

Three Rivers Little League

2023 House Rules

Coaches & Managers

All Coaches and Managers must:

1. Submit a Coach Application and volunteer for a coaching position via the website. Volunteering via the website will require a valid driver's license.
2. Agree to, and pass, a background check, in accordance with Little League International and TRLL standards.
3. Complete an online Concussion Training Course. Certificates must be dated with the current year, printed, and kept on the field in coaches' books. There are several courses online. A popular course is called Heads Up and can be found by searching- Heads Up Concussion Course.
4. All Coaches must read and familiarize themselves with Little League rule books every year, and keep a Coaches' Code of Conduct on the field.
5. Conduct a pre-season meeting with parents to review your coaching philosophy and expectations for the season. Review the Parents Code of Conduct at this meeting.
6. Follow District 1 interleague rules when playing other District 1 teams. Interleague games with D1 leagues count in TRLL's regular season league standings.
7. Carry a sheet and have available on the field an official roster with each registered player on your team participating in any game. Have player medical release for each player available on the field at all practices and games.
8. Home team coaches will provide two brand new game balls for each game.
9. Both the home team and visiting team coaches will review the field for safety concerns and make the field as safe as possible for play. This may include filling holes, removing rocks and debris, inspecting fences and gates, etc. Lining the field and preparing the pitching mound may also be necessary on certain fields.
10. Comply with the Little League rule that a maximum of three coaches, parents, or scorekeepers may be on the field and/or in the dugout during games.
11. Distribute raffle tickets and encourage players and parents to sell all their issued tickets and as many additional raffle tickets as possible.
12. Sign up for and umpire at least one game outside of your division.
13. If no umpire arrives for a game, the home team coaches are responsible for finding a volunteer umpire. If no volunteers are identified, coaches from both teams will serve as the umpires.
14. Always remain respectful and calm with umpires. Set expectations with parents for same. All-Star rules for any comments directed at an umpire give wide latitude to the Umpire-In-Chief. Solely at their discretion, the umpire may eject the coach or the parent who made the comment for the entirety of the tournament. Demonstrate proper umpire etiquette yourself and hold your parents and team accountable for restrained, professional and cordial behavior all season long.
15. Have a pregame meeting with the umpires and opposing coaches. Identify and agree to the common expectations of your division's rules with the Umpire, exchange lineups, and address any concerns you may have with player status, pitcher warmup and on-deck areas where permissible, any weather safety concerns, field conditions and open last innings (minors and majors softball). If there are only youth umpire(s) (17 years of age and under), the home team coaches will identify a game coordinator to which all coach/umpire interactions will be addressed.

16. Verify via email to TRLL if a scheduled umpire failed to show up for the game at info@3riverslittleleague.com.

Game Rules

1. The Little League Official Regulations, Playing Rules, and Operating Policies [The LL Rule Book] apply to all TRLL baseball and softball games. If there is discrepancy between rules found online, or in the LL rules app, or on any coaches' device, the rules as written in the 2023 LL Rule Book will apply.
 - a. Except where these TRLL 2023 House Rules further define the LL Rule Book, the TRLL House Rules will also apply.
2. The 8 player rule. A minimum of 8 players is required to play an official game. If a team can only provide 8 players, then proceed with playing the game and the ninth spot in the batting order is recorded as an out and the game should proceed per the LL Rule Book for games played with 8. If a team cannot field 8 players, and Fill-In players are not available, that team will forfeit and the score will be recorded as one run per the number of regulation innings for the division to zero. (Ex 6-0, 7-0, 9-0) Teams may still opt to play scheduled the game for fun.
3. If a team fails to show up for a game without prior pro-active communication with the opposing coach and local TRLL BOD representative regarding a team's hardship and re-scheduling opportunities, the game will be considered a forfeit and not eligible for make-up.
 - a. Coaches that do not attempt to reschedule games, do not show to games without prior notice, or do not attempt to move games to playable fields may face disciplinary action and a 2-game suspension.
4. TRLL's end of season tournament follows the same rules as the regular season. Regular season time limits apply to tournament games, except there is no time limit for the Divisional Championship game.
5. If there is a delay in a game due to a rule review, or for a discussion with an umpire, or any delay due to game procedures, that time **does not** get added back on the clock.
6. There are no designated "home" or "away" dugouts.

Minor Division – Player Pitch

1. Games are 6 innings per the Little League Rule Book. No new inning may start after 1-hour and 30-minutes.
2. Half innings will consist of 3 outs or 5 runs, whichever comes first. The last inning may be played as an open inning (no 5 run rule restriction and requiring 3 outs to retire the side) if both coaches agree prior to the beginning of the game. 8-run 10-run and the 15-run rules are also in effect: 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.
3. Game days are Mondays, Thursdays, and some Saturdays.
4. All players must receive 1 at bat and 6 consecutive outs in the field.
5. A continuous batting order applies for all Minor games. All registered players in attendance bat while the team is on offense, regardless of whether a player is on the field for defense.
6. Base stealing is permitted including stealing home. Leading off is not permitted. There is no mandatory slide rule. Rules for catcher's interference and runner's interference apply.
7. There is no dropped 3rd strike rule.
8. **Batters must vacate the batter's box when a player on third base attempts to steal home.**
9. Schedules and game days may change due to a shortened season or poor weather.

Major Division

1. Games are 6 innings per the Little League Rule Book. No new inning may start after 1-hour and 45-minutes and the full inning has to be finished.
2. The 8-run, 10-run and the 15-run rules are in effect: 15 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.
3. Games are played on Tuesdays and Saturdays with double headers on Saturdays. Reference below for TRLL Rain-Out procedures.
4. All players must receive 1 at bat and 6 consecutive outs in the field.
5. Each team can choose between a nine-player batting lineup with substitutions OR a continuous batting order for the game.
 - The nine players on defense make up the batting lineup. Only those players on defense are placed in the batting lineup. Starters must go back into their original spot in the batting lineup.
 - *Please note, the following lineup rule is in effect for all tournament games: teams must use a continuous batting order: All registered players in attendance must bat while the team is on offense, regardless of whether a player is on the field for defense*
6. Base stealing is permitted including stealing home. Leading off is not permitted. There is no mandatory slide rule. Head first slides are not permitted. Rules for catcher's interference and runner's interference apply.
7. Dropped 3rd strike rules are in effect.
8. Minor players can be brought up if a player resigns or is injured for entire season.
9. Schedules and game days may change due to a shortened season or poor weather.

Intermediate Division [50/70]

1. Games are 7 innings per the Little League Rule Book. No new inning may start after 2 hours and the full inning has to be finished.
2. The 8-run, 10-run and the 15-run rules are in effect: 15 runs after 4 innings, 10 runs after 5 innings, 8 runs after 6 innings.
3. Games are played on Wednesdays and Saturdays. Saturdays are double headers. Saturday rainouts will not be made up. Reference below for TRLL Rain-Out procedures.
4. All players must receive 1 at bat and 6 consecutive outs in the field.
5. Each team can choose between a nine-player batting lineup with substitutions OR a continuous batting order for the game.
 - The nine players on defense make up the batting lineup. Only those players on defense are placed in the batting lineup. Starters must go back into their original spot in the batting lineup.
 - *Please note, the following lineup rule is in effect for all tournament games: teams must use a continuous batting order: All registered players in attendance must bat while the team is on offense, regardless of whether a player is on the field for defense.*
6. Base stealing is permitted including stealing home. Leading off is permitted. There is no mandatory slide rule. Head first slides are permitted. Rules for catcher's interference and runner's interference apply.
7. Dropped 3rd strike rules are in effect.
8. Major players can be brought up if a player resigns or is injured for entire season.
9. **Balks will be called.** A grace period for **ONLY first two weeks** of the season will allow umpires to

issue balk warnings with no penalty on a pitcher's first offense. Penalties for a second offense of the same pitcher in the same game will be at the discretion of the umpire.

10. Schedules and game days may change due to a shortened season or poor weather.

Junior Division

1. Games are 7 innings per the Little League Rule Book. No new inning may start after 2-hours and 15 minutes and the full inning has to be finished.
2. The 8-run, 10-run and the 15-run rules are in effect: 15 runs after 4 innings, 10 runs after 5 innings, and 8 runs after 6 innings.
3. Games are played on Tuesdays and Saturdays. Saturdays are double headers. Saturday rainouts will not be made up. Reference below for TRLL Rain-Out procedures.
4. All players must receive 1 at bat and 6 consecutive outs in the field.
5. Each team can choose between a nine-player batting lineup with substitutions OR a continuous batting order for the game.
 - The nine players on defense make up the batting lineup. Only those players on defense are placed in the batting lineup. Starters must go back into their original spot in the batting lineup.
 - *Please note, the following lineup rule is in effect for all tournament games: teams must use a continuous batting order: All registered players in attendance must bat while the team is on offense, regardless of whether a player is on the field for defense*
6. Base stealing is permitted including stealing home. Leading off is permitted. There is no mandatory slide rule. Head first slides are permitted. Rules for catcher's interference and runner's interference apply.
7. Dropped 3rd strike rules are in effect.
8. Intermediate [50/70] players can be brought up if a player resigns or is injured for entire season.
9. Balks will be called. There will be **NO** grace period for balks in the Junior Division.
10. Schedules and game days may change due to a shortened season or poor weather.

Scorebooks and Pitch Count

1. **Scorebooks** must show the player's **first** and **last** name and jersey number (All Star tournament scorebook player eligibility and game verification rule). **Pitch counts** must show the players **first** and **last** name, jersey number, and league age.
2. Both teams in any TRLL game must keep a pitch count and scorebook. The home team pitch count and scorebook will be the official records.
3. Pitch counts and scorebook results must be verified by both teams between each half inning.
4. Signed pitch count sheets and scorebooks from prior games must be available for review by opposing coaches and umpires on the field before every game. If they are not available for review, the game will be played as scheduled and your team will forfeit the game.
5. Umpire and opposing coaches must sign both the scorebooks and pitch counts after each game for each team. Unsigned pitch counts and scorebooks may result in the ineligibility of pitchers and disciplinary action for coaches.
6. The Home Team coach is responsible for uploading signed pitch count logs to the website after each game.

Practices

1. Three Rivers Little League will make practice fields available as weather and availability allows. Should

coaches elect to arrange for indoor practices they shall do so at their own expense. Three Rivers Little League can provide an insurance certificate with the indoor facility named as an additional insured provided the TRLL Board is informed of the need with adequate lead time.

Mandatory Play and Substitutions

1. All players must play 6 consecutive outs (or two half innings) in the field and bat one time during the game, except for Minor's which uses a continuous batting order.
2. Minor players must also be allowed six consecutive outs (or two half innings) on defense.
3. When a starter is substituted, they can re-enter the game, but only after their substitute has completed his/her full playing time and turn at bat. If using the married player batting lineup, the starter must go back into the original spot in the batting line-up, but at any position on the field. (Pitchers and Catchers returning from substitution have additional restrictions, see the LL rule book for details).

Equipment

1. Metal Cleats are allowed for 50/70 and Juniors only and may be worn on only dirt fields. They cannot be worn on turf fields or on turf mounds.
2. Metal Cleats cannot be worn when pitching from a turf covered mound on any field.
3. Bat donuts are NOT permitted. Bat sleeves are permissible at the on-deck circle for Intermediate [50/70] and Junior divisions only.
4. Coaches must have all bats intended for use during a game on display before the game for umpire inspections.
5. All bats must comply with Little League International bat rules and must be stamped with the USA Baseball logo during any league play including games and practices.
 - a. Intermediate Divisions and above are allowed to use BBCOR bats without the USA Baseball logo. However, BBCOR bats must be stamped with the BBCOR logo.
 - b. Solid one-piece wood bats are allowed. Check your Little League Rule book for exact requirements and rules. Or refer to bat rules on littleleague.org Bat Rules.
 - c. TRLL encourages umpires to check all bats in the dug-out prior to the start of the game.
6. Coaches are responsible for ensuring that any and all equipment is in safe operating condition including but not limited to bats, helmets, catcher's gear, and gloves.
7. Coaches will be accountable for the timely return of all TRLL equipment.

Rainouts

1. TRLL BOD representatives and/or field owner representative will determine playability of fields. Umpires can wait 45 minutes before making a determination to play or cancel a game.
2. Once a TRLL BOD representative and/or field owner representative determines that the game cannot be completed due to adverse weather, TRLL BOD representatives will notify Umpires, coaches, schedulers, and anyone else whom should be notified of the suspension or cancellation of the game.
3. Rainout Procedures:
 - a. For evening games scheduled during the week, coaches will communicate with each other and make a decision whether to play or to cancel the game by 3:00 pm, and notify coaches, umpires, and others. If coaches cannot agree to play or cancel the game, the coaches will coordinate with a TRLL BOD representative for approval and subsequent rescheduling and umpire notification.
 - b. For Saturday games scheduled to start at 9:00 AM, coaches will communicate with each other and make a decision whether to play or to cancel the game by 8:00 AM, and notify coaches, umpires, and others. If coaches cannot agree to play or cancel the game, the coaches will

coordinate with a TRLL BOD representative for approval and subsequent rescheduling and umpire notification.

- c. If rain starts after games have been started, then standard rainout rules apply per the LL Rule Book.
4. Rescheduling games is subject to field, team, and umpire availability.
5. Reference the LL Rule Book for the definition of regulation games, Rule 4.10, so all coaches and umpires understand the progress of the game at the time of the rainout.
6. Reference the LL Rule Book for how pitchers, and pitch counts, are defined. All coaches and umpires must understand the progress of the game at the time of the rainout.

Game Standings

1. The Home team's coaching staff or team coordinator is responsible for inputting scores after each game.
2. Standings can be checked on our website: www.3riverslittleleague.com

Umpires

1. Youth Umpires (17 years of age and under)
 - a) Must be a minimum of 13 years old. Umpires younger than 13 may be allowed with board approval.
 - b) May umpire a game where a parent or sibling is participating in that game with approval from the opposing coach.
 - c) May not umpire within a division that they currently play.
 - d) May only be the sole umpire if an adult game coordinator is assigned per the LL Rule book.
 - e) Players and Coaches shall not directly address a youth umpire to dispute a call. They shall address the adult umpire or game coordinator.
2. Parents or other adults will be asked to umpire when no umpires are available. In the spirit of letting the kids play, TRLL encourages parents to umpire when they are needed and there are no alternatives.
3. When no umpires are available, one coach from each team is required to umpire. One behind the plate and the other in the field. These duties should be rotated throughout the game.
4. All protests must be filed with the umpire on the field before the next play begins. It will be at the sole discretion of the umpire whether or not the protest meets the requirements of the LL Rule Book.
5. Coaches are discouraged from filing protests unless a clear and egregious rule violation has occurred.
6. Coaches that file bogus or non-rule related protests may be subject to discipline per TRLL BOD vote.
7. There are no protests allowed in Minor division games.
8. Protests will be evaluated, and decisions will be made by a maximum of three and minimum of two of the following: TRLL Umpire-in-Chief, TRLL President, TRLL Vice President, TRLL BOD Representative.
9. Appeals **cannot** be made on judgement calls.

Fill-In Players

1. A coach needing a player(s) to field a team of nine players must complete the following:
 - a. Obtain permission from the head coach of the team the Fill-In player is rostered on.

- b. Notify the opposing coach before the start of the game. If the Fill-In player is from the same division, notice should be given 24 hours before game time (or the maximum time possible based on when the player(s) is identified).
 - c. If the coach chooses to identify a Fill-In player from the same division, the coach must obtain permission from his/her Area Representative, or the coach may simply elect to have a Fill-In Player chosen for them by the Area Representative. If the Area Representative has a child on either team, the coach is required to use an uninterested party (eg. an Area Representative from another area) from whom to obtain permission or choice.
2. Fill-In Players may not pitch or catch. Additionally, if the Fill-In player is from the same division, such Fill-In player(s) is prohibited from playing an infield position.
3. The Fill-In Player will bat last in the lineup. EXCEPTION: If a regular rostered team member arrives late to the game, that player will be placed last in the batting order (Blue Book, Rule 4.04/NOTE 2).
4. The Fill-In Player(s) who is called and shows up at the game site must play at least 9 consecutive defensive outs. If other players are available to play defense due to rostered players showing up unexpectedly, Fill-In players must play exactly 9 consecutive defensive outs. Violation of the rule is cause for protest by the opposing manager. (Note: Fill-In players continue to have offensive at bats until 9 consecutive defensive outs have been played). Under no circumstances is a coach to obtain a Fill-In player with the goal of improving his/her roster while knowing s/he has enough regular roster players to field a team of nine players.
5. A Fill-In Player obtained improperly should be considered an ineligible player and the opposing manager can protest the game (Blue Book Rule 4.19) and the manager may be suspended for his/her next regularly scheduled game if recommended by the board's discipline committee representatives.

Team Coordinator

1. Each team is required to have a Team Coordinator to help with paperwork, raffle ticket distribution, the collection of raffle money and tickets, and any communication to parents for the team, including all non-coaching duties that are required. Parents, please step up to help your players, the team, and coaches. This may be the most important role for any team.

Parent Conduct

1. Parents must sign the Parent Code of Conduct.
2. While a game is in progress, keep interactions with players to a minimum and encourage your players to quickly return to the dugout if they leave. Please do not join your players in the dugout unless invited by the coach. TRLL highly encourages positive player encouragement and overall team support from the stands, but please DO NOT coach the players from the stands or sidelines. At All-Star levels, rules prohibit all player/fan interactions and violations could cause a forfeit. Prepare for this rule in the regular season by keeping your interactions brief and encouraging.
3. Any parent who is identified as coaching from the stands or sidelines, or giving coaches or umpires a hard time, will be given one warning. This warning shall include notice that non-compliance will result in ejection from the field. If the parent does not heed the warning, s/he will be asked to leave the field. This request shall include notice that if the parent refuses to leave the field, that parent's player will be pulled from the game and both the player and the parent will be asked to leave the field.