

2026

HINSDALE LITTLE LEAGUE

LOCAL RULES

MAKE IT FUN FOR ALL!

HLL Parent, Coach, Fan Behavior Policy

Most importantly, 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. But also remember that for every good play there is also a "bad" play. Please take that into account to judge how hard or loud to cheer.
- Chants or comments that are derisive, distracting, or derogatory to ANY player, manager, coach, league official or umpire are prohibited. Managers are not only responsible for themselves, but also your team's players and fans (parents, friends, siblings, grandparents, etc.) THERE IS NO TOLERANCE FOR THIS!
- DO NOT distract participants from concentrating on the game. This includes the players, coaches, managers, and 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. **Coaches should avoid comments to their own players that are actually directed at the opposing players**, such as telling batters, "He's gotta bring you a good pitch here."
- 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. Please also pick up any trash that you may see on the sidelines. Ultimately, we are all volunteers in an effort to keep our parks clean and looking good.
- Smoking, alcoholic beverages, and 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.
- Please do not leave your child unattended during the games. The Coaches are not expected nor intended to be babysitters. If you work out an arrangement with the coaches, then that is understandable, but to just

drop off your 9YO or younger, leave the park and expect the Coach to take care of your child is just not right nor allowed. *Parenting is not included in your League Fee.* Even if your player is older (10YO+), make sure you have a pick-up plan in case the weather turns bad. We require that Coaches report any situations in which they feel there is potential for harm with any kid during a game inside and outside the lines. Hinsdale Little League will follow up with parents to understand the situation, and HLL has the right to terminate participation of any individual - parent, child or otherwise.

- **THERE IS NO ON-DECK CIRCLE IN ANY AGE GROUP. We recognize that it gets confusing for some as travel baseball leagues allow for an on-deck area, but Little League International does not.**
- Metal spikes are NOT allowed. All spikes need to be plastic. Any player wearing metal spikes will be immediately ejected from the game and will be an automatic out for each of their plate appearances.
- No adult or child is permitted to be on the property of Burlington Northern Santa Fe Railway. To be clear, we will ask any parent whose child is playing on the property of the railway to immediately leave the baseball game with their child and remain off of the property of the park until the Hinsdale Little League Board consents to the attendance of the adult, player or sibling(s).

BASEBALL RULES CONTINUE ON THE NEXT FOLLOWING PAGES

GENERAL RULES

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

Hinsdale LL Interpretation of Important Little League 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, Except in MAJORS -- Rule 7.13 - There are no leadoffs. A base runner can not leave the base until the pitched ball has reached the batter.

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.

SCOREKEEPING DURING THE PLAYOFFS

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 or GameChanger 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.

"COACHES ON THE FIELD" RULE

Unless otherwise instructed by the League VP, only three coaches maximum per team are allowed in the dugout area or on the field during an HLL game at any time. Defensive teams are only allowed to have one coach outside of the dugout near the dugout fence on the field. The remaining two coaches must stay behind the fence in the dugout area.

Offensive teams are permitted to have first base and third base coaches in the appropriate area on the field as well as a third coach on the field near the dugout fence.

Coaches violating this rule will be asked by the Umpire to leave the field and return to the dugout. Multiple violations will result in a one game suspension for the offending coach.

OTHER GENERAL GUIDELINES

"Playoff Seedings" will be drawn out of a hat by the League Vice President determining home and away for double elimination tournament in all divisions aside from Majors. Majors and Minors will be based on regular season standings from May 1st through the end of the season.

“No Baiting the Pitcher” -- With a runner on base, if the batter/other runner on a play stops 10 feet or ½ way and baits the pitcher all runners are ordered back to their original base.

“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.

“Preference of Batting Cages” – The Major teams have priority to the batting cages on the south end of Pierce Park 30 minutes before games are scheduled to start. After that it is first come first served with the understanding that everyone (HLL teams, HLL parents, and private instructors teaching HLL kids) is reasonable and tries to accommodate each other.

“Teams have First Rights to the Field Before a Game” -- Before the start of a game, the teams that are playing in the upcoming game on that field have preference to the field versus any other team 30 minutes before the start of the game.

SCHEDULING, CANCELLATIONS & GAME TIMES

All Levels: **Every effort should be made to play each game when scheduled. Due to an expanded schedule, cancelled games (during the regular season) will not be rescheduled.** If weather conditions force cancellation, you will receive an email 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.

After a game begins the Field Supervisor and Lead Umpire will determine if play is to be 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.

Time Limits – During the regular season there will be a hard stop 2 hours from the time a game was scheduled to start regardless of the reason for the delay – no umpire, weather, etc. For the playoffs, 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 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.

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 deemed a tie during the regular season, where as in in the playoffs, the game will be resumed on the earliest date available from the exact point of interruption. If a regular season game is called before it has become a regulation game (as defined above), then the game is considered a canceled game and no “win” or “loss” is recorded. However, if a playoff game is called before it has become a regulation game, it shall be resumed exactly where it left off with the exception of pitch counts and player eligibility. For suspended games during the playoffs, pitcher eligibility does not assume a continuation of the game and instead is based on “days rest” as defined by Little League International.

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." In the 7YO division, for playoffs, 8 are required to play, if less than 8 are available, outs will be called each time around the order for the number of players less than the required 8.

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 unless the managers both agree to allow call-ups play the infield (excluding pitcher). During the regular season, HLL requests managers to be flexible with call-ups playing some infield as a reward for helping out. A substitute player invited to replace an absent player must play. Finally, manager(s) may never call up four players unless it will lead to a forfeit and then it is the manager's responsibility to contact the League VP as our intention is to PLAY BALL!
- 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 should make every attempt to call up players from the teams assigned to you by HLL per "The Call -Up List" distributed at the beginning of the season.
- f) The use of a substitute player must be made through the "called-up" player's team manager.
- g) During the regular season, HLL has eliminated the number of times a player may substitute. Please use discretion and attempt to spread it across multiple players using your assigned teams. Hopefully, HLL does not need formal rules to police manager behavior regarding "call-ups".
- h) A player may not substitute during the playoffs unless the League VP is notified and approved by the League President.
- i) For the playoffs, Opposing Coaches must be notified of all call up players prior to the start of the game.
- j) Players may not be called up from the 6YO Division.

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.

PLAYER & FIELD SAFETY

Players warming up pitchers must wear a catcher's mask.

All male players must wear athletic supporters and catchers must wear a metal, fiber or plastic cup type supporter.

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 -- 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 -- 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, fiber or plastic type cup. Catchers must wear approved long or short model chest protectors. All catchers must wear chest protectors with neck collar, 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, and catcher's helmet during infield/outfield practice, pitcher warm-up and games. NOTE: Skull caps are not permitted.

No "On-Deck Circle" -- There is no "on-deck" circle due to safety concerns. The batter is required to go from the dugout to the plate. No taking of warm-up swings is allowed unless done inside one of the batting cages or soft toss cages. The umpires and coaches shall be responsible for enforcing this matter.

RULES RELATED TO PITCHING

Maximum Innings per game Pitching Rules: For all leagues with pitchers, starting with the 1st game of the season and continuing through the HLL World Series, pitchers are only allowed to pitch 2 innings per game, which is defined as 6 consecutive outs (see example below); all pitch count rules still apply as stated below.

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:

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:

Majors.....	85 pitches per day and 2 innings per game (6 consecutive outs)
Minors and 9 YO.....	75 pitches per day and 2 innings per game (6 consecutive outs)
8 YO.....	50 pitches per day and 2 innings per game (6 consecutive outs)

Given the definition of “2 innings” being six (6) consecutive outs, a pitcher could conceivably pitch across three innings. For example, last out in the 2nd inning, three outs in the 3rd inning and the first two outs in the 4th inning.

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. This does not change the rest requirements outlined below.

Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed. If a player pitches 21 - 35 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 is required.

NOTES:

- (1) “Limitation on pitching and catching in the same game” -- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- (2) 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.
- (3) Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- (4) 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 pitcher (9YO & Above) 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 pitcher delivers 21 pitches in a game on Monday when the game is suspended. The game

resumes the next day, Tuesday. The pitcher is NOT eligible to pitch in the resumption of the game.

Example 3: A pitcher delivers 20 pitches in a game on Monday when the game is suspended. The game resumes the next day, Tuesday. The pitcher is eligible to pitch in the resumption of the game with a pitch count to start the continuation of the game of 0 pitches despite pitching the previous day.

- (5) A player who has attained the "league" age of twelve (12) is not eligible to pitch in the Minors.
- (6) A player may not pitch in more than one game in a day.
- (7) Pitching rules are applied by league (i.e., 11YO pitching in the Minors must abide by the Minor rules).
- (8) Pitcher must be removed on the third visit to the mound in an inning or the fourth visit of a game. Please don't overuse this rule during the regular season to slow down the game.

RECORD KEEPING OF PITCH COUNTS

During the Playoffs, 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. 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.

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.

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.

During the Regular Season, managers are responsible for policing themselves with regard to record keeping of pitch counts. However, the Vice President of a particular age group has the right to ask any manager(s) to use the record keeping process defined above during the regular season. Managers are expected to pitch many different players and, if a player is pitching for a travel team, to ensure the rest requirements are being met.

INTENTIONAL WALKS

There shall be no intentional walks allowed at any level. 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. Each "no pitch" shall count towards a pitcher's pitch count.

6YO DIVISION – COACH PITCH

RULES:

- Non-competitive games will be played with no score or standings kept. EVERYONE WINS!!!! There are no losers in Coach Pitch.
- All players present for each team shall bat each inning regardless of the number of outs made by the fielding team. Any batter making an "out" shall not take a base. The last batter can run all the bases.
- After six (6) missed swings on hittable pitches, the batting team's manager must place a tee on the plate from which the batter will hit the ball.
- All players should be on the field each inning and play different positions during the game. If there are more than 9 defensive players, managers should spread the extra players in the outfield.
- Only one base may be taken on any batted fair ball.
- No makeups of cancelled 6YO games
- All games will last three innings but no inning shall be started 1½ hours after game time.
- Players should only have a bat in their hands when they are batting. Never should a player have a bat when just sitting on the bench or waiting to hit.
- Helmets must be worn by all batters and base runners.

INSTRUCTION TIPS:

- Remind players balls are to be thrown only when another player is looking. Calling out the other players name is a great way to practice this concept.
- Kneel down to the players' level when addressing them and make eye contact.
- Set up an "eyes on me" type of sign to gain the group's attention.
- Speak slowly and clearly in simple terms (don't use common baseball slang, as they might not understand what you mean).
- Demonstrate slowly and simply.

7YO DIVISION – MACHINE PITCH

- Games are 5 innings with a “maximum of 5 runs per inning”. For clarity, there is no “unlimited” run rule in the 5th inning or 10-run mercy rule. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 5th run scores, the inning is over.
- Bunting and fake bunting are not allowed.
- 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.
- Stealing is NOT allowed, and there are No Leadoffs allowed.
- A base runner cannot score on a defensive error. No bases may be taken on overthrows – regardless of where the overthrow lands.
- 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.
- 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 unless the last ball hit was a foul ball
- A batted ball that hits the pitching machine is a dead ball.
- 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.
- *Position requirements:* Eight defensive positions (no catcher) 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 with one foot on the mound dirt.
 - o Players can't play the same position more than 3 outs in a game
 - o Player can't play either outfield for two consecutive innings. For this league catcher is NOT considered an infield position as teams should not have a catcher.
 - o All players must play outfield at least 1 time in a game.
 - o All players must play at least one inning in the outfield before any player plays in the outfield a 2nd inning.
 - o All players should have the opportunity to play every position on several occasions throughout the season.
- 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.
- Machine to be set at approximately 33 mph with the Umpire as final arbiter of speed setting. Managers are responsible for setting up the machine if they are the first game and putting it away if they are the last game of the day.
- Unless there is another game being played, the two teams playing will have the rights to the field and pitching machine over a practicing team 30 minutes before the game is expected to start. The two teams playing shall both have equal rights to the pitching machine before the start of the game.
- Only an adult or umpire is allowed to “feed” the pitching machine in practice or in games. During the game,

umpires are instructed to “pitch” three balls to the batter before the defensive player/manager throws back the balls. This enables the pace of the game to be faster.

- Managers should only use the assigned baseballs for the pitching machine as “regular” baseballs ruin the pitching machine.
- PLAYOFFS ONLY: Must have 8 players, less than 8 players, you will take an automatic out every time the 8th position in the order is up to bat.

8YO DIVISION

PITCHING FORMAT:

The 8 YO league uses the following format for the majority of the season: 8 YO pitchers will pitch until there are 4 balls on a batter; however, this will not lead to a walk. Instead, regardless of count, the coaches will pull out the baseball tee and the batter will get three chances to hit the ball. To be considered in play, the ball must "hit" past the initial grass line. Otherwise, it is considered a dead ball but the swing counts against one of the three chances. If a player hits the ball onto the grass with his first swing, there are no do-overs because the coach did not like the outcome.

This approach 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 to give all players a chance to pitch given there are no concerns regarding walks.

When the "tee comes out", the kid pitcher MUST play with one foot "touching" the pitching rubber.

During the regular season only, a bucket of balls will be next to the pitcher to keep the game only. Any batted ball that strikes the bucket will be considered a dead ball and no pitch.

PITCHING RULES:

- **Starting with the 1st game of the season and continuing through the HLL World Series, pitchers are subject to pitch count limitations (50 pitches) and are limited to pitching two innings per game as defined as six (6) consecutive outs. Given the definition of six (6) consecutive outs, a pitcher could conceivably pitch across three innings. For example, last out in the 2nd inning, three outs in the 3rd inning and the first two outs in the 4th inning.**
- Pitch distance at 8U is 42ft with 60ft base lengths.
- If a player is hit by pitch, they can choose the free base or have the chance for 3 swings off the tee under the same conditions outlined above
- Bunting and fake bunting are not allowed.
- Balks are not called.
- During a batted ball play, runners can advance only one base on an overthrow of defensive error. If a second error or overthrow occurs during the same play, the runners may NOT advance again. A runner can NOT score on a 2nd overthrow or error in the same play. Runners advance at their own risk and can be tagged out when attempting to advance. If the runner attempts to advance a base on a 2nd overthrow or error on the same play and is tagged out, then the runner is out
- See error or overthrow example scenario below:

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

Managers please see rule regarding when the ball is "dead".

- Games shall be 5 innings with a “maximum of 5 runs per inning.” For clarity, there is no “unlimited” run rule in the 5th inning or 10-run mercy rule. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 5th run scores, the inning is over.
- If a pitched ball hits a batter when bases are loaded, all base runners advance, and the runner does score from 3rd.
- The pitcher must be removed after the third hit batter in a game.
- Stealing of any kind is not allowed.
- Leadoffs on any base are not allowed.
- A base runner cannot advance bases or score from third on a wild pitch.
- 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 one baseball width inside or two widths outside of the plate.
- 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.
- There is NO ON FIELD Pre-Game Batting Practice. Please utilize the batting cages.
- Coaches should not be instructing players where to hit the ball when placing the tee at home plate.

9YO DIVISION

- Games are 6 innings with a “maximum of 5 runs per inning.” For clarity, there is no “unlimited” run rule in the 6th inning or 10-run mercy rule. All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. When the 5th run scores, the inning is over.
- 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.
- **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.
- There is no bunting or fake bunting allowed.
- 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.
- 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.
- **Starting with the 1st game of the season and continuing through the HLL World Series, pitchers are subject to pitch count limitations (75 pitches) and are limited to pitching two innings per game as defined as six (6) consecutive outs. Given the definition of six (6) consecutive outs, a pitcher could conceivably pitch across three innings. For example, last out in the 2nd inning, three outs in the 3rd inning and the first two outs in the 4th inning.**
- Pitch distance at 9U is 46ft with 60ft base lengths.

MINORS & MAJORS DIVISIONS

- Games are 6 innings with a “maximum of 5 runs per inning” for all innings except for the last one. For clarity, the “unlimited” run rule is only for the 6th inning (not the 4th or 5th inning if the game is shortened due to time restrictions). All other rules of baseball apply, meaning, for example, that a run does not score before a force out is recorded. For the first five innings, when the 5th run scores, the inning is over.
- There is also an overall 15-run and 10-run rule. The game shall terminate and be considered a regulation game if:
 - 15-Run Rule: One team leads by fifteen (15) runs or more after four (4) innings have been played, or two and one-half (3.5) innings if the home team is leading.
 - 10-Run Rule: One team leads by ten (10) runs or more after five (5) innings have been played, or three and one-half (4.5) innings if the home team is leading.
- Note: If the visiting team reaches the run limit in the top half of the inning, the home team must still be allowed to bat in the bottom half of the inning to attempt to close the gap. If the home team reaches the limit, the game ends immediately.
- 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.
- Bunting is allowed but fake bunting is not allowed.
- 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.
- **Starting with the 1st game of the season and continuing through the HLL World Series, pitchers are subject to pitch count limitations and are limited to pitching two innings per game as defined as six (6) consecutive outs. Given the definition of six (6) consecutive outs, a pitcher could conceivably pitch across three innings. For example, last out in the 2nd inning, three outs in the 3rd inning and the first two outs in the 4th inning. There is a MAX pitch count of 85 pitches for both Majors and Minors.**

MINORS ONLY

- No lead offs.
- No stealing home. Runners may only score on batted balls that are put in play.
- Pitch distance in the minors is 46ft with 65ft base lengths

MAJORS ONLY

- Runners will be allowed to lead off. There is a no taunting rule in place. This allows the umpire to send runners back to their bases for taunting or unsportsmanlike behavior. *It is up to the managers to prevent this from turning into a running circus or a taunting the pitcher fiasco, where we end up playing games that last only 4 innings due to an overabundance of throwing it around trying to get runners to stay close, etc.*
- Stealing of all bases, including home, is allowed in the Majors.

- Dropped 3rd strike rule in effect
- Pitchers will be called for balks. However, during the Regular Season runners will not be awarded the next base because a balk is called. Instead it will be considered a dead ball. During the Playoffs, each pitcher will be allowed one warning, per game, in the first instance that said pitcher balks.
- Pitch distance in the Majors is 50ft with 70ft base lengths

Daily Field Maintenance

Step One: Maintain the field- Especially if you're the last practice or game of the night. Steps are below. When we get overnight rain and it's not raked/dragged the footprints and holes harden into craters that then have to be raked out hard to flatten and the sliding pits turn to mud. Spread that around an entire infield and it's at least 40 minutes of tough work per field to fix- 5 fields in total.

What to do you do after a Game/Practice:

- 1) Fill any holes on the mound to the point they're flat again and the slope of the mound is intact
- 2) Do the same at home in both batters boxes and the catcher/umpire pit
- 3) Fill the sliding pits around the bases so they are level. Doing this will prevent pooling of water after rain
- 4) Then drag the infield. **DO NOT run the drag over grass.** Stop 6" from the grass. Dragging over grass builds dangerous lips on the edges!
- 5) Rake the base paths from home-first/home-third (preserve line for next game if applicable)
- 6) Use the plastic rake to go around the edge of the grass and onto the 6" of dirt you didn't just drag.

Share the load with a couple guys and you're looking at no more than 10 minutes of work

When there is rain:

Please check the website for Field Status:
www.hinsdalell.org

Rule of thumb is if you are walking on the dirt and leaving foot prints, it's too wet to play.

- 1) Remove all standing water by using sponges. Yes this is wet and dirty but those things are incredibly effective. DO NOT sweep or rake the water into the grass. This takes very expensive dirt away from the playing surface and also creates bad hops in the grass. If you don't remove the standing water, anything else you do will just be making soup.
- 2) In the areas that used to have standing water, scrape out the mud. Then spread it around as best as possible by raking it flat. Leave it to dry.
- 3) In areas that are wet but not saturated, it is best to do nothing. If the sun is out you can use the rake to score the surface of visibly slick spots. Then leave it. You're trying to get air and sun under there to dry. If you have to make footprints to do this, don't.
- 4) Wait until the last possible moment before using any diamond dry/field conditioner. That stuff is calcined clay and will continue to work long after the rain stops. That means that every sunny day it will continue to pull moisture from the field until it turns into essentially concrete. You sell your soul using that stuff but sometimes it is necessary.
- 5) IF you get to the point where you need to put material on the field, you spread it out evenly, ONE HANDFUL TOSS at a time. You don't dump a bag on one spot. Throw it on the wet spots, rake it in, rake it some more. When it all turns dark color, if you still need more, use it sparingly. It's expensive but more importantly, too much turns it into a concrete base with sand when dry.
- 6) Backfill the low spot mud (hopefully much drier) that you scraped out in step 2
- 7) Run a quick drag (if you're leaving footprints while dragging, see above rule of thumb)
- 8) Stay off the dirt until the last possible moment and let nature do its thing.

Lastly, let's please encourage our teams to pick up trash. If we all do a bit of work, it's easy to keep it playing nice and looking good. Please don't hesitate to reach out to hinsdalelittleleague630@gmail.com with questions and thanks for your help.