

# **Granby & East Granby**

## **Little League Baseball Local Rules: 2012**

### **COMMON RULES - ALL LEVELS:**

- Weeknight Games: Granby vs. Granby games will begin at 5:30; Granby vs. East Granby games (regardless of location) and East Granby vs. East Granby games will begin at 5:45
- Continuous Batting Order – every player that shows up to play will bat in a set sequence throughout the game
- Cages on helmets:
  - Granby players (Majors level and below): are *required* to wear cages in all games regardless of the field location
  - Granby Junior players: Cages are optional
  - East Granby players (Any level): are not required to wear cages on helmets regardless of the field location
- All players must play defensive four (4) innings per game (assuming complete game)
- The Umpire Advocate (Granby) or Game Coordinator (East Granby) must be available before games begin (Rule Book: Section 9)
- The Umpire (in coordination with the Umpire Advocate if the Umpire is under 18 years old) will have ultimate authority regarding the suspension of a game due to darkness or inclement weather. IF the game is called in the middle of an inning, the score will revert back to the score at the end of the last completed inning.

### **AA – RULES SPECIFIC TO AA GAMES**

- Three (3) consecutive walks in an inning or four (4) walks in an inning and the coach will finish pitching the inning.
  - The pitcher will remain in the pitcher's position to field the ball and catch throws back from the catcher for the coach to pitch
  - A player batting against a coach pitching will continue batting until they strike out or get a hit (they may not walk or advance if they've been hit by a pitch thrown by a coach)
- Teams must use a minimum of three (3) pitchers per game (at their discretion) but no pitcher may exceed the standard pitch count (assuming a complete game). Each pitcher should attempt to pitch at least one (1) inning (3 outs)
- All pitchers will throw from 46 feet. For safety reasons, they must pitch from the rubber
- Two (2) successful steals allowed per half inning.
- No stealing home.
- Runners can only steal when the catcher catches the ball
- Runners can only advance on a ball caught by the catcher.
- During a live ball (non-steal) situation, runners can advance to any base (single or multiple, including home) on an overthrow from any player.
- Runners can advance only one base on an attempted steal
- Runners cannot advance on a catcher's throwback to the pitcher
- Five (5) run limit per half inning (all innings)
  - If the 5th run scores in the middle of a play, let play continue to avoid injuries
  - If 6 or more runs score, only five runs are counted
  - Third base coach should be aware of numbers of runs and hold runners as appropriate
  - Even if the home team may be losing by more than five runs going into the bottom of the sixth inning, they must complete their at bats

# **Granby & East Granby**

## **Little League Baseball Local Rules: 2012**

### **AAA – RULES SPECIFIC TO AAA GAMES**

- Teams must use a minimum of three (3) pitchers per game (at their discretion) but no pitcher may exceed the standard pitch count (assuming a complete game). Each pitcher should attempt to pitch at least one (1) inning (3 outs)
- Unlimited steals; no stealing home
- Runner can only advance one (1) base on an attempted steal.
- Runners can advance only:
  - On a ball caught by the catcher, or
  - On a ball which bounces off of any part of the catcher or catcher's gear/mitt into the area in front of the catcher (180°) and inside of the home plate dirt area
- During a live ball (non-steal) situation, runners can advance to any base (single or multiple, including home) on an overthrow from any player. This includes arrant throws from the catcher to pitcher.
- Five (5) run limit per half inning (all innings)
  - If the 5th run scores in the middle of a play, let play continue to avoid injuries
  - If 6 or more runs score, only five runs are counted
  - Third base coach should be aware of numbers of runs and hold runners as appropriate
  - Even if the home team may be losing by more than five runs going into the bottom of the sixth inning, they must complete their at bats

### **MAJORS – RULES SPECIFIC TO MAJORS GAMES**

- Reiterate: Continuous Batting Order – see COMMON RULES
- The Standard Little League 10-Run Rule does NOT apply. The game will not be called after the 4<sup>th</sup> inning when one team is ahead by 10 or more runs. [As a development league we want the players to get playing time and coaches to manage their game with a strategy that avoids a 10-run mercy situation.]
- Uncaught Third Strike: New to the 2012 Little League Rules
  - Uncaught Third Strike rule:
    - If the catcher doesn't catch a called 3<sup>rd</sup> strike, the batter becomes a runner
    - This only applies if:
      - 1<sup>st</sup> base is unoccupied (open), or
      - First base is occupied with two outs
    - Play the uncaught 3<sup>rd</sup> strike as if the ball were actually hit by the batter (live ball)
    - If bases are loaded with two outs, the catcher need only touch home plate to get the runner out coming from third base (force out)
    - The batter forfeits his/her opportunity to advance to first base when they enter the dugout or other dead ball area.

# Granby & East Granby

## Little League Baseball Local Rules: 2012

### JUNIORS – RULES SPECIFIC TO JUNIORS GAMES

Standard Juniors Division Rules Apply

- Continuous Batting Order (see common rules)
- 10-Run Rule
- Uncaught Third Strike applies (see description in Majors Rules)

### HIGHLIGHTS of STANDARD LITTLE LEAGUE RULE BOOK and GENERAL GUIDELINES

- **First Base-side Dugout:** The home team will occupy the 1st base side dugout.
- **Field Prep:** The managers decide if the field is fit to play before turning the game over to the umpires
  - Home Team is responsible for:
    - Preparing the field for play before the game
    - Providing two (2) game baseballs
  - Away Team is responsible for:
    - Providing (at the very least) a coach or parent to help prep the field
  - Prepping the field includes:
    - Dragging the infield
    - Chalking the batter's box and foul lines
    - Tending to the pitching mound
- **Playable Conditions:** League umpires (if umpires under 18, this will be made in conjunction with the Umpire Advocate or Team Coordinator) determine if the game is playable. Umpires will make the determination if a game should be discontinued due to:
  - Rain
    - Field becomes unplayable
    - Ball becomes too difficult to see
  - Lightening
    - If lightening is seen by the umpire, coaches or league official:
      - Play must stop for a minimum of 30 minutes
      - Game may resume 30 minutes after lightening ceases
  - Field is unfit for play to continue
  - Darkness
    - When the umpire judge that the ball becomes too difficult to see
- **Cancelled Games** (prior to umpire arrival):
  - Home Team Manager is responsible for:
    - Contacting the umpires
    - Notifying the Snack Shack (Granby only)
    - Coordinating the rescheduling of the game

# **Granby & East Granby**

## **Little League Baseball Local Rules: 2012**

- **Infield Practice:**
  - Each team will receive ten (10) minutes prior to game time
  - During infield practice, an outfield position will be left vacant for the other team to use simultaneously
  - Prior to infield practice, coaches will coordinate equal use of the playing field
- **Official Scorer:**
  - The Home Team is responsible for:
    - Providing the Official Scorer (all scorers must remain in the dugout throughout the game)
    - Reporting the final score and pitch counts via email to the League Commissioner and to the opposing Manager
    - Posting the final score and pitch counts to the website within 24 hours of the game ending
    - Signing off on the score book prior to leaving the field after the game
- **Team Responsibilities:**
  - Home Team is responsible for:
    - Prepping the field for the game
    - Operating the scoreboard
    - Preparing the field for the next day:
    - Dragging the infield
    - Covering the infield if there is the potential for rain prior to the next scheduled game
    - Providing the Umpire Advocate or Game Coordinator
    - East Granby Only: East Granby Farms- ensure snack shack is opened and manned
  - Visiting Team is responsible for:
    - Assist in prepping the field for the game
    - Assist in preparing the field for the next day:
    - Assist in dragging the infield
    - Assist in covering the infield if there is the potential for rain prior to the next scheduled game
- **Sportsmanship Expectations for Players/Coaches/Spectator:**
  - Arguing with an Umpire is strictly forbidden!
  - Judgment calls by the umpire are final and may not be challenged. Judgment calls include, but are not limited to:
    - Balls/Strikes
    - Fair/Foul
    - Safe/Out
    - Missed Bases
  - If an umpire makes a call (correctly or incorrectly) which results in the cessation of play, the play cannot be “relived” and thus the dead-ball call will stand and cannot be overturned. Coaches will not question these calls.

# Granby & East Granby

## Little League Baseball Local Rules: 2012

- **Sportsmanship Expectations for Players/Coaches/Spectator (continued):**
  - If there is a rule interpretation issue, a Manager/Coach must ask for time and be granted it. At that point, **both** Coaches will approach the umpire (and Umpire Advocate/Team Coordinator) to discuss the rule. Coaches should be ready to identify where that ruling is in the book to support their case.
  - 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.
  - For safety reasons, players must be taught NOT to throw the bat
  - Throwing a helmet, bat or other piece(s) of equipment in anger may cause ejection due to unsportsmanlike conduct. If ejected, a player will miss the rest of that game and the next game.
  - There is a **Zero Tolerance Policy** regarding unruly behavior by all attending or participating in a Little League game. Should a Manager, Coach, Spectator or Player become unruly, the Umpire will:
    - Make the sole determination as to the definition and severity of the abuse resulting in:
      - **Warning**
        1. The Umpire will halt the game and notify the Manager on the side of the field where the abuse is taking place, asking the Manager to give the Spectator/Player their first and only warning
        2. Should the abuse persist, the Umpire will halt the game until the Manager removes the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field)
      - **Immediate Removal**
        1. Halt the game and notify the Manager to remove the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field)
  - Should a Manager/Coach become unruly, the Umpire will:
    - Make the sole determination as to the definition and severity of the abuse resulting in:
      - **Warning**
        1. The Umpire will halt the game and notify the Manager/Coach that they are receiving their first and only warning
        2. Should the abuse persist, the Umpire will halt the game and notify the Manager that they must leave the game area (outside of earshot and visibility from the playing field)
      - **Immediate Removal**
        1. Halt the game and notify the Manager/Coach to leave the game. The Manager/Coach must leave the game area (outside of earshot and visibility from the playing field)

# Granby & East Granby

## Little League Baseball Local Rules: 2012

### GAMES TIME

#### ▪ Players:

- Players must stay inside the fence for the length of the game, unless provided approval from the Manager for necessary health/safety reasons. No players shall be allowed to practice outside the fence during the game
- Bullpen warm-up catchers must have mask. A spotter with a glove and protective helmet must be in place during in-game bullpen warm-ups to keep the pitcher/catcher from being hit by a ball
- Players warming up the pitcher or acting in the capacity of a catcher (catching balls thrown in from a fielder and tossing them to a coach to hit) must wear a mask with a hinged throat guard
- Catchers must wear shin guards, a chest protector and a catcher's mask with throat guard. Male catchers must also wear a hard cup-type athletic supporter.
- Catchers must use a catcher's mitt (Rule 1.12)
- Player/Base Coaches must wear a helmet
- Injured Base Runner – The offensive player who made the last out shall be the replacement for an injured runner
- Once a pitcher has been removed, he CANNOT return to pitch in the game. (Exception Juniors: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.)
- A pitcher who delivered 41 or more pitches in a game CANNOT play the position of catcher for the remainder of the day
- Players are NOT allowed to slide head-first while advancing into any base. (for Majors level and below) (Rule 7.08 a (3) & (4))
- 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 the fielder does not have the ball in their glove prior to contact, 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
- The runner may not contact the fielder if he has the ball, other than by sliding feet first to the base.
- Players arriving late will be added to the bottom of the continuous batting order line-up (they cannot be slotted in the batting order until they arrive at the field)
- There are no automatic outs for players that leave early.

#### ▪ Equipment:

- Bats used in any game or practice MUST have the following label: 1.15 BPF. Bats without a 1.15 BPF CANNOT be used in any game or practice per Little League International rules. Failure to comply could open the league and the Manager/Coach to liability issues in the event of an injury (Rule 1.10)
- Composite bats MUST be approved by league officials and receive a sticker prior to game or practice play. Composite bats are a serious safety concern.
- A hard cup-type athletic supporter is required for all male players (Rule 1.17)

# Granby & East Granby

## Little League Baseball Local Rules: 2012

- **Coaches:**
  - Coaches are **not** allowed to warm up a pitcher under any situation
  - Coaches must strive for equitable playing time for all players in offensive and all defensive positions
  - Trips to the Mound:
    - Visits to the mound 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.
    - A trip to any place on the field to talk to a player is considered a “trip to the mound”
- **Dugouts:**
  - Each team is responsible for ensuring their respective dugouts are clean and free of all garbage
  - There must always be at least one Coach in the dugout
  - Only one Manager plus two coaches are allowed in the dugouts/on the field during a game.
  - No climbing fences
  - Siblings and Parents are not allowed in the dugout or on the field at any time
  - **NO BATS IN PLAYER’S HANDS IN DUGOUT!** 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.
    - Exception: the first 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