



Official Huntington County  
Little League Handbook

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## Teams

- A. Each team will consist of twelve players whenever possible.
- B. A roster will be submitted to each manager after the draft by the player agent or acting Board Member.

## Players

- A. Each participant shall register through the HCLL website.
- B. In the event of a question as to the age or address of any participant, the player agent may request additional documentation.
- C. All players will play within their age group.

The following table shows the ages and dates of eligibility for each of HCLL's respective leagues:

League	Eligibility Date	Gender	Age on <u>or</u> before eligibility	May <u>not</u> be age on eligibility date
<b>Baseball</b>				
TBall (4-6)	Sept 1	Boy or Girl	4	7
CP Baseball (6-8)	Sept 1	Boy or Girl	6	9
Minor and Major Baseball(9-12)	Sept 1	Boy or Girl	9	13
Intermediate (11-13)	Sept 1	Boy or Girl	11	14
Senior Baseball	Sept 1	Boy or Girl	13	17
19U	Sept 1	Boy or Girl	17	20
<b>Softball</b>				
CP Softball ( 6-8)	Jan 1	Girl	6	9
Minor and Major Softball (9-12)	Jan 1	Girl	9	13
Senior Softball (13-16)	Jan 1	Girl	13	17

## **Player Draft for HCLL Leagues**

- A. The player agent and the League Presidents of Huntington County Little League, Inc will conduct the draft. The team with the worst previous season record will have the first player selection or draft pick
- B. The team with the second worst record will have the second player selection or draft pick and so on. If a tie exists, the head-to-head contest of the previous year will decide the tiebreaker. If a tie still exists, a coin flip will determine the sequence.
- C. Player selections must be made within two (2) minutes after preceding team selection. If a manager or representative does not select within the allotted time, the player agent will select a player for them.
- D. If a manager or representative is not present for the draft, the HCLL League Coordinator will select players for them.
- E. Managers will ascertain the number of eligible returning players prior to the draft, and inform their league president who will, in turn, notify the Player Agent. If this is not accurately accomplished, final roster sizes may not be even or fairly adjusted.
- F. Equalization of team size will take place at the end of the second (2nd) round.
- G. Sponsors have no say as to who will coach or be the assistant coach for their team. Sponsors may make a request through the league commissioner and that coach would still have to have board approval and pass the background checks.
- H. Newly formed teams: The manager or representative of a new team will fall in after the last team in the draft. If the manager has a child in the draft, that child will be assigned and not require the use of a draft pick.

## **Dropped Teams**

- A. When it is determined by the Board of Directors to drop a team due to declining player participation all eligible players on that team's roster will be instructed, by the Player Agent or League President, to attend the player evaluations.
- B. Players will be selected through the draft process. No trades with previous managers will be allowed.
- C. If a team is dropped after the draft has taken place, the player agent will have sole discretion on player placement.

## **Unusual Losses of Players**

- A. If, after a manager contacts their players from the previous year, it is determined by the Player Agent and League President that the team roster size is considerably less in total players than that of other teams, the team manager in question will be permitted to bring their roster size up to that of the league average.
- B. This action will be accomplished after the completion of the second round and prior to the third round of the draft.

## **Player Selections**

- A. All eligible players will be taken from a bona-fide player evaluation, conducted by the Player Agent and/or League Presidents. The Player Agent may also assign players after the draft and will do so according to the draft sequence and current roster size.
- B. A manager or coach who solicits players who are not present for the player evaluations and not appearing on the draft list and adds them to their team roster without approval from the Player Agent and League President, may be relieved of their duties and not allowed to manage or coach in HCLL.
- C. Sons, daughters, grandsons, or granddaughters of managers will be assigned to that respective team prior to the first round of the draft without forfeiture of a draft pick.
- D. Brothers or sisters of players already on a roster will be assigned to the respective team without forfeiture of a draft pick.
- E. Sons, daughters, grandsons, or granddaughters of coaches will be assigned to that team prior to the first round of the draft without forfeiture of a draft pick if that coach has been actively involved and officially recognized as a coach for that team for the previous season. The League President and the Player Agent will be informed of these players prior to the beginning of the draft.
- F. Selection of players for teams in any area where two or more teams of the same age group are to be formed must do so in accordance with the Player Selection Procedures set forth by the Board of Directors of HCLL.
- G. Each coach may state one pre-draft “protected pick” for an assistant coach’s child that will be selected in the first round. Players of additional assistant coaches will have to be drafted in the remaining rounds. (A “protected pick” means that other coaches may not select that player until after the first round.)

## **Player Evaluation Procedures**

- A. The player agent shall be responsible for advertising and conducting all player evaluations. The League Coordinators will assist as necessary.
- B. Separate player evaluations will be conducted for each league in the presence of all managers or representatives, who should observe the abilities of prospective players.
- C. Any player who fails to attend player evaluations will not be eligible to be drafted. They will be added to a team after the draft is completed.
- D. Registered high school players will be drafted last for Senior and 19+ divisions.
- E. Each candidate will be afforded the opportunity to bat, throw, field, and run in competition with their own age group.
- F. Following player evaluations and prior to the draft, the Player agent shall make a list, by age group, indicating the name of each eligible player. A copy of this list will be furnished to each manager or representative and the League President.
- G. No eligible players shall attend the draft.

H. The genuine purpose of the player evaluation and draft process is to afford the teams with the worst previous season records the opportunity to be competitive in the following years. These rules are intended to protect the majority of managers and players and not a select few who violate them for personal gain.

**Tournament**

Suitable tournaments or championship play-offs for all HCLL leagues will be held at the conclusion of the regular season’s schedule. Special pitching rules for postseason games will be issued by the Board of Directors where deemed necessary.

**Pitching Rules**

League	Per Game	
<i>Baseball</i>		
T-Ball (4-6)	N/A	
CP Baseball (6-8)	N/A	
Minor and Major Baseball (9-10)	75 (or 3 innings)	
Intermediate Baseball (11-12)	85 (or 3 innings)	
Senior Baseball (13-16)	95 (or 3 innings)	
19U Baseball (17-19)	95 pitches	
<i>Softball</i>		<b>Per Week</b>
CP Softball (6-8)	N/A	N/A
Major Softball (9-12)	6 innings/game	Unlimited
Junior Softball (13-16)	7 innings/game	Unlimited

- A. Delivery of one pitch will constitute having pitched one inning.
- B. Not more than four (4) pitching changes may be made in any one game. (the start of the game is not a change)
- C. Any innings pitched in games declared “no contest” or in suspended games shall count against a player’s available innings for that week.
- D. Violation of any section of this section will result in forfeiture of the game.
- E. If an ineligible pitcher is withdrawn, after being announced, but before they have pitched to a batter, it will not be considered a violation.
- F. Intentional walks will be handled by just putting the batter on base by defensive Manager or Coach. You do not have to pitch four (4) balls. A player may only be intentionally walked by announcing such a decision to the home plate umpire one time during the game.
- G. Coaches/Managers are only allowed three trips to the mound without penalty. Pitching change must be made on the second trip in one inning or the third trip overall in the game by any coach. A pitching change does not count as a trip. A mandatory change, 2nd trip in an inning, does not count as a trip. 1 trip per inning will be allowed in extra innings. Before a coach can approach the mound, time must be called and awarded by the home plate umpire. You have one minute to conduct your visit and/or pitching change.
- H. Players are allowed to call one infield huddle per game. The player must be granted time by the home plate umpire. This is to keep the pace of play in order.

- I. To emphasize player safety, travel teams sponsored by HCLL will also monitor pitch counts.

## **Days of Rest**

### **Baseball 14 and under**

- A. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- B. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- C. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- D. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- E. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- F. Each pitcher has a 3 inning daily limit.

### **Baseball 15 and over**

- A. If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- B. If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- C. If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
- D. If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
- E. If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
- F. Each pitcher has a 3 inning daily limit.

### **Softball**

- A. A player may pitch in a maximum of twelve (12) innings in a day.
- B. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory.

## **Inning/Time Limits**

- A. All games, including doubleheader games, have time limits. There shall be NO EXCEPTIONS
- B. Games shall begin with the home plate umpire providing the official start time to each team manager.
- C. An inning is deemed to start immediately upon completion of the final out of the preceding inning.
- D. Teams have 60 seconds in between innings and/or half innings to take the field. At the end of the 60 seconds, the managers will be given a warning from the home plate umpire. If more than two warnings are given in one game, the manager will be ejected from the game. In the event the catcher is the last out, the home plate umpire needs to be notified to allow easement.
- E. Teams have 60 seconds in between innings and/or half innings to take the field. At the end of the 60 seconds, the managers will be given a warning from the home plate umpire. If more than two warnings are given in one game, the manager will be ejected from the

game. In the event the catcher is the last out, the home plate umpire needs to be notified to allow easement.

- F. If a game stops due to weather and is unable to finish on the same day, the game will be deemed complete after 4 innings for 6 inning games and 5 innings for 7 inning games.
- G. Teams with scheduled start times following a previous game must start 10 minutes following the prior's game completion or no later than the scheduled start time, whichever comes first. 22
- H. The following table references the various inning and time limits along with the mercy run rules by league:

League	Innings Per Game	Mercy Rule (After Inning)			Time Limit
Baseball					
T-Ball (4-6)	5	n/a			1 Hour
CP Baseball (6-8)	6	15	10		1 Hour 30 Mins
Minor and Major Baseball (9-12)	6	15	10		1 Hour 45 Mins
Intermediate (11-13)	7	15	10	8	2 Hours
Senior Baseball (13-16)	7	15	10	8	2 Hours
19U (16-20)	7	15	10	8	2 hours
Softball					
CP Softball (6-8)	6	15	10	8	1 Hour 30 mins
Minor and Major Softball (9-12)	6	15	10	8	1 Hour 45 mins
Senior Softball (13-16)	7	15	10	8	2 Hours

## Drop dead rules

- A. Game clock starts at the scheduled game time start (For example 6 PM Game Start drop dead 7:45).
  - i. Once the time limit is reached, drop dead will occur.
  - ii. The in process at bat will be completed.
  - iii. If that batter is walked, a bonus at bat to only the next batter in the lineup will be awarded.
  - iv. If drop dead occurs and the home team hasn't received their last at bat. The score will revert to the score at the end of the last inning.
- B. T-Ball is a 1 hour drop-dead. Players only bat once per inning. This is regulated by coaches.
- C. During Tournament Time the current inning will be completed after drop dead has occurred. Each league will play their respective innings as outlined in the chart unless the criteria is met for the mercy rule. In the event there is a tie at the end of the last inning, the Homier Shoot out will take place. First Inning of Homier Shoot-out the last Runner previously recorded out starts at 2nd Base. The Batter starts with a 1 Strike and 1 Ball Count. The team starts with 1 out
- D. All following Innings of Homier Shoot-out the last Runner previously recorded out starts at 3rd Base. The Batter starts with a 1 Strike and 1 Ball Count. The team starts with 1 out. Only one pitching change will be allowed once the shootout inning has started. No trips to the mound will be allowed except for that one change.

## Ground Rules

- A. Ground rules for each field used for games in HCLL, shall be published by Huntington County Little League, Inc. and made available to all managers, coaches, and umpires before the start of the season.
- B. The person in charge of maintaining the field, thirty minutes prior to the game starts shall determine the fitness of the playing field. After that, a League President or other designee will determine if at the site.
- C. The following table represents how each of the fields will be set up for play by league:

League	Pitching Distance from Plate	Bases
<b>Baseball</b>		
TBall (4-6)	40 Feet	60 Feet
CP Baseball (6-8)	40 Feet	60 Feet
Minor and Major Baseball(9-12)	46 Feet	60 Feet
Intermediate (11-13)	50 Feet	70 Feet
Senior Baseball	60 Feet 6 in	90 Feet
19U	60 Feet 6 in	90 Feet
<b>Softball</b>		
CP Softball (6-8)	35 Feet	60 Feet
Minor Softball (9-12)	35 Feet	60 Feet
Major Softball (9-12)	40 Feet	60 Feet
Senior Softball (13-16)	43 Feet	60 Feet

- D. Safety bases are provided at 1st base with exception to Sr. leagues
  - i. The runner shall use the outside base and the fielder use the inside.
  - ii. In the event of a dropped 3rd strike the runner uses the inside and the fielder uses the outside.

## Playing Rules for Huntington County Little League Inc.

All Huntington County Little League, Inc. leagues will be governed by the current baseball/softball playing rules as published by Little League, with the following exceptions and subject to any further revisions as made from time to time by the Board of Directors of Huntington County Little League, Inc.

Click [HERE](#) for Little League rulebook

## Minimum Play and Roster Rules

- A. All players in HCLL Leagues must play at least two (2) complete innings and bat in the continuous line up. If, a shortened game is played and a player does not meet the minimum playing standards, that player must start the next game and play their minimum two (2) complete innings. If in a complete game is played and the manager has not made an effort to meet the minimum playing standards for all their players, the manager may be suspended for one (1) game by the League President, of their League, and the player(s) in question will start the next game and play their minimum standards. The team manager may waive this penalty should the player not abide by HCLL and/ or team rules as presented to the League President. This rule applies only to regular season games.
- B. Teams must have a minimum of eight (8) players at their scheduled start time to start a game and a minimum of eight (8) players on the field to continue play. Forfeiture of game will result if these minimums are not met.
- C. A team may elect to have a substitution player play so as not to forfeit a regular season game. A team is allowed a maximum of two substitution players only. A manager may only request a sub to meet the minimum requirements of play. So, a manager cannot request a sub if the team has eight players, or two subs if the team has seven players. A sub will wear a different colored shirt from the team, must play outfield only, and must bat last in the batting order. Any violation of this rule will constitute the manager being suspended for one game. There are no substitutions permitted in tournament play.
- D. If a team starts the game with eight (8) players, there will not be an out assessed to that team. If ninth (9th) player shows up, they may enter game in top of inning only, must be entered into the lineup at the bottom of the batting order and reported to opposing team manager before entry into game.
- E. If a player is injured or otherwise indisposed at his/her time at bat comes up without penalty. If the injured or ill player returns, he/she is merely inserted into their original spot in the batting order and the game continues.
- F. If a player is ejected or leaves the game for any reason other than injury or mandatory school function, and leaves said team to finish with only eight players, an out will be taken in the batting position of that player.
- G. For a rolling lineup - All players present are entered into the batting order and free defensive substitution is allowed

## Equipment

- A. Each player is furnished with a uniform consisting of an approved HCLL hat or visor, team shirt and pants or shorts.
- B. Players must wear the HCLL provided uniform. Black or grey baseball pants must be worn.
- C. Players must furnish their own shoes, glove, and any other equipment. Each team will be furnished with batting helmets and catcher's gear.
- D. Protective Little League approved batting helmets shall be worn by all batters, batters in the on-deck circle and base runners. Runners shall not intentionally shake their helmets off. A warning will be issued the first time, with an out call on the second offense. Softball also requires helmets to have protective face masks.
- E. The catchers must wear a special protective helmet with ear guards and a mask with a throat guard. This includes any player warming up the pitcher between innings or in the bullpen.
- F. The use of a protective cup-supporter is required by any player pitching or catching in all baseball leagues coaches pitch and older. The home plate umpire will enforce this rule. All

infielders are encouraged to wear protective cup-supporters as well.

- G. Players may not wear jewelry during any HCLL practice or game with the exception of medical devices and bracelets. This includes, but is not limited to: bracelets, necklaces, earrings, etc. Stud earrings are the only permitted jewelry items.
- H. The on-deck batter shall be the only player other than defensive players and playercoaches, in their designated areas, out of the dugout in the playing area. On deck batters permitted in Senior Leagues only. All other leagues are not allowed, per Little League rules.
- I. All leagues will adhere to Little League bat rules. The only exceptions are that the senior baseball division may use drop 5 USA bats or BBCOR bats; the 19U division has no bat restrictions.

## **Slide/Collision Avoidance**

- A. Sliding is not mandatory.
- B. Any runner at any base where the ball is in the glove (in possession) of the fielder and he/she is attempting to make a tag; THE RUNNER MUST SLIDE OR ATTEMPT TO AVOID A COLLISION WITH A FIELDER. If not, the runner is declared out. It should be noted that a fielder while NOT in possession of the ball and not attempting to field the ball, may be guilty of obstruction if that fielder impedes the progress of a runner. It is entirely up to the judgment of the umpire as to whether a fielder is in the act of obstructing a runner.
- C. If contact of a malicious nature is made, the runner shall be called out and ejected from the game immediately. A one game suspension will follow and be served at the next scheduled game.

## **T-Ball**

- A. All players shall hit every inning.
- B. Each team shall have all players on defense.
- C. All base runners have the option of advancing one base on a hit back to the pitcher if the pitcher chooses not to make the play.
- D. A line will be drawn seven feet from the back part of home plate in a semi-circle from both foul lines in fair territory. A batted ball will be declared foul if the ball does not go outside this circle.
- E. Bat size is limited to 28 inches or smaller
- F. No bunting, base stealing, sliding, or lead offs are allowed
- G. All registered players will be divided amongst teams
- H. Outfielders must have both feet behind the bases until the ball is hit.
- I. Infielders must have both feet behind the direct line between first and third base until the ball is hit. This does not include the pitcher or catcher.
- J. Only two coaches should be on the field on defense.

## **Coaches Pitch Baseball & Softball**

- A. Two soft compression baseballs (wilson 1228 or equivalent) provided by the league will be used during a game. An 11" ball will be used for softball.
- B. Coaches will pitch from 35 feet in both baseball and softball and must be in contact with the rubber.
- C. Pitching will be as follows.
  - i. A coach will pitch all 6 innings.
  - ii. Coaches will get six pitches per batter.
  - iii. If the sixth pitch is fouled off, the batter will receive one more pitch.
  - iv. Batters will receive six pitches regardless of the number of swings. They cannot be "struck

- out” by the coach until the sixth pitch.
- vi. There will be no walks.
  - vii. There will be no balks.
  - viii. The coach pitching must clear the playing field(outside the baselines) to the opposite side of the play once the ball is batted in play
- D. Each team will have ten defensive players on the field – this includes four outfielders, a pitcher, and a catcher.
- i. The outfielders’ feet must be in grass or behind designated line on Diamond 1 or 2.
  - ii. The pitcher should be level to the pitcher rubber at 35 feet(softball) or 40 ft(baseball) to one side of the mound (left or right).
- E. Defense must provide a coach to stand at the backstop to help retrieve passed balls.
- F. A defensive play stops once an umpire deems a batted ball is controlled at the immediate base ahead of the lead runner or the base occupied by the lead runner. All runners between bases must commit to a base. The runner and ball are live for this situation.
- i. Once an umpire deems the ball is controlled by an infielder as described above, the runner must be past the halfway point to advance to the next base; otherwise, they will be sent back to the previous base by only an umpire. Example: If the runner is rounding 1st base with 2nd unoccupied and the ball is controlled at 3rd base then the runner rounding 1st would need to hold or they will be sent back by the umpire.
- G. No player shall sit more than one consecutive inning at a time.
- H. Extra innings are permitted within the time-limit. No inning will start after an hour and a half
- i. Regular season games can end in a tie.
  - ii. In the event of a tie at the end of six innings and within the time-limit: The seventh inning will start with the last out of the previous inning on 2nd base as a runner.
  - iii. If at the end of the seventh inning, they are still tied, the last out will start on 3rd base as a runner.
- I. Each team will use a rolling lineup with free substitution.
- J. There will be no on-deck batter.
- K. Each inning will consist of three outs or **5 runs** scored whichever comes first.
- L. A courtesy runner may be used for the catcher with two outs. Managers must use the last player to make an out as the courtesy runner.
- M. There is no dropped third strike.
- N. There will be no leadoffs or base stealing.
- O. There is no infield fly rule.
- P. Runners may only advance one base on **each** thrown, passed ball. If the defensive team does not continue play, then runners stop after advancing one base.
- Example: If the ball is thrown over the first baseman, the runner can attempt to advance to second if they choose to do so. If the defensive team is still retrieving the ball or does not pursue the runner out at 2nd base, the runner must stop. If the defense does pursue the out at 2nd base and over throws 2nd base, then the runner may attempt to advance to 3rd base if they wish to do so.*
- Q. USA bats only, USSSA bats NOT approved. USA bat logo provided for reference



## Minor and Major Baseball

- A. Two Wilson A1030 or equivalent baseballs will be provided.
- B. Each team will use a rolling lineup with free substitution.
- C. There will be no on-deck batter.
- D. When a pitcher is in contact with the pitcher's rubber, with the ball in their possession, and the catcher is in their box ready to receive delivery of the ball, any base runner who leaves their base before the ball has been delivered and reaches the batter, shall be declared out. It is an immediate dead ball, with no pitch recorded.
- E. A Courtesy runner for the catcher with 2 outs will be allowed. The last player to make an out will be used as the courtesy runner.
- F. **Minor League only:** Each inning will consist of 3 outs or **(6)** runs scored, whichever comes first.
- G. **Minor League only:** There will be no drop third strike.
- H. **USA bats only, USSSA bats NOT approved.** USA bat logo provided for reference



## Intermediate Baseball

- A. 11,12, and 13 yr old Little League age players
- B. Each team will use a rolling lineup with free substitution.
- C. A Courtesy runner for the catcher with 2 outs will be allowed. The last player to make an out will be used as the courtesy runner.
- D. Players may "dual roster" or enroll in major division or Sr. division according to age.
- E. Little league Sr. division rules apply
- F. Two Wilson A1030 or equivalent baseballs will be provided.
- G. **Drop 5 USA Bats or BBCOR bats will be allowed.**
- H. Bat logos provided for reference



## Senior Baseball

- A. Each team will use a rolling lineup with free substitution.

- B. A Courtesy runner for the catcher with 2 outs will be allowed. The last player to make an out will be used as the courtesy runner.
- C. Metal cleats allowed
- D. Two Wilson A1030 or equivalent baseballs will be provided.
- E. IHSAA rules will be followed
- F. **Drop 5 USA Bats or BBCOR bats will be allowed.**
- G. Bat logos provided for reference



## 19U Baseball

- A. Each team will use a rolling lineup with free substitution.
- B. A Courtesy runner for the catcher with 2 outs will be allowed. The last player to make an out will be used as the courtesy runner.
- C. No bat restrictions
- D. Two Wilson A1030 or equivalent baseballs will be provided.
- E. Metal cleats allowed
- F. IHSAA rules will be followed

## Minor and Major Softball

- A. Each team will use a rolling lineup with free substitution.
- B. 12" balls will be used in Major and an 11" ball will be used in Minor
- C. Pitchers must begin with the pivot foot on the rubber; the non-pivot foot may be on or behind the pitching rubber. Pitchers may step back before hands are placed together. Hands set for at least one second - no more than ten at any time during the motion.
- D. Dropped 3rd strike rule applies.
- E. Minor League only: There will be no drop third strike.
- F. Infield fly rule applies.
- G. Runners may leave base once the ball leaves the pitcher's hand.
- H. Each inning will consist of 3 outs or max runs per inning (**6 in Major**) (**5 in Minor**) is reached.
- I. A Courtesy runner for the catcher with 2 outs will be allowed. The last player to make an out will be used as the courtesy runner.
- J. Masks are mandatory for pitchers and recommended for 1st and 3rd basemen.

## Senior Softball Rules

- A. Each team will use a rolling lineup with free substitution.
- B. 12" balls will be used

- C. Pitchers must begin with the pivot foot on the rubber; the non-pivot foot may be on or behind the pitching rubber. Pitchers may step back before hands are placed together. Hands set for at least one second - no more than ten at any time during the motion.
- D. Dropped 3rd strike rule applies.
- E. Infield fly rule applies.
- F. Runners may leave base once the ball leaves the pitcher's hand.
- G. Each inning will consist of three (3) outs or **6 runs** scored.
- H. A Courtesy runner for the catcher with 2 outs will be allowed. The last player to make an out will be used as the courtesy runner.
- I. Masks are mandatory for pitchers and recommended for 1st and 3rd basemen.
- J. IHSAA rules will be followed
- K. Metal cleats are allowed

## Regulation, Tie and Suspended Games

- A. See Inning/Time Limits.
- B. If a regular season game is suspended after three and one half or four innings in CPBB, CPSB, Minor Baseball, and Major softball and baseball leagues, it will be considered a complete game. In senior leagues four and one half or five innings will constitute a complete game if suspended.
- C. The umpires and/or League Presidents, because of weather, darkness or the stated time limit can suspend any regular scheduled game or tournament game. The suspended game will resume at the exact point of suspension and must be completed at a scheduled time agreeable to both managers and their league president if enough innings for a complete game has not been reached. The same players should be used, if possible, to complete the game as long as the same line-up does not violate the number of innings limit for a pitcher during a calendar week. In the event a player in the original line-up at the time of suspension is injured or on vacation, a substitute may be used to complete the game.
- D. The home plate umpire, if in their judgment, determined that, for safety of the players, the lights need to be turned on, may do so at any time during the game.

## Postponed Games

Any postponed or rained out games are expected to be made up preferably the following Saturday, weather permitting, or the next available date. The league President & scheduler shall be responsible for rescheduling rainout games. Failure to field a team for the rescheduled rainout game could result in a forfeit.

## Umpire Warnings

**HCLL has a zero tolerance policy for any player, coach, or spectator behavior as outlined in the code of conduct. Any behavior that violates the code of conduct will be handled by the umpires discretion up to ejection from game.**

[https://na4.documents.adobe.com/public/esignWidget?wid=CBFCIBAA3AAABLbiqZhBno5CHcALmHgjq5zASQN4KoMyMDHdOvc8ZlpcfoS5nFmabYESzVRItAgBDdBvIGNk\\*](https://na4.documents.adobe.com/public/esignWidget?wid=CBFCIBAA3AAABLbiqZhBno5CHcALmHgjq5zASQN4KoMyMDHdOvc8ZlpcfoS5nFmabYESzVRItAgBDdBvIGNk*)

**Ejections will be reviewed by the Executive board of HCLL with possible further consequences**

## Protests and Complaints

- A. Protests are not permitted on plays involving only an umpire's judgment.
- B. Protests on interpretation of rules must be filed verbally with the Homeplate umpire in charge of the game and with the opposing manager at the time of the occurrence by the team manager.
- C. Protests on the use of an ineligible player must be made before the next at bat.
- D. Complaints regarding any other phase of the operation of Huntington County Little League, Inc.,

may be made in person or emailed to the Board of Directors at [huntingtoncountylittleleague@gmail.com](mailto:huntingtoncountylittleleague@gmail.com)

## **ACCIDENT REPORTING PROCEDURE**

What to report: An incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or first aid must be reported to the league safety officer within 24 hours of the incident. This includes "near misses."

When to report: the Team Manager will fill out appropriate paperwork (provided by the Safety Officer) and turn into Huntington County Little League Safety Officer within 24 hours. Reporting incidents can come in a variety of forms. Most typically, they are telephone conversations. At a minimum, the following information must be given:

- Name and phone number of the person involved
- Date, time, and location of the incident ▪ As detailed a description of the incident as possible
- Preliminary estimation of the extent of any injuries
- Name and phone number of the person reporting the incident.

### **Little League Safety Officer then will:**

Within 24 hours of receiving the HCLL Accident Investigation Form, the HCLL Safety Officer will contact the injured party or the party's parents and; verify the information received; obtain any other information deemed necessary; check on the status of the injured party; and in the event that the injured party required other medical treatment (i.e., Emergency Room visit, doctor's visit, et.) will advise the parent or guardian of the Huntington County Little League's insurance coverage and the provision for submitting any claims.

If the extent of the injuries is more than minor in nature, the HCLL Safety Officer shall periodically call the injured party to:

Check on the status of any injuries, and check if any other assistance is necessary in areas such as submission of insurance forms, etc., until such time as the incident is considered "closed" (i.e., no further claims are expected and/or the individual is participating in the League again).