HASTINGS LITTLE LEAGUE RULES 2019

Major and Minor League

These rules supersede the Official Little League Rules when covering the same situation. In all other cases the Official Little League Rule Book applies.

# Behavior

# The Hastings on Hudson Code of Conduct shall be interpreted strictly by umpires and league officials. If an umpire or league official witnesses a violation of our Code of Conduct by either a player, spectator, or coach, he or she is required to warn the transgressor. If the offensive behavior persists the umpire or league official must demand the immediate departure of the offender from the facility under threat of a forfeit of the game on the part of the team associated with offending individual.

# Umpires will not be challenged on judgment calls.

# The throwing of equipment in frustration is not permitted and is considered a violation of the Hastings Little League Code of Conduct. Coaches should immediately deal with players who throw helmets, bats, etc., in frustration. However, the umpire has the authority to address the throwing of equipment in frustration by any individual as he deems appropriate.

# Thrown Bats:

## The umpire has discretion to eject a player who persistently or deliberately throws his bat. The intention of the rule is to insure the safety of players, to teach players that thrown bats are dangerous, but not penalize the team for the thrown bat.

## This rule applies to bats thrown as part of and at the end of a hitter’s swing. All players have an implied warning as understood from the rule book. The umpire has the authority to call the offending player out and/or prohibit all runners from advancing as his judgment dictates.

# Acceptable cheering is determined by content and intent in the opinion of league officials and/or the umpires. Use of foul language, negative cheering, taunting, jeering, and baiting are prohibited. Coaches should immediately deal with players who engage in such behavior.  Umpires are also authorized to deal with players, spectators and coaches who engage in such behavior. Umpires have the discretion to require unruly individuals to leave the field and, in those instances in which the individual refuses and the behavior persists, the umpire has the authority to declare the game forfeited with the loss assigned to the team to which the individual is associated.

# Only individuals who have successfully completed a background check through the National Sex Offender Registry administered by the Hastings Little Board of Directors are eligible to apply for a coaching position or to assist at a practice or team functions. As per Little League International stipulation, final approval for all coaches is the sole responsibility of the League President. At the start of the game each coach must identify himself to the umpire and the opposing manager.

# Coaches are expected to wear team jerseys so that their association with the team is readily identifiable to all in attendance. Only ***three*** coaches are permitted on the playing field at any one time including the Manager/Head Coach. This includes base coaches, the score keeper, and bench coach or team parent.  Only these coaching staff members may have access to the field or the dugout during the game.  All 3 coaches must remain **inside** the dugout when their respective team is in the field. When at bat, there should be a coach at first base, a coach at third base, and the remainig coach must be in the dugout. All other spectators must remain in areas away from influencing the play on the field or the interactions between coaches and players.

# All players must remain in the dugout when not at bat or on defense.

# No on-deck batting.

# Equipment

# Each team supplies one new “game ball” at the start of each game. Throughout the game each team is responsible on an equal basis for supplying new baseballs as is requested by the umpire.

# Appropriate batting helmets are mandatory at all times while batting and running the bases. Note that Minors helmets must have a cage or protective flap.

# Catchers must wear cups as part of their protective equipment. It is the responsibility of the coaching staff to enforce this rule.

# Only Little League approved USA stamped bats may be used in league play with a maximum size of 31 inches.

# Shirts should be tucked in at all times, and players should not wear any jewelry or wrist watches.

# Distance from rubber to plate:  46’ as measured from the back tip of home plate to front of pitching rubber.

# Distance between bases is 60’ measured from the back tip of home plate to the front edge of first or third base.

# Rosters

# Minimum Players: A team needs a minimum of 8 players to start and complete a game*. If a team does not have 8 players by game time, that team forfeits the game.* Game time is defined as the scheduled start time or when the umpire is physically present and ready to officiate the game. If during the course of the game a team is reduced to less than eight players then that team must forfeit the game and play stops at that point. Teams can only play with the rostered players present or HLL board approved call ups or call downs from other divisions. Under no circumstances can teams share players from within the same division. If a rostered player arrives to complete the nine player standard he must be inserted in the missing ninth spot in the batting order. Players arriving thereafter must be placed at the end of the batting order. The positions in the field may be rearranged as desired.

# All teams must roster bat, i.e., every player on the roster who appears at the game must be in the lineup throughout the game, playoffs included.

# For game day rosters (meaning the number of players actually present for a particular game) of eleven (ll) players or fewer, all players must play 4 innings in the field per game and remain in the batting line-up for the entire game (roster batting). ***The 4th inning requirement is waived in the event the team does not have a 6th inning in the field***. If a player arrives after the game has started, he is placed at the end of the batting order and all minimum playing requirements in the field are waived. *The batting order will continue unchanged in cases when a player must leave the game.*

# For game day rosters of twelve (12) players or more, all players must play 3 innings in the field per game and remain in the batting line-up for the entire game. ***There is no waiver of this requirement for teams not playing the field in the 6th inning***. If a player arrives after the game has started, he is placed at the end of the batting order and all minimum playing requirements in the field are waived. *The batting order will continue unchanged in cases when a player must leave the game.*

# Players officially in the lineup may interchange fielding positions at the start of every inning. However, players **should not** be rotated to different positions during an inning unless it is for a pitching change or injury.

# There is no “playing up or down” on a permanent basis, however players may be allowed to play up or down for individual games at the discretion of the LL Board. The sole purpose of this rule is to ensure full, 9 player rosters for each game.

# In-Game Rules

# A player once removed as a pitcher may pitch again in the same game as long as the pitch count rules are observed. The player is limited to ONE re-entry as a pitcher per game. Note that if the pitcher returns to pitch, the pitch count picks up where it left off. If a pitcher walks four batters in a row (a hit by pitch counts as a walk) he must be removed for the remainder of that inning.

# Pinch running for the catcher when there are two outs is **mandatory** during the regular season and **optional** during the playoffs. A pinch runner must be the player who has made the last out.

# Sliding:  The concern is safety.  The theory is that the runner and fielder are both safer if the runner slides into a base when there's a play on him/her.  The rule is that, except a batter running from home to first base, the player must slide into all bases when there is a play on him/her.  The umpire has discretion to call the player safe or out for failing to slide.

# Head first diving slides are prohibited except when returning to a base.  If a player violates this rule, the umpire may call the player out.

# Slash bunting, setting up as if to bunt, pulling back, and swinging, is **not** allowed.  If a player violates this rule, the umpire may call the player out.

# Squaring up to bunt and disguised bunting **is** allowed. But note above, once a batter squares up to bunt, he must either bunt or take the pitch. No pulling back and swinging.

# Infield Fly Rule:    The rule as expressed in the official Little League Rule book. No infield fly applies to the Minor League division.

# Overthrown balls into dead ball zone:  One additional base.

# Intentional Walks are prohibited.

# Delayed steals are prohibited. A delayed steal is defined as any attempted steal which is initiated subsequent to the catcher standing in possession of the baseball and the runner not actively running toward a subsequent base. Hopping back and forth or slowly creeping forward is not considered actively running toward a subsequent base. The intention of this rule is to speed up pace of play. Players in the Majors Division **are** allowed to advance on unsuccessful throws from the catcher back to the pitcher regardless of their movements prior to the overthrow/underthrow. Players in the Minors Division cannot advance on such overthrows.

# Requesting Time Out: Play does not stop merely because the pitcher has the ball on the mound.  Play stops when the umpire so indicates once there is no play to be made on any player. Stoppage in play can only be requested by a defensive player possessing the ball. It is entirely the umpire’s discretion to grant time-out. He should be guided by his determination as to whether play has reached its natural conclusion, and only at such a time should such a request should be granted.

# Maximum runs:  A team may score a maximum of seven (7) runs per inning in the Majors and five (5) runs per inning in the Minors during the first four innings of any game.  There is no limit in the scoring in any inning that the umpire has deemed the last inning due to the time limit or from the 5th inning on. If after four complete innings, a team is ahead by at least 15 runs the game is over (mercy rule).

# Pitching: See addendum.

Rules for particular divisions

Major League Only

# No leading (defined as leaving the base before the ball crosses the plate)

# The stealing of all bases, including home, is permitted. The advancement on all overthrows, including catcher throwing back to pitcher, is allowed.

# No delayed steals, ie timing the catchers throw back to pitcher.

Minor League Only

# No leading (defined as leaving the base before the ball crosses the plate)

# Only one steal per inning will be allowed in the minor leagues on the following conditions:

## The stealing of home is **not** allowed.

## Advancing more than one base on a steal attempt for any reason is **not** allowed. For example, if the catcher attempts to throw the runner out and the ball is overthrown, the runner cannot take additional bases.

## Runners may **not** advance to bases as a result of the catcher’s inability to make an accurate return throw to the pitcher after a pitch nor the pitcher’s inability to catch such a throw.

# Bunting is allowed.

# No infield fly.

# Miscellaneous

# Games Called Due to Darkness, Rain or Time Limit: A late arrival by an umpire will not affect the time limit on the game. Time limits are determined from the first pitch of the game. Time limits only apply to regular season games not playoffs. During the regular season, *no inning may start after one hour and forty-five minutes after the start of the game.* Once such an inning is started it must be played to completion. If at the completion of that inning and an official game (4 complete innings) the score is tied, the game results in a tie for both teams. If a game is stopped by rain, darkness, or time limit, it is “official” if the teams have played 4 innings (or after 3.5 innings, the “home” team is ahead).  If it is not possible to complete an official game due to darkness, rain or time limit, an official game must be completed prior to the commencement of the next game between the same teams. If no further games are scheduled between the same teams, the completion of the game is to be scheduled and completed as soon as possible.  Failure to reschedule the game will result in a loss being recorded for both teams.  If, when the game being completed is played, it is not limited by rain or darkness, it is to be played through six innings or extra innings if necessary.  A game called prior to being an official game, it is to be picked up where the teams left off. The pitch count shall be picked up where it left. The spirit of the rule is solely to protect the pitcher’s arm.

# Rainout and Rescheduled Games:  All rainouts and rescheduled games are to be rescheduled and played prior to the beginning of the playoffs. Failure to reschedule the game will result in a loss being recorded for both teams.  This rule does not apply during the playoffs.

# Coaches should enter their game scores in the website standings within 48 hours of completing a game.

# Participation in the Hastings Little League is limited to those children who live within the geographic boundaries set by the Little League International District office and who qualify under the following guidelines. Eligibility exceptions are made for children who attend the Hastings Union Free School District but who otherwise satisfy the above divisional requirements.

# Majors League Division: No child may be age 13 before September 1st.

# Minor League Division: Grades 3 and 4 only. Any 4th grader born before September 01 has the option to move up to Majors for their 4th grade year. This will allow him or her two years of Majors eligibility.

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