

# MOORPARK LITTLE LEAGUE

## Local Rules

Moorpark Little League has adopted the following Local Rules. Unless specifically addressed below, all other playing rules and regulations governing play in Moorpark Little League are as noted within the Little League Baseball Rulebook (Official Regulations, Playing Rules, and Operating Policies).

The Local Rules were approved by the Moorpark Little League Board of Directors on March 11, 2023 and are subject to change at the Board's discretion. Any revisions or updates will be posted on Moorpark Little League's website ([www.moorparkll.com](http://www.moorparkll.com)) and communicated to the managers of teams in the affected divisions and the umpire staff.

### LR-2.00 – Local Amended Definitions

**Bunt** – Bunting is not permitted in the Tee Ball, Machine Pitch, or Farm Divisions.

**Infield Fly** – The infield fly rule shall not be in effect in the Tee Ball, Machine Pitch, or Farm Divisions.

### LR-4.00 – Starting and Ending the Game

LR-1.01 – For farm division and above, a game may not be started with less than eight (8) players on each team. See Rules 4.16 and 4.17.

(a) If a game is started with eight (8) players, the affected team may skip over the ninth (9<sup>th</sup>) position without penalty.

(b) If a team is unable to start a game because they are not able to field eight (8) players or if during the course of a game, a team drops below the required eight (8) players, then that team will be deemed to have forfeited the game.

**LR-4.04** – Moorpark Little League has adopted a policy of a continuous batting order in all divisions as described in Rule 4.04.

### LR-4.10-A – Number of Innings in Tee Ball through Farm Divisions

(a) Games in the Tee Ball division shall consist of no more than four innings.

(b) Games in the Machine Pitch division shall consist of no more than six innings.

(c) In Tee Ball, a half inning ends when the offensive team has batted through its entire lineup.

(e) In Machine Pitch, when three outs have been made or when 4 runs have been reached (whichever comes first), the half inning is over. See also LR-4.10-B(a). Exception: Prior to MUSD Spring Break, the half inning ends after the offensive team bats through their entire order.

#### **LR-4.10-B – Per-Inning Run Limits**

(a) AA, Farm and Machine Pitch Divisions: During innings one through five, the half inning shall end if the offensive team scores 4 runs. During the sixth inning and beyond, there shall be no run limit.

(b) AAA Division: During innings one through five, the half inning shall end if the offensive team scores 5 runs. During the sixth inning and beyond, there shall be no run limit.

(c) Major and Junior Divisions: There are no per-inning runs limits.

#### **LR-4.10-C – Time Limits**

(a) Game time limits are as follows:

**Tee-Ball:** The game shall end 1 hour and 20 minutes after it starts.

**Machine Pitch:** No new inning may be started after 1 hour and 20 minutes from the first pitch.

**Farm Division:** No new inning may be started after 1 hour and 45 minutes from the first pitch. An inning starts the moment the third out is made completing the preceding inning.

**AA Division:** No new inning may be started after 2 hours from the first pitch.

**AAA Division:** No new inning may be started after 2 hours and 15 minutes from the first pitch.

**Major Division:** No time limit.

**Juniors Division:** No new inning may be started after 2 hours and 30 minutes from the first pitch.

(b) The Umpire shall determine the official start time of the game. This determination will be premised on the first pitch and the umpire should convey this start time to the Official Scorekeeper as soon as practical. The Official Scorekeeper should then record the time conveyed to him/her as the official start time of the game. The Official Scorekeeper should inform the Chief Umpire 1) when five minutes remain before the end of time limit; 2) when five minutes remain before the local sunset time; and 3) when the time limit or local sunset time is reached.

(c) Each day's sunset time will be determined by entering "Moorpark, CA sunset time" into a Google search engine. The time appearing at the top of the page of the Google search shall be the official sunset time. Sunset time should be confirmed at the pregame meeting at the plate between the umpire and team managers. When the local sunset time is reached, the umpire should call the game, when, in the umpire's sole discretion, it is practical to do so. The umpire may continue to play for a short period of time after sunset time is reached so long as, in the umpire's judgment, it is safe and makes sense to do so. Examples of when to continue game after sunset time is reached is when one team employs tactics merely to delay time thereby "making a mockery of the game." Exception to sunset rule: Games played "Under the Lights."

The results of the game will be determined as outlined by Rule 4.00.

Nothing in this rule precludes the umpire from calling the game at an earlier time if, in his/her estimation, it is no longer safe to play due to darkness or other factors.

**(d) Spirit of the Game & Code of Conduct:** Games are not intended to end or be decided by disregarding play that has taken place, intentionally avoiding playing out a game in its entirety, or reverting to the score of a previous inning. If a coach and/or a player employs tactics designed to delay or shorten the game for the purpose of reaching sunset time or the maximum time after which no new inning will begin, that team may be subject to penalty under Rule 4.15 (a game may be forfeited by the Umpire-in-Chief of the game in progress to the opposing team when a team employs tactics designed to delay, shorten or make a travesty of the game). Additionally, other appropriate penalties and discipline may result.

(e) No protests will be heard regarding an umpire's judgment of when to call a game for darkness or for any of the foregoing reasons.

#### **LR-10.00 - Miscellaneous**

**LR-10.01** - Managers/coaches may not override, set aside, or elect not to follow any of the Local Rules established by Moorpark Little League, even by mutual consent. All requests for modifications to the Rules or Local Rules must be made to the Board of Directors.

**LR-10.02** – Intermediate (50-70) Play in the Major Division: When intermediate play takes place, the following rules will apply. However, for the-2019 season and beyond, and until the Board determines otherwise, intermediate play (50-70) has been suspended. Nevertheless, when played, Local Rules for Intermediate Play will follow Intermediate Rules, with the following exceptions:

(a) Players shall not be permitted to wear metal spikes.

(b) Players must use standard USA bats approved for Little League play.

(c) Players **may not** return to the game as a pitcher once they have already been in the game as a pitcher and removed.

(d) The rules for sliding into bases shall be the same as in the Major division.

(e) Managers and coaches may not wear conventional baseball uniforms.

(f) A regulation game shall consist of six innings.

**LR-10.03 – Pool Players:**

(a) When a team is unable to field a team of nine players for a game (ten for farm), the Manager of the team shall contact the Player Agent responsible for that division to request a pool player. A manager may not elect to play with eight players (nine for farm) without first requesting a pool player through the Player Agent. Exception: A team is not required to contact the Player Agent when that team drops below the requisite number of players during the course of a game.

(b) Assigned pool players cannot play infield, pitch or catch, and must bat last in the batting order (if there are multiple pool players, then the order of the pool players in the batting order will be at the manager's discretion provided all pool players are at the bottom of the line-up so no regular players are batting behind the pool players in the batting order). A pool player may play in the infield only when that team has more pool players than the number of outfield positions (e.g., farm (4), AA and above (3)).

(c) Managers may not officially facilitate the acquisition of the pool player(s). That is, the Player Agent for the respective division should make official notification to the pool player(s) and shall approve all pool players before play begins.

(d) Pool players will be provided to teams in need at the sole discretion of the Player Agent for the applicable division.

(e) Pool Players from a Lower Division: The Board recognizes that finding a pool player from the same division is not always practicable. Accordingly, players from a lower division may serve as pool players (Lower Division Pool Players). Priority is to the Lower Division Pool Player's own team, so that a player may not play up as a pool player if that player's game conflicts with that of the team that is in need of a player. The list of Lower Division Pool Players should be formed by recommendations of the Lower Division Managers. Lower Division Pool Players should have a parent consent form signed and it shall be provided to the Upper Division Coach each time that player plays as a pool player. Lower Division Pool Players must play outfield and bat at the end of the lineup, and after any divisional pool players, if any.

(f) If a regular rostered player arrives after the start of the game, the temporary pool player(s) must still be utilized.

#### **LR-10.04 – Local Base Running Rules for Tee Ball, Machine Pitch, and Farm Divisions**

MPLL has adopted the following Local Rules regarding base runners and restrictions upon advancing:

(a) Tee-Ball and Machine Pitch Divisions: Runners are not permitted to advance by stealing bases or by advancing on a wild pitch/pass ball/errant throw.

(b) For Farm Division and above, a courtesy runner may be utilized for the pitcher and/or catcher of record when there are two outs. As MPLL employs a continuous batting order, the courtesy runner must be the player in the batting order who made the last out.

(c) Farm Division:

1) During the first round of play, runners are not permitted to steal any base. First round of play shall mean the time period where each team in a division plays all of the other teams in their respective division once.

2) After the first round of play, runners may steal second or third base (within the limits imposed by **Rule 7.13**) but no further than third base. Runners may not advance more than one base on a steal attempt, even if the ball is over-thrown. For example, a baserunner steals 2<sup>nd</sup> base. On the attempt, the ball is overthrown at 2<sup>nd</sup> base and goes into centerfield, the baserunner must stay at 2<sup>nd</sup> base and is not permitted to take 3<sup>rd</sup> base on the overthrow.

3) Baserunners may not advance on an overthrow during the first round of play. After the first round of play, baserunners are allowed to advance one base, at their own risk on an overthrow, except at third base (third base is “frozen”). If the ball goes out of play, refer to Little League Rulebook.

Example of third base being frozen: On an overthrow, the baserunner may advance home provided the baserunner has already rounded third base and is on his/her way to home plate at the time of the overthrow. The baserunner must stay at third base on an overthrow if, at the time of the overthrow, the baserunner has not yet rounded third base. Instead, the baserunner is still on the second base side of third base (in this scenario, third base is frozen).

#### **LR-10.05-A – Special Playing Rules for the Tee Ball Division**

(a) Coaches may not pitch to players in the Tee Ball division during a game absent prior approval from the player agent.

(b) A Coach from the offensive team shall assist with the positioning and adjustment of the batting tee for each Batter; in addition, the Coach will call “ready” to alert the fielders and place the ball on the tee when the Batter is to take his or her swing. Each Batter is allowed **THREE** attempts to put the ball in play.

The ball must travel at least three feet in front of the plate to be considered in play. If the Batter is unable to put the ball into play after three attempts, a Coach shall assist the Batter in hitting the ball. There are no walks or strikeouts in Tee-Ball.

(c) All Players of the defensive team shall be positioned at traditional in-field and outfield positions (including a Pitcher). However, there may be more than three outfielders if required.

#### **LR-10.05-B – Special Playing Rules for the Machine Pitch Division**

(a) Pitching: A Coach from the offensive team shall feed the machine for his or her team. Each Batter is allowed up to **THREE** pitches (regardless of the location or quality of the pitches) to put the ball in play. The Pitching Machine shall be placed 38 feet from home plate and set to 35 miles per hour. To accomplish this, the back of the machine shall be placed flush with the front of the rubber with the following recommended settings: Power Pedal 3; Arm Block 2; Micro Adjustment 5.

(b) Dead ball: Should a pitched ball strike the batter, the ball is dead but the batter shall not be awarded first base.

(c) A batted ball must travel at least three feet in front of the plate to be considered in play. Upon a batted ball, batters may advance to first base. On a batted ball to the outfield, batters and/or baserunners may continue to advance until the ball is returned to the infield. NOTE: The ball needs to be returned only to the physical location of the infield (and not necessarily be in any player's possession) in order to stop the baserunner(s) from advancing.

(d) Prior to MUSD Spring Break, if the Batter is unable to put the ball into play after **THREE** pitches, a batting tee will be used and the Batter should be allowed **TWO** attempts to put the ball in play. If the batter fouls off the third pitch, he will be allowed one more pitch before proceeding to the batting tee. If the Batter is unable to put the ball in play off the batting tee, the Batter is considered to have fouled out. There are no walks or strikes recorded in Machine Pitch.

(e) After MUSD Spring Break, the batting tee will be completely removed from Machine Pitch play for the remainder of the season. Henceforth, if the batter fails to put the ball in play on the third pitch (regardless of whether the batter swings), then the batter is out. If the batter hits a foul ball or a foul tip on the third pitch that is not caught for an out, then the batter will be given another pitch. This third pitch process will repeat itself until the batter is out or reaches base.

(f) All Players of the defensive team shall be positioned at the nine traditional infield and outfield positions (including Pitcher and Catcher), with any additional players positioned in the outfield. The Pitcher must stand even with the pitching rubber with at least one foot in the dirt area at the time the Coach of the offensive team feeds the machine.

(g) Official score keeping and team records/standings will not be tracked in the Machine Pitch Division.

#### LR-10.05-C – Special Playing Rules for the Farm Division

(a) During the first round of play, there shall be no walks in the Farm Division. Upon ball four, the Batter will retain their current count and a Coach from the offensive team will pitch to the Batter. The Coach must pitch from the pitching rubber. The defensive player playing in the Pitcher position may stand on either side of the mound, but must stand even with the pitching rubber and with at least one foot in the dirt area.

(b) When a coach is pitching, the Umpire will call balls and strikes in the usual manner, however, any pitch called a ball will be treated as a dead ball for the purposes of runners advancing. (The Umpire should not call time after each ball or otherwise indicate it is not a live ball situation.) Any pitch swung at and missed or called a strike by the umpire is a legal strike and the player may be called out on strikes during coach pitch.

(c) After the first round of play, batters will walk on ball four.

(d) All players on the defensive team shall be positioned at the nine traditional infield and outfield positions, plus a rover (the rover may only be positioned in LC or RC). If one team has only eight or nine players, the team with ten players may play all ten players on defense.

(e) No player may play the catcher position more than **THREE** innings in one game and once a player pitches **31 pitches** or more, that player may not play at the catcher position for the remainder of the game. If a player catches 3 innings (or any portion thereof), he may only pitch 30 pitches in that game. For example, a player catches two and two-thirds innings (any portion thereof would mean the player would have been considered to have caught 3 innings in our example), he may only pitch 30 pitches in that game. This limit of 30 pitches is a “soft” 30 pitches. For example, a player may exceed 30 pitches to “finish” a batter.

(f) When a coach is pitching, the coach must make every effort to avoid interfering with the defensive team’s ability to make a play on any ball put into play.

(g) Offensive Interference. The umpire has discretion not to call interference when, in the Umpire’s judgment, the interference is inadvertent and does not affect the outcome of the play.

(h) In addition to the pitching regulations outlined in “Regulation VI – Pitchers,” the following local rules shall apply:

- 1) During the first round of play, a Pitcher may pitch no more than **TWO** innings per game and **FOUR** innings in a calendar week (Sunday to Saturday).

2) After the first round of play, a Pitcher may pitch up to **THREE** innings per game and **SIX** innings in a calendar week.

3) The usual pitch count limits shall also apply during both of the periods described in subsections 1) and 2) above.

4) If a Pitcher hits three batters in a single inning or five batters in a single game, that Pitcher must be removed from the mound for the duration of the game.

#### **LR-10.06 – Minimum Playing Time.**

This Local Rule modifies the minimum playing time rules established by Regulation IV(i). The Local Rule requires more playing time per game for each player than the Regulation.

(a) Major, AAA, AA and Farm Divisions: No Player may sit out consecutive innings on defense. No Player may sit out more than **TWO** innings per game in a regulation six-inning game.

(b) When the situation arises (e.g., extra inning playoff game) and there are no other players to facilitate rule (a) above without conflict, players may then sit out consecutive innings or more than two innings per game (as it will then be impossible to comply with said rule). Once this occurs, managers must immediately make every effort to reset the rotation. The rotation will be considered reset once every player has sat a minimum of two innings. Managers must sit a player consecutive innings before sitting a player 3 or more innings. No player may sit a third inning in any game prior to all other players on the team sitting two innings. This may happen concurrently. For example, Player A sits for the third time in the 7<sup>th</sup> inning, while at the same time, Player B (the last player to sit two innings) sits in the 7<sup>th</sup> inning as well. Similar situations shall be construed and interpreted to best conform with the intent of this provision.

(c) Junior Division: No player may sit out consecutive innings on defense. This Rule applies in extra innings as well.

#### **LR-10.07-PITCHING CATCHING**

(a) Major, AAA, AA Divisions. If a player has caught 3 innings (or any portion thereof) and then enters to pitch, he may not return and catch again. A player that has pitched may only catch 3 innings total for that game.

(b) Per Regulation VI, a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Similarly, a player who catches and then is later inserted in the game as a pitcher, cannot pitch more than 40 pitches. This limit of 40 pitches is a “soft” 40 pitches. For example, a player may exceed 40 pitches to “finish” a batter.



#### **LR-10.08-VIOLATION OF RULES**

(a) Notwithstanding the Little League Rule Book and the penalties enumerated therein, when any particular violation of these local rules or any little league rule has occurred, and such violation is determined by the Moorpark Little League Board to be so egregious (e.g., careless or complete disregard, repetitive, intentional, malicious, etc.), the Board shall impose a penalty of not less than one week suspension of the manager involved (i.e., from and including Sunday to and through the following Sunday, or any other 7 day period the Board deems appropriate). The Board may expand its determination for suspension beyond managers to include coaches, parents, volunteers, etc. During the suspension period, the offender may not be on Little League premises.