

MYERS PARK-TRINITY LITTLE LEAGUE  
LOCAL RULES AND PROCEDURES

**I. GENERAL - ALL DIVISIONS**

- 1.1 Application of Rules - Play and conduct for all divisions shall be governed by the latest edition of the Official Rules, with these approved local modifications. If any situation arises as to which no clear modification has been adopted, apply the Official Rules.
- 1.2 Dugout - If a field does not have an actual dugout, the “dugout” shall be the team bench area.
  - (a) No eating by players in or out of dugouts.
  - (b) The Manager and coaches may remain outside the dugout, providing each stays as near as practicable to fence and out of way of players and opposing team’s base coaches. An umpire may withdraw such permission in his discretion. The Manager and coaches may serve as base coaches as provided in the Official Rules.
- 1.3 Protests - Any protest, grievance, problem or rule change will be handled by the League’s Protest Committee.
- 1.4 Rain Outs - Rained out games should be “made up” as soon as possible on designated fields. All make-up games must be approved by the President and Division Coordinator for proper coordination with concessions, field and umpiring assignments.
- 1.5 15-run rule - As contemplated by the Official Rules, the League has elected that the “15-run rule” does NOT apply to Myers Park-Trinity Little League baseball games.
- 1.6 “Slash Play” Prohibited – The following will be in effect as an additional paragraph of Rule 6.06: “A batter is out for illegal action...when he/she fakes a bunt and then takes a full swing.”
- 1.7 Illegal Bat. - Under Rule 6.06(d) a batter will NOT be out merely for being in the batter’s box with an illegal bat, but batter is out if batter is discovered having used an illegal bat prior to next player entering the batter’s box, as provided in that Rule.

**II. MAJOR LEAGUE**

Other Rules only pertinent to the Major League teams are:

2.1 Playing Time - Substitutions:

MPTLL will continue to use the former version of Rule 3.03 of the Official Rules, with our local version of 3.03(d) as follows:

3.03 – A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:

- (a) his or her substitute has completed one time at bat and;

- (b) has played defensively for a minimum of six (6) consecutive outs;
- (c) pitchers once removed from the mound may not return as pitchers;
- (d) A non-starter may re-enter the game once following his initial removal from play, but he must re-enter at a spot in the batting order such that he cannot bat sooner than he would have if he had never been removed.
- (e) a starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (one at bat and six defensive outs) before starter (S2) can re-enter the game.
- (f) Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.

- 2.2 Practices - Before the regular season commences, no team may practice more than 10 hours per week, and each team is encouraged to practice at least 3 times per week. After the season commences, a team may not practice more than 3 times or 6 hours each week, and each team should practice at least once each week.
- 2.3 Length of Game - If all of the following occur: (a) after 1:45 hours of playing time have elapsed in a game and (b) 4 innings of play have been completed (3 and ½ innings if the home team is ahead), and (c) one team has a lead of 12 runs or more, then the manager of the team with fewer runs shall concede the victory to the opponent.
- 2.4 Bull Pen - During a game the “bull pen” will be the designated warm-up areas outside the playing field fences, and pitchers must warm up there unless permission otherwise is granted by the Umpire-in-Chief. A Manager or coach may warm up a pitcher in the bull pen area (but not on the field at any time).
- 2.5 Roster Size - The President, with the advice of the Executive Committee, will establish the minimum roster size for each major league team on or before the date of the draft. A team needing to replace a lost player (See Regulation III) must select a player from the minor league, but may not select a player who was not eligible for the draft at the start of the season. Twelve-year-olds are not eligible to be called up. If a team loses a player less than 4 weeks before Closing Day, the President may, in his discretion, grant the team permission to complete the season without replacing the lost player, unless doing so would give the affected team an advantage in competing for the championship.
- 2.6 All-Star Coaches - The All-Star team managers and coaches will be appointed by the President.
- 2.7 Pitch Limit; Protective Gear - For games played during the 2018 season prior to April 16, the pitch limit of Regulation VI(c) shall be 50.

### III. NATIONAL LEAGUE (9-12 MINORS)

- 3.1 Development - One function of the minor league system is to develop players capable of playing on a major league team. It is the duty of each minor league coach to encourage all players to try out for and move up to a major league team as the opportunity arises for the player.
- 3.2 Batting Order - Each team member present for a game shall be included in the batting order. No substitutions will be made in the batting order and the batting order may not be changed after the game begins, except that any player arriving late will be added at the end of the original batting order.
- 3.3 Free Substitution - Teams may use “free substitution” - unlimited departure and re-entry, except with regard to the limitations placed on pitchers and catchers by the Official Rules.
- 3.4 Minimum Playing Time - No player may sit out in consecutive innings. Each player must play in the field every other inning, at a minimum.
- 3.5 Ten-Batter Limit - The team at bat may send no more than 10 batters to the plate during its half of an inning. The half inning is over when, following completion of the 10th batter’s time at bat, play is stopped and time is called by the umpire after the umpire determines, in his discretion, that the play has progressed to the point to which it would have progressed under typical baseball conditions; provided, however, that if the 10th batter reaches first base after receiving a base on balls or being hit by a pitch, all runners on base are entitled to advance 2 bases (i.e., any runner on 2nd or 3rd scores when 10th batter is walked, whether or not a runner was on first base when the 10th batter came to the plate); the 10th batter may not be intentionally walked. **This Rule 3.5 does not apply in the fifth inning (or any subsequent inning); provided that this exception shall at all times be subject to the time limit in Rule 3.8.** (Notes: (A) If there are no outs or one out when the 10th batter comes to the plate, the 10-batter limit does **NOT** create a 2-out situation, and play may continue, after an out is recorded, under normal playing rules. (B) Both teams should endeavor to announce the 10<sup>th</sup> batter prior to the time such batter puts the ball in play, but there will be no penalty assessed if either team fails to make such announcement; provided that if any batter beyond the 10<sup>th</sup> batter comes to the plate, so long as that is discovered prior to that team’s next offensive inning, the previous inning shall be deemed to have ended just prior to the at bat of the 11<sup>th</sup> batter, and such 11<sup>th</sup> batter will be the first batter of the next offensive inning. In the alternative, if neither side discovers the mistake until after the subject team’s next offensive inning has begun, the results of the previous inning will stand regardless of how many batters actually came to the plate. (C) To the extent possible, play should progress after a batter has put the ball in play as it would have under typical baseball conditions.
- 3.6 Five Run Inning – Five Run Inning limitations do not apply to the National League. Rule 3.5 shall apply in its place.
- 3.7 Stealing - Stealing (which includes actual steals and advancing on wild pitches and passed balls) shall be permitted.

- 3.8 Time Limit - No inning may begin more than 105 (1:45) minutes after the game begins. For purposes of this rule, (1) the game begins when the umpire calls for play to begin (pursuant to Rule 4.02 of the Official Rules), and (2) an inning is considered to begin immediately upon the completion of the previous inning. (Examples: Game is scheduled for 2:00 but actually begins at 2:10; no inning may start after 3:55. If the last out of the fourth inning is made at 3:54, then the fifth inning will be played.) This time limit rule will not apply if the result would be to end a tournament game in which the score is tied.
- 3.9 Tie Game - If a regular season game is tied when it ends as a result of the time limit in Rule 3.8, that game will be recorded in the standings as a tie.
- 3.10 Modifications for Interleague Play - The foregoing rules may be modified, and other modifications of the Official Rules may be made, by agreement of the League Presidents (or their designees) as necessary to have a common set of rules to govern play between teams from different leagues.
- 3.11 Courtesy Runner – When there are two outs (or 10<sup>th</sup> batter is at the plate) and the catcher for the next defensive inning is on base, the offensive team may use a courtesy runner for the catcher, but must use the player who made the last batted out as the courtesy runner.
- 3.12 All-Star Coaches - The 9 Year-Old Tournament of Champions (All-Star) team manager and coach will be designated or approved by the President.

#### IV. AMERICAN LEAGUE (7-8 YEAR OLDS)

- 4.1 Free Substitution - Teams may use “free substitution” - unlimited departure and re-entry.
- 4.2 Minimum Playing Time; Defensive Positions - No player may sit out in consecutive innings. Each player must play the full defensive inning in the field every other inning, at a minimum. No player shall occupy the same defensive position in consecutive innings. Player can remain in the infield or outfield but may not play a position played in the previous inning. An exception is the catcher position: a player may play the position of catcher in consecutive innings, but in no instance shall a player play catcher for more than three total innings in any single game.
- 4.3 Batting Order - Each team member present for a game shall be included in the batting order. No substitutions will be made in the batting order and the batting order may not be changed after the game begins, except that any player arriving late will be added at the end of the original batting order.
- 4.4 Ten-Batter Limit - The team at bat may send no more than 10 batters to the plate during its half of an inning. (**This rule applies in all innings including the last inning.**) The half inning is over upon the first to occur of (1) an out being made, (2) when the 10th batter strikes out, (3) when play is stopped and time is called by the umpire after the 10th batter puts the ball in play and the umpire determines, in his sole discretion, that the play is dead in accordance with Rule 4.12. (**Note:** If there are zero outs or one out when the 10th batter comes to the plate, the 10-batter limit does **NOT** create a 2-out situation with respect to the scoring of a run from third base, **BUT** a single out **WILL** end the inning pursuant to (1)

above, provided, however, that a base runner on 3rd base when the 10th batter came to bat shall be deemed to have scored a run notwithstanding the inning ending out (unless the runner on third base was tagged out or thrown out at home in a force play that stopped play and ended the inning). **Note:** Both teams should endeavor to announce the 10<sup>th</sup> batter prior to the time such batter puts the ball in play, and there will be no penalty assessed if either team fails to make such announcement; provided that if any batter beyond the 10<sup>th</sup> batter comes to the plate, so long as that is discovered prior to that team's next offensive inning, the previous inning shall be deemed to have ended just prior to the at bat of the 11<sup>th</sup> batter and such 11<sup>th</sup> batter will be the first batter of the next offensive inning. In the alternative, if neither side discovers the mistake until after the subject team's next offensive inning has begun, the results of the previous inning will stand regardless of how many batters actually came to the plate.

- 4.5 Five Run Inning – Five Run Inning limitations do not apply to the American League. Rule 4.4 shall apply in its place.
- 4.6 10 Defensive Players - Teams may use 9 or 10 defensive players. A team electing to use 9 defensive players must have 3 outfielders and a team electing to use 10 defensive players must have 4 outfielders. Outfielders must be positioned at least 20 feet away from second base at the beginning of each play, and no outfielder may tag a base for an out on a force play. If the delayed arrival of a player or players would prevent a game from starting on time, the umpires shall allow a coach's request to start the game with only 8 defensive players (at least 2 of the 8 must be outfielders.) As required by Rule 4.03 of the Official Rules, there must be a catcher in the catcher's box each time the ball is put in play, although if a team must change catchers in the middle of an inning, due to injury, the umpire may allow the game to proceed briefly without a catcher while the new catcher is putting on the gear, so as to avoid undue delay.
- 4.7 Length of Game - A regulation game consists of seven innings; but for games played as weekday doubleheaders, a regulation game consists of six innings.
- 4.8 Time Limit - No inning may begin more than 90 minutes after the game begins; but for games played as weekday doubleheaders, no inning may begin more than 80 minutes after the game begins; and no inning in any game may begin after 8:15 pm. For purposes of this rule, (1) the game begins when the umpire calls for play to begin (pursuant to Rule 4.02 of the Official Rules), and (2) an inning is considered to begin immediately upon the completion of the previous inning. (Examples: Game is scheduled for 2:00 but actually begins at 2:10; no inning may start after 3:40. If the last out of the fourth inning is made at 3:39, then the fifth inning will be played.) It is good practice for both team's scorekeepers to write down the umpire's official start time in the team book. This time limit rule will not apply if the result would be to end a tournament game in which the score is tied and will not apply in the League championship game at all.
- 4.9 No Stealing - Stealing is not permitted, and runners may not advance on a wild pitch or passed ball.
- 4.10 Tie Game - If a regular season game is tied when it ends as a result of the time limit in Rule 4.8, that game will be recorded in the standings as a tie.

4.11 Infield Fly - The infield fly rule does not apply.

4.12 Pitching Machines - All Games will be played with a pitching machine.

- (A) The umpire will set the speed of the pitching machine to 40 mph prior to the beginning of the game and, if the machine is malfunctioning or no speed reading is available, with coach agreement. The speed may be altered if needed at the top of an inning if agreed upon by coaches.
- (B) The umpire will operate the pitching machine and will alter the throwing height of the machine as needed in his discretion, with input and occasional assistance from the coaches when necessary and appropriate. One or more pitches, as deemed necessary by the umpires and the coaches, may be made to verify any change.
- (C) Until the pitched ball crosses the plate, the player in the pitcher's position may not advance beyond an imaginary line established by the umpire across the mound and no more than approximately three feet in front of the pitching machine; provided that the pitcher shall always remain a safe distance from the pitching machine, as determined by the umpire and the coaches.
- (D) A ball striking the pitching machine is considered a dead ball resulting in one base is awarded to the batter and to each base runner.
- (E) The batter may not advance to first on a base-on-balls or if hit by the pitch. The batter shall continue at bat until he puts the ball in play or strikes out.
- (F) The umpire shall call strikes if a pitch is in the strike zone. However, a batter may not be called out on a non-swinging third strike.
- (G) A regulation "machine pitch" game shall consist of seven (7) innings, subject to the time limit set out in Rule 4.8.

4.13 Pitching Machines - All Games will be played Dead Ball - If the ball is in play, except as otherwise provided below, as soon as any defensive infielder, including the pitcher or catcher, gets control of the ball in the infield (anywhere in the dirt portion of the field) and the umpire, in his sole discretion, determines that the play is or should be dead, the umpire shall declare the ball dead and the play stopped, and runners shall hold in their current positions (current position of a runner shall be determined by the umpire in his sole discretion) based upon the umpire's determination as to whether the runner has or has not passed the halfway point to the next base at the time the umpire declares the play stopped); provided, that if the pitcher or infielder is in the act of throwing or otherwise making a defensive play, the umpire shall have the sole discretion to allow the play to continue; ; and **provided further**, that no runner may take more than one base as result of an overthrow to a base (or missed catch of a throw to player covering a base) during the same play (a "play" being defined as all activity from the time a ball is put in play by a batter until the umpire stops play). The League encourages all coaches to exhibit good sportsmanship in making decisions as to when to take extra bases with the understanding that many of these young children are just developing their throwing and catching skills. In other words, if a good throw and catch would put out the runner you're preparing to send, don't send the runner.

## V. COACH PITCH (6 YEAR OLDS)

- 5.1 Free Substitution - Teams may use “free substitution” - unlimited departure and re-entry.
- 5.2 Player Rotation and Minimum Playing Time - No player may sit out in consecutive innings. Each player must play in the field every other inning, at a minimum. No player shall repeat a single defensive position in consecutive innings. A player can remain in the infield or outfield but is required to move from the previous inning’s position. A player may play the position of catcher in consecutive innings, but in no instance, shall a player play catcher for more than two total innings in any single game. Coaches should make every reasonable effort to ensure that each player plays an infield position, other than catcher, during every game.
- 5.3 Batting Order - Each team member present for a game shall be included in the batting order. No substitutions will be made in the batting order and the batting order may not be changed after the game begins, except that any player arriving late will be added at the end of the original batting order.
- 5.4 Five Run Per Inning Limitation – No more than five runs shall be permitted to score in any half inning. If a fifth run is scored, the half inning will end automatically, regardless as to the number of outs that have been recorded.
- 5.5 Ten Defensive Players – Teams playing defense shall use ten defensive players whenever possible. If only a fewer number of players are available, then defensive teams shall be permitted to use as few as eight defensive players. With ten defensive players, four of the defensive players shall be outfielders. When playing with nine defensive players, three of the defensive players shall be outfielders. When playing with eight defensive players, two of the defensive players shall be outfielders. In any case, all outfielders shall be positioned in the outfield and at least 20 behind either the baseline from first base to second base or second base to third base at the beginning of each play, and no outfielder may tag a base for an out on a force play. A catcher, wearing appropriate protective catcher’s gear as defined in the Official Rules, shall be positioned behind home plate in a location that best suits his or her skill level without causing unnecessary risk of injury, each time the ball is put in play, although if a team must change catchers in the middle of an inning, due to injury, the umpire may allow the game to proceed without a catcher while the new catcher is putting on the gear, so as to avoid undue delay.
- 5.6 Length of Game - A regulation game consists of six innings.
- 5.7 Time Limit - No inning may begin more than 90 minutes after the game begins. It is good practice for both team’s coaches to take note of the umpire’s official start.
- 5.8 No Stealing - Stealing is not permitted, and runners may not advance on a wild pitch or passed ball.
- 5.9 Tie Game - If a game is tied when it ends as a result of the time limit in Rule 5.7, that game will be recorded in the standings as a tie.
- 5.10 Infield Fly - The infield fly rule does not apply.

- 5.11 Coach Pitcher - All Games will be played with an adult coach as the pitcher.
- (A) The Coach Pitcher of the offensive team shall be the pitcher during his or her team's offensive half of the inning.
  - (B) The Coach Pitcher shall be permitted to either stand or kneel when delivering a pitch, but in any case, shall only throw overhand "flat" pitches and shall begin his or her delivery either standing or kneeling at a distance of no less than [30'] from the back of home plate.
  - (C) Until the pitched ball crosses the plate, the player in the pitcher's position shall be positioned within 3' of the pitching rubber, which shall be located at a distance of 46' from the back of home plate.
  - (D) A ball striking the Coach Pitcher is considered to be a dead ball resulting in one base being awarded to the batter and to each base runner. The Coach Pitcher shall make every effort to avoid any contact with the baseball once it is put into play and considered to be a live ball. In addition, the Coach Pitcher shall make every effort to avoid interfering with, obstructing, or distracting defensive players during a live ball. If Coach Pitcher interference, obstruction, or distraction occurs, at the Umpire's discretion, one base shall be awarded to the batter and each base runner.
  - (E) The Coach Pitcher may provide coaching and guidance to the batter during an at bat; however, once the ball is put into play and considered to be live, the Coach Pitcher shall not coach or instruct the batter nor any base runners. Batters and base runners should be taught to follow coaching and instruction that is provided by the First Base Coach and Third Base Coach.
- 5.12 Maximum Number of Pitches and Strikeout – Each batter will get a maximum number of six "hittable" pitches. A "hittable" pitch is determined by the Umpire. If the batter fails to put the ball in play after the sixth pitch, it shall be considered a strikeout and the at bat shall be over. If the batter fouls the sixth pitch, or subsequent consecutive pitches thereafter, the at bat will continue until either the batter swings and misses to constitute a strikeout or until the batter puts the ball in play. There are no base-on-balls nor called strikes. If a batter is struck by a pitch, no base is awarded and the at bat shall continue with the pitch being counted as an unhittable pitch.
- 5.13 Maximum Number of Bases – No batter or baserunner shall advance more than two bases on any single play. EXCEPTION: If a batter hits an over-the-fence homerun, it shall be treated as a homerun for the batter and any baserunners. In any event, the five run per inning limitation shall still apply.
- 5.14 Dead Ball - If the ball is in play, except as otherwise provided below, as soon as any defensive infielder, including the pitcher or catcher, gets control of the ball in the infield (anywhere in the dirt portion of the field) and the umpire, in his sole discretion, determines that the play is or should be dead, the umpire shall declare the ball dead and the play stopped, and runners shall hold in their current positions (current position of a runner shall be determined by the umpire in his sole discretion) based upon the umpire's

determination as to whether the runner has or has not passed the halfway point to the next base at the time the umpire declares the play stopped); provided, that if the pitcher or infielder is in the act of throwing or otherwise making a defensive play, the umpire shall have the sole discretion to allow the play to continue; and **provided further**, that no runner may take more than one base as result of an overthrow to a base (or missed catch of a throw to player covering a base) during the same play (a “play” being defined as all activity from the time a ball is put in play by a batter until the umpire stops play). The League requires all coaches to exhibit good sportsmanship in making decisions as to when to take extra bases with the understanding that many of these young children are just developing their throwing and catching skills. In other words, if a good throw and catch would put out the runner you’re preparing to send, don’t send the runner.

- 5.15 Scorekeeping – Score shall not be kept during the first three games of the regular season, however the five run per inning limitation shall apply. The score shall be kept beginning in the fourth game and for the remainder of the season thereafter.
- 5.16 On Field Defensive Coaching – The defensive team may have one or two coaches in the outfield to help provide instruction. Defensive Coaches should position themselves behind the outfielders and should remain at least 20’ behind either the baseline from first base to second base or second base to third base so as to not interfere with the game or be a distraction to the offensive team.