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|  | <p><i>The Little League Official Rules (LLOR) are the primary rules document. These local rules are to cover options or extensions of rules pertaining specifically to HYR.</i></p> | <p><i>Unless changed by these local rules, any rule in the LLOR are applicable and primary. Any item not specifically noted in these local rules (this document) shall fall under LL Rule Book.</i></p> | <p><i>Remember, these are kids. Our focus at HYR is to encourage participation, promote fundamentals, and develop character and sportsmanship. Coaches, parents and umpires are responsible for providing guidance and leadership to further these goals.</i></p> | <p><i>If any issue or dispute arises during the game or during the season, please immediately reach out to a HYR Board Member for resolution. Do not directly approach a coach, an umpire or anyone related to a youth baseball controversy.</i></p> |
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| | Pee Wee - Baseball | Minors - Baseball | Majors (50/70) - Baseball | Intermediate (50/70) - Baseball |
|----------------------|---|---|---|---|
| # of Innings | 6 | 6 | 6 | 6 |
| End of Inning | 3 outs or 5 runs scored | 3 outs or 5 runs scored | 3 outs or 5 runs scored | 3 outs or 5 runs scored |
| # of Fielders | 10 players (6 infielders, 4 outfielders with no rover. A catcher is not required (if less than 10 players) but recommended. The catcher must wear a cup. | 10 players (6 infielders, 4 outfielders with no rover) | 9 players (6 infielders, 3 outfielders, no rover) | 9 players (6 infielders, 3 outfielders, no rover) |
| Playing Time | Free substitutions. Players shall not sit consecutive innings. Coaches are encouraged to give every player the opportunity to play one inning of defense in a infield position each game to extent safety is not a concern. | Free substitutions. Players shall not sit consecutive innings. Coaches are encouraged to give every player the opportunity to play one inning of defense in a infield position each game to extent safety is not a concern. | Free substitution. Players shall not sit consecutive innings and must play at least 3 defensive innings in the field. | Free substitution. Players shall not sit consecutive innings and must play at least 3 defensive innings in the field. |
| Pitcher | Coach pitch. An adult at least eighteen (18) years of age can pitch from anywhere between 30' and 42'. The pitching coach must be in a standing or kneeling position and throw overhand. Each batter gets up to 6 pitches or 3 strikes. No walks or hit by pitch. If the batter is hit by a pitch, it shall be considered a no pitch and not count towards the 6 pitch total. The defensive player listed as pitcher shall not leave the pitching circle until the ball is hit. If a batted ball hits the pitching coach and the umpire determines the coach made an attempt to avoid obstruction, then the ball will be ruled dead, the pitch will NOT be counted, the batter will return to hit, and runners will NOT advance. If a batted ball hits the pitching coach and the umpire determines the coach did NOT make an attempt to avoid obstruction, then the ball will be ruled dead, the batter will be ruled out, and runners will NOT advance. | Kid pitch. Standard ball and strikes, including walks, hit-by pitch and strikeouts. No dropped third strikes. | Kid pitch. Standard ball and strikes, including walks, hit-by pitch and strikeouts. Dropped third strike is in play. | Kid pitch. Standard ball and strikes, including walks, hit-by pitch and strikeouts. Dropped third strike is in play. |
| Pitch count | N/A | Pitch count rules apply. See LL Rules. A summary is attached. | Pitch count rules apply. See LL Rules. A summary is attached. | Pitch count rules apply. See LL Rules. A summary is attached. |
| Pitcher Mound Visits | N/A | Limited to two visits to mound per inning. Pitcher must be removed upon second visit to same pitcher. | Limited to three visits to mound per inning. Pitcher must be removed upon second visit to same pitcher. | Limited to three visits to mound per inning. Pitcher must be removed upon second visit to same pitcher. |

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| Balks | N/A | N/A | Balks are in force. Each pitcher shall be given one warning. Any subsequent violation shall result in a dead ball and runners advancing one base. | Balks are in force. Each pitcher shall be given one warning. Any subsequent violation shall result in a dead ball and runners advancing one base. |
| Infield Fly Rule | Infield Fly Rule not in effect. | In situations with 1st and 2nd base occupied and less than two outs, a routine fly ball in fair territory in the infield can be declared an infield fly. This means that the batter is out and the runners can advance at their own risk if ball is dropped. If caught, then tag rules apply. | In situations with 1st and 2nd base occupied and less than two outs, a routine fly ball in fair territory in the infield can be declared an infield fly. This means that the batter is out and the runners can advance at their own risk if ball is dropped. If caught, then tag rules apply. | In situations with 1st and 2nd base occupied and less than two outs, a routine fly ball in fair territory in the infield can be declared an infield fly. This means that the batter is out and the runners can advance at their own risk if ball is dropped. If caught, then tag rules apply. |
| Baserunning | <p>Stealing is NOT allowed. Baserunners may advance until two things happen. First, the lead runner has given up any attempt to advance. Second, any infielder with the ball standing anywhere in the infield requests "TIME." If those two criteria are met, the umpire will call "TIME" and the play will be dead. Neither fielders nor baserunners should stop play until the umpire has officially called "TIME." It will be up to the umpires judgement to determine if the lead runner has given up any attempt to advance.</p> <p><u>On an overthrow at first base</u>, the batter and runners can advance at their own risk up to 2 bases (i.e. batter cannot advance beyond 2nd) regardless of any play made after that overthrow. If the runners attempt to advance beyond 2 bases, the umpire will call "TIME" and runners will return to the prior base without risk of being tagged out. Conversely, a runner can be tagged out if they overrun a base (within 2 base limit) and are attempting to return prior to the umpire calling "TIME." (ex. a batter that overruns 2nd can be tagged out)</p> | <p>Stealing is allowed. Baserunners may leave once the ball crosses the plate. They can advance until they are stopped. If the pitcher is on the pitching rubber and the runner is not halfway, then he must return to the previous base. Stealing can occur on throws back to the pitcher and can be delayed. If the runner is not over halfway and the pitcher returns to the rubber, then runners must retreat to the previous base.</p> | <p>Steals allowed with defense responsible for stopping baserunner progress.</p> | <p>Steals allowed with defense responsible for stopping baserunner progress.</p> |
| Leadoffs | <p>Baserunners must be in contact with their base until the batter has made contact with the ball or ball crosses the plate. Leaving early will result in a warning for first offense, automatic out for second offense. If runner leaves early and the ball is placed into play, then the play is dead and the runner returns to the base previously occupied. If the first warning has already been administered, then the runner is called out and the batter will return to hit again.</p> | <p>Baserunners must be in contact with their base until the batter has made contact with the ball or ball crosses plate. Leaving early will result in a warning and return of the runner to base for first offense, automatic out for second offense. If runner leaves early and the ball is placed into play, then the play is dead and the runner returns to the base previously occupied. If the first warning has already been administered, then the runner is called out and the batter will return to hit again.</p> | <p>Leadoffs allowed.</p> | <p>Leadoffs allowed.</p> |

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| Sliding/Contact | No requirement for runner to slide at a base at any time. The baserunner however must try to avoid contact with a fielder possessing the ball and may be called out for unnecessary or excessive contact in the umpires discretion. The baserunner may not leave his feet to jump through or over a fielder. PENALTY - automatic out without warning. Headfirst slides allowed only when returning to a base. Runner is automatically out for illegal headfirst slide. | No requirement for runner to slide at a base at any time. The baserunner however must try to avoid contact with a fielder possessing the ball and may be called out for unnecessary or excessive contact in the umpires discretion. The baserunner may not leave his feet to jump through or over a fielder. PENALTY - automatic out without warning. Headfirst slides allowed only when returning to a base. Runner is automatically out for illegal headfirst slide. | No requirement for runner to slide at a base at any time. The baserunner however must try to avoid contact with a fielder possessing the ball and may be called out for unnecessary or excessive contact in the umpires discretion. The baserunner may not leave his feet to jump through or over a fielder. PENALTY - automatic out without warning. Headfirst slides allowed only when returning to a base. Runner is automatically out for illegal headfirst slide. | No requirement for runner to slide at a base at any time. The baserunner however must try to avoid contact with a fielder possessing the ball and may be called out for unnecessary or excessive contact in the umpires discretion. The baserunner may not leave his feet to jump through or over a fielder. PENALTY - automatic out without warning. Head first slides are allowed. |
| Obstruction by Defensive Fielder | Obstruction by fielder including catchers is not allowed without possession of the ball. PENALTY for obstruction by fielder is one base advancement by runner. | Obstruction by fielder including catchers is not allowed without possession of the ball. PENALTY for obstruction by fielder is one base advancement by runner. | Obstruction by fielder including catchers is not allowed without possession of the ball. PENALTY for obstruction by fielder is one base advancement by runner. | Obstruction by fielder including catchers is not allowed without possession of the ball. PENALTY for obstruction by fielder is one base advancement by runner. |
| Batting/Bunting | The coach shall bat his entire roster. Bunting not allowed. No intentional base on balls allowed in this division during the regular season. One intentional base on balls per team per game during tournament. | The coach shall bat his entire roster. Bunting is allowed. No pull back and swing or fake bunts after showing bunt (result is an automatic out and reset of baserunners). No distraction bunting where batter waves or attempts to distract pitcher. PENALTY - one team warning, then automatic out for subsequent violation in umpire's discretion. One intentional base on balls per team per game - no pitches are required to be thrown. | The coach shall bat his entire roster. Bunting allowed. No pull back and swing or fake bunts after showing bunt (result is an automatic out and reset of baserunners). | The coach shall bat his entire roster. Bunting allowed. No pull back and swing or fake bunts after showing bunt (result is an automatic out and reset of baserunners). |
| Base Coaches | Each team shall have two base coaches. The base coaches cannot touch the baserunners during live play. PENALTY: The base runner will be called out without warning. The coach pitching is not allowed to instruct the baserunners during live play. PENALTY: Each team will get one warning. A second offense will result in the baserunners returning to the prior bases. Any subsequent offenses result in an automatic out. | Each team shall have two base coaches. The base coaches cannot touch the baserunners during live play. PENALTY: The base runner will be called out without warning. | Each team shall have two base coaches. The base coaches cannot touch the baserunners during live play. PENALTY: The base runner will be called out without warning. | Each team shall have two base coaches. The base coaches cannot touch the baserunners during live play. PENALTY: The base runner will be called out without warning. |
| Defensive On Field Coaching | Defensively, each team is allowed to have a one coach instructing defensive players but he must stay in the outfield or in foul territory. | Defensively, each team is allowed to have a sideline coach instructing defensive players. Coach must stay in foul territory. | Coaches must remain in dugout area or close thereby in foul territory. No on field coaches. | Coaches must remain in dugout area or close thereby in foul territory. No on field coaches. |
| Outfield Defense | Outfielders cannot run to the infield and tag runners or bases. If an outfielder runs into the infield to record an out, baserunners will be considered safe. Time can only be called when the ball has been returned to an infielder. | N/A | N/A | N/A |
| Scoring | 5 runs per inning limit in innings 1-4. No run limit in 5th and 6th inning. 12 run mercy limit after the 4th inning and 10 runs after the 5th. | 5 runs per inning limit in innings 1-4. No run limit in 5th and 6th inning. 12 run mercy limit after the 4th inning and 10 runs after the 5th. | 5 runs per inning limit in innings 1-4. No run limit in 5th and 6th inning. 10 run mercy limit after the 4th inning. | 5 runs per inning limit in innings 1-4. No run limit in 5th and 6th inning. 10 run mercy limit after the 4th inning. |

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| Time Limit | 6 innings. No new inning after 1 hour 15 minutes with a drop dead time limit of 1 hour and 30 minutes during regular season. Ties are allowed in regular season. In tournament, no new inning after 1 hour 45 minute and no drop dead time limit. In tourney championship game, no time limit. The umpire is the official time keeper. A new inning starts immediately upon 3rd out of prior inning. | 6 innings. No new inning after 1 hour 30 minutes with a drop dead time limit of 1 hour and 45 minutes during regular season. Ties are allowed in regular season. In tournament, no new inning after 1 hour 45 minute and no drop dead time limit. In tourney championship game, no time limit. The umpire is the official time keeper. A new inning starts immediately upon 3rd out of prior inning. | 6 innings. No new inning after 1 hour 30 minutes with a drop dead time limit of 1 hour and 45 minutes during regular season. Ties are allowed in regular season. In tournament, no new inning after 1 hour 45 minute and no drop dead time limit. In tourney championship game, no time limit. The umpire is the official time keeper. A new inning starts immediately upon 3rd out of prior inning. | 6 innings. No new inning after 1 hour 30 minutes with a drop dead time limit of 1 hour and 45 minutes during regular season. Ties are allowed in regular season. In tournament, no new inning after 1 hour 45 minute and no drop dead time limit. In tourney championship game, no time limit. The umpire is the official time keeper. A new inning starts immediately upon 3rd out of prior inning. |
| # of Players Necessary for Game/Pool Players During Regular Season | A team may play its game with a minimum of 8 players. If a team has less than 9 players, the coach has the option of adding an HYR age appropriate pool player(s) to sub for the regular season game to get to 9 players. The pool player must play outfield and bat at the bottom of the batting order. There are no pool players for the tournament unless assigned by HYR. | A team may play its game with a minimum of 8 players. If a team has less than 9 players, the coach has the option of adding an HYR age appropriate pool player(s) to sub for the regular season game to get to 9 players. The pool player must play outfield and bat at the bottom of the batting order. There are no pool players for the tournament unless assigned by HYR. | A team may play its game with a minimum of 8 players. If a team has less than 9 players, the coach has the option of adding an HYR age appropriate pool player(s) to sub for the regular season game to get to 9 players. The pool player must play outfield and bat at the bottom of the batting order. There are no pool players for the tournament unless assigned by HYR. | A team may play its game with a minimum of 8 players. If a team has less than 9 players, the coach has the option of adding an HYR age appropriate pool player(s) to sub for the regular season game to get to 9 players. The pool player must play outfield and bat at the bottom of the batting order. There are no pool players for the tournament unless assigned by HYR. |
| Bats | Bats must comply with the size, weight and performance specifications set forth by Little League International. shall bear the USA Baseball logo . All BPF – 1.15 bats are prohibited. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches. | Bats must comply with the size, weight and performance specifications set forth by Little League International. shall bear the USA Baseball logo . All BPF – 1.15 bats are prohibited. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches. | Bats must comply with the size, weight and performance specifications set forth by Little League International and shall bear the USA Baseball logo . All BPF – 1.15 bats are prohibited. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches. | Bats must comply with the size, weight and performance specifications set forth by Little League International and shall bear the USA or BBCOR Baseball logo . All BPF – 1.15 bats are prohibited. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches. |
| Illegal Bats | The batter is out and runners are reset in the event a player has been found to use an illegal bat. All BPF – 1.15 bats are prohibited. | The batter is out and runners are reset in the event a player has been found to use an illegal bat. All BPF – 1.15 bats are prohibited. | The batter is out and runners are reset in the event a player has been found to use an illegal bat. All BPF – 1.15 bats are prohibited. | The batter is out and runners are reset in the event a player has been found to use an illegal bat. All BPF – 1.15 bats are prohibited. |
| Special Pinch Runners | A pinch runner may be used <u>only for the catcher</u> from the previous inning of defense. The pinch runner must be the player that made the last batted out. | A pinch runner may be used <u>only for the catcher</u> from the previous inning of defense. The pinch runner must be the player that made the last batted out. | A pinch runner may be used <u>only for the catcher</u> from the previous inning of defense. The pinch runner must be the player that made the last batted out. | A pinch runner may be used <u>only for the catcher</u> from the previous inning of defense. The pinch runner must be the player that made the last batted out. |
| On deck batter | Not allowed. | Not allowed. | Not allowed. | On deck batter is allowed. Must be properly positioned. |
| Game Protest | In accordance with LL, all protest must be submitted in writing to the HYR Player Agent within 24 hours of the game being completed. The protest will be ruled upon within 48 hours. The Player Agent may call a meeting between the two coaches involved. | In accordance with LL, all protest must be submitted in writing to the HYR Player Agent within 24 hours of the game being completed. The protest will be ruled upon within 48 hours. The Player Agent may call a meeting between the two coaches involved. | In accordance with LL, all protest must be submitted in writing to the HYR Player Agent within 24 hours of the game being completed. The protest will be ruled upon within 48 hours. The Player Agent may call a meeting between the two coaches involved. | In accordance with LL, all protest must be submitted in writing to the HYR Player Agent within 24 hours of the game being completed. The protest will be ruled upon within 48 hours. The Player Agent may call a meeting between the two coaches involved. |
| All Star Voting | The head coach and one (1) assistant coach will be asked to vote and/or nominate players for district all-star consideration. HYR reserves the right to conduct a tryout or evaluation of prospective all-stars players. The team will be announced in accordance with LL Rules. | The head coach and one (1) assistant coach will be asked to vote and/or nominate players for district all-star consideration. HYR reserves the right to conduct a tryout or evaluation of prospective all-stars players. The team will be announced in accordance with LL Rules. | The head coach and one (1) assistant coach will be asked to vote and/or nominate players for district all-star consideration. HYR reserves the right to conduct a tryout or evaluation of prospective all-stars players. The team will be announced in accordance with LL Rules. | The head coach and one (1) assistant coach will be asked to vote and/or nominate players for district all-star consideration. HYR reserves the right to conduct a tryout or evaluation of prospective all-stars players. The team will be announced in accordance with LL Rules. |

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|-----------------------------------|---|--|---|---|
| District All Star Coach Selection | The HYR President and HYR Board will select and approve the district all-star coaches based on the recommendation of the league representative, player agent and coaches that participated in the league. | The HYR President and HYR Board will select and approve the district all-star coaches based on the recommendation of the league representative, player agent and coaches that participated in the league. | The HYR President and HYR Board will select and approve the district all-star coaches based on the recommendation of the league representative, player agent and coaches that participated in the league. | The HYR President and HYR Board will select and approve the district all-star coaches based on the recommendation of the league representative, player agent and coaches that participated in the league. |
| Clean Up and Field Maintenance | The <u>home team</u> is responsible for raking the field after the game, and for returning the scoreboard controller to appropriate area as they will keep score during game or a representative from this team. The <u>away team</u> is responsible for trash cans and ensuring equipment lockers are locked. <u>Both teams</u> are responsible for cleaning out their team dugouts after each game. Balls shall be returned to the umpire or concessions stand. | The <u>home team</u> is responsible for raking the field after the game, and for returning the scoreboard controller to appropriate area as they will keep score during game or a representative from this team. The <u>away team</u> is responsible for trash cans and ensuring equipment lockers are locked. <u>Both teams</u> are responsible for cleaning out their team dugouts after each game. Balls shall be returned to the umpire or concessions stand. | The <u>home team</u> is responsible for raking the field after the game, and for returning the scoreboard controller to appropriate area as they will keep score during game or a representative from this team. The <u>away team</u> is responsible for trash cans and ensuring equipment lockers are locked. <u>Both teams</u> are responsible for cleaning out their team dugouts after each game. Balls shall be returned to the umpire or concessions stand. | The <u>home team</u> is responsible for raking the field after the game, and for returning the scoreboard controller to appropriate area as they will keep score during game or a representative from this team. The <u>away team</u> is responsible for trash cans and ensuring equipment lockers are locked. <u>Both teams</u> are responsible for cleaning out their team dugouts after each game. Balls shall be returned to the umpire or concessions stand. |
| | Maximum # of Pitches in One Day: | Pitchers Rest Requirements: | Calculation of Pitch Limits and Rest: | Pitcher Use Rules: |
| Little League Pitch Rules | <p>League Age:</p> <p>13-16 - 95 pitches per day</p> <p>11-12 - 85 pitches per day</p> <p>9-10 - 75 pitches per day</p> <p>7-8 - 50 pitches per day</p> <p>Exception: If a pitcher reaches the pitch limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is put out; (3) The third out is made to complete the half-inning.</p> <p>Each team reports the number of pitches in the inning to the umpire and opposing coach.</p> | <p>If a player pitches 66+ pitches in a day, four (4) calendar days of rest must be observed.</p> <p>If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.</p> <p>If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.</p> <p>If a player pitches 21-35 pitches in a day, one (1) calendar days of rest must be observed.</p> <p>If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.</p> | <p>If the pitcher reaches and then exceeds a count threshold during the course of his last batter faced, the pitch count reverts back to the pitch count threshold he started the batter for purposes of the rest calculation.</p> <p>Example: If a pitcher starts a batter with 19 pitches and finishes the batter with 23 pitches, his pitch count for rest calculation is 20, not 35. However, if a pitcher starts a batter with 21 pitches and finishes the batter with 23 pitches, his pitch count for rest calculation is 35 pitches as he started the batter with the 35 pitch threshold for rest.</p> | <p>A player may not pitch in more than one game in a day.</p> <p>A pitcher once removed from the mound cannot return as a pitcher.</p> <p>A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.</p> <p>Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.</p> |