



VINE INGLE LITTLE LEAGUE
2023 LOCAL POLICIES & RULES
MIGHTY LEAGUE – BASEBALL

LEAGUE STRUCTURE

Teams

- 1) The League shall consist of the number of teams and the number of players per team, as set by the Board, based on the registration numbers.
- 2) League Age: The players will be league ages seven (7) and eight (8)

Selection of Managers and Coaches

- 3) Managers: Managers will be selected by the League Vice President, subject to Board approval. Managers are not permitted to manage any other teams at Vine Ingle or any other league. The Board may make an exception for a person with considerable experience at Vine Ingle and for whom there would be no conflict of interest when there is a shortage of volunteers for manager positions.
- 4) Assistant Coaches: Managers shall recruit TWO Assistant Coaches who must be approved by the Board before the Manager makes a commitment to the prospective coaches. Managers may use other helpers at practice, but only approved coaches will be in charge of teams at games or practices in the absence of the Manager. Only Managers and approved Coaches may be in the dugouts or on the field during games. Coaching vacancies may be filled temporarily only upon the approval of the President, Presidentelect, or League Vice President until Board approval can be obtained.
- 5) Dugout Parent: The Manager will select a Dugout Parent to assist with general dugout needs including assisting players with helmets, catcher's gear, etc.; keeping the players in the dugout; and assisting with batting lineup.
- 6) Designated Adult Pitcher: The designated adult pitcher may assist within the playing field and dugout area during games. The designated adult pitcher does not have to be the same person for every game.

- 7) Little League Volunteer Form: All Managers, Assistant Coaches, and Volunteers helping with the team, either at practice or games, must complete the Little League Volunteer Form.

Drafts

- 8) The Player Agent will conduct tryouts and the draft. There will be a manager option and one coach option per team. After the draft, each team will be limited to three events per week. An event is a scheduled practice or game.
- 9) Brothers: As to brothers, to the extent they would be playing in the same League, a request by a family that they be separated will be honored and the Player Agent will disclose such request to the Managers. If the draft is done by computer, brothers will be moved to the appropriate team in accordance to fairness to all parties.

SPECIAL PLAYING RULES

The Little League Rulebook shall govern play of all games at Vine Ingle Little League except as modified or supplemented below.

- 10) Coach Pitch: The Mighty League will utilize an All Coach Pitch concept.
- a. The designated pitcher for the offensive team will do all the pitching
 - b. The designated pitcher will come to the pitching mound and pitch to his batter either from, or in front of the rubber, in a standing or kneeling position, without leaving the circle.
 - c. Each batter will receive a maximum of six (6) pitches without the umpire calling balls and strikes.
 - d. The batter is out after three (3) swinging strikes.
 - e. The batter must put the ball in play by the sixth (6th) pitch or he will be called out.
 - f. The umpire will notify both teams when the 6th pitch is about to be made.
 - g. The batter is not awarded first base if hit by a pitch from his designated pitcher.
 - h. If the designated pitcher attempts to field a batted ball, it will be ruled a no-pitch and dead ball.
 - i. If the designated pitcher is accidentally hit by a batted ball, the ball is live and in play.
 - j. **When the designated pitcher is pitching, the player pitcher will take a position on the mound with both feet in the circle and no closer to home plate than the pitching rubber.**
 - k. The player pitcher MUST wear a heart guard chest protector provided by the League.
 - l. The designated pitcher must wear a glove and must leave the playing field once the ball is put in play.

11)Calling of Time: Play will be stopped by the calling of time by the umpires once the defensive team stops the advance of runners.

a : **When a player fielding a batted ball throws to first base for an attempted force out, and the ball is overthrown into foul territory, the batter may only advance one additional base. Any runners on base at the time of the overthrow may only advance one additional base as well. Ex. Runner on 1st and 2nd base. Batter hits ground ball to pitcher who fields it and overthrows to first base. Runner on 2nd scores. Runner on 1st is stopped at 3rd base.**

12)Five Run Rule: The inning at bat will end with the completion of three (3) outs or five (5) runs, whichever comes first. If the home team gets a 5th run (in an inning before the 5th inning) before the time limit expires, that inning is over at the moment the fifth (5th) run scores and another inning will be played. Teams and umpires are encouraged to allow a game to go on until time limit is complete.

13)Slaughter Rule: A game is official after three (3) innings or two and a half (2 ½) innings if the home team is ahead by 10 runs.

- a. In tournament play, the time limit will not apply, but the slaughter rule will apply and a game is official after four (4) innings or three and a half (3 ½) innings if the home team is ahead.

14)Eligible Participants on the Playing Field: Only eligible players in uniform, the Manager, and two Assistant Coaches, a dugout parent, and the designated pitcher are allowed in the confines of the playing field. This includes the dugout.

- a. Managers must control their dugout.
- b. Bat boys or girls are not allowed.
- c. The players must be kept in the dugout when not in the field or batting or running.
- d. All players must wear a batting helmet while at bat and running the bases.
- e. At least one Coach must be in the dugout to assist players, including getting the players in and out between innings, having the catcher ready, and having the on deck batter ready to hit.
- f. Adult base coaches are allowed at first and third base, as long as there is at least one adult in the dugout.
- g. **There are no on-deck circles, and the fenced areas adjacent to the dugouts are not be used for warm-up swings. This safety issue is to be strictly enforced and is the primary responsibility of the dugout parent, but is the responsibility of ALL Managers, Coaches, Board Members and all members of the Vine Ingle Community.**
- h. **One Adult coach will be allowed in the field while his team is on defense. He must stand behind the designated line while the ball is in play and must not**

interfere with the play. He may only address members of his own team. The other coaches must remain in the dugout while their team is on defense.

15)Courtesy Runners: A courtesy runner will be used to replace the catcher when he is on base and there are two outs. The courtesy runner shall be the player making the last offensive out. **Coaches are expected to have their catchers and pitchers with heartguards ready to take the field as soon as their team makes the third out.**

16)Minimum Playing Times:

- a. Teams may use ten (10) players in the field by having four (4) outfielders who must be behind the designated line when the pitch is made to the batter.
- b. A team must have at least nine (9) players on the field at all times or the game will be forfeited.
- c. Each team must use a catcher who will receive a pitch.
- d. No player may sit out more than one (1) inning a game.
- e. If a player does not start in the field one game, he must start in the field the following game.
- f. Managers are strongly encouraged to give every player a chance to play different positions, including the infield.
- g. Managers who are short of players and face a possible forfeit may request a fill-in player through the Player Agent as long as such request is made promptly and as far in advance of the game as possible. The fill-in player must play in the outfield and bat last in the batting order.

17)Batting Lineup: The batting line up will be made up of the entire roster in attendance at the game. At the end of each inning, the last batter will be noted on the lineup sheet, so the next batter in line will be the first batter in the next inning.

18)Infield Fly Rule: The infield fly rule will not be observed. The base runner may not lead off or steal bases but he may leave the base once the ball is hot.

19)Bunting: No bunting is allowed.

20)Double First Base: Mighty League will use a double first base. See LL Rule 7.15.

21)Scheduling:

- a. No game may be re-scheduled without the approval of the League Vice President.
- b. Postponed games will be rescheduled at the earliest available date by the League Vice President, who shall be notified of the need for such re-scheduling as soon as possible. See LL Rule 4.10(d).
- c. Tie games which are called after becoming a regulation game will not be completed at a later time.

22)Forfeits: A game shall be forfeited if a team cannot place nine players on the field within ten minutes of the scheduled starting time. Games will not be rescheduled due to a lack of players. Managers must alert to the availability of their players, particularly during the Spring holidays and the end of the school year when vacation begins.

23)Time Limits:

- a. A regulation game will be five (5) complete innings or a time limit of one (1) hour and fifteen (15) minutes, whichever comes first.
- b. A 9:00pm curfew will also be in effect. An official time clock will be provided by the League for use in all games. No inning will start after the time limit or curfew expires.
- c. The clock will be stopped for time-outs due to injury and rules discussions with the umpires.
- d. In case of a tie, extra innings may be played subject to the running of the time limit or the curfew, but will not be played at a later time.

24)Uniforms: Decals or other emblems on caps or any part of the uniform are not permitted. LL Regulation XII, LL Rule 1.11. Designated Pitchers may not wear white shirts.

25)Equipment: The League will provide helmets, bats, catcher's equipment, and the pitcher's heart guard chest protector. Players may use their own equipment as long as it complies with these rules and Little League specifications.

26)Press Box and Scorekeepers:

- a. The home team Manager will provide the scoreboard/PA operator.
- b. The visiting team Manager will provide the official scorekeeper.
- c. Swapping is allowed if agreed upon; otherwise, these duties shall be handled as stated in these rules.
- d. Game Duties, such as, scorekeeping, pitch count, and announcing, may only be performed by someone age 16 or older. Children are not permitted in the Press Box or Scorekeepers Stand unless supervised by an adult performing game duties or other League business and only if no other accommodation can be made from the child's supervision.
- e. There should be no cheering or coaching from the Press Box or Scorekeepers Stand.

27)Protests: Protests (LL Rule 4.19) must be made in writing and delivered within twenty-four hours to the President, who will promptly assign the protest to an arbitration committee. Twenty-five dollars (\$25.00) in cash will be posted with each protest. If the protest is upheld, the \$25.00 will be returned. Otherwise, it will be forfeited to the League.

28)Unsportsmanlike Conduct Rule: Any player, manager, or coach who instigates or participates in any of the actions listed below while on the premises of Vine Ingle Little League will be subject to disciplinary action. If the misconduct occurs during a game, the offender is disqualified from that game in addition to any other penalties imposed. All League officials, including umpires, game directors, and Board Members, have authority and responsibility to enforce this rule. All incidents involving unsportsmanlike conduct must be reported to the President or League Vice President within 24 hours of the incident. The President shall require the offender to appear before the three Board members to explain his/her conduct. The Board members shall impose such penalty, as they feel justified, using these guidelines:

- a. Fighting, wrestling, pushing, shoving or any other physical contact which is not an inherent part of the game; or intentionally throwing a ball or any other object; or using a bat or any other object to strike at another individual in a manner which is not an inherent part of playing baseball:
 - i. First Offense – two game suspension; ii.
Second Offense – suspension for the season.
- b. Behaving in a manner which is contradictory to the rules and spirit of Little League Baseball, including, but not limited to, verbally harassing, “trash talking,” making obscene or inappropriate gestures, spitting on, throwing water or other liquids, throwing gum or spitballs, etc. at another individual, especially umpires:
 - i. First Offense – one game suspension; ii.
Second Offense – three game suspension; iii.
Third Offense – suspension for the season.

29)Slinging or Throwing of the Bat: If a player is deemed by the home plate umpire to have slung or thrown the bat after contact with the ball, the following actions will occur:

- a. First Offense – a warning will be given by the home plate umpire to the Manager of offending team and the player will be allowed to stay in the game.
- b. Second Offense – an automatic out will be imposed and all advancing baserunners will return to their original position.
- c.

30) Season champion will be determined by the best season record. Ties will be broken by head to head competition.

31)League Champion: The League Champion will be determined by a postseason single elimination tournament in which all teams participate using coach pitchers. Teams will be seeded according to season records using a points system as followings: wins earn three points, tie games earn one point, and losses earn zero points.

20) All Star Selections: All Star selections will be made near the conclusion of the season in each League under the direction of the Player Agent. Eligible All Stars will participate on the League's tournament teams. If possible, each Mighty League team should be represented on the respective tournament teams, and the Player Agent is encouraged to strive for this goal. The Player Agent will inform the President of the selections and the League will make the official notifications to the District as provided in the Tournament Rules.

- a. All Star Districts – Section II (D) & IV (H) Players: Each Manager must notify the President immediately after the draft of any players on his team who are eligible to be claimed under either Section II (D) or IV(H) of the Little League Registration. The Manager shall assist the President in obtaining all information necessary to provide to the District Administrator.