcher (w/ glove&mask), & 'spotter' (w/helmet, glove & facing plate)

3. Pre/Post Game Management Rules

L1	Field Preperation	Diligence in field maintenance by all those involved with GFLL is critical to the safety of the children and playability of the fields. The Home team is responsible for any necessary raking and maintenance of the pitcher's mound or batter's boxes before the game. The Visiting team is responsible for raking and filing in any holes made in the pitcher's mound or batter's box after the game. Both team managers are responsible for ensuring NO items not related to playing the game remain on the field prior to warmups beginning.... including but not limited to L-Screens, rakes, tarps, hoses, batting donuts, etc...
L2	Lights (N1 & N2)	The Home team is responsible for ensuring that the lights on N1 and N2 are turned on as necessary and MUST turn the lights off before leaving the field.
L3	Official Scorebook	The official scorebook for any game shall be kept by the Home team. As a point of emphasis, the league wishes to reiterate that the scorekeeper of this book it shall be known reports directly to the Home Plate umpire for that game.
L4	Exchange of Lineups	The umpires and managers of the participating teams shall meet prior to games start to accomplish these items; <ul style="list-style-type: none"> - RULES: Review of league specific LL and local rules (eg; AA, AAA, Majors) - LINEUPS: Ensure exchange of line-ups for the teams has occurred. Such lineups shall have player name and jersey number included - PITCHERS: Exchange of pitching information detailing who is ineligible to pitch in the game - FAIR PLAY: Exchange of information about satisfying GFLL local rule L14 for starting lineup

4. In-Game Management Rules

L5	Calls Made From Dugout	Any coach or manager who shouts any calls (eg; Strike/Ball, Fair/Foul, Safe/Out) from the dugout is considered to be in violation of the un-sportsmanlike conduct rule and is subject to ejection. It is the objective of the local rule to create awareness among the coaches, such that this behavior is eliminated. Any umpire witnessing this act will provide one warning to that manager /coach. On the second offense during that game, the umpire will eject that coach/manager. All 2 nd offenses will be reported to the Board of Directors for review, as required by LL.
L6	Base Coaches Making Safe Calls on a Play	A Base coach (adult or player) making a 'safe' call on a play in considered by LL rules to be in violation of the the un-sportsmanlike conduct rule and is subject to ejection. It is the objective of the local rule to create awareness among the coaches, such that this behavior is eliminated. Any umpire witnessing this act will provide one warning to that coach. On the second offense during that game, the umpire will require that coach be replaced. The offending coach must perform their coaching responsibilities from the dugout for the remainder of that game. All 2 nd offenses will be reported to the Board of Directors for review.
L7	10-Run Rule	This rule is governed by L.L. Rule 4.10 ('e'). GFLL utilizes this rule. If a team shall be ahead by 10 runs after the completion of four innings the game shall be considered complete. Please review the LL rule for additional clarification

L8	Maximum Runs per Inning Rule (AA & AAA Only)	<ul style="list-style-type: none"> - For the first four (4) innings as soon as the offense scores 5 runs, their half of the inning is over and they are credited with 5 runs. In no case will the offense be credited with more than 5 runs in the single inning during the first 4 innings. - Starting with the 5th inning, the limitation is lifted for the remainder of the game and the offense will be credited with as many runs as they score.
L9	Time Limits – Local Rules – REGULAR season	<ul style="list-style-type: none"> - No new inning may start after 10pm - A new inning begins IMMEDIATELY upon recording the 3rd out of the home half of an inning - Innings started that go past the time limit threshold will be played to its normal, full competition - AA / AAA Only: No new inning after 2 hours from the scheduled start time.
L10	Time Limits – Local Rules – POST season tournament	<ul style="list-style-type: none"> - No new inning may start after 10pm - Inning started that goes past 10pm threshold may be played to its normal, full completion - There is no ‘drop dead’ time, however the lights for N1 and N2 are county controlled and may expire in any given season between 10:30-11pm

5. Roster & Fair Play Rules

L11	Reschedules / Forfeits (Majors Only)	<p>A manager has up to 72 hours prior to the scheduled start of any game to notify the League Commissioner and the Player Agent that he expects a problem fielding the minimum nine (9) players for that game and ask for the game to be rescheduled. In that case the game may be rescheduled at the discretion of the League Commissioner. If the League Commissioner determines that the game may not be rescheduled and team must use call-up players, the Manager may appeal the decision to the League Board. If the board too does not agree a reschedule is possible, the Manager and the team will need to play with replacement players or forfeit the game.</p> <p>After 72 hours point, any team which cannot field nine (9) players, unless due to player injury or illness will forfeit the game if they are unable to field a team with its players plus ‘called-up’ replacement players.</p>
L12	Roster Change – Permanent (Majors Only)	<p>No roster changes may take place without expressed consent of the GFLL Player Agent and approval from the Board of Directors. No manager, coach, or individual acting on behalf of a team shall contact other managers, coaches, players or parents of players of any other team regardless of division, with the intent to replace or recruit for said individual’s team. When a team opening occurs due to player’s being injured or leaving the league, the GFLL Player Agent shall be contacted and responsible for finding any necessary replacements. The GFLL Player Agent will provide an appropriate list of available replacement players from a lower division from which the manager may choose a player(s). The GFLL Player Agent shall endeavor to complete this list within one (1) week of notice by the manager. The list of players provided by the GFLL Player Agent shall be based upon age and ability considerations. The player moving up in division may not return to the previous division.</p>

L13	Temporary Call-Ups	<p>In the event of temporary roster shortage and at anytime during the regular season managers will be allowed to call-up players from a lower division to be used as a temporary eligible player for a single, specific game. If a player is needed, a team's manager must contact the GFL Player Agent to be provided the temporary player. The GFL Player Agent will develop and maintain a list of eligible players to be 'called-up'. The GFL Player Agent shall assign the first player on the list to fulfill a team's temporary roster. The manager shall NOT have the opportunity to choose the player. Any player assigned in this manner will be a full member of the team for that game, and as such that player will be subject to the minimum participation rules. Once used in a game, the assigned player returns to the bottom of the GFL Player Agent's list of eligible player. With the next such need, the GFL Player Agent shall contact the 2nd player on its list, and cycle shall continue. After the game, the player 'called-up' will return to his regular team's roster. For purpose of clarify, the player may play for his normally rostered team on the same day. Additional clarification are;</p> <ul style="list-style-type: none"> - Major's call-ups must be no younger than 10 years old. - The player 'called-up' may not pitch for the higher division team which they are called-up to - For the purpose of clarity, a member of GFL Softball may be eligible to be 'called-up' to the play as a temporary player. This shall only occur in the similar division which they play during the season (AA->AA, AAA->AAA, Majors->Majors) 			
L14	Fair Play - Game Starts	<p>In all levels of GFL play, no player may start consecutive games on the bench.</p> <ul style="list-style-type: none"> - It is the responsibility of the manager to track this occurrence. Additionally, Managers shall be responsible for reporting compliance with this to the umpire prior to start of the game. This may include, upon request by the opposing team's Manager or the game's umpires, showing the scorebook with the team's records of the prior game. If it is found that the starting lineup for such game does not comply with the Fair Play rule the manager must adjust the lineup prior to the start of the game. - If a player is unable to attend a game, Managers may count that game towards the accounting of a game started for the player. 			
L15	Two Different Positions (AA / AAA)	<p>Each player must play at least two (2) different defensive positions for a minimum of one (1) inning each. If a game is terminated prior to the 6th inning as a result of darkness, inclement weather, or the 10-Run rule, this local rule is waived.</p>			
		Coach Pitch	AA	AAA	Majors
L16	<p>Minimum Play (Governed by LL Rule IV(i). Each player must play 6 consecutive defensive outs and have at least one at bat. (Also governed by LL Rule 3.03.</p> <ul style="list-style-type: none"> - Disciplinary Reasons: If player is removed for disciplinary reasons by a Manager, it is the decision of the Manager as to whether that player may return. If player does not return the minimum play requirement does not apply - Late Arriving: If a player is absent at the start of the game, the minimum inning requirement will be 	<ul style="list-style-type: none"> - All player shall play the field each inning 	<ul style="list-style-type: none"> - All attending and on-time players must play at least five (5) defensive innings in the field and bat at least once. - No player may play a sixth inning until all players have 	<ul style="list-style-type: none"> - All attending on-time players MUST play at least four (4) defensive innings in the field (12 outs) and bat at least once. - No player may play a fifth inning until all players have begun 	<ul style="list-style-type: none"> - Same as LL rule

	<p>reduced for each inning started before the arrival of the player</p> <ul style="list-style-type: none"> - Early Game Termination: If a game is terminated prior to the 6th inning as a result of darkness, inclement weather, or the 10-Run rule the minimum inning requirement will be reduced for each inning not played for AA and AAA 		<p>begun playing their fifth defensive inning.</p>	<p>playing their fourth defensive inning.</p>	
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6. Playing Rules – “At Bat”

		Coach Pitch	AA	AAA	Majors
L17	Batting Order (Governed by LL Rule 6.01)	<ul style="list-style-type: none"> - The players will bat through the entire lineup for all players in attendance before returning to the field each inning. A player who arrives after the start of the game shall be placed at the end of the batting order as presented to the opposing Manager prior to the start of the game. 	<ul style="list-style-type: none"> - Continuous Batting Order Used. The players will bat through the entire lineup for all players in attendance before returning to the lead-off batter. A player who arrives after the start of the game shall be placed at the end of the batting order as presented to the opposing Manager prior to the start of the game. 	<ul style="list-style-type: none"> - Continuous Batting Order Used. The players will bat through the entire lineup for all players in attendance before returning to the lead-off batter. A player who arrives after the start of the game shall be placed at the end of the batting order as presented to the opposing Manager prior to the start of the game. 	<ul style="list-style-type: none"> - Same as LL rule
L18	Face Protection (Governed by LL Rule 1.16) (Must by NOCSAE approved)	<ul style="list-style-type: none"> - Batting helmet must have full cage type protection 	<ul style="list-style-type: none"> - Batting helmet must have full cage type protection 	<ul style="list-style-type: none"> - Batting helmet must have full cage type protection 	<ul style="list-style-type: none"> - Batting helmet must have full cage or C-Flap protection
L19	Base Stealing (Governed by LL Rule 7.0)	<ul style="list-style-type: none"> - No base stealing allowed 	<ul style="list-style-type: none"> - Runners may NOT steal home at any time - Overthrows by the catcher to the pitcher OR overthrows by the catcher to a base to catch a runner stealing or mishandled balls by the pitcher from the catcher do NOT permit a runner on third to advance to home. 	<ul style="list-style-type: none"> - Same as basic rule 	<ul style="list-style-type: none"> - Same as basic rule

			<ul style="list-style-type: none"> - <u>FIRST HALF OF SEASON:</u> No stealing of any base allowed (including past balls) - <u>SECOND HALF OF SEASON:</u> Base runners may steal the next base (2nd or 3rd). However, they may only advance one base, even if overthrow by catcher occurs. Additionally, if fielders throw back to pitcher is mishandled the runner may not advance further 		
L20	Overthrows at First Base (Governed by LL Rule 7.05(g))	<ul style="list-style-type: none"> - Base runners may not advance on overthrows 	<ul style="list-style-type: none"> - Batter-runners may advance a maximum of one base at his/her own risk on an overthrow at first base 	<ul style="list-style-type: none"> - Same as basic rule. Runners may advance as many bases as they care to risk on an overthrown at first base. 	<ul style="list-style-type: none"> - Same as basic rule. Runners may advance as many bases as they care to risk on an overthrown at first base.
L21	Walks	<ul style="list-style-type: none"> - No walks shall be granted 	<ul style="list-style-type: none"> - Following a batter receiving four (4) thrown balls while batting, the batter shall remain at the plate and his/her coach will make soft toss pitches to the batter so they may put the ball in play. - The Manager will remain in foul territory so as to not interfere with a batted ball. - The pitcher and catcher shall remain in normal defensive position. - The strike count from the at-bat shall remain the same at the start of the coach's soft toss. - If batter swings and misses at a soft-toss pitch its shall be counted as a strike, and if the third strike shall constitute an out. - An umpire may not call a soft-toss from a Manager a strike. 	<ul style="list-style-type: none"> - Same as LL rule 	<ul style="list-style-type: none"> - Same as LL rule

			- The batter must take a full swing and may not bunt the ball		
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7. Playing Rules - Pitching / Defensive Rules

		Coach Pitch	AA	AAA	Majors
L22	Minimum Players (Governed by LL Rules 4.16 & 4.17. No game may start or continue with fewer than 9 players.	- All players may play in the field.	- There may be ten (10) defensive players on the field.	- Same as LL rule	- Same as LL rule
L23	Pitching Rules (Governed by LL Regulations VI)	- N/A	- A pitcher may only pitch a maximum of 2 innings per game. If a single pitch is thrown in an inning, the inning shall count toward the inning count. - Regardless of local rule, LL Regulation VI shall be observed in its entirety especially the days rest requirements and pitch count limits - <u>FIRST HALF OF SEASON:</u> A pitcher may pitch in front of the rubber if they are unable to reach home plate with a pitch from the rubber. However, the pitcher must start their motion from within the circumference of the mound. The pitcher's landing step may end up outside the circumference if the pitcher cannot reach home plate. - <u>SECOND HALF OF SEASON:</u> All pitchers must begin their delivery motion while on the rubber.	- Same as basic rule.	- Same as basic rule
L24	Defensive Positioning	- No defensive player other than the 'acting' pitcher may be in front of pitcher mound and imaginary	- If ten (10) defensive players are on the field, four (4) must be positioned in the outfield at least 15 feet	- Same as basic rule	- Same as basic rule

		<p>line running from 1st Base to 3rd Base</p> <ul style="list-style-type: none"> - The acting pitcher may not be any closer to home plate than the Manager/Coach performing soft-toss - No more than six defensive players may be on the infield grass prior to a batted ball by the hitter being put into play. 	beyond the edge of the outfield grass.		
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8. Fall Development Baseball Only Adjustments

	Coach Pitch	AA	AAA	Majors
<p>Fall Ball – Further Adjusted Local Rules</p> <ul style="list-style-type: none"> - <i>None of these shall apply to competitive Spring Baseball and are only included here for clarification for coaches</i> 	<ul style="list-style-type: none"> - No differences 	<ul style="list-style-type: none"> - Rainouts or delayed games will not be rescheduled or made up. - After 6 inning, a tie ball game is a tie - 	<ul style="list-style-type: none"> - Rainouts or delayed games will not be rescheduled or made up. - After 6 inning, a tie ball game is a tie - 2 inning maximum on a pitcher (if a pitcher pitches one pitch in an inning, that accounts as one of their innings of service) - 	<ul style="list-style-type: none"> - Rainouts or delayed games will not be rescheduled or made up. - After 6 inning, a tie ball game is a tie - 2 inning maximum on a pitcher (if a pitcher pitches one pitch in an inning, that accounts as one of their innings of service) - 2 hour no new inning limit on games - Continuous batting your full roster
<p>Reston Local Rules – -</p> <ul style="list-style-type: none"> - <i>Note that some additional rules are put into effective with Reston interleague play. These should be confirmed before all home games at Reston fields</i> 	<ul style="list-style-type: none"> - 	<ul style="list-style-type: none"> - No stealing of Home is allowed - Four (4) Run maximum runs allowed for first four (4) innings of the game - 	<ul style="list-style-type: none"> - No stealing of Home is allowed - Four (4) Run maximum runs allowed for first four (4) innings of the game 	<ul style="list-style-type: none"> - Four (4) Run maximum runs allowed for first four (4) innings of the game - 2 inning maximum on a pitcher (if a pitcher pitches one pitch in an inning, that accounts as one of their innings of service) -