BYRON TOWNSHIP LITTLE LEAGUE

2024 BASEBBALL LOCAL RULES

Updated 4/15/2024

Your job isn't to win. It's to make sure that every kid on the team has fun and walks away from the season knowing something they didn't know before. Some kids learn more than others. Some kids learn faster than others. But, if every kid goes away from the season having learned something, then it has been a successful season for all of us.

Coaches Should:

I. Model Parent Code of Ethics.

II. Enthusiastically support and practice "Everyone Plays" and "Positive Coaching".

III. Set a good example and be positive with your praise.

IV. Develop team respect for the ability of opponents, opposing coaches and for the judgment of umpires. Your example will lead the way. Enlist support from your team's parents in your effort to instill proper attitudes and values in the players.

V. Make sure your team's ball experience is one of fun & enjoyment – don't over emphasize winning.

VI. Any Coach or player using profanity or any other excessive unsportsmanlike conduct will be ejected from the game by the umpire in charge. The ejected party must leave the playing and spectator area and will be suspended for the next 2 games that they are eligible to participate in. The second offense will result in a review by the league rules board. Participation is banned until the review takes place and a suspension period is established.

GENERAL RULES

A. Both teams playing the last game are responsible for raking around the bases and pitching mound after each game.

B. No smoking, drinking, or abusive language will be permitted on the field. Violators will be removed from the field and the game.

C. Weather related issues:

1. If a tornado watch or warning is in effect ½ hour or less prior to any game time, that game (for Junior double headers, the match) will be canceled and rescheduled.

2. Under any other conditions, coaches, players, parents and umpires should presume the games will be played and go to the fields. If the first game is canceled due to weather related conditions, later games may be played at the discretion of the umpire or attending league officials.

3. Any other weather condition related decisions occurring immediately prior to or during the game will be made by the game umpires and attending board members. Head coaches only may also be involved in the conversation for input.

4. Once a game begins, if lightning is observed or thunder is heard, the contest must be suspend ed by the umpires and/or

attending board members. The occurrence of lightning or thunder is not subject to interpretation or discussion — lightning is lightning; thunder is thunder. If it is reasonable, the umpires will call time and confer with the umpires on the adjoining fields prior to suspending play. When play is suspended, all players should seek appropriate shelter. Play is to remain suspended until 20 minutes after the last occurrence of thunder or lightening.

5. In the rare event that an early game cancellation takes place, the decision will be made by the Field Manager and communicated through the League Website (www.byrontownshiplittleleague.org). Please DO NOT call the field Manager to ask about the status of games. If you do not see it on the web site, go to the field.

D. No team games or practices shall be scheduled on Sundays.

E. Coaches must have their League VP's approval prior to suspending any player from eligibility.

F. Ages are playing ages, not chronological ages.

G. A – Majors, Sen, and Big League: In the event a team cannot field a full team, it may add players from the league below, but only those of the highest age group below, to bring the roster to 9 players. These players may not pitch and may not be 'brought up' to play in games that are in conflict with their regular team games. The substitute players may change on a game by game basis.

Juniors: We encourage Junior teams to borrow players from another Junior team not paying that day. Major players who substitute at the Junior level are not eligible for LL All Star Play.

H. There must be 2 unrelated adults present at ALL team activities (meetings, gatherings, practices, team parties etc.).

PLAYING RULES

The Little League Baseball Rules ("LLBB rules") shall govern play and equipment specifications. Any exceptions are stated in the local rules that follow.

1. Protests must be submitted in writing to the league president within 24 hours of completion of the game from which the protest originated. Only rule interpretations can be protested, judgment calls cannot be protested. The head coach must inform the umpire and the opposing head coach of his intent to protest before play resumes after the protested play.

Players & Substitutions

2. For T-Ball through Minors equal play is expected to the extent reasonably possible. See the attached player rotation plan. At all levels equal play is encouraged and all players must play at least 2 consecutive defensive innings prior to the fifth inning and bat at least one time.

3. Any player removed from the field may return to the field at any position. (Free defensive substitution). Exception: Pitchers in Minors and Majors cannot return to the pitching mound and may not move to the position of catcher after pitching more than 41 pitches in that game. For Juniors, see league specific rules below.

4. The batting order "rocket rule" will be followed at all levels. Each coach must submit a batting lineup, consisting of all playing members of the team, to the opposing coach prior to the start of

the game. This lineup must contain full name and uniform number. Players added to the roster under Rule G, above must be so indicated. Any player arriving late for the game must be placed at the end of the batting order. Players who leave the playing site early for any reason or leave the game due to injury or illness will not be counted as outs each time their scheduled at bat comes up, but will not be allowed to return if they miss their atbat.

5. Defensive coaches are allowed 1 field conference per inning per pitcher without changing pitchers.

Starting and Ending the Game: Weeknight Game Times: 5:15 and 7:15, Single games: 6:00.

6. Length of game:

- Before May 14 - 5:15 pm and 7:00 pm start times and Saturday games.
- Six (6) innings or…
- If six innings are not reached before 1 ¼ hours of play, the umpire will call the current inning as the last inning. **NO NEW inning may start after 1 ¼ hours of play**.

  Example: 5:15 game, at 6:30 the game is in the 4th inning. Therefore the 4th inning will be the last inning. There are unlimited runs in this final called inning. Or…..
- At 90 minutes the Umpire will call the game. This is a HARD STOP (no hard stop for Saturday games). This is not negotiable between coaches. Game is over. Whichever team has the most runs wins the contest.

  It DOES NOT revert back to the last completed inning.
- After May 14 – 5:15 pm and 7:15 pm start times and Saturday games.
- Six (6) innings or …
- If six innings are not reached before 1 ½ hours of play, the umpire will call the current inning as the last inning. **NO NEW inning may start after 1 ½ hours of play**. Example: 5:15 game, at 6:45 the game is in the 4th inning. Therefore the 4th inning will be the last inning. There are unlimited runs in this final called inning. Or….
- At 100 minutes the Umpire will call the game. This is a HARD STOP (no hard stop for Saturday games). This is not negotiable between coaches. Game is over. Whichever team has the most runs wins the contest. **It DOES NOT revert back to last completed inning.**
- 6:00 pm start times.

  Six (6) innings or…

  If six innings are not reached before 2 hours of play, the Umpire will call the current inning the last inning. There are unlimited runs in this final called inning. There is NO hard stop on 6:00pm games.
- Juniors and 50/70 Intermediate are seven (7) innings.
- Double Headers will consist of 2 – 5 inning games and start at 5:15pm
- T-Ball are a 1 hour time limit regardless of inning.
- CP Minor games have a 90 minute time limit regardless of inning.

7. No extra innings. Tie games result in ½ win credit for each team. Exception: playoff games cannot end

in a tie.

8. A team will be allowed to start play with 8 players. A team that has 7 players or less from their roster at game time shall forfeit the game. Once the game is forfeited the teams may play for fun, but a player arriving late will not change the forfeit status.
9. A, AA: Prior to the last inning no team shall score more than 5 runs per inning. Unlimited runs may be scored in the last called inning of the game. If the home team is down by 7 runs or more entering the last inning they will bat first. AAA, Majors and
   Juniors: There will be no run limit per inning. The "mercy rule" contained in LLBB Rule 4.10, 10 runs after 4, 15 runs after 3. Juniors is 10 after 5, 15 after 4.

The Batter.

10. On Deck Batters are not allowed.

The Runner

11. There are no pinch runners with 2 exceptions:
   • An obvious and clear injured player. That player must be removed from the game.
   The pinch runner will be the player who made the last out.
   • With 2 outs the catcher in the upcoming inning may be replaced with the player who made the last out.

The Pitcher

12. The official pitching rules for Little League Baseball shall be followed. See Attached.
13. Coaches may warm up their pitchers.

Tie Breakers for League Standings

14. Division champions shall be determined by:

a. Best overall record in the division.
b. Results of head to head competition between still tied teams (Win-Loss).
c. Total run differential (total runs scored-total runs allowed) in games between still tied teams.
d. Draw lots for still tied teams (flip a coin when only 2 teams).
   Start with test #1 for all tied teams. Teams not satisfying a test factor will be dropped from the consideration before moving to the next level.

Minor League Specific Rules

MINOR AAA:

1. Division AAA will follow Official LLBB Rules for Major League except for the following.

- There will be NO drop 3rd strike in the AAA Division.

MINOR AA:

1. Runners may not steal but may attempt to advance to the next base on passed balls or wild pitches. For the purpose of this rule, a passed ball/ wild pitch is any ball delivered by the pitcher as a pitch that strikes the ground before it is caught by the catcher.
   Runners may advance only one base per batter. Runners may not advance on overthrows by the catcher attempting to throw out the advancing base runner.
2. When a batter is thrown ball 4, the ball is immediately dead (base runners may not advance). A Manager/Coach will then come out to pitch to the batter. The catcher shall position themselves within the catcher's box and in the squatted catcher's position, and the pitcher on either side of the coach.
   - The amount of strikes the batter has left, that's how many pitches (must be hittable according to the ump) the coach gets. Example: 4-1 count, the batter gets 2 hittable pitches to put the ball into play.
   - The Umpire will continue to call balls and strikes, however there are still no walks issued.
   - The batter may not bunt the ball.
   - The batter can strike out via called 3rd strike by the Umpire or by swinging.
   - There is no minimum distance the ball must travel.
   - If the ball hits the Manager/Coach, it is considered a live ball and can be played.

MINOR A: COACH PITCH MAJORS

1. Only game scores are kept. There are no league standings or champions.
2. There are no forfeits. In the event one team does not have enough players, no score will be kept.
3. Teams shall defensively consist of 10 players – 1 pitcher, 1 catcher, 4 infielders, and 4 outfielders. Outfielders must be positioned approximately equal in the field (No Rover).
4. Three defensive coaches should be in the field (2 behind the IF. 1 at the backstop).Two offensive coaches (2 coaching boxes should be on the field).
5. No leading off base and no stealing is allowed.
6. Runners are not to leave their base until the batter has made contact with the ball.
7. No infield fly rule.
8. Runners may continue to advance until the ball is in control of a fielder and the play has slowed.
9. Runners may not advance on overthrows/passed balls to first base.
10. There is no minimum distance that the ball has to travel on a full swing.

11. No bunting is allowed.
12. BATTING CP MAJOR:
    -A batter will get 7 pitches to put the ball in play.
    -There are no called strikes or balls.
    -A batter can strike out swinging (3 strikes).
    -If a batter fouls off the 7th pitch, they will get a pitch until they either swing and miss or put the ball in play.
    -The Manager/Coach must pitch with 1 foot within the pitchers circle.
    -If the ball hits the Manager/Coach it is considered a live ball and can be played.
    -The pitcher should position on either side of the Manager/Coach.
13. Players will pitch the 1st inning of each game before May 12th, and will pitch the 1st & 2nd innings of each game after May 12th. All remaining innings will be coach pitch.
14. A player/ pitcher may not throw more than one inning per game. If a pitcher throws at least one pitch in an inning it is considered a full inning.
15. Each pitcher will be allowed six warm-up pitches.
16. Pitchers may pitch with their pivot foot no closer than 5' in front of the 46' rubber
17. When a player is pitching and a batter is thrown ball 4, the ball is immediately dead. A Manager/ Coach will then come out to pitch to the batter. The catcher shall position themselves within the catcher's box and in the squatted catcher's position, and the pitcher on either side of the coach. All coach pitch rules apply accept:
    - The amount of strikes the batter has left, that's how many pitches (must be hittable according to the ump) the coach gets. Example: 4-1 count, the batter gets 2 hittable pitches to put the ball into play.
    - The Umpire will continue to call balls and strikes, however there are still no walks issued.
    - The batter may not bunt the ball.
    - The batter can strike out via called 3rd strike by the Umpire or by swinging.
    - There is no minimum distance the ball must travel.
    - If the ball hits the Manager/Coach, it is considered a live ball and can be played

MINOR A: COACH PITCH MINORS

1. Only game scores are kept. There are no league standings or champions.
2. Outs are recorded. After 3 outs, teams will swap offense/defense. No team shall score more than 5 runs per inning.
3. There are no forfeits. In the event one team does not have enough players, no score will be kept.
4. Teams shall defensively consist of 10 players – 1 pitcher, 1 catcher, 4 infielders, and 4 outfielders. Outfielders must be positioned approximately equal in the field (No Rover).
5. Three defensive coaches should be in the field (2 behind the IF. 1 at the backstop).Two offensive coaches (2 coaching boxes should be on the field).

6. No leading off base and no stealing is allowed.
7. Runners are not to leave their base until the batter has made contact with the ball.
8. Runners may not advance on overthrows/passed balls to first base.
9. No infield fly rule.
10. Runners may continue to advance until the ball is in control of a fielder and the play has slowed.
11. There is no minimum distance that the ball has to travel on a full swing.
12. No bunting is allowed.
13. Coach Pitch Minors:
    - -A batter will get 5 pitches from the coach to put the ball in play.
    - -There are no called strikes or balls.
    - -There are no strikeouts.
    - -The Manager/Coach must pitch with 1 foot within the pitchers circle.
    - -If the ball hits the Manager/Coach it is considered a live ball and can be played.
    - -The pitcher should position on either side of the Manager/Coach.
    - - If the batter fails to put the ball into play after 5 pitches, the ball will be placed on a Tee.

T-BALL LEAGUE SPECIFIC RULES

1. No score should be kept.
2. No outs should be recorded, although players must leave the field when they are out.
3. Rain-outs are called by the coaches and will be made up at their discretion and convenience.
4. Time limit of 1 hour.
5. Three defensive coaches should be in the field (2 behind the IF. 1 at the P mound). Three offensive coaches (2 coaching boxes should be on the field and one at the batter). All coach's principal function is to give direction. They should not interfere with the play in any way.
6. 45' bases.
7. Runners stay on the base until the ball is hit.
8. Runners stop when ball is back in the control of the 1st baseman, pitcher or catcher (the play is done) or when the ball is back in the infield on an outfield hit.
9. All teams shall use the attached player rotation plan.
10. All batters, runners and catchers must wear helmets (Please keep the catcher back away from the batter).
11. Fielding team infield coach is umpire.
12. RIF 1 or equivalent baseball is used.