

ISLAND LITTLE LEAGUE

2022 LOCAL RULES

Unless otherwise noted herein, the 2022 Little League Baseball, Inc. Official Regulations and Playing Rules shall govern play.

ELIGIBILITY AND REGISTRATION

Boys and girls, ages 4-12, on or before August 31, 2022 who reside or attend school within the league's boundaries (east end of Galveston, west to 61st Street) are eligible to play.

Registration fee is \$125 for one player \$60 for additional siblings and \$150 after Feb. 13th any/all divisions. **No refunds after the final registration session.**

All players, ages 7-12, are required to attend the try-out session. Any player who does not attend tryouts may be entered into a blind draft at the end of the regular draft.

Seven-year old's are not permitted to play t-ball unless league gets approval from the district.

Nine-year-old's are not permitted to be drafted on Major League teams.

SCHEDULE OF GAMES

Games will be played at Island and West Isle Little League Fields.

Length of games is 60 minutes for Tee Ball, 1 hour and 15 minutes for Coach Pitch, 1 hour and 30 minutes for Machine Pitch and Live Pitch divisions. Major divisions will play 1 hour 45 min. All divisions will play a regulation game of 6 innings or time limit (finish the inning), whichever comes first. Major division games only have to play 4 innings in order to be a regulation game. Minor division games will be counted official after 4 innings or if time has expired and there is not a chance (mathematically) for the losing team to come back and win the game. **If time has expired the League official on duty can make an exception to play the game to the fourth inning only if it is not a school night.** No new inning will start after 1 hour and 15 minutes for Live Pitch and 1 hour and 30 minutes for Majors. (When a new inning is started. Home team will get there last at bat, if needed) Curfew is 9:50 p.m., per Little League rule.

The League President, or his/her designated appointee, is responsible for rescheduling all rain-out or incomplete games if necessary. If a manager is aware that there will not be enough players to play a game ahead of time, he or she must give the league president at least 24 hours' notice to schedule a makeup game.

No games will be scheduled the nights before STAAR testing in the public schools unless the testing does not affect a certain division.

All game dates and times are subject to change without prior notice.

DRESS CODE

The league will furnish each player with a team shirt and hat to be worn during each game. Players are responsible for providing their own uniform pants, belts, and socks. Color and style of belts and socks will depend on the team colors. Team managers will announce the color of belts, pants and socks to be worn. Rubber cleats or tennis shoes should be worn. **NO METAL SPIKES ALLOWED!**

BEHAVIOR

Spectators or players on one team shall not yell strike, swing, or other remarks toward players of the opposing team. Stomping feet, noise makers, cadence counting and the clapping for the obvious intent of distracting players will not be tolerated. There will be one warning, then that person (spectator or player) will be asked to leave the premises after the second time.

TIE BALL GAMES

If a game is tied, the game will continue for one more inning unless time limit is up. If the game remains a tie upon completion of the extra inning, then that game will resume from that point at another time if the outcome of the game

affects final team standings at the end of the season. The line-up and the batting order of both teams shall be the same as the line-up and the batting order when the game was halted.

TIES AT THE END OF THE SEASON (OVERALL STANDINGS)

If, at the end of the season, there is a tie for first place between two or more teams, the following procedure will be used to break the tie in order to declare a division champion: (1) head-to-head competition. (2) If there is still a tie after looking at head-to-head competition, a single playoff game will be scheduled.

PRACTICES

Teams may start practice sessions after the draft and once equipment is issued.

Managers are responsible for setting practice times and determining practice sites. Managers are required to submit a copy of their practice location and schedule to the President after the draft.

During the school year, teams may practice four (4) days a week before games are played (tee ball and coach-pitch 3 days.) After the start of the regular season, team practices and games may not total more than four (4) days a week 3 for tee ball and machine.

When school is out, teams may practice as often as they choose, but only one (1) time a day for no more than three (3) hours.

Teams are permitted to practice on Sundays. Players may not be penalized for not attending Sunday practices.

No mandatory practices will be scheduled the nights before STAAR testing in the public schools unless your age group is not affected by the tests.

DISCIPLINARY PROBLEMS/EXCESSIVE ABSENTEEISM

Managers are required to submit appropriate league forms to the Player Agent regarding any disciplinary problems. Once receiving the paperwork, the Player Agent will investigate the situation, including discussing the problem with the player's parents. The Player Agent will in turn recommend appropriate disciplinary action to be taken by the League.

Any player missing more than 50% of team meetings (practices and games) is subject to suspension from league play.

Managers are not allowed to suspend players, for any reason, from game play without the approval of the Player Agent (or in the Player Agent's absence, the League President).

REPLACEMENT OF PLAYERS

The Minor League program is an integral part of Little League, and its purpose is to provide training and instruction for those candidates who by reason of age and other factors do not qualify for selection in the Major League division during the initial league draft.

When a Major League roster falls below 11 players, a Minor League player may be called up to the Major League team to fill that vacant position. If that player refuses to join that team, the player will forfeit further eligibility in the Major League for the current season.

LINE-UPS AT GAME TIME

The entire roster is to be listed on the line-up sheet for each game. If a player is not playing—absent, injury, etc.—the reason must be noted on the line-up sheet.

LESS THAN 9 PLAYERS IN THE LINEUP

A team may start a ball game and play with **no less than 8 players on the field**. If less than 8 players are available to play then there will be an automatic forfeiture. **When the 9th position in the batting order comes up to bat and there is no player to fill the vacancy, there will be an automatic out given to that team.** If a team drops to less than 8 players **at any time** during a game the team that has less than 8 players will have to forfeit. If more players show up after the start of the game they will be added to the end of the lineup.

10 RUN MERCY RULE

The 10-run rule is utilized in the Machine Pitch, Player Pitch and Major League divisions. If a team is winning by 10 or more runs in the after the completion of the fourth inning the game will be over. There is no 10 run mercy rule in tee ball or coach pitch.

MANAGERS AND COACHES ON FIELD AND IN DUGOUTS

Tee Ball: A manager and three coaches are permitted each dug-out. **Three coaches** will be allowed on the field offensively: 2 base coaches and one at home plate. **Two coaches** will be allowed on the field defensively: one at edge of the outfield grass between first and second base and one at the edge of the outfield grass between second and third base.

Coach Pitch: A manager and three coaches are permitted in each dug-out. **Three coaches** will be allowed on the field offensively: 2 base coaches and the pitching coach. After the first 3 swings and the batter has not placed the ball in fair territory, then the pitching coach will go to the plate and set up the tee. On defense two coaches are allowed on the field: one on the edge of the outfield grass between first and second base and one on the edge of the outfield grass between second and third base.

Machine Pitch: Two coaches will be allowed on the field defensively and only when playing at **Island fields**.

All other divisions: A manager and two coaches are permitted in the dug-out for all other divisions. No other personnel, including parents, will be allowed in the dugouts or on the field. The ball feeder in the Machine Pitch division does not count as a coach but is allowed in the dugout during the game.

Team mom or other league approved volunteer can substitute as a coach in the dugout.

At any given time, there MUST BE A LEAGUE APPROVED VOLUNTEER supervising the kids in the dugout.

Any adult on the ball field or practice field (on a regular basis) must have volunteer form filled out and filed with the league.

CLEANING UP PARKS AND DUG-OUTS

No food is allowed in the dugouts. Players are allowed to bring their own drinks into the dugouts. Water coolers and ice will be provided by the league **each team is responsible for getting them filled and in the dugout prior to the game**. The league will not furnish cups. **Each team is responsible for cleaning their dugout after the game**. The concession stand will be instructed not to hand out after game treats until the board member on-duty has given notification that each team's dug-outs and bleacher areas are clean.

Home team is responsible for bringing out and putting away the pitching machine and bases at the beginning and end of each game.

At the end of each game, managers, coaches, players and parents must clean and vacate the dugouts, bleachers, and playing field immediately after congratulations have been given to the teams on the field. Managers may not use the dugouts to talk to their players following the games; these conversations should be held outside the dug-outs.

SCORE BOOTH/CLUBHOUSE

Only the scorekeeper and league officials are allowed in the score booth or clubhouse. No children are allowed in the score booth or clubhouse unless approved by the league official on duty. Officials are not allowed to cheer or root for players or their favorite teams while in the score booth or clubhouse.

CONTINUOUS BATTING ORDER

A continuous batting order will be utilized in all divisions except Majors.

FIVE RUN RULE

Tee Ball: Five run rule per time at bat or three outs, whichever comes first.

Machine Pitch and Live Pitch (Minor divisions): Five run rule per time at bat or three outs, whichever comes first, through the fourth inning. At the start of the fifth inning, the five-run rule is suspended

A five-run rule is **NOT** in effect for the Major division at any time during the game.

10 PLAYERS

Tee Ball, Coach Pitch and Machine Pitch: There may be a "rover" player. **This 10th player must be in the outfield.**

MACHINE PITCH (7 & 8 year old)

A pitching machine will be utilized for this division. **The machine's speed is set at 42 m.p.h.**

Prior to the start of the game, the pitching machine will be set up and adjusted by the managers and coaches. Once the game has started, only the umpire can call time and adjust the machine during play. Between innings, the ball feeder is allowed to adjust the machine with no more than three (3) practice pitches.

A responsible person will feed the ball from the pitching machine. The ball feeder does not have to be a coach or manager but must be a volunteer approved by the league. The ball feeder is not permitted to coach from that position. After the first offense, the umpire will issue a warning. A subsequent violation will result in ejection from the game.

When a batted ball hits the machine or the ball feeder before being touched by the pitcher or any other defensive player, the ball will be considered a "dead ball" single. Other runners will advance to the next base, only if forced to do so. Any other time a ball hits the pitching machine or ball feeder (i.e. defensive player throws ball at machine or ball feeder), it will be considered a "live ball" and in play.

The pitcher may leave the pitcher's spot only after the ball has been ejected from the machine and is in flight towards the batter.

Players are allowed to steal second, third or home on a passed ball or after the ball crosses home plate.

The manager must notify the scorekeeper of all defensive line-up changes.

TEE BALL (4 & 5 year old)

Runner(s) may not advance on an overthrow to first base.

No fielder shall play closer to home plate than the 45' inner circle.

Outfielders must remain on the outfield grass and may not stand on the infield dirt.

A player may not play pitcher in more than two (2) innings per game.

A player may not play first base in more than two (2) innings per game.

The home plate coach is allowed to help a position the player and the tee prior to swinging the bat.

When the pitcher has possession of the ball and is in the pitcher's circle, the play has ended. The umpire will determine where the runners will be placed after the pitcher enters the circle.

Catchers are not required to wear catcher's gear: masks, helmets, and chest protectors.

A batted ball that does not travel outside the 15' batter's circle into fair territory is a foul ball and played as such. No runners advance and one (1) strike is added to the batter's total. Only three (3) attempts to hit the ball into fair territory will be allowed each time at bat. If the third attempt is a foul ball then the players at bat will continue to bat.

When a runner is coming home, the tee must be picked up by the coach at home plate. If he does not, he will be warned ONCE. The runner will be called out the next time the coach forgets to remove the tee off of home plate.

The starting defensive line-up will play the first two (2) innings. Then, the remainder of the bench will be put in the game for the next two (2) innings. After the entire bench has played, the starting line-up may then be reentered into the game or at the end of the 4th inning at the discretion of the manager (given that the starting pitcher and first baseman cannot return to the same position).

COACH PITCH (5-6 year old)

All Rules from above Tee Ball section apply EXEPT:

Every batter receives 5 swinging attempts to put the ball in play. The Manager must have an adult representative "coach pitch" to the batter for no less and no more than three pitches. Should the batter fail to hit safely by the third pitch, the batter will have two swings from the tee remaining to attempt to reach base. The batter continues to bat if the fifth swing produces a foul ball.

The adult pitcher shall not wear a baseball glove. The adult pitcher may only deliver a pitch after the umpire has declared play ball.

The coach-pitcher shall stand facing the batter, on or behind the chalk line making the minimum pitching distance. The coach-pitcher must complete delivery of the ball to the batter with at least one foot on or behind the minimum allowable pitching distance.

The adult pitcher may only coach the batter until said batter becomes a batter-runner. **PENALTY:** If, in the umpire's judgment, the adult pitcher repeatedly violates this rule the adult pitcher shall be removed from the position of pitcher.

The adult pitcher must make every attempt to leave fair territory after the batter hits the ball. The adult pitcher may not, in any way, interfere with the defensive team and their play of the ball. The adult pitcher may return to fair territory only after the umpire has declared the ball dead. **PENALTY:** If in the judgment of the umpire, the adult pitcher interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play, interference shall be called and the batter or runner on whom the play is being made shall be declared out. All other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

ALL-STAR SELECTION PROCESS (PLAYERS)

All-Star tournament teams: 12 & under; 11 & under; 10 & under; 9-year-olds; 8 & under 7 & under. **All-star team selection process is under review and will be published at a later date.**