

## ST. BETHLEHEM LITTLE LEAGUE ADOPTED LOCAL RULES

- 1. The Home Team is responsible for the field chalking and preparation of the field for play; however, if the visiting team arrives first they should assist the home team by starting the process so that the game can commence on time, in accordance with the Little League Rulebook, Diagrams 1-5. This should be completed at least ten (10) minutes prior to the plate meeting.
- 2. First game of the evening shall start at 6:00pm
- 3. The game length for each division shall be:

a)	Peewee Division (PWB & PWG):	60 Minutes
b)	Minors Division (MIB & MIG):	90 Minutes
c)	Majors Division (MJB & MJG):	105 Minutes
d)	Intermediate Division (50/70):	105 Minutes
e)	Junior/Senior Division (SRB & SRG):	105 Minutes
	i. Fall Ball: Minor Division and Above:	90 Minutes

- 1. A new inning shall not be started with less than ten (10) minutes remaining on the game clock for T-Ball and Peewee divisions. A new inning shall not be started with less than five (5) minutes remaining on the game clock for Minors, Majors, Intermediate 50/70, Junior and Senior Divisions.
- 2. A completed game is considered three (3) innings. In the event of a tie, the game will continue following the International Tie Breaker rules. Each team will start with a runner on second (2<sup>nd</sup>) base. This will continue for a maximum of two (2) extra innings. If following the second (2<sup>nd</sup>) extra inning, the game will be considered completed and the game will be recorded as a tie.
  - a) FALL BALL: All games may end in a tie.
- 4. The time limit supersedes the inning rule. Once time has expired or the mercy rule has been met the game is considered official and completed.
- 5. A five (5) run rule, per inning is in effect for T-Ball, Peewee, and Minor Divisions. An eight (8) run rule, per inning is in effect for the Majors, Intermediate 50/70, Junior and Senior Divisions.
- 6. The Elimination Run Rule is in effect for all divisions as follows:
  - a) Twelve (12) runs AFTER three (3) complete innings
  - b) Ten (10) runs AFTER four (4) complete innings
  - c) Eight (8) runs AFTER five (5) complete innings.
- 7. After game time has expired, if a team has a lead of nine (9) runs or more (majors and above) or six (6) runs or more (minors and below), the manager of the team with the least runs shall concede the victory to the opponent.
- 8. Only one (1) Manager, of each team, should attend the pre-game plate meeting, with the Umpire(s). <u>This is the point of contact for the Umpire(s) during the game.</u> Should the point of contact need to be changed this must be communicated to the plate umpire immediately and can only be done once per game.
- 9. The Umpire(s) will provide two (2) baseballs/softballs at the start of each game. If needed, the Board Member on duty may obtain additional baseballs/softballs. It will be the responsibility of each team to retrieve foul balls and return them to the umpire(s).
- 10. Each team will provide an Official Lineup card, to the plate Umpire, at the plate meeting. <u>The lineup card shall</u> <u>utilize a continuous batting order in Junior Division and below</u>, in addition to the following requirements:
  a) THE PLAYERS FIRST NAME, LAST NAME, NUMBER & POSITION (PITCHER AND CATCHER) MUST BE FILLED OUT FOR EACH PLAYER.
  - b) White (Umpire); Yellow (Opposing Team); Pink (Team)
- 11. The Plate Umpire will announce the official game time and duration, at the end of the plate meeting.
- 12. An Umpire may not officiate any game, in which an immediate family member is a Manager/Assistant Coach or rostered player.
  - a) An exception may be granted, on a case-by-case basis, by the Umpire-in-Chief (UIC) and/or on-duty Board member, if there is a conflict of interest or the assigned Umpire(s) have failed to arrive for the game.
- 13. A ten (10) minute "grace period" given to any team that does not have the minimum number of players. After the ten (10) minute "grace period" has elapsed, the team that lacks the required number of players shall forfeit the game.



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- 14. St. Bethlehem Little League strives to provide a safe and fun environment for all players, umpires, volunteers and spectators. StB has a ZERO tolerance policy for badgering, yelling, or any other forms of verbal or physical abuse towards our umpires, players or volunteers. The offender may or may not receive one warning at the umpire and/or board members discretion. Violation of this rule by a manager, coach and/or spectator will result in the offender being removed from the facility by a board member and shall be suspended for the next played game. If a spectator is removed from the facility the manager of the violating team will also be ejected from that game and could receive further suspension pending review from the judiciary review board. Any party ejected from the game/facility must immediately leave the premises (to the parking lot) failure to do so can result in further action being taken. Umpires and Board Members reserve the right to remove any person(s) from Civitan Park. Remember we are all here for the same reason, the kids! We are all human and make mistakes!
- 15. In accordance with Little League Rulebook, Regulation V, Part C., if either team has requested a pool player, to fill their roster, these guidelines must be followed:
  - The respective player agent must be contacted, and the player pool utilized to fill the roster needs. a)
  - b) Managers and/or coaches will not have the right to randomly pick/choose players from the pool.
  - c) When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game.
  - d) The player must play the required length, which is nine (9) consecutive outs once the player enters the game, and the pool player must bat at least once.
  - The player must meet all Little League playing requirements and the player must have the permission of e) their parent/guardian and respective player agent.
  - The respective player agent will keep a record of all requests/utilizations. f)
  - If the rostered player who was absent shows up for the game, the player from the player pool shall still play in g) that game in accordance with all regulations listed above.
- 16. Following the conclusion of the game, both teams are responsible for timely and proper cleaning of the dugouts.
- 17. Coaches are permitted to warm-up catchers during the regular season only. (Spring & Fall)
- 18. ALL softball players that play the field shall at all times wear a face mask. This applies to ALL divisions of softball.
- 19. ALL PROTEST WILL REQUIRE THE MANAGER TO PAY \$50 AT THE TIME OF PROTEST. IF THE PROTEST IS OVERTURNED BY THE PROTEST COMMITTEE THEN THE MANAGER WILL RECEIVE THE \$50 BACK, IF IT IS UPHELD STB WILL NOT RETURN THE \$50.

## 20. Tee Ball Division Only:

Teams should play with ten (10) players but can play with a minimum of nine (9) players without taking an a) out. Teams are permitted to utilize only 3 outfields when playing with nine (9) but shall utilize ten (10) if playing with a full team. (Please keep in mind that this is only a St. B rule. In district play, you will be required to play with four outfielders.)

## 21. Peewee Division Only:

- a) The coach-pitcher shall pitch from 40ft in baseball (Grass infield: Directly in front of the pitching mound which should be at the front edge of the grass - Dirt infield: From the 40ft rubber which should be the middle rubber) and 35ft in softball (The first rubber closest to home plate).
- KID PITCH BASEBALL ONLY: Following the completion of the initial three innings, all subsequent innings, b) shall be player pitch, with the following requirements:
  - i. The Umpire WILL call balls and strikes from behind the pitching mound/rubber.
  - ii. The player pitcher will pitch from 43ft (From the rubber on the mound).
  - iii. When a Player-Pitcher receives a call of "Ball Four", the Manager/Assistant Coach shall pitch a maximum of two (2) additional pitches, based on the current ball/strike count. A batter with zero or one strike, shall receive up to two additional pitches and a batter with two strikes, shall receive one additional pitch.
- 22. For additional rules of play, not in these local rules will follow the Little League Rulebook. For your Authentisics convenience, the Little League Rulebook can be downloaded on your app store. Authentisics

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Brian Campbell

President

**Baseball Vice President** 

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