



Welcome to the 2016 season! The following is a list of rules/guidelines for our division. If you have any questions or comments, please let me know.

1) General

- a. Have fun!
- b. Home team occupies the third base dugout.
- c. Home team is responsible for setup and cleanup of the fields. They will also provide the balls for the game. Please try to preserve the new balls that you were given at the beginning of the season for games. This will help in keeping consistent pitches coming from the machines.
- d. Managers/Coaches are responsible for cleaning up their own dugout before leaving.
- e. If you borrow a player from another team to fill your game day roster, there are some rules:
  - i. They must be a registered little league player
  - ii. They must wear a little league uniform (doesn't need to be the same color)
  - iii. They must play the outfield at all times.
- f. If both the Manager and main Coach cannot attend a game, then it is their responsibility to ensure any "stand-in" coach has been educated on these guidelines, any governing MLL policies, has completed a volunteer form, and to notify the Division Director.
- g. All information is on the league's website.
- h. While we will keep score, that isn't the important part of the game. The kids want to have fun, learn something, and be with friends. Please keep that at the forefront of your mind and remember you can leave a lasting impact on these kids...let's make it a positive one.

2) Game Overview

- a. At the beginning of the season for the first 2-3 weeks:
  - i. The allotted field time for the first game of the week will be used for team practice; no game will be played. The two teams assigned to the field can work together to determine how they'd like to use the practice time (blend teams or keep together).
    1. The Managers and Division Director will huddle quickly on Field 3 to determine what drills will be run that day. Sharing best practices and drills is highly encouraged. While the thought is to run similar drills on all fields with all teams, you know your teams best and can tailor the practice plan/drills to best fit the developmental needs of your team.
      - a. There should be individual stations/drills like hitting, throwing, and fielding.



- b. The teams should also work on situational fielding and base running together.
        - ii. The allotted field time for the second game of the week will start with a brief 15-20 minute warm-up for each team, then you will play as much of a game as the two hours allotted will allow.
      - b. After the first 2-3 weeks:
        - i. The allotted field times for both games for the week will start with a brief 15-20 minute warm-up for each team, then you will play as much of a game as the two hours allotted will allow.
      - c. No new innings after 8:00pm on a school night. Please exercise good judgment. Just because the inning ended at 7:58pm does not mean you should start another inning.
      - d. Games are 6 innings and are allotted 2 hours for completion. Please exercise good judgment when starting another inning if close to the time limit.
      - e. Limit of 5 runs/inning, except for the last inning which is unlimited.
      - f. Technically we play with nine players in the field, but if both sides agree you can play extra kids in the outfield as to not make anyone sit the bench.
      - g. Play is dead when the ball is controlled anywhere in the infield.
      - h. When your team is on offense, you will have one coach feeding the pitching machine and you may have a coach at 1B & 3B. You may also have one coach behind the catcher to return the balls to the pitcher.
      - i. When your team is on defense, you may have 2-3 coaches in the outfield, usually just behind the infield, completely out of the way of play to help instruct your players.
- 3) Batting
  - a. For all games, a continuous (open) batting order is in effect.
  - b. Bunting is not allowed.
  - c. Three swinging strikes constitutes an out. There are no walks.
    - i. The managers at the beginning of a game should mutually agree how to handle the situation when a player repeatedly takes pitches for fear of striking out. Hittable pitches in the strike zone could be considered a strike if the managers agree in advance.
- 4) Base Running
  - a. Each runner can only advance one base on an infield hit, even if there is an overthrow. This encourages the infielders to attempt to throw runners out instead of holding the ball to avoid errors.
  - b. Runner can continue to advance as long as the ball is still in the outfield grass (not in grass due to an overthrow from the infield). Once the ball has been thrown into the infield, regardless if it is controlled, all runners must cease advancing bases.



- i. Example: if a runner is past second base when the ball is thrown into the infield, the runner can finish advancing to third, but no further even if the ball is not controlled.
      - c. The runner cannot advance on a passed ball between catcher and pitcher.
      - d. There is absolutely no stealing or lead offs.
      - e. The goal here is to teach hitting and fielding with less focus on base running and scoring. The kids will learn more of that at the next level. This also should allow for more force out opportunities at all bases.
      - f. I know that often it is parent volunteers as base coaches. Please go over these rules with them. We want it to be consistent in every game.
- 5) Pitching Machine
  - a. The pitcher must stand behind the front legs of the pitching machine to the first base or third base side or completely behind the machine. They can only move in front of it after the ball is hit...not as soon as the ball exits the machine. This is a safety issue.
  - b. The pitcher must wear a helmet with a face mask. Every Manager should have one in their equipment bag.
  - c. We will pitch at 39 mph. If you get a machine that does not have a digital readout, the ball should be pitched on a relatively flat line and the catcher should be able to catch it before it hits the ground.
  - d. Balls that come to rest under the machine are a dead ball. Batter is awarded first and runners advance ONLY if forced.
  - e. Adjustments to the machine may be necessary over the course of a game. Please consult with the opposing coach to ensure they are aware a change is being made.
- 6) Fielding
  - a. A player can only play the same position 2 innings for the entire game with the exception being catcher where the player can play that position for 3 innings for the entire game.
  - b. You don't have to have a catcher behind the plate (hard to find kids that want to play that position sometimes), but you can have a player stand off to the side of the plate so you have someone covering home. This player must be in full catcher's equipment for their safety.
  - c. Every player has to play an infield position at least 1 inning per game, even in the end of season tournament.
- 7) End of Season Tournament
  - a. There will be an end of season tournament in this Division.
  - b. Schedule and brackets will be set by the Division Director toward the end of the season and communicated to the Team Manager.



- c. Games will adhere to the time limit rule of no inning starting after 8pm. If the game is tied as the time limit approaches, the official Little League tiebreaker rules will be followed (runner starts at 2<sup>nd</sup> base).
- d. Remember this is about the kids having fun so don't change your coaching style or start calling things differently/more tightly than you have all season...it's not about winning and losing, it's about keeping kids engaged in baseball and having fun.

Finally, thank you all for volunteering your time and skills to little league. Without volunteers, there would be no little league. Please pass along this sentiment to the parents of your team as well that help and volunteer their time. Have a great 2016 season!