

2010 Granby Little League Baseball Local Rules

Common rules throughout all levels:

All inter-town games will begin at 5:45 pm (on non-holiday weekdays)
Continuous batting order – every child that shows up to play will bat
Cages on helmets – Home town rules (when playing in EG not required; when playing in Granby they are required) Cages optional in transition and juniors
All players must play defensive 4 innings per game (assuming complete game)

AA

- Three (3) walks in an inning and the coach will finish pitching the inning
- First inning a player pitches he/she may do so from 40 feet (IF NECESSARY); if player comes in to pitch a second inning it must be from 46 feet
- No stealing of home
- Two (2) steals allowed per inning, none on a passed ball
- Cannot steal on catcher throwback to pitcher
- Five run limit per inning (all innings)

AAA

- EG will use the standard pitch count rule; G uses three pitchers per game (at their discretion) but no pitcher may exceed the standard pitch count
- Unlimited steals but no steals of home
- No steals on passed balls
- Can steal on catcher throwbacks to pitcher
- Five run limit per inning (all innings)

MAJORS

- Standard Little League Rules

Transition

- Standard Juniors Division Rules
- No metal cleats

Juniors

- Standard Juniors Division Rules

Highlights of Standard LL Rule Book and General Guidelines

1. The home team will occupy the 1st base side dugout.
2. Field Conditions –
 - a. The home team is responsible for preparing the field for play before the game and provides 2 game baseballs. The away team should (at the very least) assign a coach or parent to help the home team “prep” the field. This includes dragging the infield, chalking the batters box and foul lines and tending to the pitching mound. In the case of wet conditions it is highly recommended that both teams work together to prepare fields for play.
 - b. The managers decide if a field is fit to play.
 - 1) If it’s playable with league umpires, they then turn the game over to the umpires, who then will decide when a game should stop due to rain, lightning or if the field has become unfit for play to continue. If it’s a coach/parent umpired game, please use the proper discretion.
 - 2) If the fields are not playable and the game is cancelled it is the home team manager’s responsibility to cancel the umpires and notify the snack shack **PHONE NUMBER?**
 - 3) Each team will receive 10 minutes prior to the game for infield practice. That team will leave an outfield position vacant for the other team to use simultaneously.
3. Game called due to darkness, rain, lightning, etc. – If lightning is seen by the umpire or coaches, play must stop for a minimum of 30 minutes. The game may resume 30 minutes after lightning ceases. The game is called for darkness when the umpire or coaches judge that the ball is becoming too difficult to see.
4. Official scorer – The home team is to provide the official scorer and will be responsible for reporting the final score by email to the AAA Commissioner, with a copy to the opposing manager. It is recommended that the managers sign off on the final score of the game.
5. Scoreboards – The visiting team is responsible for operating the score board, preparing the field for the next day including dragging the infield, covering the infield if there is the potential for rain prior to the next scheduled game.
6. Dugouts – Each team is responsible for ensuring their respective dugouts are clean and free of all garbage. The scorebook must be maintained in the dugout. Only 1 manager plus 2 coaches are allowed in the dugout.
7. No climbing on fences!
8. Siblings and Parents are not allowed in the dugout or on the field at any time.
9. Arguing with an Umpire is strictly forbidden. Judgment calls by the umpire are final. Do not argue judgment calls with the umpire. If there is a rule interpretation issue, both coaches

together shall approach the umpire and can then point out the correct rule in the book. Umpires will warn spectators (through the managers) as well as managers/coaches once before asking for the removal of any spectator or coach if abuse persists. Such warnings and the definition of abuse is at the discretion of the umpire, who will halt play until the situation is resolved. While the umpire may issue a warning, the umpire has discretion to implement the “zero tolerance” policy. If a circumstance warrants immediate removal, the umpire has that option!

10. Coaches are not to make calls from the dugout or coach’s box – let the umpire make the call with no outside influence. Coaches making calls is also confusing for players.
11. Throwing the Bat – Teach players NOT to throw the bat! An umpire may “eject” or call a player out for intentionally or repeatedly throwing the bat. Throwing the helmet or bat in anger may cause ejection as well. If ejected, a player will miss the rest of that game and the next game.
12. NO BATS IN PLAYER’S HANDS IN DUGOUT! Note: Little League regulations prohibit on-deck batters. This means no player should handle a bat, even while in the dugout, until his/her time to bat. The only exception is the 1st batter of a new inning is allowed outside the dugout with a bat, but can’t take a position within the home plate area until told to do so by the umpire.
13. Players must stay inside the fence for the length of the game, unless provided approval from team manager for necessary health/safety reasons. No players shall be allowed to practice outside the fence during the game.
14. Bullpen warm-up catchers must have mask, a spotter with glove and protective helmet must be in place during in-game bullpen warm-ups.
15. Players warming up the pitcher at the start of a half-inning, must wear a mask.
16. Catchers must wear shin guards, chest protector, catcher’s mask with throat guard. Male catchers must also wear a hard cup type athletic supporter. An athletic supporter is strongly recommended for all male players.
17. Bats used in any game or practice MUST have the following label: 1.15 BPF All other bats CANNOT be used in any game or practice per Little League International rules, failure to comply could open the league and the coach/manager to liability issues in the event of an injury.
18. Coaches are not allowed to warm up a pitcher unless there are only 9 players.
19. Player/base coaches must wear a helmet.
20. Injured Base Runner – The offensive player who is farthest away in the batting order and not on the field as a base coach or base runner, shall be the replacement for an injured runner.
21. Substitutions – Because of continuous batting order, substitutions are easy. Players can move in and out of the game. Once a pitcher has been removed, he CANNOT return to pitch in the game. A pitcher who delivers 41 or more pitches in a game CANNOT play the position of catcher for the remainder of the day. Our focus as coaches is instruction and fun for all players. We will strive for equitable playing time for all players, giving them a combination of both infield and outfield each game.

22. Mercy Rule – 5 runs per half inning. Once 5 runs are scored, three outs are made **or the entire batting order has hit**, the inning is over. If the 5th run scores in the middle of a play, let play continue to avoid injuries. If 6 or more runs score, only 5 runs are counted. Third base coach should be aware of numbers of runs and hold runners as appropriate. Games are 6 innings. Even if the home team may be losing by more than 5 runs going into the bottom of the sixth inning, they must complete their at bats.
23. Sliding: On close plays, the player must slide or avoid the defensive player. In the event of a standup collision the runner will be called out if the fielder had the ball in his glove prior to contact if not the fielder will be called for obstruction. This is a safety rule. Avoiding collisions at any base is the responsibility of both offensive and defensive players. A fielder may not block access to any base if he does not have POSSESSION of the ball, and the runner may not contact the fielder if he has the ball, other than by sliding feet first to the base. See rule 7.08 a (3) & (4). NOTE headfirst sliding is prohibited in Little League.
24. Trips to Mound – Manager/Coach can go to mound. The visits are limited to two per pitcher per inning and 3 trips per pitcher per game. Once the limit has occurred the pitcher must be removed.
25. There will be a Continuous Batting Order. Players arriving late will be added to the bottom of the line up. No automatic outs for players that leave early.
26. Defensive Playing Time Rules:
 - a. Minimum (4) defensive innings each, unless home team is leading after completion of the top half of fourth inning. Each player shall play multiple positions, infield and outfield, each game.
 - b. It is strongly recommended that a player not sit out defensively for more than 1 inning in succession.