

2019 Playing Rules for Hopkins Area Little League Majors Division

**2018 Little League rules and regulations will govern all Majors Division play,
including the following local rules:**

THE GAME INFO:

1. **Umpire Cost:** The league that is hosting a game will select and pay for an umpire(s).
2. **Late Players:** Players arriving after the official start of the game are added to the batting order in the last position of the original batting order (example, if the late arriving player is the 12th player to arrive, he/she would follow the 11th player in the original batting order. If the 11th player in the batting order is scheduled to lead off the next inning the late arriving player would bat second that inning).
3. **Home Team:** There will be a designated home and away team for each game. For inter-league games, the host team will always be the home team.
4. **Warm Ups:** On Hopkins fields there are no pre-game infield warm-ups. The home team will have the third base dugout. The visiting team may use whatever space is available outside the fences away from spectators, excluding the common space between field 1 and 2 (from the concession stand to the parking lot) and the common space between field 2 and 3 (from the concession stand to the batting cages), but including unused adjacent baseball fields or the outfield grass. On all fields the managers will meet with the umpire(s) at five (5) minutes before game time.
5. **10 Run Rule:** The 10 run rule (Rule 4.10(e)) will not be waived (see 4.10(e)(2)), but modified to the following: If after five (5) innings, 4 and one-half innings if the home team is ahead, one team has a lead of 10 runs or more the manager of the team with the least runs shall concede victory to the opponent. This rule also applies for inter league games at Hopkins fields.
6. **Score Book:** Home team has the official score book which is to be kept by the home team during the game.
7. **End of Game/Final Inning:** A game is considered a regulation game if four (4) innings are completed, three and a half innings if the home team is ahead. If the game is stopped before a regulation game is reached, the game will resume at the point of the last completed inning. Any partial inning will be void, and will not count. All pitches thrown in an inning that is void will be counted towards a pitcher's pitch count. No new inning will start after 1 hour 45 minutes into the game. For games that end prior to six (6) innings due to time constraints, umpires must announce that the last inning is about to begin by notifying both team managers prior to the start of the last inning. Both managers must acknowledge their understanding. A game can end in a tie if four (4) full innings have been played if there isn't enough time to finish more innings. However, if a game is tied at the end of six full innings and it is less than 1 hour and 45 minutes into the game, extra innings may be played until that 1:45 deadline is reached. (Zimmer 1:45 Rule)

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8. Substitutions: Substitute players may play if a coach knows that ten or fewer players will be present for a particular game. The number of call-ups shall not be more than required to have 10 players. A player's first responsibility is always to their assigned team and may not play if the assigned team has a game scheduled at the same time. Call-up from Minor's A should be used first. If no-one is available, a call over can be used. A lateral substitute will result in that player being allowed to bat last in order and only play in the outfield. Using the draft as a reference, call over players should be of equal draft value, which both managers must agree. The opposing manager must be notified in advance about the substitution. Each substitute will wear his or her regular team jersey. The substitute will be placed at the end of the batting order for that particular game and will not be allowed to pitch. The player agent (division coordinator) will oversee all substitutions.

9. Season Tie Breaker Procedure: Should league play end with teams tied for first place, the following

information will be used to determine the league winner:

#1 If only two teams: Head to Head Record

If multiple teams: Overall record between tied teams to identify top team and/or reduce tied teams to 2

and revert to the Head to Head Record breaker.

#2 Least runs allowed

#3 Runs scored/allowed differential

#4 Most runs scored

#5 Coin flip

AT BAT:

10. Batting order: Continuous batting order in a game.

11. Third Strike Out: Official LL Rule 6.05(b) defines when a batter is out –

- a third strike is legally caught by the catcher
- a third strike is not caught by the catcher when first base is occupied before two are out.

A batter may advance to first if the third strike is not caught by the catcher, first base is not occupied and there are less than two outs. The batter may also advance to first if the third strike not caught by the catcher, first base is occupied and there are two outs.

12. Breakaway Base: If the breakaway base breaks away from the original spot, the player uses the place where the magnetic peg is as the base. Do not chase the base that has broken away.

IN THE FIELD:

13. Minimum Play: Each player must play a minimum of three (3) defensive innings in the field and bat at least one (1) time if a complete six (6) inning game is played. An "at-bat" is defined

as: A player enters the batter's box with no count and completes that time at bat by being put out, called out by an umpire or by

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reaching base safely. If a complete game is not played and a player fails to get his/her required playing time, that player must start the next game to assure the player of three (3) innings of play. All players must have entered the game defensively by the 4th inning. Exception: A player may be removed or held out of a game for disciplinary or health reasons. The manager should discuss the situation with the umpire and opposing manager and there must be an agreement reached. The manager should also discuss the situation with the player's guardian after the game.

14. Substitutions: Free substitution of defensive players is allowed except that a pitcher, once removed, may not pitch again in that game. Since all players bat, managers can move players in and out of the defensive lineup anytime. The only constraint being that each player must meet the minimum playing time as described in rule #13.

15. Catcher: A catcher may not catch more than 12 defensive outs during a game. A catcher may re-enter the game as catcher after having been previously removed as the catcher provided they did not pitch. Since catching requires the same repetitive arm motion as pitching:

- A player that catches for three (3) innings or more cannot be moved to pitcher.
- Players catching for less than three (3) innings are limited to 40 pitches.

16. Contact Avoidance: The contact avoidance rule follows Official LL Rules 7.08 a(3), 7.08 a(4), and 7.06 b (Note2).

- Rule 7.08 a(3) The runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.
- Rule 7.08 a(4) The runner is out when the runner slides head first when advancing.
- Rule 7.06 b(Note 2) If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called.

17. Blocking the Plate: A player may block the plate or base only if in possession of the ball at the point of contact with the runner (umpire's judgment). Players shall not, at any time, block access to a base when no play is in progress on the approaching base runner.

Pitching

1. Any player is eligible to pitch in Majors.
2. A player once removed as a pitcher may not pitch again in the same game.
3. There is no limit to the number of pitchers a team may use.
4. A player may not pitch more than 85 pitches in a game. 75 pitches if 10 years of age.

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5. Pitchers must adhere to the following rest requirements:
 - 1-20 pitches in a game, 0 calendar days of rest required
 - 21-35 pitches in a game, 1 calendar days of rest required
 - 36-50 pitches in a game, 2 calendar days of rest required
 - 51-65 pitches in a game, 3 calendar days of rest required
 - For 10 year olds: 66-75 pitches in a game, 4 calendar days of rest required
 - For 11 and 12 year olds: 66-85 pitches in a game, 4 calendar days of rest required
6. A pitcher cannot pitch in more than one game a day. (i.e., double headers, continuation of a game, and another game).
7. A manager is responsible for knowing when a pitcher must be removed from a game. Use of an ineligible pitcher may result in a forfeiture of the game after the remainder of the game is played out. A forfeiture will be determined by the HALL Executive Committee if needed.
8. Intentional walks are not allowed. A pitcher may not deliver the ball to a catcher who is not set in the catcher's box.
9. A pitcher who delivers 21 or more pitches in a game cannot play the position of catcher for the remainder of that day.
10. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before the player has pitched a ball to the batter, shall not be considered a violation.
11. Pitches thrown in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against the pitchers eligibility. The Pitcher may pitch in subsequent games according to the pitch count rules above.
12. Breaking pitches (curve balls, sliders, etc.) will not be allowed prior to Memorial Day.
13. The home team will be the designated "official scorekeeper" and will also be responsible for official pitch count. All foul balls and hit balls must be counted as pitches. Managers from each team should confirm and agree on the number of pitches thrown after each half inning.
14. The home team (official scorekeeper and pitch count recorder) shall inform the umpire when a pitcher has reached his/her 85th pitch of the game (75th if age 10). The umpire will notify the pitcher's manager that the pitcher must be removed in accordance with the above rules. The

pitcher is allowed to finish pitching to a batter if he/she reaches the 85th/75th pitch while pitching to that batter. **Failure by the scorekeeper or the umpire does not relieve the manager of the responsibility to remove the pitcher when that pitcher is no longer eligible.**

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15. All pitch counts must be logged in the Majors pitching log book by the home team in the concession stand.

*It is in the best interest of your team and our league to develop as many pitchers and catchers as possible.

Safety:

- Use helmets equipped with C-flaps or face masks and chin straps that fit.
- It is strongly suggested that all players wear a cup.
- Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic / decorative items. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible).
- Catchers must always wear a cup and a mask with a throat guard and full catcher's gear.
- All pitchers must wear either the league provided heart guard or an undershirt with integrated heart guard.
- Make sure kids use necessary equipment. Check to make sure equipment is operational and safe.
- No sliding head first.
- No on-deck batter is permitted. Players must remain in the dugouts at all times unless: coaching a base, warming up as a pitcher, catcher, or protector for previous two players. The person protecting must wear a helmet.
- Only the player batting can hold a bat. No players in dugouts can hold bats.
- Coaches may not warm up pitchers before or during the game unless they have 10 or fewer players and get permission from the head umpire. A facemask IS required for adults.
- During a game, pitchers must warm-up in bullpen area between the outfield foul line and the fence, inside the playing field. At no time are pitchers allowed to warm up outside the fenced area.
- All managers and coaches will remain fully within the dugout or within the base coach's boxes.
- No parents are allowed in the dugouts unless approved by the Manager/Coaches and have completed HALL Volunteer forms.

General:

- Learn baseball. Keep the game fun. Keep it organized. Good sportsmanship is important! Players respond better when the coach imposes control over the game's process.
- Play according to the league and division rules. Don't change things because you don't agree with them.
- Coaches and parents will be called upon to help set up and take down the fields. Coaches are responsible for training parents how to set up and take down the fields. HALL does not have staff for field preparation

and clean up.

- Little League requires bats must meet the USA Baseball standard - approved bats will display the USA Baseball logo. An illegal bat must be removed. Any bat that has been altered shall be removed from play.