

HART COUNTY LITTLE LEAGUE RULES

2021 SEASON

T-BALL

- 1.1. Any Players League Age 4-6 are eligible to play Tee Ball
- 1.2. If a runner is half way between bases before the ball is thrown inside the 8' Circle around the pitcher's mound, runner will advance to the next base. If they are not half way they will go back to the previous base.
- 1.3. Once the ball breaks the plane of the circle around the pitcher's mound with the intent of stopping play; the ball is considered a dead ball.
- 1.4. Two defensive coaches will be allowed on the field behind the outfield line. Outfielders should remain behind the outfield line until ball is hit.
- 1.5. Offensive coaches should be at 1st base and 3rd base in the coach's box.
- 1.6. All players bat through each inning. The last batter each inning will be announced by an offensive coach/manager.
- 1.7. This league will play 2 full innings with and AD Starr Tee Ball and have a 1 Hour time limit to be enforced
- 1.8. All players will play defense. The infield is set as regular baseball with the exception of a catcher. All other players will be located in the **OUTFIELD**.
- 1.9. The pitcher must stay on the rubber until the ball is hit.
- 1.10. Each Batter has the Option of Three Pitches being thrown by his/her coach **from a fair distance in which the ball can be hit**. After three pitches have been thrown without a fair ball in play, then the Tee will be used until a fair ball is put into play. This will be the **OPTION** of the Batter. If a player has trouble hitting off the Tee, a coach may assist with batter and base runners only advancing one base if not put out.
- 1.11. If a player is put out that player must return to the bench.
- 1.12. At no time will the coaches on the field, neither offense or defense, interfere with the players or help with the game by touching the ball or player.
- 1.13. While attempting to make a play at 1st, 3rd or home plate if the ball leaves the field of play the runner will be awarded the next base and the ball is dead.
- 1.14. **THERE IS NO SCORE KEPT IN THIS LEAGUE.**

ROOKIE LEAGUE BASEBALL

- 2.1 Any Players League Age 6-8 are eligible for Rookie League
- 2.2 Offensive Coach will pitch 1st three innings from 30 foot line in an OVERHAND motion. When the ball is put in play by the batter Offensive Coach must remove themselves from the field of play. Players will pitch remainder of game. When a pitcher walks or hits by pitch 3 batters in an inning, an Offensive Coach will come in and finish the inning pitching. Pitchers are not considered to be removed from the game unless they are physically replaced on the pitching rubber.
- 2.3 When live pitching begins, Minor League (as described in the Rule Book) rules will apply with the exception of stealing bases, running on passed balls and **The Pitcher** with the ball clearly in his/her possession in contact with the pitching rubber will stop all play. Umpires will declare “time” and runners will proceed to or return to the nearest unoccupied base. When “time” is called no out can be made and no runner can advance, except to nearest unoccupied base.
- 2.4 . Pitchers are allowed to pitch one inning per game (free substitution is allowed).

During the,5th &,6th inning (player live pitching) once a pitcher walks or hits by pitch a total of 3 batters, an offensive coach will come in and throw pitches in an overhand motion to complete the inning pitching. The coach will stand in front of the mound at the 30’ line. Player/pitcher will remain on the mound in contact with the pitching rubber until ball is hit. Batter will receive 5 pitches as described in rule 2.6. If the batted ball hits the coach see rule 2.11

- 2.5 Each player should be in the batting order (continuous batting order). The end of each inning will be based on 3 outs, 5 runs or 7 batters.
- 2.6 Coach pitches ONLY 5 pitches. If 3 pitches are missed, it will be determined an out. If Coach hits batter with a pitch it is determined a pitch ONLY no walks or dead ball. If the 5th pitch is fouled, it is determined an OUT.
- 2.7 There is a 3 out, 5 run or 7 batter limit per inning. There will mercy rule as described in Rule Book, 15 runs after 3 innings, 10 runs after 4 innings. Each game will play six innings or 1 hour 30 minutes.
- 2.8 This league will always play with a AD Starr Tee Ball.
- 2.9 **Every** game will have a time limit of 1 hour 30 minutes unless run rule is in effect.

- 2.10 In T-Ball and Rookie League, the coach may only call time out twice during a game.
- 2.11 If a batted ball hits the coach while pitching, the batter is awarded 1st base ONLY.
- 2.12 Four Outfielders used starting 2015 Season
- 2.13 During play with the Coach Pitching, the pitchers foot must be in contact with the pitchers rubber until the ball is released by the pitching machine,
- 2.14 Teams may post 1 coach in each respective outfield a) right field b) left field, and Each coach must stay in the outfield.
- 2.15 2016 Local Rule Change regarding base running. All baserunners MUST be in contact of the base when ball reaches batter. Any runner off base or leaving early when ball reaches batter will be given a warning to the team and appropriate manager. Any runner after warning has been given in which a baserunner leaves early or is not in contact with base when ball reaches batter will be called OUT.

ROOKIE LEAGUE SOFTBALL

- 3.1. Players will pitch entire game. (3 inning limit per child, per game). When a pitcher walks or hits by pitch 3 batters in an inning, an Offensive Coach will come in and finish the inning pitching. When the ball is put in play by the batter Offensive Coach must remove themselves from the field of play. Pitchers are not considered to be removed from the game unless they are physically replaced on the pitching rubber.
 - 3.2 During kid pitching, runners will be allowed to steal 2nd and 3rd once the ball crosses the plate. Once the ball breaks the plane of the circle around the pitcher's mound with the intent of stopping play; the ball is considered a dead ball.
- Other than these local rules, Minor League Soft Ball (as described in the Rule Book) rules will apply.**
- 3.3 While attempting to make a play at 1st, 3rd or home plate and the ball leaves the field of play, the runner will be awarded the next base and the ball is dead.
 - 3.4 When the coach is pitching the batter will receive 5 pitches.
 - 3.5 Each player should be in the batting order (continuous batting order) the end of each inning will be based on 3 outs, 5 runs or 7 batters...
 - 3.6 There is a seven batter limit per inning. Each game will play six innings or 1 hour 30 minutes.

- 3.7 This league will always play with an 11 inch softball.
- 3.8 Every game will have a time limit of 1 hour 30 minutes.
- 3.9 In T-Ball and Rookie League, the coach may only call time out twice during a game.
- 3.10 If a batted ball hits the coach that is pitching, the batter is awarded 1st base only.
- 3.11 Teams may post 1 coach in each respective outfield a) right field b) left field, and each coach must stay in the outfield.
- 3.12 Pitching distance is 35 feet.

MINOR LEAGUE BASEBALL

- 4.1 Any Player League Age 7-10 are eligible for Minor League
- 4.2 There is a five run limit per inning.
- 4.3 There will be a time limit of 1 hour 45 minutes for the first game on each scheduled night, if there is no second game scheduled, the first game will play to a 1 hour 45 minute time limit. The second game of each scheduled night will follow the Little League curfew time for this league age. No new inning will start after 10:00 pm
- 4.4 This league will play with an 11” ball.

MAJOR LEAGUE BASEBALL

- 5.1 Any Player League Age 9-12 are eligible for Major League. League age 9 and 10 year Olds will play Major League if drafted into Major League.
- 5.2 There will be a time limit of 1 hour 45 minutes for the all games on each scheduled night, if there is no second game scheduled, the first game will play to a 1 hour 45 minute time limit. The second game of each scheduled night will follow the Little League curfew time for this league age. No new inning will start after 10:00 pm.

MINOR LEAGUE SOFTBALL

- 6.1 Any Players League Age 7-10 are eligible to play Minor League Softball

- 6.2 There is a five run limit per inning.
- 6.3 There will be a time limit of 1 hour 45 minutes for the first game on each scheduled night, if there is no second game scheduled, the first game will play to a 1 hour 45 minute time limit. The second game of each scheduled night will follow the Little League curfew time for this league age. No new inning will start after 10:00 pm.
- 6.4 Pitching distance is 35 feet.

MAJOR LEAGUE SOFTBALL

- 7.1 Any Players League Age 9-12 are eligible to play Major League Softball
- 7.2 There is ten run limits per inning.
- 7.3 There will be a time limit of 1 hour 45 minutes for the first game on each scheduled night, if there is no second game scheduled, the first game will play to a 1 hour 45 minute time limit. The second game of each scheduled night will follow the Little League curfew time for this league age. No new inning will start after 10:00 pm.
- 7.4 Pitching distance is 40 feet. This league will play with a 12"

JR/SR SOFTBALL & BASEBALL

- 8.1 Any Players League Age 12-14 are eligible to play Jr League Baseball (12 Yr olds must be Board approved)
- 8.2 Any Players League Age 13-16 are eligible to play Sr League Baseball (13-14 Yr. olds must be board approved)
- 8.3 Any Players League Age 13-16 are eligible to play Sr League Softball
- 8.4 There will be 2 hour time limit for the first game, if there is no second game scheduled, the first game will play to the 2 hour time limit. The 2nd game will play to the 2 hour time limit. No new inning will start after 10:30.

ALL LEAGUES

- 9.1 If possible, all rainouts and make up games will be rescheduled at the discretion of the Player Agent and will be played as soon as possible .

- 9.2 All Managers, Coaches and Players must wear League provided Uniform to be on the field or in the dugout during games.

HART COUNTY LITTLE LEAGUE OPERATING PROCEDURES AND GUIDELINES

Deciding on Managers:

- 10.1 Managers with previous experience will be considered as a first choice. However, the performance of experienced Manager would determine whether he/she would manage at time of manager selection and discussed by Little League Board. There is zero tolerance for unsportsmanlike conduct or unruly behavior or language. Past situations have a determining factor on managers selected.
- 10.2 If the Little League Board has to discipline a Manager or Coach (ejections warrant an automatic NEXT game suspension no exceptions); the League Rules Manual will be addressed and the board has the right to replace that Manager or Coach for the remainder of the season. In addition, the board has the right to refuse a person as manager or coach according to the conduct of that individual in previous years.
- 10.3 All managers and coaches are subject to Board Approval every year for regular season as well as All Stars. All Star managers and coaches will be chosen according to input from league coaches and board members.
- 10.4 An individual MUST BE A MEMBER OF LITTLE LEAGUE before they will be considered as a manager or coach.
- 10.5 HCLL will supply each T-Ball and Rookie League team with five coach's shirts and five coach's caps/visors. Each Team in Minor League and up will receive three shirts and three caps/visors.

APPENDIX A: 9/4/04

1.1 The President of this league must serve at least one year before being elected.

1.2 League Policy and Guidelines for Drafting a Team

- Selected Managers draw numbers to determine seating order for draft according to number of teams in league
- Managers sit in order of draw
- Managers are provided with list of eligible players to draft and draft procedures are explained. Example: brothers/sisters drafted on same team as well as any special REQUEST stated during registration
- #1 chair has first pick in draft and picks proceed clockwise
- 2nd round starts at last chair and proceeds back to chair #1
- 3rd Round is Coaches protected round starting at chair #1 in which Manager usually selects his or her own child. If protected player is not chosen during the 3rd round the protection right is removed and any Manager after that pick can rightfully choose that player during 3rd round.
- 4th round starts again at chair #1 and proceeds to last chair
- 5th round starts at last chair and proceeds to chair #1
- Remainder of draft follows same order 1st to last, last to first until every child has been chosen.
- Trades are allowed at completion of draft and Player Agent approves and ensures brothers/sisters are on same team as well as each team receives copy of drafted team
- Upon leaving draft room all trades are final with NO changes occurring.
- Managers are strongly encouraged to contact team ASAP
- Any brother or sister is protected until the next round after the first sibling was chosen. Siblings **MUST** end up on the same team at the end of the draft **NO EXCEPTIONS**. Step siblings also follow the same guidelines as long as they share the same residence.

1.3 League Policy and Guidelines for All-Star Selections

- President meets with Managers ONLY of particular league in order to select eligible kids to fill All-Star team
- Manager from each league team selects 10 players from provided eligible players list and records onto ballot provided by League President
- This ballot is considered secret and ONLY president sees results turned in by Managers due to announcement of team on specified date by Little League International which is determined by tournament start date with exception to Rookie Baseball and Softball.
- On announcement day President communicates with selected All-Star Manager and notifies of the 10 selected players by unanimous selection from managers in specific league.
- Manager then has duty of choosing the remainder of his/her team fulfilling the 12 required or more to make the Tournament team.

- Manager then contacts team and informs team of tournament start date and outline of practices as well as sizes for uniforms and any residency documents League needs to make his/her team eligible for tournament play.
- UNDER NO CIRCUMSTANCES CAN TEAM BE ANNOUNCED OR PRACTICE BEGIN UNTIL THE FIRST ANNOUNCED DAY PROVIDED BY LITTLE LEAGUE INTERNATIONAL

1.4 League Policy and Guidelines for All-Star Manager Selection

- All-star Manager is selected by Little League Board in cooperation with recommendations by League Managers in specific league.
- Winning the league Championship or having the best record in league play does NOT warrant the right for All-Star Manager.
- The Little League Board bases All-Star Manager selection upon Character, Responsibility, Conduct and the ability to successfully manage the All-Star team
- The selected manager has the right to choose 2 Coaches to fill his/her staff but only under the same policy as League Volunteers and must communicate those selections to the Little League Board.
- Any other coaches that help prepare team for Tournament must be a current volunteer of Little League and have successfully completed League Background requirements whether they assisted during regular season or not.

1.5 League Policy and Guidelines for League Games

- In Minor League and above, no league game can end in a tie.
- **Mercy Rule** – In Rookie, Major and Minor Leagues a complete game is determined by 15 run differential after 3 innings or 10 run differential after 4 innings. In Junior & Senior Leagues the same is true but only after 4 innings and 5 innings respectively.
- If scheduled first game ends in a tie after 6 complete innings or a time limit has been met, game must be completed until a winner is determined.
- The 2nd scheduled game of the night will start upon completion and resume until a complete game is received or curfew is met.
- If a complete game is not obtained then **LL Rule Book** determination of an incomplete game will be followed.
- Completion will be determined by League Scheduler in cooperation with League UIC and all Board Members who assist in providing scorekeepers.
- Team pitching will not determine when game will be resumed and the documented scorebook will determine the appropriate resume of the game.
- In Junior/Senior League HCLL reserves the right to use pool players to reach required number of games played but ONLY if team is less than 9 players.
- The pool player may not pitch.
- The league also allows teams to play two 5 inning games due to conflicts with school participation or within district scheduled games in order to reach

number of games required, but only to avoid other conflicts in schedules or curfews.

1.6 League Policy and Guidelines for Inclement Weather

- Inclement weather will only be determined by HCLL Board with recommendations by Recreation Department Staff or Director
- Games in jeopardy will only be suspended if field becomes unplayable or lightning is 8 miles from the area as provided by lightning protection devices.
- Rain does not warrant a stoppage of games unless determination is made by Board or umpires in which field is deemed unplayable or safety aspect of kids become involved.

1.7 League Policy and Guidelines for Practices

- Practices in addition to league scheduled practices are on a first come first serve basis and a provided sign-up sheet will be provided by the League Scheduler each week.
- Each manager must sign up for the desired time slots and the League Scheduler is not responsible assigning additional times for managers.
- Sunday practices are not scheduled and fields are available on a first come first serve basis ONLY and are limited to 1 hour 30 minutes.

1.8 League Policy and Guidelines for Player Participation

- HCLL has no influence of playing time or participation, except when Little League Mandatory Play rules are not being met, then when such action will be taken by Little League Board
- Any Player who is out of a team's lineup for more than three consecutive weeks or 6 games is subject to being removed from said team by action of Little League Board of Directors.
- However, HCLL reserves the right to allow the player to remain on the roster
- Managers MUST make player agent aware of these situations providing a player misses more than 2 consecutive games for any reason. Failure to do so will result in disciplinary action upon the manager as stated in Regulation 3(d) in the Little League Rule Book