

## Canyon Hills and Chino Hills and Interlock Rules Spring Player Pitch (AA) Division

The current Little League Baseball Official Rule Book shall be used as the official rules guidelines. Some rules have been modified to meet the needs of our local league. Final interpretation of any rule(s) shall be the responsibility of the Board of Directors:

1. **Time Limits: There shall be No new inning after 1:30 minutes. If an inning begins prior to this time, it shall play out to complete the inning.**
  - a. Managers are obligated to play for the entire allotted time period and or inning limit and are not permitted to terminate a game prior to the late arrival of an umpire in excess of 10 minutes may be grounds to adjust the game time. Any adjustment to game time can only be made by a non-participating Board Member within the first 2 innings of a game, using the following order of hierarchy: Duty Officer (at park), League Umpire in Chief, Executive VP or League President.
2. A Little League Level 5 baseball shall be used during games.
3. A maximum of ten (10) defensive players may be placed on the field with a regulation 6 player infield and a 4 player outfield.
  - a. Every player on a team roster will participate in each game for a minimum of six (6) defense outs.
  - b. A five-run limit will be enforced in **all** innings.
  - c. If a half-inning ends because of the imposition of the five-run limit in "Rule 2.00-Inning," and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that has occurred while the player was used defensively.
4. Each team is responsible for supplying one (1) game ball at each game.
5. Scorekeepers are required in order to keep track of batting order, pitch count and last out at a minimum.
6. Managers are expected to rotate infielders and outfielders every inning.
7. Players **must** play 2 of the first 4 innings of every game. No player shall sit out defensively over consecutive innings.
8. **The offense is retired when three (3) outs have been recorded or five (5) runs have scored.**
9. The batting order shall consist of all rostered players.
  - a. Batting lineups can be modified for the first three games only, after the 3rd game it is expected there will be only one lineup modification as mentioned below.
  - b. A batting lineup order must be submitted to the opposing team manager prior to the start of the game.
  - c. It is expected that the submitted batting order remains the same and continuous from game to game (i.e. if the batter makes the last out of the game, the 6th batter will bat first in the following game.)
  - d. Each player on the roster should be included in the batting order. If a player is injured or needs to leave the game, they can be skipped in the batting order without penalty.
10. **It will be determined by the League Boards at what game the "half" season designation will be in effect. (played or not)**
11. A player will pitch to the batter until he throws four balls, or the batter gets a hit, or strikes out.
  - a. Players must pitch from the pitching rubber. (42 feet)

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- b. There will be no walks in the first “half” of the season, see section (f) below.
  - c. If a batter is hit by a ball thrown by a player-pitcher the following shall take place:
    - i. The player has the option of taking first base OR the Manager/Coach will pitch 3 pitches to player. The batter will get 3 pitches total regardless of what the count was prior to being hit (first “half” only). The batter will either get a hit, or if he does not get a hit by the 3<sup>rd</sup> pitch he will be ruled out. (Swinging is encouraged). If a foul ball is recorded on the third pitch the batter is to continue to receive pitches until a hit or miss.
  - d. A pitcher shall be relieved if he/she hits two (2) batters in one inning or four (4) batters in a game.
  - e. Managers/Coaches who pitch may stand on ANY part of the mound; at the completion of the pitch at least one foot must still be touching the mound. Coaches are only allowed to throw overhand.
  - f. ***During the 1<sup>st</sup> “half” of the season –***
    - i. After a count of 4 balls, the strike count carries over to the manager/coach pitching. The umpire will continue to call balls/strikes while the coach pitches. The batter shall either get a hit, strike out or if he/she does not hit the 3<sup>rd</sup> pitch he/she is out. (Swinging is encouraged). If a foul ball is recorded on the third pitch the batter is to continue to receive pitches until a hit or a strike out is recorded.
  - g. ***During the 2<sup>nd</sup> “half” of the season -***
    - i. After a count of 4 balls the batter is awarded 1<sup>st</sup> base (walk).
12. Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
- i. Any player who warms up a pitcher **MUST** wear at a minimum a catcher’s mask and chest protector.
13. PITCH COUNT: During the regular season, the manager must remove the team’s pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

Pitching Age	Max Pitches (per game)	Required Rest 1-20 Pitches	Required Rest 21-35 Pitches	Required Rest 36-50 Pitches	Required Rest 51-65 Pitches	Required Rest 66-75 Pitches
7-8	50	0 days	1 day	2 days	n/a	n/a

Rest is defined as – cannot pitch calendar days.

- a. All players that reach their 9<sup>th</sup> birthday on or before **August 31st** are **strictly prohibited from pitching.**
- b. **No pitcher shall pitch more than 50 pitches per game.**
- c. A pitcher who delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.
  - i. Note: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) *that batter reaches base;* (2) *that batter is retired;* or (3) *the third out is made to complete the half-inning or the game. The pitcher would be*

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*allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.*

- d. Any catcher who has caught 4 innings is ineligible to pitch for that game. (1 pitch in the 4<sup>th</sup> inning is considered a complete inning).
  - i. *A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.*
    - 1. *Exception: If the pitcher reaches the 20 pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.*
- e. **A player may not pitch in more than one game in a day. (Players playing in multiple leagues shall not pitch in more than one game in a day) Little League cannot enforce this rule if the second game is another league. If a player(s) pitched in another league's game on the same day prior to pitching in a Little League game the manager must disclose this, league officials will consult with the parents of the player to discuss the safety of the child's arm. The league will encourage the parents to avoid this at all cost. Managers please use good judgment on these types of situations and avoid pitching a player that has already pitched earlier in the day at another league.**
- f. If a game is called for any reason prior to one completed inning any pitches delivered will **not** be counted. All pitches delivered in the last inning of a game, but the outcome of the game reverts back to the previous inning under rule 4.11d count towards a pitcher's total for that game.

### 14. **Stealing**

- a. FIRST SCHEDULED 7 GAMES (played or not):
    - i. There shall be **NO** stealing. Runners may not advance on passed balls or wild pitches.
  - b. REMAINING GAMES:
    - i. It is permitted to steal second and third base **ONLY**. Runners may **not** advance to an additional base due to throws made attempting to put out a base stealer.
    - ii. The ball must reach the batter before the runner can leave the base.
    - iii. Runners may not lead off at any time; any runner having been determined as leaving early by the Umpire shall return to their previous base. If the ball is hit and the runner leaves too soon, the runner must return to the base.
    - iv. ***Under NO circumstances can a player steal home.***
    - v. Players may not steal when a manager or coach is pitching.
15. Runners may advance **one base only** on each overthrow, if a player has already "acquired" a base prior to the overthrow they may continue to the next base as part of the overthrow rule. **You cannot advance to home on an overthrow. Exception:** No runners shall advance on overthrows from catcher to pitcher.
16. Bunting is allowed but only when a player pitcher is pitching. No bunting is allowed when a coach is pitching.
17. Managers and coaches(must be board-approved volunteer) are required to stay in the dugout.
- a. During defense, only the numbers of designated coaches are allowed outside of the dugout.

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- i. **For the First half of the season** a maximum of two (2) defensive coaches shall be allowed on the field of play at any time. All other coaches and managers must remain in the dugout.
    - ii. **For the Second half of the season** a maximum of one (1) defensive coach shall be allowed on the field of play (in the outfield) at any time. All other coaches and managers must remain in the dugout.
    - iii. Live balls hitting a defensive coach will be treated the same as if the ball struck an umpire.
  - b. During offense, Managers/coaches may coach 1st and 3rd bases.
  - c. A **maximum** of 4 coaches are allowed.
18. One Umpire will be supplied by the league for each game.
19. A runner is out if he/she slides head first while advancing.
20. There is no "must slide rule." The rule is "slide or attempt to get around." The key in this situation is the "fielder has the ball and is waiting to make a tag." If the fielder, any fielder, not just the catcher does not have the ball and there is a collision, the runner is NOT out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct. (Reference Rule: 7.08 Little League Manual "The right Call, 2009.") If the impact of a runner breaks a base loose from its position, no play can be made on that runner at the base if the runner had reached the base safely.
21. The dugout gate must be closed at all times during games.
22. No players may stand in the on-deck circle during the game. All offensive players waiting to bat must remain in their dugout until they are called upon to hit by their manager.
23. No food, gum, sunflower seeds or beverages (other than water) are allowed in the dugout and no food, gum, sunflower seeds or beverages are allowed on the playing field.
24. Dugouts are to be kept clear of cans, glass bottles, food, candy, (etc.) and must be cleaned after each game.
25. Managers, Coaches and Parents are prohibited from using any type of Tobacco(smoke or smokeless), Vape or Alcohol products while on the field with players during practices or games.
26. First aid kits must be kept in the dugouts at all times during games and practice.
27. Post-game meetings must be held outside of the dugouts and in the presence of the parents, so as to allow the next game to begin on time.
28. Emergency cards/medical release must be present at all team functions. Random audits will be conducted to ensure compliance.
29. All male players are required to wear athletic supporters. All catchers are required to wear a fiber or plastic cup, mask with apple/throat guard, shin guards, and chest protector during games. (Hockey style catcher's masks also require the additional hanging throat guard).
30. Players must be in full uniform to play. The uniform consists of baseball hat, jersey, and pants. No jewelry of any kind will be worn during practice or games. Pins on hats are also prohibited. Prescription Glasses are allowed and regular non-metal sunglasses are permitted. All offensive players on the field of play (including player base coaches) are required to wear a batting helmet.
31. All players present for the game will bat in a continuous order with no offensive substitutions allowed. In the case of an injury to a base runner, the last player to be put out can be used as a substitute.
32. Courtesy Runners: will be permitted for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher or the catcher is subject to removal from the line-up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to

the plate umpire.

- a. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
33. Each manager is responsible for ensuring that any bat used during games or practice is Little League-approved and bears the **USA Baseball mark**, no other bats can be approved. No exceptions.
34. Home team occupies the third base dugout.
35. **Rainy Day Procedures:** Field at Community Park cannot be used for practices or games until the City of Chino Hills gives their approval. A scheduled game is considered a rainout only if the city has closed the fields. Every attempt will be made to reschedule all rained out games.

**Field Conditions Hotline: 909-364-2738**