

Gig Harbor Little League

Local Rules

2024 Season

INTRODUCTION

These rules and procedures are intended to cover those considerations that the Gig Harbor Little League (GHLL) Board of Directors has found necessary beyond those outlined in the Little League Baseball and Softball Rules.

Gig Harbor Little League Baseball is governed by regulations listed by priority as follows:

Official Little League Baseball Regulations and Playing Rules
Little League Operational Handbook 99
District 2 Administrator's Interpretations & Rules GHLL
Local Rules

PERSONNEL

1. Executive Board of Directors: Officers

The officers to be elected from the membership are: President, Vice President of Baseball, Vice President of Softball, Secretary, Treasurer, Coaching Coordinator - AAA/Majors, Coaching Coordinator - T-ball, A, AA, Safety Officer, Player Agent, Operations/Facilities Coordinator and Chief Umpire. In addition to the above, the GHLL Past President may serve as a member of the Executive Board.

Volunteer Board

The Volunteer Board of Directors shall work with the executive board in completing all responsibilities required to run the league. Anyone interested in joining the volunteer board is required to complete a volunteer form.

Meetings

Board meetings are held monthly, or as called by the President, or a majority of the board. These meetings are generally open to all interested parties.

Election and Appointment

The Board of Directors are elected annually, this usually occurs on the third Tuesday in September. All GHLL Members in good standing are eligible to vote for Board members. Following the election, the Board of Directors will meet and appoint from the GHLL membership the other volunteer positions as required.

2. Managers & Coaches:

The heart of Little League Baseball is what happens between the manager and player. It is the manager, more than any other single individual, who makes the program a success or a failure. He or she controls the situation in which the players may be benefited or harmed. The adult instructors have the responsibility of the overall welfare of all the player-oriented activities in the GHLL Baseball program. The Manager and Coach responsibilities include:

- Participating in League functions including opening day ceremonies, fundraising, work party days, picture day, and various clinics.
- Teaching players fair play, sportsmanship, team play, safety, and respect for the opponent and umpires.
- Attending League meetings when requested.
- Drafting new players for a team (managers).
- Handling the administrative requirements of the team including medical release forms, fundraisers, team communications, etc.
- Appointing Team Parents and other volunteers for their team. Team volunteers appointed by the Manager are his or her responsibility.
- Safeguarding and properly using all League equipment and facilities.
- Returning all, League issued, equipment at the end of the season.

- Establishing team rules and discipline.
- Spending the time necessary with all players, regardless of ability, at practices and games.
- Conducting any necessary parent meetings.
- Overseeing work parties involving the parents.
- Insuring adherence to all League rules, regulations and policies.
- Working with all League personnel and providing umpires for the League.

3. Applications:

All managers and coaches must fill out an application for their position and pay a \$10 league membership fee on a year-to-year basis. Per Little League International. rules, the GHLL President has the responsibility to then make the appointment subject to approval by the Board of Directors. If the GHLL President does not appoint an individual as a manager, then that person is not approved, and no Board of Directors action is needed. All managers, coaches, umpires and volunteers with direct and ongoing contact with the players and League officials will undergo a background check to determine if there exist any criminal convictions involving child abuse, child molestation or other crimes against people.

DISCIPLINARY ACTIONS

Disciplinary action may be commenced against any person involved in the Gig Harbor Little League program including, but not limited to, GHLL officers, umpires, managers, coaches, parents, players and spectators. Activities that may be subject to disciplinary action include violation of Little League International rules or regulations, GHLL local rules or policies, or conduct unbecoming of an individual involved in GHLL. The following section is intended as a guideline. Under some circumstances, the Board of Directors may modify the procedures to suit the specific circumstances.

1. Filing of Charges

To initiate disciplinary action by the GHLL Board of Directors, a written complaint shall be filed with GHLL stating grounds for the complaint. This complaint shall contain a brief statement including the alleged violator's name, and the date, time and location of the alleged violation. The complaint shall set forth the complainant's name, telephone number, and team (if known). The complaint shall either be mailed or emailed to the GHLL Board, or hand delivered to a GHLL officer or Board member within a reasonable time following occurrence of the

2. Initial Hearing

Immediately following receipt of a complaint, a preliminary committee of the GHLL Executive Board shall discuss the complaint and determine whether disciplinary action should be initiated. In the event that the GHLL Board member is the complainant, he/she shall not be present at this initial determination phase. The preliminary committee will review the complaint and make a determination by majority vote on whether there is reasonable cause to believe that there has been a violation requiring disciplinary action. If so, the committee shall proceed with disciplinary action.

3. Hearing Procedure:

When the GHLL executive committee determines that disciplinary action may be merited, the committee shall give notice to the alleged violator of the charge and provide an opportunity for that person to come forward to the board and present any circumstances they see fit on their behalf. Failure to appear before the Board will be taken as an admission of the conduct alleged in the complaint and the Board of Directors will continue with the discipline as prescribed.

4. Emergency Discipline Action

Under emergency circumstances, when immediate action must be taken to protect the welfare of any individual involved in any way in GHLL programs, any GHLL Board Member may summarily suspend an individual from further participation in GHLL activities. Such emergency suspension may be made orally or in writing at their discretion. Following emergency suspension, a complaint shall be issued, and an immediate hearing shall take place as set forth above.

5. Ejection from a Game

Parents, fans, coaches and managers are reminded that a person ejected from a game/ball park will leave the premises, to include the surrounding park area, within two minutes. Failure to do so could result in a possible forfeiture to one of the teams playing. GHLL will not tolerate uncontrolled or unsportsmanlike conduct. If a parent or fan is ejected from a game/ ball park, for whatever reason, twice in one season, they will be banned from Little League activities for the remainder of the season.

REGISTRATION

Every administrator, coach, and manager must register as a GHLL Member and pay a \$10 membership fee. The player registration process is scheduled by the Board of Directors. Every player must sign up by the scheduled date or risk being placed on a waiting list if enrolling after the time designated for registration. A valid original birth certificate and two forms of proof of residency within league boundaries should accompany each child new to the program.

A player who is eligible by age and boundary rules will have an opportunity to register to play in GHLL, unless physically or mentally incapable based on safety considerations. There are certain constraints on the number of teams and number of players GHLL can field per division, and once these are filled, certain programs will close.

Refunds of paid registration fees will be accommodated up to one week prior to the opening game of the season. After this time, refunds are not available.

PLAYER EVALUATIONS

The purpose of player evaluations is the assignment of each player to the level for which they are best suited, and to distribute talent to make teams competitive. To accomplish this, player evaluations are held each year during the month of February. The player evaluations are conducted under the management of the League Player Agent with assistance from the Board of Directors. Each player (Single A and T-ball players do not participate in evaluations) who has properly registered will be given the opportunity to participate. It is the responsibility of the Player Agent to see to it that each team Manager has adequate knowledge of players to be drafted. If not, a knowledgeable person should be appointed to assist a Manager during the preparation for the drafting of players.

In addition to team managers, evaluations for league age 8-12 year old players will be completed by at least three adults who will not be managers or parents of players in that division using a standardized scoring system. These adults will be appointed by the board of directors. The scores of these impartial adults will be averaged for each player and used to create a scale score for each player. These results will be supplied to each team manager.

Each player must attend player evaluations to be eligible to be drafted to any team. If any player does not attend player evaluations, that player shall not be eligible for the standard draft and will instead become part of the "hat pick" round of the draft, unless an excuse is presented in advance of the player evaluations that is accepted by a majority of the Board of Directors. Any player who does not attend player evaluations also forfeits the ability to be "called up" to a higher league during the year. Managers' and coaches' children, as well as brother and sister option players, are required to go through evaluations just like any other player. All players are normally placed on a team if registered before the number of League spaces have been filled. Under certain circumstances where GHLL is limited by field availability or other factors in the number of teams which can be fielded, a tryout/draft process may be used. Players who do not make the cut under these circumstances will have their registration money refunded in full.

SELECTION OF PLAYERS

GHLL uses a draft system at most levels to ensure a balanced distribution of player talent throughout the teams in a division. All drafts are run by the League Player Agent. Participation at the draft is limited to only team Managers. If any Manager is unable to attend the draft, then he/she must supply the Player Agent and League President a copy of his/her preferred draft order for all eligible players in the draft for their division at least five days prior to the first draft of the season for any division. The Executive Board will appoint someone to conduct the draft for the absent Manager(s).

GHLL will follow the draft procedures from the current year's Little League International Operating Manual. Information on draft procedures, as well as options, can be found in the Draft System section of that publication. GHLL utilizes draft Plan "B", Alternate Method. Plan B requires all players to be re-drafted each year. Draft order will be determined by a drawing of numbers (hat pick) and the draft is serpentine in nature.

The scale scores obtained in evaluations by the impartial adult evaluators will be made available to all managers prior to the draft.

Gig Harbor Little League honors sibling requests from parents or guardians. If a manager drafts a player where a sibling request exists, then the manager must draft the sibling in the next round of the draft.

The Player Agent shall announce prior to the start of the draft any changes in player eligibility, and the number of players each team will select. Under no circumstances should a player be told where in the draft they were chosen.

Each major's division, team shall be limited to a total of two league age ten year olds unless additional ten year olds are needed to fill out rosters to an even number of players per team at the end of the draft. Majors' division teams will consist only of league age 10 year old, league age 11 year old, and league age 12 year old players.

Players who have elected to dual roster on both a majors division team and intermediate division team will be divided as evenly as possible across the intermediate division teams.

REFUSAL OF A CALL TO MINORS AAA AND MAJORS

Any league age 9 or league age 10-year-old player has the right to refuse a draft call up to a higher level, provided that this desire is made known to the Player Agent prior to the draft. If a player refuses a draft call to a Majors level team, that player is ineligible for any advancement to the Majors level during that season. If an 11 or 12 year old player requests not to be drafted to the Majors level they give up their eligibility to be nominated to the (10 - 12) All Star team.

RELEASING & REPLACING PLAYERS

If a team loses a player and the loss is expected to continue for more than 14 calendar days during the regular game season the following procedure will be followed:

1. The Manager shall notify the Player Agent regarding the vacancy. Player Agent must be notified of injuries, move-outs or player resignations within 48 hours of the event.
2. Players must be replaced at the Majors level. At the Minors level, replacements are normal practice, but it is at the discretion of the player agent if a replacement takes place. This is not at the discretion of the Manager. Exception: Players may not be called up after the first Sunday in May at any level of play unless the team needing a replacement player(player(s)) falls below the roster size of 10 players without the replacement player. The Player Agent will still be notified of the vacancy.
3. Date and time of notification to the Player Agent that a replacement is needed shall establish the order in which replacements shall be selected when more than one vacancy occurs at the same time.

TEMPORARY REPLACEMENT PLAYERS

If a team expects to be missing one or more players for a game the following procedure will be followed.

If the manager expects to have nine or less players in attendance at a game, then the manager can request a player from the player pool.

Multiple player pool requests for the same game can be made by a manager but the total players on the team line-up at the game cannot exceed ten players or the size of the team's roster for the current year, whichever is less, if a pool player is on the team line-up for the game. All managers must adhere to pool player guidelines as detailed in the Little League Official Rules.

When a manager makes a player pool request to the Player Agent the Player Agent will attempt to utilize players in the Player Pool from the same level as the request, then, if still needed, the Player Agent will utilize players from one level below the level of the request.

Pool players must play in any game they attend and must meet minimum play requirements as any other player. Pool players should not be in the starting line-up (offensive or defensive) unless all regular team players are also in the starting line-up (offensive and defensive). Pool players may not play more defensive outs or get more at-bats than any player on the regular roster of the team in attendance at the game in which a pool player is employed.

STARTING AND ENDING THE GAME

There is a Time Limit for all games in the Major and Minor leagues. These limits are detailed in the local rules below per each division. Scheduled start time (not the actual start time) is when the "clock" begins as applied to time limits. This is not an optional requirement that can be changed prior to a game by the managers or umpires. The home team scorekeeper shall keep the official time and shall be verified by the umpire prior to game start. If a game is ended prior to completion by this time limit, then the game shall revert back to the last completed inning. Games can end in a tie. Additionally, in accordance with official rule 4.10(d) if a game is called before it has become a regulation game, (three

completed innings), but after one (1) or more innings have been played, it shall be resumed exactly where it is left off. All records, including pitching, shall be counted.

Baseball Game Time Limits ("Drop Dead" from scheduled start time).

Majors - Two (2) Hours

AAA - One Hour and 45 minutes (1:45)

AA - One Hour and 45 minutes (1:45)

A - One Hour and 30 minutes (1:30)

T-ball - One Hour

Softball Game Time Limits ("Drop Dead" from the scheduled start time).

Juniors/Seniors - Two (2) Hours

Majors - Two (2) Hours

AAA - One Hour and 45 minutes (1:45)

AA - One Hour and 45 minutes (1:45)

A - One hour and 30 minutes (1:30)

All divisions of softball and baseball (T-ball excluded) will adopt the run rules as prescribed in Little League rule 4.00. In summary, if any team is ahead by 15 runs after 3 (or home team 2.5) innings, or 10 runs after 4 (or home team 3.5 innings), or 8 runs after 5 (or home team 4.5) innings, then the game shall be halted. (Exception: minors AA and AAA divisions substitute 6 runs after 5 (or home team 4.5) innings, minors A division substitute 6 runs after 4 innings (or home team 3.5 innings)).

GHLL LOCAL LEAGUE PLAY RULES

The following rules apply to all levels of Gig Harbor Little League.

The Mandatory Play Rule is always in effect. In the event of a violation of this rule, the manager shall:

- A. First Offense – receive a warning from the league VP and ensure that the players play time is made up during the next game.
- B. Second Offense – receive a suspension for the next scheduled game
- C. Third Offense – receive a suspension for the remainder of the season according to regulation IV (i)

A player removed from a game for safety reasons by the umpire shall not be considered as ejected from the game and therefore not subject to be suspended from his or her next scheduled game. A player may only be removed from a game for safety reasons by the Umpire in Chief of the game. In the event of such removal, mandatory play rules for that player no longer apply.

There will be no warm-up on the central promenade at Penlight Fields. All warm-up activities are to take place on the field of play or beyond the outfield fence of the Brentin Field. For batting cage use on game days, the Brentin Field teams get one cage each, and Borgen field teams get one cage each. Carpenter field teams are not allowed to use the batting cages and should not be in the cages at any time.

All teams will employ a continuous batting order such that all players in attendance at the start of a game will be in the lineup. If a player shows up after the start of the game, he/she is added at the bottom of the line-up.

The "slug bunt" (showing bunt then pulling the bat back and swinging the bat) will not be allowed at any level of baseball or softball. This is a judgement call by the umpire. Penalty: The batter is out and all runners return to the base occupied at the time of the pitch.

The first batter of each half inning is allowed to occupy the "on-deck" circle but may not swing a bat until they are walking to the plate to begin their at-bat. (Exception, majors level the first batter of each half inning may swing a bat in the "on-deck" circle). Note 1: Softball divisions participating in Interleague play are not allowed a batter out of the dugout or with a bat in hand prior to the opposing pitcher completing her warm-up pitches.

For softball and baseball, AA, AAA, Majors, Intermediate, Junior, and Senior divisions will adopt Little League rule 6.02 (c) regarding the batter having one foot in the batter's box for the duration of his/her at bat unless one of eight exceptions apply. See Little League rule book.

A courtesy runner may be used for the catcher/or pitcher of record with 2 outs, this runner must be the last previously recorded out. (Exception: courtesy runner is not allowed for pitcher or catcher prior to completion of each player's first at bat in the game).

For all divisions of baseball, all male players must wear a protective athletic cup during all games and practices.

FOR ALL DIVISIONS OF SOFTBALL, PITCHERS MUST WEAR A PROTECTIVE FACE MASK DESIGNED FOR SOFTBALL PLAYERS WHILE PITCHING TO A BATTER.

FOR ALL DIVISIONS OF SOFTBALL, BATTERS MUST WEAR BATTING HELMETS WITH FACE GUARDS.

At all levels, softball and baseball, a manager or coach may warm-up the pitcher between innings if the team does not have an eligible player on the bench who is not currently playing a defensive position during the inning in question.

JUNIOR/SENIOR SOFTBALL

Junior and Senior Softball divisions play interleague games with other district 2 Little League Organizations and follow the published District 2 Interleague Softball Local Rules. Please see those rules on the Washington District 2 website.

MAJOR LEAGUE SOFTBALL

If this division is participating in Interleague play for the current season then all games are played under the Interleague rules found on the Washington District 2 Website.

Pitching: Individual Pitchers are limited to a maximum of four (4) innings per game and six (6) innings per day. Delivery of a single pitch constitutes an inning.

The side retires when there are three outs, or when five runs score, whichever comes first. In the case of the five-run rule, the inning is automatically terminated when the 5th run is scored. Exception: There is no run limit in the 6th inning or any extra innings.

Standings will be kept in this division based on game results for all games that are played on or after the first Monday in May until the end of the regular season. These standings will be used to determine seeding for the City Tournament.

MINOR LEAGUE AAA SOFTBALL

If AAA Minors softball is participating in Interleague play during the season, then this division will follow Washington District 2 Interleague rules as posted on the District 2 website with the following additional alterations.

If an umpire has not been provided by the league, then the Home team provides the plate umpire and visiting team supplies the base umpire.

If less than nine (9) players are available for either team at game time, the game shall be played with the players available and an out will NOT be charged for the missing position(s) in the batting order.

Pitching: Twelve (12) year olds may not pitch in this division. Individual pitchers are limited to a maximum of four innings per game. Delivery of a single pitch constitutes having pitched in an inning. One calendar day of rest is required prior to pitching again on another day. A player may pitch in a maximum of six (6) innings in a calendar (Sunday – Saturday) week.

Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and one at bat. If a game is shortened due to the time limit having been reached, then this requirement is reduced to six (6) defensive outs and one at bat.

The side retires when there are three outs, or when five (5) runs score, whichever comes first. The innings stops once the 5th run crosses the plate and there are no "continuation" runs allowed. This rule is in place for all innings, including the final inning of the game.

MINOR LEAGUE AA SOFTBALL

If AA Minors softball is participating in Interleague play during the season then this division will follow Washington District 2 Interleague rules as posted on the District 2 website with the following additional alterations.

The official ball is the Leather 11-inch soft touch softball. If an umpire has not been provided by the league then the Home team will provide the plate umpire and the visiting team will provide the base umpire.

Pitching: Individual pitchers are limited to a maximum of four innings per game. Delivery of a single pitch constitutes having pitched in an inning. One calendar day of rest is required prior to pitching again on another day. A player may pitch in a maximum of six (6) innings in a calendar (Sunday – Saturday) week.

If less than (9) players are available for either team at game time, the game shall be played with the players available and an out will NOT be charged for the missing position(s) in the batting order.

Ten (10) defensive players are allowed on the field, four of which must be in the outfield.

Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and one at bat. If a game is shortened due to the time limit having been reached then this requirement is reduced to six (6) defensive outs and one at bat.

The side retires when there are three outs, or when five (5) runs score, whichever comes first. The innings stops once the 5th run crosses the plate and there are no “continuation” runs allowed. This rule is in place for all innings, including the final inning of the game.

One coach or manager is allowed on the playing field during defensive live play. This coach may not interfere with any play in progress.

There will be no base-on-balls issued at the AA level. If, during an at bat, the count on the batter reaches four balls, then one of the designated coaches from the offensive team will become a coach-pitcher and will throw to the batter pitches equal to the number of strikes remaining in the count on the batter, up to three strikes. Each pitch will count as a strike no matter the location of the pitch. (Exception: if the batter does not swing at the pitch and is subsequently hit by the pitch while both feet are in the confines of the batter box then this pitch shall be considered a foul ball.) Foul balls are counted just as they are under normal circumstances. The coach-pitcher must throw from the front edge of the pitching circle. The player pitcher must stay in the pitching circle and behind the pitching rubber until the ball reaches the batter. **If a batted or thrown ball hits the coach-pitcher, the ball remains live and in play.**

FOR THE FIRST THREE GAMES OF THE SEASON – ONLY

If the batter does not hit the ball into fair territory after seven (7) pitches then the batter will hit off a batting tee or adult pitcher soft toss from the side of the batter.

If the batter fails to hit off the tee or the soft toss, then the batter is out.

Baserunners may not leave the base until the ball is hit.

Minors AA Teams may have four coaches in the dugout to aid in facilitating the “no walks” rule above.

Pitching: Individual pitchers are limited to a maximum of four innings per game. Delivery of a single pitch constitutes having pitched in an inning. If a pitcher throws a single pitch or more in a game then one calendar day of rest is required prior to pitching again. A player may pitch in a maximum of six (6) innings in a calendar week.

Batting: All batters must wear batting helmets with face guards.

Players must start ½ of the games they are eligible for and attend.

MINOR LEAGUE A SOFTBALL

No official score or league standings will be kept. Emphasis is on LEARNING THE GAME, PARTICIPATION, SPORTSMANSHIP AND FUN. Score will be kept only to determine the end of each inning (5 run limit per inning). Home team is responsible for “scorekeeping”.

Games will be five (5) innings, time permitting.

The 11-inch Leather Soft touch ball will be used for all games.

The home team will provide the plate umpire, the visiting team will provide the base umpire.

If less than nine (9) players are available for either team at game time, the game shall be played with the players available and an out will NOT be charged for the missing position(s) in the batting order.

A team is allowed ten (10) defensive players on the field, four (4) of which must be in the outfield.

If only one (1) player is sitting on the bench defensively, that player may play as the 5th outfielder (11 player roster only). If allowed, the opposing team is also allowed to play five (5) outfielders, regardless if they have more than 11 players. **This policy is only to be utilized if both teams can have 11 players on the field.**

Each child should play at least three (3) innings in the field. Coaches are encouraged to rotate the player's positions so that each child has a chance to play a variety of positions.

One coach or manager is allowed on the playing field during defensive live play. This coach may not interfere with any play in progress.

Single A teams are allowed a total of four (4) coaches in the dugout.

The "infield fly" rule shall not apply.

There shall be no base stealing or sliding. Runners must stay on base until the ball is hit.

BASE RUNNING RULE: Runners may advance two bases on a hit within the infield, other runners may also advance two bases at their own risk. Hits to the outfield (over an infielders head) batter/runner may advance to third base at his/her own risk, other runners may also advance three bases at their own risk.

Outfielders will not be allowed to play in the infield and must remain at least ten yards behind the line between 1st base and 2nd base and the line between 2nd base and 3rd base until the ball is hit. Outfielders are not allowed to field bases except in the case of backing up bases for overthrows. They are allowed to field an overthrow and touch the base for an out but are not allowed to be the primary base defender during any play.

The ADULT COACH pitcher will pitch underhand from the front edge of the pitching circle. Each batter will have a maximum of five (5) pitches to swing and hit the ball. There will be no walks or strikeouts. If the batter does not hit the ball into fair territory after five (5) pitches, then the batter will hit off a batting tee or adult pitcher soft toss from the side of the batter for the first three games of the season. Starting with the 4th game of the season, if the batter does not hit the ball into fair or foul territory after (5) pitches the batter is out. A batter shall continue to bat if he/she hits a foul ball on the 5th or succeeding pitches. (Exception: if the batter does not swing at the pitch and is subsequently hit by the pitch while both feet are in the confines of the batter box then this pitch shall be considered a foul ball.)

DEFENSIVE pitcher will stand near the COACH pitcher to play the ball defensively. **If a batted or thrown ball hits the coach-pitcher, the ball remains live and in play.** Also, once the ball comes back to the pitcher from the outfield on a base hit, play becomes dead and all base runners cannot advance unless they are already halfway to the next base (umpire's judgment).

The side retires when there are three outs, or when five runs score, whichever comes first. In the case of the five run rule, the inning is automatically terminated when the 5th run is scored. This rule is also applicable to the last inning.

OVER THROW RULE: Only one (1) base will be taken for an overthrown ball to a fielding baseman when the ball goes out of play. Base runners are not to advance on overthrown balls if the ball stays in play. This includes overthrows to 2nd base and includes other base runners on the bases. On balls out of play a dead ball is called and all base runners advance one base

INTERMEDIATE/JUNIOR/SENIOR BASEBALL

Intermediate/Junior/Senior Baseball plays Interleague games with other District 2 Little League Organizations and other Washington Little League Districts and follows the published Interleague Rules applicable to that season and league.

Gig Harbor Little League will adhere to the following guidelines when forming Intermediate teams. Available roster spots will be filled based on the following prioritized list.

- 1) League age 13 year old players who are not dual rostered.
- 2) League age 12 year old players who are not dual rostered.
- 3) League age 11 year old players who are not dual rostered.
- 4) League age 13 year old players who are dual rostered.
- 5) League age 12 year old players who are dual rostered.
- 6) League age 11 year old players who are dual rostered.

Intermediate teams will have a maximum of two League age 11 year old players per team.

MAJOR LEAGUE BASEBALL

Players must start ½ of the games they are eligible for and attend.

Standings will be kept in this division based on game results for all games that are played on or after the first Monday in May until the end of the regular season. These standings will be used to determine seeding for the City Tournament.

MINOR LEAGUE AAA BASEBALL

If less than (9) players are available for either team at game time, the game shall be played with the players available and an out will NOT be charged for the missing position(s) in the batting order.

Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and one at bat. If a game is shortened due to the time limit having been reached then this requirement is reduced to six (6) defensive outs and one at bat.

The side retires when there are three outs, or when five (5) runs score, whichever comes first. The innings stops once the 5th run crosses the plate and there are no "continuation" runs allowed. This rule is in place for all innings, including the final inning of the game.

"Third Strike Not Caught" Rule is in effect for the entire season.

Players must start ½ of the games they are eligible for and attend.

MINOR LEAGUE AA BASEBALL

If less than (9) players are available for either team at game time, the game shall be played with the players available and an out will NOT be charged for the missing position(s) in the batting order.

Ten (10) defensive players are allowed on the field, four of which must be in the outfield.

Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs and one at bat. If a game is shortened due to the time limit having been reached then this requirement is reduced to six (6) defensive outs and one at bat.

There will be no base-on-balls issued at the AA level. If, during an at bat, the count on the batter reaches four balls, then one of the designated coaches from the offensive team will become a coach-pitcher and will throw to the batter pitches equal to the number of strikes remaining in the count on the batter, up to three strikes. Each pitch will count as a strike no matter the location of the pitch. (Exception: if the batter does not swing at the pitch and is subsequently hit by the pitch while both feet are in the confines of the batter box then this pitch shall be considered a foul ball). Foul balls are counted just as they are under normal circumstances. If a batted or thrown ball hits the coach-pitcher, the ball remains live and in play.

The coach-pitcher will throw overhand from a distance of no less than 40 feet from the back of home plate, to be marked with a chalk line prior to the start of the game. The player-pitcher must remain on the pitching mound and behind the pitching rubber or adjacent to the mound and behind the pitching rubber until the ball is hit while the coach-pitcher is being employed.

The side retires when there are three outs, or when five (5) runs score, whichever comes first. The innings stops once the 5th run crosses the plate and there are no "continuation" runs allowed. This rule is in place for all innings, including the final inning of the game.

The Minors AA league allows one defensive coach or manager in the outfield field during defensive live play. This coach may not interfere with any play in progress.

Players must start ½ of the games they are eligible for and attend.

The "infield fly" rule shall not apply in Minors AA play.

There shall be no base stealing at the Minors AA level. Runners must stay on the base until the ball is hit.

There shall be no intentional walks at the Minors AA level.

Minors AA Teams may have four coaches in the dugout to aid in facilitating the "no walks" rule above.

MINOR LEAGUE A BASEBALL

No official score or league standings will be kept. Emphasis is on LEARNING THE GAME, PARTICIPATION, SPORTSMANSHIP AND FUN. Score will be kept only to determine the end of each inning (5 run limit per inning). Home team is responsible for "scorekeeping".

Games will be 5 innings, time permitting.

Home team is responsible for supplying the game ball, visiting team supplies the back up ball. The 9-inch Leather Softouch ball will be used for all games.

Home team will supply the plate umpire, visiting team will supply the base umpire.

The entire game roster shall be used as the batting order, regardless of defensive position. If a player shows up after the game has begun, he/she is added at the bottom of the batting order. A team is allowed (10) defensive players on the field, (4) of which must be in the outfield. If less than (10) players are available for either team at game time, the game shall be played with the players available.

If only one (1) player is sitting on the bench defensively, that player may play as the 5th outfielder (11 player roster only). If allowed, the opposing team is also allowed to play five (5) outfielders, regardless if they have more than 11 players. **This policy is only to be utilized if both teams are able to have 11 players on the field.**

Each child should play at least 3 innings in the field. Coaches are encouraged to rotate player's positions so that each child has a chance to play a variety of positions.

One coach or manager is allowed on the playing field during defensive live play. This coach may not interfere with any play in progress.

Single A teams are allowed a total of four (4) coaches in the dugout.

The "infield fly" rule shall not apply.

There shall be no base stealing or sliding. Runners must stay on base until the ball is hit.

BASE RUNNING RULE: Runners may advance two bases on a hit within the infield. Other runners may also advance two bases at his/her own risk on a hit within the infield. Hits to the outfield (over an infielders head) batter/runner may advance to third base at his/her own risk, other runners may also advance three bases at their own risk.

Outfielders will not be allowed to play in the infield and must remain at least ten yards behind the line between 1st base and 2nd base and the line between 2nd base and 3rd base until the ball is hit. Outfielders are not allowed to field bases except in the case of backing up bases for overthrows. They are allowed to field an overthrow and touch the base for an out but are not allowed to be the primary base defender during any play.

The ADULT COACH pitcher will pitch overhand at a distance of no less than 30 feet from the back of home plate to be marked with a chalk line prior to the start of the game. Each batter will have a maximum of five (5) pitches to swing and hit the ball. There will be no walks or strikeouts. If the batter does not hit the ball into fair territory after five (5) pitches then the batter will hit off a batting tee or adult pitcher soft toss from the side of the batter for the first three games of the season. Starting with the 4th game of the season, if the batter does not hit the ball into fair territory after (5) pitches the batter is out. (Exception: if the batter does not swing at the pitch and is subsequently hit by the pitch while both feet are in the confines of the batter box then this pitch shall be considered a foul ball). Foul balls are counted just as they are under normal circumstances.

A batter shall continue to bat if he/she hits a foul ball on the 5th or succeeding pitches.

DEFENSIVE pitcher will stand near the COACH pitcher to play the ball defensively. **If a batted or thrown ball hits the coach-pitcher, the ball remains live and in play.** Also, once the ball comes back to the pitcher from the outfield on a base hit, play becomes dead and all base runners cannot advance unless they are already halfway to the next base (umpire's judgment).

All batters must wear batting helmets with face guards attached.

The side retires when there are three outs, or when five runs score, whichever comes first. In the case of the five run rule, the inning is automatically terminated when the 5th run is scored. This rule is also applicable to the last inning.

OVER THROW RULE: Only one (1) base will be taken for an overthrown ball to a fielding baseman when the ball goes out of play. Base runners are not to advance on overthrown balls if the ball stays in play. This includes overthrows to 2nd base and includes other base runners on the bases. On balls out of play a dead ball is called and all base runners advance one base

T-BALL Division

Games will be four innings, time permitting.

No official score or league standings will be kept. Emphasis is on LEARNING THE GAME, PARTICIPATION, SPORTSMANSHIP AND FUN.

Home team is responsible for supplying the game ball, visiting team supplies the back-up ball. The 9-inch Leather Softouch ball will be used for all games.

Home team will supply the plate umpire for T-ball.

The entire game roster shall be used as the batting order, regardless of defensive position. If a player shows up after the game has begun, he/she is added at the bottom of the batting order. The entire roster shall bat each inning. The inning will end when the final batter in the line-up has reached first base.

A team is allowed (10) defensive players on the field, (4) of which must be in the outfield. If less than (10) players are available for either team at game time, the game shall be played with the players available.

If only one (1) player is sitting on the bench defensively, that player may play as the 5th outfielder (11 player roster only). If allowed, the opposing team is also allowed to play five (5) outfielders, regardless if they have more than 11 players.

Each child should play at least 3 innings in the field. Coaches are encouraged to rotate player's positions so that each child has a chance to play a variety of positions.

One coach or manager is allowed on the playing field during defensive live play. This coach may not interfere with any play in progress.

All batters must wear batting helmets with face guards attached.

The "infield fly" rule shall not apply.

There shall be no base stealing or sliding. Runners must stay on base until the ball is hit.

BASE RUNNING RULE: Runners may advance one base on a hit within the infield. Hits to the outfield (over an infielders head) batter/runner may advance to second base at his/her own risk, other runners may also advance two bases at their own risk.

Outfielders will not be allowed to play in the infield and must remain at least ten yards behind the line between 1st base and 2nd base and the line between 2nd base and 3rd base until the ball is hit. Outfielders are not allowed to field bases except in the case of backing up bases for overthrows. They are allowed to field an overthrow and touch the base for an out but are not allowed to be the primary base defender during any play.

After the defensive team is set, the offensive coach places the ball on the "Tee" to begin play. The batter cannot strike out. The ball must travel 15 feet from home plate in order to have a fair ball. The field is to have an arc marked off at a point 15 feet back from the back of home plate.

Base distance is 50 or 60 feet (50 feet if field design allows for it).

OVERTHROW Rule: No runners shall advance on overthrown balls.

PROTESTS

In addition to the procedures set forth in the Little League rule book, all protests must be in writing and presented to a GHLL Board member or member of the Protest Committee within 24 hours of the disputed call causing the protest. Any violation of these procedures will result in the protest automatically being disallowed.

The Protest Committee shall consist of the Umpire-in-Chief, the President, the Coaching Coordinator and the Player Agent. The President may appoint additional members of the Board to the Protest Committee if that is deemed advisable. Another Board Member may be substituted by the President for any member of the protest committee except the Umpire-in-Chief.

Protest Committee shall review the facts with the umpire of record, and shall notify the appropriate League Director of the outcome. Protests will be settled as soon as is possible. The maximum settlement time will be two weeks.

PRE-GAME ACTIVITIES & FIELD RULES

Home Team Responsibilities

Provide two new game balls.

- Provide Official Scorekeeper (including electronic scoreboard)
- If there are less than two league assigned umpires present the home team shall provide a first or second umpire. (League assigned umpire may opt to umpire game solo.)
- Home team must report game scores and pitching information as required.
- Ensure that the field is properly raked and lined, and that bases are in place no later than 30 minutes prior to game time to allow for infield warm-ups. Note: this may not always be possible due to previous games on the field.
- Sweep Home Team's dugout after the game.
- Dump garbage cans from dugouts into dumpsters.
- Last game of the day put away electronic scoreboard.

Visitor Responsibilities

- If there is no league assigned umpire present the visiting team shall provide the base umpire.
- After the game, rake, drag and repair all dirt areas of the field. Following the last game of the day, put equipment away, cover mound and home plate area with tarps and secure with sandbags.
- Sweep Visitor Team's dugout after the game, and empty dugout garbage can into dumpster. Last game of the day, sweep under visitor bleachers.
- If it has been raining or the field is in poor condition, field prep should start early enough to finish on time. Both the Visiting team and the Home team should work together to help prepare the fields during rainy days.

After the last game of the night on each field the winning team on each field is responsible for emptying three (3) GHLL Complex garbage cans into the dumpster and returning the cans to their original location.

Warm Up and Pre-Game Field Use

- Pre-game infield is not allowed, teams may warm up in the outfield only.

Field Rules

- No drills are allowed that allow baseballs to be struck against any part of the fencing. (Tennis balls are ok.)
- Never sweep water off the base paths onto the grass – this will only lead to more problems later. Water must be swept down the base paths over a larger area and allowed to dissipate.
- No glass containers are allowed in the dugouts.
- Only liquids are allowed in dugouts, no food or seeds.
- Remember, these fields are run and cared for by Volunteers like you. Do not leave your trash for someone else to pick up!

FIELD USAGE

Use of school, city, Pen Met Parks and other facilities is a privilege not a right. Adhere to facility rules, park in authorized areas and coordinate field use with your league Scheduler. Any manager caught using a school, city, or Pen Met Parks fields for team practice for which they do not have scheduled rights is subject to disciplinary actions.

- A. First Offense - receive a written warning.
- B. Second Offense - a suspension for the next scheduled game.
- C. Third Offense - a suspension for the remainder of the season.

No team practice can be conducted until after the first scheduled practice of the year. Prior practice is a violation of GHLL policy and players are NOT covered by insurance. Only GHLL league sponsored events are covered by Little League insurance. For this reason the following rules exist.

- 1) Teams can only hold events (practices, games, scrimmages) at locations approved by Gig Harbor Little League, please ask the scheduler for a current list of approved locations.
 - 2) Practices/games/scrimmages can only be conducted at the approval of the league scheduler, events scheduled by the league scheduler are considered to be approved.
 - 3) Teams may schedule and conduct one additional practice per week above and beyond their scheduled practices provided the additional practice is conducted at an approved location, it is approved by the league scheduler and any expense incurred for the additional practice is paid for by the team, not GHLL.
 - 4) Practices that are cancelled by the team manager due to weather may be rescheduled by the team manager at their own discretion without assistance from the league scheduler provided additional practice is conducted at an approved location, it is approved by the league scheduler and any expense incurred for the additional practice is paid for by the team, not GHLL.
- Any violations of these policies is subject to the disciplinary action listed above.

City Tournament

After the completion of all regular season games GHLL will conduct a City Tournament. The results of this tournament are not to be used to determine draft order for the major league draft the following year.

In the event that a double elimination tournament is utilized for the City Tournament, teams at all levels will be allowed to play doubleheaders on the final day of the tournament if needed to determine a champion. All rules regarding pitch counts, days of rest, and games per day that a pitcher can pitch remain in effect.

ALL-STAR

Selection of Managers / Coaches:

1. An All-Stars Selection Committee will be formed by the board of directors. This committee will have the responsibility of accumulating and assessing all the information they feel is needed to choose the All-Star team managers and to oversee the process.
2. Managers or Coaches who wish to be considered as an All-Star team manager should submit a letter of interest to the committee by May 1st of the current year.

3. The selection committee will review the applications received, and will make recommendations to the president. The president has the responsibility of reviewing All-Stars manager recommendations, revising if so desired, and then presenting to the Board of Directors for approval.
4. The All-Star Manager may select his own coaching staff. The staff must be presented to the All-Stars Selection Committee for review. The committee is to review the recommended staff, make any desired recommendations and submit to the Board of Directors for approval.

Selection of Players:

All registered players in the current year and of eligible age as listed below will be placed on the All-Star selection list unless requested to be removed from the selection list by parent(s) of the player.

League-age 10, 11 and 12 year old Major League players are eligible for the 10/11/12 All-Star Team.

League-age 9, 10 and 11 year old players are eligible for the 9/10/11 All-Star Team.

League-age 8, 9 and 10 year old players are eligible for the 8/9/10 All-Star Team.

League-age 11, 12 and 13 year old players are eligible for the Intermediate All-Star Team.

League-age 12, 13 and 14 year old players are eligible for Junior League All-Star selection.

League-age 12, 13, 14, 15, and 16 year old players are eligible for Senior League All-Star selection.

Selection to the all-star team is based on a tryout conducted by the league with all All-Star managers in attendance.

The All-Star managers will then complete their rosters from a list of eligible players as determined by the All-Star Selection Committee.

Final All-Star rosters are subject to approval by the All-Star Selection Committee.