

HAMMONTON LITTLE LEAGUE

PO Box 1025, Hammonton, NJ

www.eteamz.com/hammontonlittleleague

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House Rules – Boys Minors (AAA)

The Hammonton Little League (HLL) operates under the rules established by Little League Baseball Incorporated (www.littleleague.org). Each coach is provided an official manual of rules prior to the start of the season and is responsible for reviewing, understanding and conducting their team's play and actions following the established rules.

The HLL is dedicated to the development and welfare of the children participating in our program. To that end the HLL has established modifications to the Little League Baseball rules ("House Rules") to address specific concerns. The following items describe the HLL House Rules as they apply to the play at the Boys Majors division.

Mandatory Play

- Teams will bat each player on their roster for the entire game. This includes the playoffs.
- Mandatory play for each player is 2 defensive innings (6 defensive outs).
- Free defensive substitutions are permitted.
- Violations of the Mandatory Play rules will be handled consistent with the 2015 Little League Official Playing rules, and in consultation with the division representative and league president.

Pitching Rules

- Pitching rules and thresholds will follow the official Little League rules.
- Any age group may pitch
- If a player catches four or more innings in a game, he is not eligible to pitch in that game. An inning is represented by a player catching one pitch in an inning within the position of catcher.
- If a player delivers 41 or more pitches within a game, he is not permitted to play the position of catcher for the remainder of that game.

Base-Running

- Base-runners may steal any base, except home, once a pitch crosses home plate. If the umpire deems the player left the base early, a warning will be issued. Each team will be issued up to two warnings (total, not per player) per game. In subsequent offenses, the runner who left early will be deemed out.
- A runner on third base must be hit in or walked in. Runners on third base may not advance on a passed ball/wild pitch. A runner on third base may advance to home on a continuous play from a batted ball that results in an error.
- If a runner attempts to steal second base and the catcher makes an errant throw, the runner may advance to third base at his own risk, but may not advance to home.
- Courtesy runners for the catcher is required when there are two outs. The courtesy runner will be the player who made the last recorded out.

Miscellaneous

- In order to expedite the change of field between half innings, a manager or coach is allowed to warm-up the pitcher.
- No on-deck batters are permitted.
- No use of hit-sticks is permitted in on-deck or dugout areas.
- A first base and third base coach is permitted while a team is hitting. No coaches are permitted to coach from within the field of play.
- There is a five (5) run limit per inning including the sixth inning.
- The home team is responsible for securing the umpire.
- Both teams are responsible for cleaning the field and dugout areas following the game. Coaches must rake the pitchers' mound and batters boxes.
- There is no ten (10)-run mercy rule.
- If it has been determined by the League President, in consultation with the division representative, that a team has intentionally manipulated its roster so as to deceitfully avoid playing a game, disciplinary action may be taken against that manager and/or the team including suspension and/or forfeiture.
- Coaches and teams will work to speed up the play of game where possible.
- No intentional delay of game for the purpose of intentionally expiring a game due to time limit will be tolerated. If it is found that a coach or team has committed such, the league representative, in consultation with the league president may levy disciplinary consequences

on the coach or team including, but not limited to, suspension of the coach and forfeiture of the game.

- A walk continuation is permitted, whereby the batter, now base-runner, may advance to second base, at his own risk, when he earns first base on a walk. A base-runner on third base, however, may not advance to home as a result of a walk continuation.
- The base-runner will slide or veer to avoid contact when there is a play at any base. The umpire may use discretion with this interpretation. For example, if a violation occurs and the umpire deems the play not malicious, an out will be recorded. If the physical contact has been deemed malicious with an intent to cause harm, a player may be ejected. A base-runner may not be penalized if physical contact occurs and the base-runner has attempted to slide or veer to avoid contact. Further, a base-runner may not be penalized if the defensive player has been determined to block the base. In that case, the runner will be awarded the base to which he was heading.
- Neither bunting nor fake bunting is permitted. If a ball is bunted, an out is recorded. If a player fake bunts, a strike will be recorded.

Starting & Ending a Game

- A team cannot start a game if, after 15 minutes from the scheduled game start time, the team does not have a minimum of 8 players. The game will be rescheduled for the next possible date open, or a date determined by the League President in consultation with the division representative, on the official game schedule.
- If a team plays with 8 players, the batting position of the 9th batter will be considered an automatic out.
- If a game is started with 8 or more players and a team cannot field players (for whatever reason other than substitution rules) such that they cannot field at least 8 players, then:
 - If the game has not completed 1 inning, the game will be stopped, rescheduled at the next available date and restarted.
 - If the game has completed 1 inning or more, the game will be stopped, rescheduled at the next available date and continued from the exact point where the original game was halted.

Curfew Rules

- All games are expected to begin on time. Teams will forego infield/outfield pre-game activities, if necessary, in order for games to begin on time.
- Boys Minors (AAA) games shall begin at 5:30 PM. No new inning will begin after 7:30 PM or once it has been determined by the umpire that it is too dark. If the home team is losing and does not get their last at-bat, the score of the game will revert back to the last completed inning. The game will be recorded as official if four innings were played, three and a half if the home team is winning. If school is not in session, and darkness is not achieved, the game may continue to 8:00 PM.
- If a Boys Minors (AAA) game is played on the Boys Majors field when a second game is scheduled to begin at 8:00 PM, no new inning may begin after 7:30 PM. Further, both teams must be off the field by 7:40 PM. Game score will be handled consistent with the bullet above.

- If there is no second game on the evening of a 5:30 PM game, the game may continue in accordance with the curfew rules stated herein.

Playoffs

- Playoffs will consist of two semi-final games where the #1 seed plays the #4 seed, and the #2 seed plays the #3 seed. The better seeded team is the home team. The winners of each semi-final game will play each other in a one-game championship.
- Tie Breaker determinations for teams qualifying to be eligible for playoffs will be as follows: overall record, head-to-head (for two teams tied), runs allowed, runs scored. If three or more teams are tied with the same overall record, a team may advance on head-to-head rule if that team achieved the better head-to-head status against each of the other teams with which it is tied.