

2009

HINSDALE LITTLE LEAGUE LOCAL RULES

MAKE IT FUN FOR ALL!

HLL Parent, Coach, Fan Behavior Policy

Most important, remember that Little League baseball is only a game. By the time you get to the parking lot, most of the kids don't care who won or lost the game. But if the parents set the tone by criticizing the manager or the umpire, the kids will get upset about it, too. Don't ruin your child's baseball experience. Be supportive and MAKE IT FUN.

- As you may be aware, poor behavior by parents is a widespread problem in youth sports leagues. To reduce any problems at HLL games, we ask you to review the following important guidelines.
- Players and spectators are allowed **ONLY TO ENCOURAGE** players, on both teams through cheering. A positive atmosphere should be maintained at all times.
- Chants or comments that are derisive, distracting or derogatory to ANY player, manager, coach or umpire are prohibited. Examples include coaches telling batters, "He's gotta bring you a good pitch here."
- **DO NOT** distract participants from concentrating on the game. This includes the players, coaches, managers or umpires.
- **DO** watch for safety problems during games and practices to help prevent injuries. This includes watching your other children in the stands or on the surrounding grounds.
- Parents, Managers, and Coaches are expected to set an example of good sportsmanship at all times by positively encouraging players and not vocally questioning or criticizing umpire calls or manager decisions.
- Umpires have the authority to halt play and, if necessary, eject players, managers, coaches or spectators who are derisive, distracting or derogatory and / or engage in other unsportsmanlike conduct to anyone involved in the game.
- Pick up all of your trash and your children's trash after each game or practice, including in the dugouts. Our playing and practice fields are ours to maintain and keep clean. Please be responsible and help any time that you can.
- Smoking, Alcoholic beverages, or other drugs are prohibited by Little League Rules & Regulations where little league is functioning. Alcoholic Beverages are also against the city of Hinsdale's local ordinances.

NEW RULES ESTABLISHED IN 2008 - REMINDER

New ALLOWANCE--Catcher replacement recommendation--With 2 outs, if the next inning's catcher is on base, coaches are encouraged to insert a pinch-runner for the catcher in order to allow the catcher to put on the equipment, thus speeding up the pace of the game. This pinch-runner would be the last player to have made an out that inning.

New RULE ALERT: In the 7 and 8 YO leagues, The 10 batter rule is hereby eliminated and "a maximum of 6 runs per inning" rule be implemented. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 6th run scores, the inning is over.

New RULE ALERT: For 2009, the 8 YO league shall adopt the following format. For the two pre-season games and the first six regular season games, 8 YO pitchers will pitch until there are 4 balls on a batter; however, this will not lead to a walk. Instead, the hitting team's coach will then throw, from the mound, up to 3 additional pitches to the batter, during which time that batter will either put the ball in play or strike out. Foul balls will lead to another pitch from the coach. **COACHES WILL VOTE AT MID-SEASON AS TO WHETHER OR NOT TO CONTINUE COACH PITCH THROUGH THE REST OF THE SEASON.**

This approach for the two pre-season games as well as the first 4 regular season games should be beneficial to everyone and allow for additional hitting and fielding development in the early part of the season. This will also allow coaches 1) to give all players a chance to pitch (no walks) and 2) more time to prepare players for pitching duties through practices.

a) Players are subject to pitch count limitations (**50 pitches, down from 75 in 2007**) and are limited to pitching two innings per game. A single pitch thrown in an inning constitutes pitching in that inning.

The following rules supersede the Little League Baseball, Inc. Rule Book:

General Rules

Hinsdale LL Interpretation of Important Rules

Dead Ball Rule--Rule 7.05(g)- An overthrow beyond the "out of bounds" line, which shall be clearly delineated by the grounds crew, or into a dugout is a dead ball. Runners advance as follows:

- a) If first play on batter by an infielder one additional base determined by position of runners when pitch was thrown.
- b) All other instances will be base plus one determined by position of each base runner at the time the wild throw was made.

BASERUNNING RULES:

No Headfirst Slides--Rule 7.08(a)- Any runner is out when the runner slides headfirst while attempting to advance to the next base. NOTE: applies only when advancing to a base. Does not apply when returning to base from a run down or pick-off situation.

NO Leadoff Rule--Rule 7.13 - There are no leadoffs. All baserunners must have contact with the base and cannot advance when the pitcher, while having possession of the ball, toes the pitcher's plate, the catcher is in the catcher's box, and the batter is in the batter's box prepared to receive the pitch. In the 8YO and 9YO Divisions, the runner may not advance once the ball is in the possession of the pitcher within 6 feet of the Pitcher's plate.

Home Plate Obstructions/Collisions Rule--It is Hinsdale Little League's objective for runners to avoid collisions with the catcher in plays at the plate. Please note Rule 7.06 (b), Note 2: "The catcher, without the ball in his/her possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when fielding a ball or with the ball already in his/her possession." If a base runner interferes with the fielder's ability to catch the ball or results in forceful contact with the fielder, the umpire may call the runner out.

NEW ALLOWANCE--Catcher replacement recommendation--With 2 outs, if the next inning's catcher is on base, coaches are encouraged to insert a pinch-runner for the catcher in order to allow the catcher to put on the equipment, thus speeding up the pace of the game. This pinch-runner would be the last player to have made an out that inning.

Scorekeeping

Each team must appoint an adult scorekeeper who must keep an accurate record of the game. Scorekeepers should record both teams' batting order, using both uniform numbers and the last name of each player. The scorers should consult with each other after each inning to be certain that their books agree. Notify the home plate umpire immediately if the books do not agree so he can assist in rectifying them. Pitching record must be kept accurate and up to date. If there is a question regarding the eligibility of a pitcher or the number of innings pitched, the scorebook and pitch count form will serve as a documentary record.

Scheduling, Cancellations, Game Times, Etc.:

7YO – Majors: **Every effort should be made to play each game when scheduled.** Games will only be rescheduled when the fields are unplayable. If weather conditions force cancellation, you will receive an email and a notice will be posted on your team web site as soon as a decision has been made. If you are not contacted, assume the game is on. If in doubt, come to the field.

6YO: Cancelled 6YO games will not be rescheduled.

After a game begins the Field Supervisor and Lead Umpire will determine if play is to be postponed or canceled due to inclement weather. On first sight of lightning anywhere, or upon an alarm generated by Lightning Tracker, play will be suspended immediately. Play cannot resume until at least 20 minutes have passed with no sight of lightning. If play is canceled, check your team web site and your email for notice of the rescheduled game.

Time Limits--No inning shall begin more than one hour and forty-five minutes after the game began. For example, no inning in a game started at 5:45 PM may begin after 7:30 PM and in a game starting at 3:00 PM game no inning may begin after 4:45 PM. Under no circumstances may an inning start after 10:00 PM. An inning begins as soon as the last out is made in the previous inning. If a game is suspended due to curfew, it will be treated the same as a game suspended due to weather.

- a) Rules 4.10 and 4.11 - In the event of rain or darkness, a completion of four (4) turns at bat by the team that is behind in the score is considered a complete game. If tied after four (4) or more innings and the game is interrupted by rain or darkness, the game will be resumed on the earliest date available from the exact point of interruption. NOTE: If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. All records shall count.

Please see “Rules Related to Pitching” for rules governing continuation of suspended games.

Lineups:

Batting Order

All team members will bat in a continuous order. There are no batter substitutions. Each player must play a minimum of nine defensive outs in the game. Any player that shows up late to a game must be added to the lineup at the end of the batting order, regardless of where in the order the team is batting.

Playing Short-handed and Call-Ups

If a team is unable to field nine (9) players, the team can start the game and continue playing with at least seven (7) players. The Manager can position the players where he chooses in accordance with Rule 4.03.

Rather than play short-handed Managers in the 8YO – Major divisions may go to the next division down to replace an "absent" roster player with a "call-up." The following restrictions apply to substitute players:

- a) Substitute players may be used only when eight (8) or fewer regular-rostered players are present.
- b) Substitute players may not pitch and must play left field. The 2nd called up player must play centerfield, the 3rd right field for the entire game. A substitute player invited to replace an absent player must play. You may never call up four players.
- c) Substitute players must bat last, second to last, and third to last in that order (if necessary).
- d) Substitute players must wear their own team's uniforms.
- e) A manager may only call up players up from the teams assigned to you by HLL. The call-up list will be posted on the HLL site.
- f) The use of a substitute player must be made through the player's team manager and approved in advance by the relevant League VP.
- g) The Game Result Form in the Umpire's room must include all substitute player information such as: name, # times this player called up, # innings played, and positions played.
- h) A player may not substitute for the same team more than three (3) times per season and may not play up a maximum of six (6) times per season for all teams.
- i) A player may not substitute during the playoffs unless approved by the League President.
- j) Opposing Coaches must be notified of all call up players prior to the start of the game.
- k) Players may not be called up from the 12YO Division to the Junior League. Players called up from the 7YO Division to the 8 YO Division must have the President's approval. Players may not be called up from the 6YO Division. Instead, a 7YO team that does not have at least 7 players ready to play at game time must forfeit.

NOTE: If you have called up a player, the substitute arrived, and then the team's regular players arrive, the substitute player must play at least three innings.

FIELD SAFETY

All Divisions:

- a) The "on-deck" position has been eliminated entirely. All "on-deck" circles, cages, and other designated warm-up areas are prohibited due to safety concerns. The batter is required to go from the dugout to bat. No taking of warm-up swings is allowed unless done inside one of the batting cages or soft toss cages.
- b) Players warming up pitchers must wear a catcher's mask.
- c) All male players must wear athletic supporters and catchers must wear a metal, fiber or plastic cup type supporter.
- d) Where bunting is allowed (Minors and Majors only), there is no fake bunt - swing. If the batter makes a motion like the batter is going to bunt, the batter must attempt a bunt or take the pitch. If the batter pulls the bat back and then takes a full swing, the ball is dead, the batter is out, and the runners may not advance.

Base Coaches

Minor and Major Divisions only:

- a) One adult and one player (10, 11 and 12 year olds only) may act as base coaches. Player base coaches must wear batting helmets.

6YO, 7YO, 8YO and 9YO Divisions:

- a) Only adult base coaches are permitted.

Catcher Safety

Rule 1.17- Please read this rule and impress upon the players and their parents that these are National Little League Rules and must be enforced for our insurance to be in force! All male players must wear athletic supporters. Male catchers must wear the metal, fibre or plastic type cup. Catchers must wear approved long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmet, all of which must meet Little League specifications and standards. Catcher's helmet must meet NOCSAE specifications and standards and bear the NOCSAE stamp. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games. NOTE: Skull caps are not permitted.

Rules Related to Pitching

NOTE: Pitching rules are applied by league. So, e.g., an 11YO pitching in the Minors must abide by the pitching rules applicable to Minors.

Pitch Counts. HLL adopts in its entirety Regulation VI – Pitchers promulgated by Little League Baseball, Inc. Except to the extent described below, the rules and regulations of Regulation VI supersede all previous rules related to innings pitched, pitching week, days of rest, etc. That rule (as adopted by HLL) is as follows:

REGULAR SEASON – BASEBALL ONLY

REGULATION VI – PITCHERS:

- a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- b) Junior and Colt Big League Divisions only: 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.
- c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League or League Age:

17-18: 105 pitches per day

13-16: 95 pitches per day

Majors..... 85 pitches per day

Minors and 9 YO..... 75 pitches per day

8 YO..... 50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

- d) Pitchers league age 16 and under must adhere to the following rest requirements:

If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.

Pitchers league age 17-18 must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 51 - 75 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 26 - 50 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-25 pitches in a day, no (0) calendar day of rest must be observed.

e) Each team will designate a scorekeeper or other adult as the official pitch count recorder ("PCR") who shall use the Pitch Count form distributed by HLL to record the pitch count of both team's pitchers. The PCR for each team must meet between each half inning to agree on the pitch count for each active pitcher. No inning may continue until agreement has been reached on each pitcher's official pitch count. Disagreements may be brought to the attention of the umpire for resolution or, failing resolution, to the HLL Field Supervisor on duty.

f) The pitch count recorder for each team must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation will result in automatic forfeiture of the game by the offending team. Protests based upon a pitcher exceeding his or her pitch count during a game must be made by the completion of that game to the Field Supervisor or shall be considered waived. Protests based upon a pitcher violating the days of rest rules described in 12(d) above must be made to the league President within 72 hours of the completion of the game in which the pitcher violated 12(d) or the protest shall be considered waived.

A manager must protest immediately upon learning of a violation of the pitch count rules. Any manager that knows of a violation but waits to protest depending upon the outcome of the game shall be deemed to have waived his/her right to protest.

(i) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minors.

(j) A player may not pitch in more than one game in a day. (Exception: In the Colt League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES:

(1) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

(2) Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

(3) In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A Majors pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

Example 2: A Majors pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required three days of rest.

Example 3: A Majors pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.

Intentional Walks:

There shall be no intentional walks allowed at any level.

- a) If at any time an umpire determines a pitcher is intentionally walking a player, the umpire shall declare each intentional ball thrown a “no pitch” and instruct the pitcher to pitch again.
- b) Each “no pitch” shall count towards a pitcher’s pitch count.

6YO Division- Coach Pitch

- a) Seven (7) batters or half of kids present for each team shall bat per inning (whichever is greater) regardless of the number of outs made by the fielding team. Any batter making an "out" shall not take a base.
- b) After three (3) missed swings, the batting team's manager must place a tee on the plate from which the batter will hit the ball.
- c) Only 9 defensive players are allowed on the field at one time – managers should place the defensive players in actual defensive positions.
- d) Only one base may be taken on any batted ball, including the last batter of the inning
- e) No makeups of cancelled 6YO games
- f) All games will last four innings but no inning shall be started 1½ hours after game time.
- g) There is no bunting or fake bunting allowed.

7YO Division-Machine Pitch:

- a) Bunting and fake bunting are not allowed.
- b) Balks and walks are not called. A batter may be called out on three swinging strikes. A foul tip does not count as a third strike.
- c) Stealing is not allowed.
- d) A base runner cannot score on a defensive error.
- e) No bases may be taken on overthrows – regardless of where the overthrow lands, the base it was thrown to, etc.
- f) Only one base per batted ball for the batter and any runner unless the ball is batted into the outfield (as measured by whether it lands on the grass or dirt) on a fly – then two bases, with liability for an out, for the batter and each runner. However, a ball hit over the outfield fence on a fly is a home run.
- g) The strike zone is a pitched ball that is "hittable" as determined in the umpire's sole discretion. A hittable pitch passes the plate between the batter's chin and the middle of his shins when he assumes a natural stance. A hittable pitch is within two baseball widths inside or outside of the plate. Any player who has not put the ball in play after 6 hittable pitches is out.
- h) **New RULE ALERT:** The 10 batter rule is hereby eliminated and "a maximum of 6 runs per inning" rule be implemented. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 6th run scores, the inning is over.
- i) The game is over after the completion of five (5) turns at bat by the team with the fewest runs or four (4) turns at bat by the team that is behind by 10 or more runs.
- j) In the event of darkness, the game will be moved to one of the lighted fields, if available. If neither lighted field is available, contact your League VP for assignment of a completion date.
- k) Position requirements: All nine defensive positions should be filled. The defensive player occupying the "pitcher" position must stand to the first- or third-base side of the pitching machine no closer to home plate than the pitching machine. All players must play at least one inning in the outfield before any player plays in the outfield plays a 2nd inning. All players should have the opportunity to play every position on several occasions throughout the season. Players must be rotated in order to ensure that no player plays the same position more than twice in any game.
- l) Any batted ball that strikes the pitching machine is a dead ball. The batter shall return to bat, the pitch shall not count towards the 6-pitch limit, and no runner may advance.

8YO Division

New RULE ALERT: For 2009, the 8 YO league shall adopt the following format. For the two pre-season games and the first six regular season games, 8 YO pitchers will pitch until there are 4 balls on a batter; however, this will not lead to a walk. Instead, the hitting team's coach will then throw, from the mound, up to 3 additional pitches to the batter, during which time that batter will either put the ball in play or strike out. Foul balls on the 3rd pitch will NOT lead to another pitch from the coach.

This approach for the two pre-season games as well as the first 6 regular season games should be beneficial to everyone and allow for additional hitting and fielding development in the early part of the season. This will also allow coaches 1) to give all players a chance to pitch (no walks) and 2) more time to prepare players for pitching duties through practices.

a) Players are subject to pitch count limitations (50 pitches) and are limited to pitching two innings per game. A single pitch thrown in an inning constitutes pitching in that inning.

b) Bunting and fake bunting are not allowed.

c) Balks are not called.

d) Runner (both the batter and any runners) may advance only one base on an overthrow or defensive error. If a second error or overthrow occurs during the same play, the runners may not advance on the subsequent error or overthrow. For example:

Runner on 1b

Batter hits it to SS

Runner goes to 2B

SS overthrows 1B

Runner can go to 3B and batter can go to 2B

Then 1B overthrows 2B

Batter must remain at 2B and Runner must remain at 3B

e) Stealing of 2nd is not allowed. Stealing of 3rd base is allowed. However, a runner may not advance beyond third base in any steal situation. **NO STEALING WHILE A COACH IS PITCHING.**

f) A base runner can score only as a result of a batted ball or if bases are full and batter draws a walk or is hit by a pitched ball.

g) A base runner cannot score from third on a wild pitch or a defensive play that occurs while attempting to put out a runner attempting to steal any base.

h) The strike zone is a pitched ball that is "hittable". A hittable pitch passes the plate between the batter's chin and the middle of his shins when he assumes a natural stance. A hittable pitch is within two baseball widths inside or outside of the plate.

i) If a pitched ball hits a batter, he is awarded first base. The pitcher must be removed after the third hit batter in a game.

i) The ball is "dead" and no runner may advance when the pitcher has possession of the ball in the immediate vicinity of the mound as determined in the umpire's sole discretion. If a baserunner is more than halfway to a base when the ball is determined to be "dead" then the baserunner may advance to that base. Otherwise, the baserunner must return to the last base occupied.

k) **New RULE ALERT:** The 10 batter rule is hereby eliminated and "a maximum of 6 runs per inning" rule be implemented. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 6th run scores, the inning is over.

l) 8 YO games shall be 5 innings long.

9YO Division

- a) Stealing of 2nd and 3rd base is allowed. A runner may advance to third base on a throw to second base in an attempt to throw out a runner stealing second base.
- b) Stealing of home is not allowed. A runner may not advance beyond third base in any steal situation. A base runner can score only as a result of a batted ball or if bases are full and batter draws a walk or if is hit by a pitched ball.
- c) There is no bunting or fake bunting allowed.
- d) The ball is "dead" and no runner may advance when the pitcher has possession of the ball in the immediate vicinity of the mound as determined in the umpire's sole discretion. If a baserunner is more than halfway to a base when the ball is determined to be "dead" then the baserunner may advance to that base. Otherwise, the baserunner must return to the last base occupied.
- e) If a pitched ball hits a batter, he is awarded first base. The pitcher must be removed after the third hit batter in a game.

Minors and Majors Divisions

a) Stealing of all bases is allowed.

b) The ball is "dead" and no runners may advance when: (i) the pitcher is standing on the pitching mound ready to pitch; (ii) the batter is in the batter's box ready to bat; and (iii) the catcher is behind the plate ready to receive the pitch. Whether these conditions have been satisfied shall be in the sole discretion of the home plate umpire. If a baserunner is more than halfway to a base when the ball is determined to be "dead" then the baserunner may advance to that base. Otherwise, the baserunner must return to the last base occupied.

c) Bunting is allowed but fake bunting is not allowed.

d) If a pitched ball hits a batter, he is awarded first base. The pitcher must be removed after the third hit batter in a game.