

**ROCKY MOUNT PARKS & RECREATION DEPARTMENT
LITTLE LEAGUE BASEBALL RULES**

0.0 POLICY

It is the desire of the City Parks and Recreation Department to establish a program based on the rewarding aspects of sports - that being teamwork, sportsmanship, fair play and a positive learning experience.

1.0 GENERAL

Minimum participation policy: In LL.... Each Starting player must play a minimum of 2 complete defensive innings (do not have to be consecutive) and have at least 1 at bat. Subs must play 6 consecutive outs and have at least 1 at bat. A starting player who is subbed out, can re-enter the game in any position in the batting order provided his original sub has played 6 consecutive defensive outs and had 1 at bat. In ML all players bat, and subs do not rest more than 1 consecutive inning.

Time Limit: In LL there is no time limit. However there is a 10 run rule after 4 innings. In ML there is a 90 minute time limit. IE No new inning should begin after 90 minutes.

Batting Line-up: In LL, teams may bat all players present. If 10 players are present at game time, you must bat 10. If only 8 or 9 players are present and a 9th or 10th player arrives prior to the 4th inning, you must add them to the end of the lineup. Any player arriving after the 4th inning has started is ineligible to participate in that game.

Pitching Rules: A pitcher removed from the mound may return to the mound. However, one pitch in an appearance during an inning counts as one inning pitched.

- In Little League a pitcher may only pitch in 2 innings during a game's first 6 innings. A pitcher may pitch more than 2 innings in a game if the game goes into extra innings. A pitcher may only pitch in a maximum of 6 innings per week.
- In Midget League a pitcher may only pitch in 2 innings during a game. A pitcher may only pitch in a maximum of 6 innings per week.

Warm up Rules: Coaches are not allowed to warm up pitchers. There is no on deck circle. Batters must stay inside dugout prior to batting.

2.0 ELIGIBILITY

Any candidate who will attain the age of 11 or 12 years of age before May 1 and who will not be thirteen years of age before May 1 of the current year shall be eligible to compete in the Little League baseball. Any candidate who will attain the age of 9 or 10 years of age before May 1 and who will not be eleven years of age before May 1 of the current year shall be eligible to compete in the Midget League baseball program. A player who turns 9 years of age within the calendar year 2015 must play in Midget League.

- 2.2 A birth certificate or acceptable proof of age must be on file with the Recreation Department prior to the player entering a game.
- 2.3 All new players should attend skills evaluation sessions in order to play. All players must register through the Recreation Department and will then be placed on a team.
- 2.4 Each player must have a completed registration form and release agreement with the Recreation Office prior to a player's first officially scheduled practice or game.
- 2.5 Players living outside of the Rocky Mount Little League approved boundaries are ineligible for allstar play.

3.0 TEAMS

- 3.1 Each team shall consist of a maximum of twelve active players.
- 3.3 Should a team lose one of its players during the season for a bonafide reason, the Recreation Department will attempt to secure players for that team.
- 3.4 Only the Recreation Department can make team assignments after the team selection process. Late registrants and individuals who do not attend the skills evaluation will be placed by the Recreation Department to teams needing players.
- 3.5 Participants residing outside the corporate city limits are required to submit an annual non-city resident fee in addition to the regular participation fee to be eligible.

4.0 LEAGUE SCHEDULES

- 4.1 The Recreation Department shall arrange the season schedule.

5.0 THE PLAYING FIELD

- 5.1 The distance between all bases shall be 60 feet. The distance from the point of home plate to the front of the pitcher's rubber shall be 46 feet.

6.0 THE GAME

- 6.1 A player should be in uniform in order to play in a game.
- 6.20 Teams may bat all players present. If 10 players are present at game time, you must bat 10. If only 8 or 9 players are present and a 9th or 10th player arrives prior to the 4th inning, you must add them to the end of the lineup. Any player arriving after the 4th inning has started is ineligible to participate in that game. A player who arrives before the 4th inning, must be played unless coach has received prior approval from Athletics Staff.
- 6.21 If a team does not have eight (8) players, it forfeits the game. Teams will be allowed to play with a minimum of eight players. There is NO PENALTY for playing a game with 8 players. A 9th player can and should be added as soon as the 9th player arrives, and is ready to play, during the next timeout or deadball. A 9th player should be added to the end of the batting lineup..... position # 9 in your batting order. Note: Unless a player is a team's 9th player, he is ineligible to participate in the game, if he shows up after the start of the 4th inning. However, a player who arrives before the 4th inning, must be played unless coach has received prior approval from Athletics Staff.
- 6.22 If a team begins a game with 9 active players, and loses an active player during the game with no substitutes available, there is NO PENALTY, however, that player is ineligible to re-enter the game. If a team begins the game with 10 active players, and loses an active player with no substitutes available, there is NO PENALTY, however, that player is ineligible to re-enter the game. **EXCEPTION NOTE: If a player is ejected by the umpire and there are no substitutes available, an out will be charged each time the ejected player's place in the batting order arrives. (A player disciplined by the coach during the game, will be treated as an injured player, as long as opposing coach consents.)**
- 6.3 Forfeit time is game time. Game time shall be 5:30 P.M. or 7:15 PM under the lights.
- 6.4 The Recreation Supervisor shall determine rained-out games. In the event he/she is not present, the umpire shall rule.
- 6.6 Umpires and coaches are requested not to smoke at games.

- 6.7 A courtesy runner for catcher or pitcher may be used at any time, however, it is required that in the event of two outs with the catcher on base, a courtesy runner shall replace him. Courtesy runner can not be in active line-up. Expended players are also eligible as courtesy runners. If a team has no substitutes available, courtesy runner shall be the player making the "last" out.
- 6.8 Any batter who throws a bat in an UNSAFE manner (judgment of the umpire), MAY be called "out". The ball shall be declared dead, and all runners must return to base occupied before the infraction. Umpires may issue warnings prior to enforcing this rule, however, a warning is not required.
- 6.9 In Youth programs where sliding is allowed, No runner is required to slide. If an offensive player does not slide, he/she should make a reasonable attempt to avoid intentional physical contact with a defensive player. If the attempt to avoid contact is initiated in a careless manner (judgment of the umpire), the player MAY be called "out". If the physical contact is initiated in a malicious manner (judgment of the umpire), the player should be called "out" and ejected from the game. The ball shall be declared dead and any other baserunners shall return to the last base safely reached before the ejection. Any player not currently in line-up may replace ejected player.

7.0 MANAGERS AND COACHES

- 7.1 Managers, coaches, and players shall refrain from calling opposing players by name. They may not commit any act of unsportsmanlike conduct, or they will be removed from the game.
- 7.2 **A defensive manager or coach may call time only once in an inning and a player leave his position to get instructions from the coach. On the second time out, or any additional time out within the inning, the pitcher must be removed from the mound.**
- 7.3 An offensive manager or coach may call time only once in an inning for the purpose of giving instructions.
- 7.4 Managers are requested to remain in or near the dugout except when coaching a base or asking for time out.

8.0 EQUIPMENT

- 8.1 The bat for Midget/Little League shall not exceed 32 inches in length or 2 1/4 inches in diameter. (and listed on LL approved bat list).
- 8.2 The ball shall be an official Little League baseball.
- 8.3 Tennis shoes or shoes with molded rubber cleats are permitted for league play. Metal spikes are prohibited for league play.
- 8.4 A protective helmet with shield must be worn by all batters and base runners.
- 8.5 Catchers should wear all protective equipment: mask, shin guards, chest protector, athletic supporter and cup.
- 8.6 Equipment in need of repair or replacement should be turned in to the Recreation Department.
- 8.7 All coaches are expected to turn in their equipment at the end of the season.

9.0 FORFEITURE, PROTEST, AND APPEAL

- 9.1 If a player is proven ineligible by the Recreation Department, all games the player participated in will be forfeited.
- 9.2 A protest based on a play which involves umpires' judgment is not permitted.

9.3 The only legal protest is one which involves a violation or umpires' misinterpretation of playing rules or the use of an ineligible player.

9.4 In order to protest, the home plate umpire and must be notified that the game is being played under protest. The umpire must document the protest before the next pitch of the game unless the protest results from the last play, in which case the umpire must be notified before he leaves the field. A written account of protest must be submitted to the Recreation Office within 24 hours. (Except in tournament play where it should be submitted immediately or as soon as possible).

9.5 All games for which protests are upheld will be replayed from the point of protest.

9.6 No Formal Appeal Play required by defensive team, if in the opinion of the umpire the offensive team base runner misses a base, or fails to "tag-up" after a caught fly ball. (NOTE: this rule is not intended to prohibit umpires from appealing to each other for assistance if needed.)

10.0 SPONSORS

10.1 Teams in local leagues should be sponsored.

10.2 The sponsor should be only those organizations or business firms whose activities or products are not detrimental to the welfare of the community youth.

11.0 PLAYER SELECTION AND CONTRACTS

11.1 Skills evaluations will be held in each league prior to player selection on the dates announced by the Recreation Department.

11.2 Each player assigned to a team will play for that team throughout his/ her league career unless released by the Athletic Division.

11.3 All drafts will be held by the City draft formula.

12.0 PLAYING RULES

12.1 A player removed from the game by manager may return to the game as base coach.

12.2 Base coaches must be in uniform with the exception of the adult coach.

12.3 The pitcher once removed from the mound may be allowed to return to the mound as a pitcher. Players re-entered into game may play any position.

12.35 After the umpire has received the official line-up card Prior To The Game, the player listed as pitcher shall pitch until the first opposing batter has been put out, or has advanced to first base. Any "replacement" pitcher who warms up on the mound, prior to the beginning of, or during his/her team's defensive inning, shall also pitch until the next opposing batter has been put out, or has advanced to first base. A "replacement" pitcher is any player who did not pitch the last live pitch. A player who pitched the last live pitch may warm up on the mound in between innings and still be replaced before the next live pitch, without penalty. NOTE: Umpire have been instructed to allow a TOTAL of 60-90 seconds for warm up pitches between innings.

12.4 Any uniformed player may be a courtesy runner if not currently in the game. Whenever it becomes necessary as the result of an injury, etc. to replace a player, a substitute from the bench may be used with corresponding changes in player position and batting order.

12.5 When there are no other substitutes available and an injury occurs which prohibits further participation in the game, a substitute may re-enter the game for such injured player, provided it is the chief umpire' opinion the injured player cannot continue and that such injured player cannot re-enter the game.

- 12.6 The catcher does not have to catch third strike. The batter is out and the ball remains in play. Base runners may advance at their own risk.
- 12.65 Each batter can be intentionally walked only one time per game. After one intentional walk, a “base on balls” may only be issued when the umpire rules that 4 legal pitches are thrown outside of the strike zone. Catcher must remain in catchers box during the release of the pitches. For the purpose of this rule, the catchers box is described as the area immediately behind the batter’s boxes and home plate.
- The intent of this rule is for a pitcher and catcher to “play catch / pitch out” for 4 legal pitches. A legal pitch must reach a foul line and be received by the catcher. A rolling pitch should be ruled “NO PITCH / dead ball”, and defensive coach warned concerning improper delay of game. Any intentional delay of game during the application of this rule, could result in the ejection of both pitcher and coach.
- 12.7 It is not necessary for pitchers to pause one second when pitching from set position.
- 12.8 When a pitcher is in contact with the rubber with the ball in his possession, the catcher in the catcher’s box ready to receive the pitch, the batter in the box ready to bat, all base runners shall not leave their bases until the pitched ball has reached the plate.
- 12.9 A runner leaving his base before the ball reaches the plate, will be called out and a dead ball declared. The intent of this rule is to prevent an offensive player from taking an advantageous lead from the base during a pitch.

13.0 REGULATION GAME

- 13.1 A game shall be six (6) innings unless shortened. If the score is tied at the end of six innings, the game will continue until a verdict is reached if time permits.
- 13.2 In LL there is no time limit. However there is a 10 run rule after 4 innings.
- 13.3 It is a regulation game if terminated by umpire due to darkness, rain, or other causes which prevent further play provided four or more innings have been played or the home team is leading after visiting team has completed four innings. Games that have to be continued shall be played from point of interruption.
- 13.4 If a game is called before it becomes regulation, it must be replayed from the exact point of interruption with the same ball and strike count on the batter.

14.0 PITCHING RULES

- 14.1 A pitcher may pitch only six innings per week. The calendar week shall consist of Monday through Sunday.
- 14.2 A pitcher removed from the mound may return to the mound. However, one pitch in an appearance during an inning counts as one inning pitched. In Little League a pitcher may only pitch in 2 innings during a game’s first 6 innings. A pitcher may pitch more than 2 innings in a game if the game goes into extra innings. A pitcher may only pitch in a maximum of 6 innings per week.
- 14.3 A pitcher removed from the mound may return to the mound in the same game.
- 14.4 It is the responsibility of the coaches to keep up with these rules.

- 14.5 In the event that an ineligible pitcher is used, an automatic forfeiture shall be invoked regardless of the time of discovery.

15.0 TOURNAMENT REGULATIONS

- 15.1 The tournament will be double or single elimination. Dates and times played will be determined by a drawing prior to play. In the event of equal won-lost records, teams that are tied for first or second position in league play will be determined by their record against each other. If still tied, a play-off game may be necessary.
- 15.2 All players must have been certified as a member of his team during the regular season and must participate in at least half of the season. No new player can be added after midpoint of the season.
- 15.3 All play-off games shall be six (6) complete innings and played under tournament rules.
- 15.4 Pitching rules shall be six innings per calendar week (Monday-Sunday).
- 15.5 The "4 or 6 runs per inning" rule is waived in the Midget & Little League Championship game.

16.0 ALL-STAR TEAMS

- 16.1 Athletic Division staff will assign head allstar coaches.
- 16.2 The All-Star coach will have the right to select his own assistant coach. All-Star selection will be voted on by the coaches. Each team's head coach will submit an all-star ballot.
- 16.3 The team roster should consist of (12) players.

17.0 GROUND RULES

- 17.1 A batted fair ball that bounces over or rolls under the fence gives runners and batter two bases from the start of play.
- 17.2 A batted fair ball that goes by the end of the fence will be a two-base hit with all runners advancing two bases from start of play.
- 17.3 A thrown ball going into the dugouts or hitting equipment gives runners one base.
- 17.4 On a passed ball that passes over the fence at first and at third, runners may advance one base automatically. On passed balls at first, third, or home that remain in the playing area, runners may advance at their own risk.
- 17.5 A batted fair ball hit over the fence is a home run even through it rebounds into the playing field. A ball hitting foul poles above the fence will be a home run. Foul balls which hit poles in foul territory and rebound into field will be foul balls. (Player hitting a homerun will not be called out if he/she shake hands with a base coach, however all players need to stay back until he touches home-plate.
- 17.6 Ball hitting trees will be dead.
- 17.7 **All rules not found in this list or found in the official Little League Handbook, will be governed by High School Federation Rules.**

18.0 DRAFT PROCEDURE

- 18.1 The rotating number system will be used in selecting players.
- 18.2 The team that finishes last in the previous season will have first choice of players. The next to last team will continue with the champion getting last choice, etc., as following:

<u>Place</u>	<u>Team</u>	<u>First</u>	<u>Second</u>	<u>Third</u>	<u>Fourth</u>	<u>Fifth</u>
Last	A	1	12	13	24	25
5th	B	2	11	14	23	26
4th	C	3	10	15	22	27
3rd	D	4	9	16	21	28
2nd	E	5	8	17	20	29
Champion	F	6	7	18	19	30

- 18.3 If a registered Little League coach’s son becomes a candidate to play, and the son was a Midget League, etc. allstar, the coach shall select the player as his first choice. If a registered Little league coaches son becomes a candidate to play, and the son was NOT a Midget League, etc. allstar, the coach shall select the player as his third choice.
- 18.4 In the event of brothers becoming candidates to play at the same time , they shall be selected as one player to avoid separation, unless both brothers are midget league, etc allstars. In the event that both brothers are Midget League, etc. allstars, the players would be selected in successive rounds in the draft.

18.5 In the event that a non-allstar brother becomes a candidate to play while his brother is a member of a team, he shall be placed on the team with his brother to avoid separation and shall be taken as a 4th round choice. In the event that an allstar brother becomes a candidate to play while his brother is a member of a team, he shall be placed on the team with his brother to avoid separation and shall be taken as a “Second Round Choice”.

- 18.6 The draft shall be the only legal method of acquiring players, except in cases of late registrations. Then a call in list will be developed

18.7 Coaches are prohibited from drafting additional (12) year old players, when doing so, gives his team more than TBD _____ (12) year old players.

19.0 MISCELLANEOUS

- 19.1 Rained out games will usually be made up on Friday’s.
- 19.2 Defrauding the City of Rocky Mount by giving a false residency address will not be tolerated. If found guilty of giving a false address, both the player and his/her coach may be suspended from any further participation in the league. All games that the ineligible player participated in will be forfeited, and no refund of entry fees will be administered.
- 19.3 The Athletic Director reserves the right to change or amend these rules during the course of the season if he deems it necessary for the betterment of the program.