

Washington Township Little League 2017 Local Ground and Playing Rules

The following Local Ground and Playing Rules have been adopted by the WTLL Board of Directors and appropriate Playing Rule Waivers have been obtained from the Little League Charter Committee where required.

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Local Playing Rules

Tee Ball
Peewee
AA Minor Baseball
AAA Minor Baseball
Major Baseball

Local Ground Rules

I) General Game procedures and Field Set Up

- a) **IF LIGHTNING IS SIGHTED, ALL PLAY OR PRACTICE MUST BE SUSPENDED IMMEDIATELY.** Players will be moved away from metal and trees to the nearest available shelter.
- b) The Home team has the primary responsibility for setting up the field before each game. This includes lining the field, attaching the bases and any other necessary field preparation. The Visiting team should assist in order to ensure the game starts on time.
- c) Equipment is stored in the equipment boxes at each diamond. The first game of the day on Saturday, the home team is responsible for getting the equipment out. The last game of the day on Saturday, the home team is responsible for putting the equipment back in the box and locking the box at the game's conclusion.
- d) The visiting team will be allowed five (5) minutes of infield warm-up starting fifteen (15) minutes before scheduled game time. The home team will be allowed five (5) minutes of infield warm-up beginning ten (10) minutes before scheduled game time. Managers will meet with the umpire and exchange line-ups five (5) minutes prior to the scheduled game time. All games will begin at the scheduled time, unless delayed by a previous game. Delayed games will begin twenty (20) minutes following the completion of the previous game.
- e) The game start time as determined by the umpire shall be recorded by both team scorekeepers. No new inning may be started after the time limit according to the division.

Big League , Senior, & Junior:	two hours	
Major:	no time limit	Minor (AA and
AAA):	one hour and forty-five minutes	
Pee-Wee:	one hour and forty-five minutes	
Tee Ball:	one hour and ten minutes	

Innings started prior to the reaching the time limit shall be completed subject to Little League Rules 4.10, 4.11, and 4.12. Games ending in a regulation tie shall be recorded as such and will be deemed complete.

- (1) Exception: During regular season-ending tournament play, no time limit will apply. Games ending in a regulation tie shall be played until a regulation winner is determined.

- f) Scorekeeping and Pitch Count
 - i) The home team shall be the official scorekeeper.
 - ii) In all baseball divisions utilizing youth pitch, the home team shall be responsible for maintaining the official pitch count.
 - iii) Teams will be provided with scorebooks that have the capability for keeping the pitch count.

- iv) At the completion of each game involving kid pitchers, individual pitch count records for each pitcher will be recorded on the team pitch count record indicating the date, number of pitches, number of days and games of required rest and the next day the pitcher will be available to pitch. After the completion of each game, the managers of both teams will initial the umpire's game card indicating the final game score and number of innings played, and will verify their completed team pitch count record with the umpire. Managers will report games results and pitch counts as instructed by the league.
- v) Both teams will clean up the field and surrounding area after each game. Pick up all trash and place it in the barrels provided.

II) Uniforms and Equipment

- a) Managers are responsible for their team's equipment. The manager will return team equipment to the appropriate Board Member on the last day of the regular season.
- b) Players are to wear their uniforms to scheduled games only.
- c) In extreme weather, jackets may be worn.
- d) Following the end of the regular season, equipment for post season tournament play will be issued to managers of board approved Little League International Tournament teams. Equipment is to be returned as soon as possible following tournament elimination

III) Umpires

- a) The league will schedule umpires for all league games.
- b) Each team coach or assistant coach will be required to umpire a number of games during the season. Scheduling will be done by the Umpire-In-Chief. It is the responsibility of the assigned manager to either umpire the assigned game, arrange a trade of games with another manager, or provide a qualified replacement. All replacements or trading of game assignments must be approved by the Umpire-in-Chief in advance. *NOTE: Managers shall be responsible for any and all costs incurred by the league for failure to either umpire or provide a suitable replacement for any and all games assigned to them by the Umpire-in- Chief.*
- c) Prior to reporting to assigned field, umpires will pick-up game balls and umpire equipment from the equipment shed.
- d) Following each game, the umpire will insure that the correct score and number of innings played is recorded, manager initials are obtained, the game card is returned to the concession stand, and used game balls and umpire equipment is returned to the equipment shed.

IV) Rules of Conduct

- a) Managers are responsible for the actions of their coaches and players.

- b) Neither derogatory yelling, humiliation nor derogatory comments are part of Little League.
- c) At no time will yelling at umpires be tolerated.
- d) Managers will not allow players to ridicule or humiliate other team members. Furthermore, Managers should remove players for UN-sportsmanlike behavior.
- e) Managers or coaches can leave the dugout ONLY after the umpire has granted time out. Time out may be granted to confer with the pitcher or to assist an injured player.
- f) Managers or coaches may NOT cross the baseline unless time out has been granted to assist an injured player.
- g) Fighting before during or after a game will result in automatic suspension for all involved parties. The Board of Directors will determine the duration of the suspension.
- h) Any manager, coach or spectator who is referred to the Board of Directors for review of actions detrimental to the league will be expected to meet with the Board and may result in suspension or expulsion from the league.
- i) Each player will keep one foot in the batters box at all times indicating they are ready to proceed with a pitch unless there are extraneous circumstances. Effort will be made by team managers to ensure a speedy and timely game.

V) General Ground Rules

- a) All balls will be in play while in the enclosed areas of the fenced diamonds. Balls hit or thrown over the fence into foul territory will be considered out of play. Balls hit or thrown into safety nets that rebound onto the field are dead; bases will be awarded as if the ball had remained out of play.
- b) On diamonds without fencing at the out of play point, the out of play area will be indicated by a marked paint or chalk line.
- c) A fair fly ball that rebounds onto the field after striking a flag pole or scoreboard above the level of the top of the outfield fence will be ruled a home run.

VI) Tie Breaker Rules

- a) Regular season winner will be team with best overall record of all scheduled games, excluding Rumble-at-the- Region, Keraga Cup, President's Cup games, Relay for Life tournament, and interleague games for divisions with 1, 2, or 3 teams. (Interleague games are excluded for divisions with 4 or more teams.)
- b) If there is a tie for first place at the end of a season, the following rules will decide the winner in the order listed:
 - i) Best record in divisional (local teams) play
 - ii) Winner in head-to-head competition
 - iii) Difference between runs scored and runs allowed

VII) Scheduling

- a) Before the regular season games begin, practice for Minor, Peewee and Tee Ball will be a maximum of three (3) per calendar week. Practice limitations after the regular season games start will be a maximum of one (1) per calendar week for Tee Ball and Peewees.
- b) If necessary, Sunday or Memorial Day weekend games may be scheduled.
- c) Required school function, injury or illness when notified 24 hours in advance will be the only acceptable reasons for not fielding a team. Schedules will not be changed once the season has begun. Any postponed game will be rescheduled as possible. Teams involved in postponed games will still have responsibility for Concession Stand duties on the scheduled game day.
- d) Post season tournament play will be in accordance with Little League regular season rules. All local WTLL local rules will apply. Exception: no time limit will apply in league post-season tournament play.

VIII) Protest Committee

- a) Protest Committee for baseball and softball will consist of President, Chairman, Umpire-In-Chief, Vice President of Baseball, Executive Vice President and Vice President of Softball.

IX) Player selection

- a) Baseball divisions will be selected or assigned using the following Little League approved draft methods found in the Little League Operations Manual.
 - i) Major Baseball Teams (Little League, Junior, Senior, and Big League)
Major Draft Plan B (Alternative).
 - ii) AAA Minor Baseball
Minor Draft Option 1 (Snake draft with no returning players)
 - iii) AA Minor Baseball
Minor Draft Option 1 (Snake draft with no returning players)
 - iv) TeeBall and Coach Pitched Tee Ball (Pee Wee)
Minor Draft Option 5 (Players assigned to teams by League President, VP for Tee Ball & Pee Wee baseball, and Player Agent)
- b) Softball divisions will be selected or assigned using the following Little League approved draft methods found in the Little League Operations Manual.
 - i) Major Softball Teams (Little League and Senior) Major Draft Plan B.
 - ii) Minor Softball
 - (a) Minor Draft Option 5 (Players assigned to teams by League President and VP for Softball)

- c) League will utilize Little League Regulation V Selection of Players item c) Alternate method of operation and develop a pool of players wishing to play additional games.
- d) When a pool player is playing for a team under Little League rule V (c), no member of the scheduled team shall sit on the bench on defense in more than one inning, except in the case of injury.

X) Selection of All-Star Teams

Selection of All-Star Teams for the Little League International Tournament in all divisions will be made by the recommended selection method defined in the Little League Baseball Rulebook under Tournament Rules and Guidelines. The top nine (9) players by vote will be named to the team and the All-star manager may appoint additional positions.

Local Playing Rules

TEE BALL

The WTLL Tee Ball division is an instructional program in which youngsters can learn, develop and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. Young players benefit in several ways from first hitting the ball from a tee. The player has a chance to develop hand and eye coordination and swing technique without fear of being hit by a pitched ball, and the defensive team is allowed more opportunities to develop fielding skills.

As managers and coaches, it is your responsibility to ensure your players have fun first and foremost, learn a little about baseball and gain confidence in their own skills. Participants in Tee Ball are in a critical development period where they should develop most of all a love for the game. Managers and coaches will be rewarded by the enjoyment of teaching and knowing they have been a positive influence in each child's development as a ball player.

1. GENERAL RULES

- 1.1 DELETED
- 1.2 No live pitching in games.
- 1.3 No scores or standings shall be recorded.
- 1.4 There will be no forfeits. Teams will play with any number of players.
- 1.5 Two defensive coaches will be on the field in left and right field.
- 1.6 Three offensive coaches will be on the field, one behind the plate and two base coaches, third and first.
- 1.7 Umpiring will be done by the coaches as follows: First and second base called by the right field defensive coach, third base called by the left field defensive coach, and the home plate offensive coach calls home plate.
- 1.8 All games will be played no longer than five (5) innings or one (1) hour and ten (10) minutes whichever comes first.
- 1.9 There will be no season league tournament for Tee Ball.
- 2.0 Tee Ball will use the soft, league approved tee ball.

2. OFFENSE

- 2.1 Hitters and runners will wear a helmet at all times for safety.
- 2.2 All players will hit once each inning. After the last player in the batting order has hit the side is retired.

- 2.3 Score books shall be kept only to track the batting order. Late arrivals will be added to the end of the batting order.
- 2.4 There are NO STRIKEOUTS. Players remain at bat until the ball is hit into fair territory.
- 2.5 DELETED (Covered in rulebook)

3. DEFENSE

- 3.1 All players are given a defensive position. There are five (5) positions in the infield - 1st, 2nd, 3rd, Short-Stop and pitchers position. There is no catcher's position. All remaining players will be positioned equally apart in the outfield.
- 3.2 Infielders will not play more than five (5) feet in front of the baseline.
- 3.3 Pitcher position will wear a batters helmet with attached faceguard and shall be in contact with the pitching rubber until the ball is hit.
- 3.4 When a batter hits the ball into fair territory, runners may advance at their own risk until the play is dead. The play is dead if:
 - 3.4.1. The ball crosses the baseline when returned from the outfield to the infield.
 - 3.4.2. An infielder attempts to return the ball to the pitcher position.
 - 3.4.3. An attempted play at a base is overthrown into a dead ball area (in which the runner is awarded no more than one (1) base.
- 3.5 When play is stopped, the runner(s) is sent to whichever unoccupied base they are closest to. The lead runner dictates this.
- 3.6 Since the side retires only after all players in the batting order have hit, it is not necessary to keep track of outs. When a defensive play results in an out, the base runner is removed from the field and must remain seated on the bench.
- 3.7 When the play is dead and runners are set, the ball is placed on the tee for the next batter.

PEEWEE

1. General Rules

3.8 Thrown Bats

After the first thrown bat by a team, the umpire shall issue a warning to that team. Any additional times the bat is thrown by any batter on the warned team, the umpire shall immediately call time, the batter is out, and no runner may advance.

3.9 The pitcher's helper will wear a batters helmet with an attached facemask.

3.10 In addition to the foul lines, batters boxes and coaches' boxes, there will be a painted line with a hash mark perpendicular to the baseline between first and second, between second and third, and between third and home.

3.11 The home team will provide the umpire behind the catcher in order to count the number of pitches.

3.12 A team MAY have more than one coach or parent in the dugout in order to control team members, especially when your team is batting when the manager and coach may be in the coaching boxes

3.13 A MAXIMUM of two (2) defensive coaches are allowed to be in the outfield with their players. The defensive coaches must be at least fifteen (15) feet behind the painted baseline and must remain stationary when the ball is being pitched. They must not in any way interfere with the play on the field. They are there for instructional purposes only, and if in the umpire's judgment this is not the case, that coach will be removed from the outfield.

3.14 OFFENSIVE COACHES will remain in their respective coaching boxes and shall not talk with the defensive players during play.

3.15 A season ending tournament series will be held using a blind draw to place teams into a pool play format to be determined based on the number of teams in the division. Batting order may be reset for each game in the tournament.

3.16 Little League Tee Ball rules apply except where otherwise noted in these rules.

4. OFFENSE

4.1 Each batter is given a MAXIMUM of seven (7) pitches or three (3) swinging strikes, whichever comes first from the adult pitcher. The plate umpire shall notify the batter as to the number of pitches beginning with the fifth (5th) pitch. In the event of a foul ball on the seventh (7th) or subsequent pitches, the batter will receive an additional pitch.

4.2 A runner who has advanced more than half way to the next base before the ball crosses the baseline advances to the next base. A runner who has not advanced to beyond the halfway point is to be returned to his/her previous base unless forced forward by the following runner. THE LEAD RUNNER CONTROLS ALL BASE ADVANCEMENTS.

Example 1: Runners on 1st and 2nd. After ball is hit, runner on 2nd advances to 3rd base but does not go more than ½ way home, runner on 1st advances to

just past ½ way hash mark between 2nd and 3rd. Batter base-runner advances to 2nd. Ruling: lead runner returns to 3rd base, and following runners are placed at 1st and 2nd.

Example 2: Runner on 1st. Batter base-runner advances to 1st and stops.

Runner on 1st advances only a couple of steps off 1st. Ruling: Lead runner is placed at second base because he/she is pushed by the batter base- runner.

- 4.3 A side is retired when three (3) players are put out, or all players in the batting order have batted in that inning.
- 4.4 The pitching adult shall pitch from a distance of no less than thirty (30) feet and shall pitch the ball either overhand or underhand. **The adult pitchers foot shall remain in contact with the pitchers plate when delivering the ball to the batter.**
- 4.5 DELETED
- 4.6 DELETED
- 4.7 The batting order for each game will resume where it left off from the previous game. If a player from the previous game is not available, the batting order will continue with the next available batter.

4.7.1 Batting orders may be reset for season ending tournament.

5. Defense

- 5.1 The infielders must be in customary baseball playing positions no more than ten (10) feet inside the chalked baselines, with the remaining players positioned in the outfield, not less than ten (10) feet beyond the chalked baselines. The pitcher's helper must be within five (5) feet of and behind the pitching rubber.
- 5.2 The ball becomes dead when it is hit into the outfield and then returned by a defensive player across the baseline between first and second or second and third bases. Regardless of whether the ball, after crossing the baseline, is in possession of a defensive player or if the ball goes back across the baseline the ball shall be considered DEAD and play ceases.
- 5.3 On an infield play the ball becomes DEAD when, in the judgment of the umpire, the infielder attempts to throw the ball to the pitcher.
- 5.4 The infield fly rule DOES NOT APPLY.
- 5.5 A batted ball striking the adult pitcher, before it has contacted a fielder, is a DEAD BALL and not counted as a pitch

AA MINOR BASEBALL

1. Five-run Rule will be suspended in the 6th inning of a game per Little League Rule 5.07 OPTION.

6. Thrown Bats

After the first thrown bat by a team, the umpire shall issue a warning to that team. Any additional times the bat is thrown by any batter on the warned team, the umpire shall immediately call time, the batter is out, and no runner may advance.

7. Starting the game

A game shall not be started or continued with less than six (6) players on either team.

8. There will be a maximum of ten (10) defensive players with no more than six (6) in the infield. Outfielders must begin each play with both feet in the outfield grass.

9. ~~Prior to the originally scheduled date of the fifth regular season game,~~ a board approved manager or coach shall pitch overhand to their hitters.

9.1 Each player shall be allowed five (5) pitches to hit the ball.

9.2 If the fifth or subsequent pitch is a fouled, the batter will receive an additional pitch.

9.3 If the batter continues to foul pitches, his at-bat may continue indefinitely.

9.4 Upon the ball being hit by the batter, the coach-pitcher shall immediately move out of the way. The ball will not be returned to the adult pitcher until after the umpire has ruled play has stopped and the ball is dead.

9.5 If a batted ball strikes a coach pitcher, the ball is dead and there is no play (no pitch).

9.6 Deleted

9.7 The pitcher's position will be defended by a player located no closer to home plate than 45 feet.

9.8 -The pitching adult shall pitch from a distance of no less than thirty five (35) feet and shall pitch the ball overhand. The coach has the discretion of using the standard rubber (46' on D5 & D6 or 40' on D4) or the rubber at 35'. **The adult pitchers foot shall remain in contact with the pitchers plate when delivering the ball to the batter.**

9.9 The offensive manager or coach who pitches may not coach or instruct the batter.

9.10 If a batted ball strikes a coach pitcher, the ball is dead and there is no play (no pitch).

10. Bunting: Bunting is not permitted. Penalty: the batter is out.
11. Base stealing: A runner may not advance on a pitch until the ball has been hit by the batter or the batter has been awarded 1st base and the runner is forced to advance as a result. Penalty: The ball is dead and runner is returned to last legally occupied base.
12. The umpire shall declare the ball dead when, in his judgment, none of the runners are attempting to advance and the ball is in the possession of a fielder within the infield. (After the ball has been declared dead, runners may not advance, even if the ball is overthrown to the pitcher.)

AAA MINOR BASEBALL

1. Five-run Rule Suspension

The five-run rule will be suspended in the 6th inning of a game per Little League Rule 5.07 OPTION. Note: The inning still ends due to batting the roster.

2. Thrown Bats

After the first thrown bat by a team, the umpire shall issue a warning to that team. Any additional times the bat is thrown by any batter on the warned team, the umpire shall immediately call time, the batter is out, and no runner may advance.

3. AAA Minor Baseball is played with the Little League rules with players pitching.

Major (Little League) Baseball

1. Thrown Bats

After the first thrown bat by a team, the umpire shall issue a warning to that team. Any additional times the bat is thrown by any batter on the warned team, the umpire shall immediately call time, the batter is out, and no runner may advance.

4. Continuous batting order

All team members will bat in order regardless of whether they are playing in the field or not.