

**CANYON HILLS LITTLE LEAGUE**  
**“Major” League Division Local Rules**  
**2010 Spring Ball**

The “2010 Little League Baseball Official Rule Book” shall be used as the official rules and guidelines for the Canyon Hills Little League. The purpose of these Local League rules is to establish guidelines in addition to the Little League Official Rule Book and in no way is intended to lessen or supersede those rules. Final interpretation of a rule shall be the responsibility of the Board of Directors:

I. LOCAL LEAGUE RULES

- A. The slide or avoid contact rule shall be in effect for all games (Rule 7.08(a3)).
- B. Any runner is out when the runner slides headfirst into a base moving forward. This rule does not apply when returning to a base, such as during a run down.
- C. Final interpretation of a rule shall be the responsibility of the Board of Directors.
- D. Problems or conflicts shall be the responsibility of the Division Vice-President or Player Agent.
- E. **Managers and/or coaches may NOT warm up the pitchers for their team on or off the field.**
- F. **MANDATORY:** Managers and coaches may coach both first and third as long as there is a Board approved volunteer in the dugout.
- G. The only protest allowed must be based on an umpire’s interpretation of a rule and not on a judgment call. Violation of any section of the Pitch Rule in Section III below can also result in protest of the game in which it occurs. See 4.19 of the Little League Baseball Official Rule Book.
- H. Immediately following each game, that game’s managers shall ensure that all league scorekeeping equipment/scorebooks have been turned in to a pre-determined designated area (Snack bar) or to the home team manager of the next game. Managers must sign the official scorecard immediately following game verifying the game score, pitchers used, innings pitched, and pitches thrown. Substitutions **MUST** be reported to the official scorekeeper BEFORE the player enters the game. Each game’s official scorekeeper’s scorecard is recognized as the “official” record of the game.

II. PLAYER/COACH SAFETY

- A. Players MUST NOT wear watches, rings, pins or jewelry of any kind. In the event a medical alert bracelet or necklace is worn, it is to be taped down to the player’s body.
- B. When a player is ejected from a game, he/she shall remain in the dugout, and take no further part in that game. He/she may not sit in the stands and may not be recalled. An ejected player may be released into the custody of their guardian for the purpose of leaving the game site. Any player ejected from a game is suspended for his/her team’s next physically played game.

### III. PITCHING RULE

- A. Any player on a regular season team may pitch. (Note: There is no limit to the number of pitchers a team may use in a game.)
- B. **A pitcher once removed from the mound cannot return as a pitcher.**
- C. The Manager must remove the 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.

League Age	11-12	85 pitches per day
League Age	10	75 pitches per day

Exception: If a pitcher reaches the limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.

- D. Intentional Walk: The “automatic” intentional walk was removed. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count.
- E. Pitchers league age **14** and under must adhere to the following rest requirements:
- If a player pitches **66** or more pitches in a day, **four (4)** calendar days of rest must be observed.
  - If a player pitches **51-65** pitches in a day, **three (3)** calendar days of rest must be observed.
  - If a player pitches **36-50** pitches in a day, two **(2)** calendar days of rest must be observed.
  - **If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.**
  - If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest must be observed.
- F. The official scorekeeper or other board approved game official will be the official pitch count recorder.
- G. **The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.**
- H. The official pitch count recorder shall inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Section D above. The umpire will inform the pitcher’s manager that the pitcher must be removed in accordance with Section E. However, the failure by the pitch counter recorder to notify the umpire, and/or the failure of the umpire to notify the manager, does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible.
- I. Violation of any section of this regulation can result in protest of the game in which it occurs. The Manager shall also receive an automatic suspension to be served at the next scheduled game, following notification by the Division VP.

- J. A pitcher may not pitch in more than one game in a day.
- K. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
- L. Pitches delivered in games declared “Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- M. In suspended games resumed on another day, the pitcher of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
  - Example 1: A league age 12 pitcher delivers 60 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.
  - Example 2: A league age 12 pitcher delivers 60 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required three days of rest.
  - Example 3: A league age 12 pitcher delivers 60 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days. Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.
- N. **A pitcher who delivers 41 or more pitches in a game cannot play in the position of catcher for the remainder of that game.** If a player catches at any time during any game, his/her pitch count is reduced to 50 pitches for that game.
- O. Prior to the start of every game, each manager shall show the opposing manager their team’s pitching record affidavit to validate who is eligible to pitch in the game. Failure to provide the affidavit may result in disciplinary actions to the manager.

#### IV. ELIGIBILITY

- A. Players must be league age 10 through 12.
- B. A 9 year old shall not be drafted into the major division at any time during the season.
- C. A player who is league age 12 must be drafted into the Major Division. Exception: Those players who may lack the skills to play in the Major Division may submit a “Little League Regulation V (a) Waiver Request Form to the District Administrator for written approval to play in the AAA Division.
- D. All players must participate in the tryout process to be eligible for the Major Division draft. A player who does not participate in the tryout process must submit a written excuse to the Canyon Hills Little League Board of Directors for consideration. If approved the player will become eligible for the draft. Should the excuse be deemed unacceptable by the board, the player will not be eligible to participate in any division within the league for the entire season.

- E. If a team loses a player(s) from their roster through illness, injury, change of address, or justifiable reasons, for two (2) consecutive games, the Manager SHALL notify the Player Agent within 2 days of the second game missed by the player.

The Player Agent will determine if that player's absence is to be classified as "long term" or not.

If that player is determined to be considered "long-term", the Manager will have 7 days to comply with the selection of a replacement. If after the 7<sup>th</sup> day a minor league player has not been selected, the Major Division Player Agent will select and appoint a replacement player to the team. The replacement must be approved by a simple majority of the Board.

FAILURE BY ANY MANAGER TO NOTIFY THE PLAYER AGENT AFTER LOSING A PLAYER MAY RESULT IN PROGRESSIVE DISCIPLINARY ACTIONS UP TO AND INCLUDING SUSPENSION FROM THE LEAGUE.

- F. The player selected to be the replacement player will be placed into the Major draft the following year, and not become a property player of that team. The replacement player however will be guaranteed a spot in the Major Division in the following season.
- G. No new players shall be drafted up from the minors to fill a vacancy which occurs within 2 weeks (14 days) of that team's last originally scheduled official regular season game.
- H. Any manager found in violation of the Little League rules pertaining to the drafting up of a minor division player before draft is approved by the Board, shall lose the ability to draft said player as a replacement.

V. TEAMS

- A. There will be no less than 12 active players and no more that 14 roster players on each team at any time during the season.
- B. No interleague play or practice shall take place, without prior Board, District, Regional, and Little League approval.

VI. TIME LIMITS

- A. No new inning shall begin after 1 hour and 45 minutes from the scheduled starting time of the game, not when the game actually starts. Any inning started before the 1 hour and 45 minute cut-off time SHALL be finished regardless of time. 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: Minors VP, Minors Player Agent, League Umpire in Chief, League President, or other board member.
- B. In the event game time is called by the umpire during an incomplete inning, the game will end and the final score will revert back to the previous completed inning (assuming 4 innings have been played or 3 ½ innings if the home team is ahead).
- C. In the event a game is tied after 6 innings and it is within the time limit (as stated above in A), game will be continued until time limit or tie is broken determining a winner. No new inning shall begin after 1 hour and 45 minutes.

- D. Regular season games, which end in a tie score, will be counted in the standings as a ½ win and ½ loss for each team.
- E. Rained out and incomplete games will be rescheduled by the Director of Scheduling to be made up as soon as possible.
- F. In the event the field lights fail during a game. The game will resume at a later date where it left off with the same players, positions and pitch count.

## VII. MANAGERS AND COACHES

- A. Managers and coaches shall acknowledge their respective duties and responsibilities (as outlined in the “2010 Canyon Hills Little League Manager & Coaches Responsibility” handout) by signature and adhere to said duties and responsibilities.
- B. The manager shall have the option of having as many Board approved coaches on the team roster as they would like. At no time during a game shall there be a combined total of more than 3 Board approved volunteers (managers, coaches, etc.) in the dugout or on the field.
- C. The home team manager is responsible for ensuring that the official game scorebook is in the hands of the official scorekeeper prior to the beginning of the game.
- D. Both managers are to supply one game ball for each game played.
- E. **No defensive coaches are allowed on the field at anytime unless granted timeout by the umpire.**
- F. Managers will be assessed a \$100 deposit in the beginning of the season to ensure that all snack bar duties are met and equipment loaned out has been returned.
- G. The team manager is responsible for ensuring their team’s fulfillment of its snack bar related obligations. General obligations will be supplying workers for snack bar duty. Failure to meet your team’s snack bar obligation can result in one or more of the following;
  - **Team trophies will be withheld until a \$25 fee is paid to the league for every missed shift.**
- H. When a manager or coach is ejected from a game, he/she shall leave the field IMMEDIATELY, to a position beyond that field’s outfield fence, and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager or coach ejected from a game is suspended for his/her team’s next physically played game. (Rule 4.07)
- I. **All team meetings after games will be conducted in front of parents either in the bleachers or near the dugout, on or off the field. No meetings shall take place in the outfield away from parents!**

## VIII. MERCY RULE

- A. AA – Majors - If at any time after the completion of the 4<sup>th</sup> or any subsequent inning, a team is in the lead by 10 or more runs, the umpire shall immediately declare the game over and the leading team will be the winner.

IX. MANDATORY PLAY

- A. Reference Regulation IV(i). **Any manager in violation of the Mandatory Play rule will be suspended 1 game for the first violation and for the remainder of the season including playoffs for any subsequent violation.**

X. INFIELD FLY RULE

- A. Reference 2.00, 6.05(d&k).

XI. PINCH RUNNER RULE

- A. Rule 7.14 will apply.

XII. BATTING ORDER – Revised by board approval 2009

- A. The manager may choose to use a continuous batting order or active batting order at the beginning of every game.  
(Option to be indicated at the meeting at the plate)
- If batting the active line-up – Late arrivals are allowed to enter the game at the managers' discretion.
  - If using a continuous order – Late arrivals are allowed to enter the game at the managers' discretion only if the lead batter has not started his second at bat.