

HLBB Minors Playing Rules 2011

Harvard/Lancaster/Berlin/Bolton

Summary of important playing rules. References are to 2011 Little League Rule Book. All Little League rules are followed, except for any significant difference, which is noted below.

Note: Umpire has authority to rule on any point not specifically covered in the rules (9.01c)

Safety

1. **NO jewelry, metal cleats or castes.** Players, Managers and Coaches can not have anything hard on their body such as a caste. If a player has a caste, he/she can not come out on the field, he/she can only stay in the dugout as long as they have on their uniform. (1.11)
2. All batters, runners and player base coaches **must** wear approved helmets.
3. No on-deck batters (1.08). Bats cannot be touched by any player until player who is up completes his “at-bat”!
4. On offense, players must remain in dugout unless batting or coaching a base. Coaches must remain in dugout, by opening of dugout, or behind fence. Only players and coaches are allowed in the dugout. No batboys, etc.
5. Catchers must wear full protective equipment during games; mask and helmet when warming up a pitcher or during infield practice. **(Includes pre-game warm-ups) Dangling throat protectors are mandatory;** it is recommended that each team have *at least two* helmets with the throat guard as part of their teams’ equipment. (1.17)
6. A player (with proper gear) may warm up a relief pitcher off the field **only** with coach supervision. **ONLY** eligible **players** may warm up a pitcher/player at any time. No Adults!
7. Rule 7.08(a) will be enforced! **Runner is out if** (3) “he does not slide **or** attempt to get around a fielder who has the ball and is waiting to make the tag;” **or** (4) “the runner slides headfirst while advancing.” (Not out if headfirst slide **returning** to base). There is no such thing as a “must slide” rule.
8. Prior to game, **home field** team is responsible for calling a game due to weather/field conditions and should notify opponents as soon as possible, and the umpire (s). Once game starts, it’s up to the umpire.

General/Game Preliminaries

1. **Always go over local ground rules with the umpires-** especially re: overthrows and when ball is “in play” and runner advancement based on local fence configurations.
2. Every player will bat in the lineup.
3. Free substitution is allowed—no player should spend more than 1 consecutive inning on bench. Only 9 players on the field maximum.
4. Home team supplies game balls. (Recommend 4 game balls.)
5. The infield fly rule does not apply. (2.00)
6. The home team will take infield approx. **35** min. prior to game; visitors **20** min. prior, ground rules with Umpires **5** min. prior. Adjust in order to start game on time.
7. **No batting practice on field before the game.**
8. Players registered on one team **may not play** as a substitute on another team in the same division.
9. A game may start and continue with 8 players (LL requires 9—4.16, 4.17). Players arriving late are placed at bottom of the batting order.

10. Base coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher, and the catcher has thrown the ball “down” to 2nd base. (4.05)
11. Games are SIX innings, FOUR innings for a complete game, 3 1/2 if home team is ahead.
12. Four (4) run limit per inning except for last inning: 8 runs.
13. **The first full inning beginning after a minimum of one hour and fifteen minutes shall be the last inning. The umpire shall announce “last inning” to opposing coaches.**
14. **Maximum 3 coaches** in dugout per team, one of which is score keeper.

Standings/Make-ups

1. No standings are kept in Minors.
2. Cancelled games need NOT be made up. (Try your best to make them up)

Conduct

1. Good sportsmanship and behavior is expected from players, coaches and parents.
2. Manager (head coach) is the only spokesman for the team and to the umpires. **No arguing judgment calls.** (Safe/out, ball/strike, fair/foul, obstruction/interference.)
3. No throwing of any equipment (1st offense—warning; 2nd offense—ejection).
4. Post game: sportsmanlike handshakes by players and coaches; pick up dugouts!
5. **Coaches MUST** be granted time by the **UMPIRE** before coming out onto the field. Manager may confer with any player (s) during visit to mound. (8.06 (d))

Pitching

1. Prior to each game, each team’s manager or coach will compare pitch count sheets to note eligible and ineligible pitchers for that game, **and initials from previous game.**
2. Number of pitches per day: 11 year olds = **85**, 9 & 10 year olds = **75** and 7 & 8 year olds = **50**.
3. **There is no limit to the number of pitchers used in a game.** (VI (a))
4. When a pitcher reaches his limit, he may complete the at bat or inning, whichever occurs first.
5. **Rest Requirements:** Page 39 Little League Rule Book. **Anyone who has pitched 41 or more pitches cannot catch in the same game.**
6. **Tracking:** The Coach/Scorekeeper for the game will keep the pitch count record, check in with opposing scorekeeper during alternating innings and at the end of the game to sign off on pitch count record sheet.
7. Nothing allowed on pitchers pitching arm, except uniform undershirt, **NO** white sleeve shirts.
8. **New for 2011 - once a catcher has completed 3 innings worth of work and any portion of 4th inning he will not be eligible to pitch. Example: once he catches one pitch in the 4th inning he cannot pitch for the current game.**

Base Running

1. All major league rules apply except – an **advancing** runner may only take 1 base per event. The event may be stealing a base or a passed ball by catcher.