

Coles Little League's 2011 Local Rules - Fall

Adopted
Aug. 2011

The following Local Rules are also referred to as the Coles Little League Bylaws. They define or replace the Rules or Regulations found in the Little League Green Book. These Local Rules were adopted by the Board Of Directors in August 2011.

ALL LEAGUES

- All teams, including the manager and the coaches will line up at their respective foul lines prior to the game for the reading of the Little League Pledge.
- There shall be no unauthorized playing on any field that would be injurious to the players and/or spectators. All practice and game sites must be inspected and approved by the Safety Officer.
- The HOME team occupies the FIRST base dugout, while the VISITING team occupies the THIRD base dugout.
- The HOME team is responsible for preparing the field before the game, supplying at least three baseballs for the game, storing the bases after the game. After the game, both teams are responsible for cleaning their dugout *and spectator area*.
- The HOME team is responsible for supplying a base umpire if one has not been scheduled by the league. If the league has not scheduled a plate umpire, the VISITING team must supply one. If the scheduled umpire is a youth, the VISITING team must supply an adult game coordinator or the game cannot be played.
- Player warm ups are to be done only on the field, in the bullpen, or other areas designated by the league's Safety Officer.
- ***Soft toss and flip drills ARE NOT to be conducted against any fence at any field.***
- RULE 4.04 is adopted for all divisions – This is a policy of a continuous batting order that will include all players on a team roster present for the game, batting in order. (JUNIOR/SENIOR DIVISION ONLY – This will be up to each manager's discretion. Each team can choose at each game. Both teams do not have to do the same.)
- All games cancelled due to rain or any other reason (such as time limit on a lighted field or daylight on an unlit field) will be rescheduled for the NEXT available date. Rescheduling games will be done through the league's scheduling officer.
- All games that are halted due to weather, time limit or curfew after the fourth inning (JUNIORS & SENIORS ONLY: 5th Inning) are to be considered completed games at that point and will not be rescheduled.
- For the purpose of post-season tournament seeding, all positional ties will be decided using head-to-head results. If head-to-head results do not resolve the tie, then the tie will be broken in the following order: 1st) favor of the team with the lowest "runs allowed" and 2nd) favor of the team with the highest "runs scored".
- The 10 Run Rule (4.10e) will be enforced in all competitive divisions.

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ALL LEAGUES CONTINUED--

- The HOME team scorekeeper will keep the official game record and the official pitch counts.
- In Kid Pitch Divisions, a warning will be issued if the Days Rest Policy is violated once. If this policy is violated for a second time, (or any time after the first), the game will be forfeited.
- In divisions which report standings, if one game is not played because a team fails to supply nine players, the Board of Directors will determine whether or not to call that game a forfeit. If the team fails to supply enough players for any game after that, the game will automatically be forfeited.

JUNIOR/SENIOR LEAGUE

- Our JUNIOR Division will be made up of League Ages 12 (upon request only), 13 and 14 year olds. (15 year olds are allowed to play upon request and approval of the division v-p, but will **not** be allowed to pitch.)
- Our SENIOR Division will be made up of League Ages 14 (upon request only), 15 and 16 year olds. (17 year olds are allowed to play upon request and approval of the division v-p, but will **not** be allowed to pitch.)
- A time limit of two hours and fifteen minutes based on the scheduled start time will be imposed, except if the game will not meet official game requirements. In this case, play will continue until official game requirements are met. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. All games will end regardless of game situation at the two hour and forty-five minute mark. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. ***(IMPORTANT: Lights automatically shut off at 10PM on the 90' fields on weeknights.)***

Note: No inning shall start after the time limit is reached. An inning begins at the last out of the previous inning. For example, on a game with a two hour and fifteen minute time limit; if the last out in the fifth inning should occur before two hours and fourteen minutes, the sixth inning will still be played even though the first pitch may not be thrown until after two hours and fifteen minutes has elapsed.

- JUNIOR DIVISION ONLY (Seniors will play by Green Book) - This division will play with a four (4) run limit per inning, with the seventh (7th) or final inning allowing 8 runs. An inning that begins within ten (10) minutes of the expiration of the time limit will be declared by the umpire to be the last inning and subject to 8 runs. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.

Exception: If a player hits a home run over the fence, all runs scored on that play will count. The home run must be over the fence.

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LITTLE LEAGUE BASEBALL (Majors)

- Our MAJOR Division will be made up of League Age 9-12 year olds. (13 year olds are allowed to play upon request and approval of the division v-p, but will **not** be allowed to pitch.)
- This division will play with a four (4) run limit per inning, with the sixth (6th) or final inning unlimited. An inning that begins within ten (10) minutes of the expiration of the time limit will be declared by the umpire to be the last inning and subject to unlimited runs. All games will be ended when the losing team is down by 10 or more runs after 4 or more innings by applying Rule 4.10(e) {the Ten Run Rule}.

***Exception:** If a player hits a home run over the fence, all runs scored on that play will count. The home run must be over the fence.*

- A time limit of two (2) hours and fifteen (15) minutes based on the scheduled start time will be imposed, except if the game will not meet official game requirements. In this case, play will continue until official game requirements are met. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. (**IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.**)

***Note:** No inning shall start after the time limit is reached. An inning begins at the last out of the previous inning. For example, on a game with a two hour and fifteen minute time limit; if the last out in the fifth inning should occur before two hours and fourteen minutes, the sixth inning will still be played even though the first pitch may not be thrown until after two hours and fifteen minutes has elapsed.*

- In the Majors Division, there will be a 3 inning MANDATORY play time for all players.

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MINOR LEAGUE BASEBALL (AAA - Kid Pitch)

- The AAA Division will be made up of League Age 8-11 year olds. (12 year olds are allowed to play upon request and approval of the division v-p, but will **not** be allowed to pitch.)
- In the Minors Division, there will be a 4 inning MANDATORY play time for all players. Each player is to play at least two of these innings in the infield. (This rule is waived for games that do not go the full 6 innings.)
- A time limit of two hours based on the scheduled start time will be imposed, except if the game will not meet official game requirements. In this case, play will continue until official game requirements are met. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. (**IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.**)

***Note:** No inning shall start after the time limit is reached. An inning begins at the last out of the previous inning. For example, on a game with a two hour and fifteen minute time limit; if the last out in the fifth inning should occur before two hours and fourteen minutes, the sixth inning will still be played even though the first pitch may not be thrown until after two hours and fifteen minutes has elapsed.*

- If a pitcher hits 3 batters within a single inning, that pitcher WILL be removed from the mound.
- This division will play with a four (4) run limit per inning, with the sixth (6th) or final inning allowing 8 runs. An inning that begins within ten (10) minutes of the expiration of the time limit will be declared by the umpire to be the last inning and subject to 8 runs. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.

***Exception:** If a player hits a home run over the fence, all runs scored on that play will count. The home run must be over the fence.*

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MINOR LEAGUE BASEBALL (Coach Pitch)

- The Rookie Division will be made up of League Age 6, 7 & 8 year olds. (5 and 9 year olds are allowed to play upon request and approval of the division v-p.)
- The Coles Rookie Division is designed to be an Instructional Program; no score is kept.
- A screened adult from the offensive team will be used to pitch to the offensive team's hitters. With the use of an adult as the pitcher, the following rules are in effect:
 1. *There will be no stealing bases.*
 2. *If a fairly batted ball strikes the adult pitcher in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.*
 3. *The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle before the pitch is delivered.*
- No inning shall start later than two hours after the actual start time for that game. (**IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.**)
- Ten players may be used defensively in the field.
- Each hitter, during each time at bat, will be given a maximum of six pitches to hit. Strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches**, the batter is considered to have struck out. The exception to the six pitch rules is that the hitter will be given another pitch of the sixth or succeeding pitches are fouled off.

**** In the first half of the season, the players are given the full 6 pitches to hit the ball, in the second half the season, players will be called out on a swinging missed 3rd strike.**
- The defense is allowed to station a coach outside of the infield in fair or foul territory, but the coach is NOT allowed to handle a live ball. Such actions would be considered unsportsmanlike conduct!
- Each team can elect to station an adult behind the catcher to retrieve pitches that are not caught and place them into a bucket. Additionally, to speed up the game, rather than throwing a caught pitch back to the pitcher's mound, the catcher can opt to roll the ball towards the bucket as well. When a ball is hit, or there is some play other than just a pitch to the hitter, this adult is prohibited from touching a live ball or interfering with the game action in any way.
- In the Machine Pitch Division, there will be a 4 inning MANDATORY play time for all players. Each player is to play at least two of these innings in the infield. (This rule is waived for games that do not go the full 6 innings.)

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T-Ball

- The T-Ball Division is for League Age 4-7 year olds.
- League Age 6 with a year of T-Ball experience can play T-Ball or A ball.
- Parents of League Age 7 year olds can elect to play T-Ball or A ball.
- The T-Ball Division is an instructional program – we do not keep score.
- The offensive side will be retired when a team bats through their entire line-up.
- A player may occupy the defensive position of pitcher only one inning per game. A player may occupy the defensive position of first baseman only one inning per game.
- For instruction purposes, the defense is allowed to have a coach outside the infield in fair or foul territory, but coaches are not to handle a live ball. Such an action would be considered unsportsmanlike conduct!
- The definition of a base coach is modified to allow a third coach to be positioned behind the infield in fair territory. Coaches are not to handle a live ball!
- T-Ball games will be three innings in length; however, no inning will start later than ninety minutes after the actual start time for that game.