

# CANYON HILLS LITTLE LEAGUE

## “A” League Division Local Rules

### 2012 Spring Ball

The “2012 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. Batting order shall consist of all rostered players.
- B. If a roster player does NOT start the game defensively, they MUST start the following game.
- C. A continuous batting order shall be used for all games. The batting lineup shall consist of all roster players in a continuous order.
- D. A running order shall be used for the season. (ie. if batter #5 makes the last out in game #2, then batter #6 shall bat first in game #3). The manager makes a lineup for the first game and is in effect the entire season. The manager cannot change the lineup game to game. If a player is absent, his name will be in the line up but scorekeeper will indicate absent. The next player will then bat with no penalty.
- E. The slide or avoid contact rule shall be in effect for all games (Rule 7.08(a3)).
- F. 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.
- G. There will be no base stealing or leading off.
- H. Base runners may only advance 1 base in the event of an overthrown ball by the defensive team. Only 1 base is allowed per player, per play. Runners may not advance to home on an overthrow.
- I. No pinch running is allowed except in the case of injury – (the player who recorded the last out in the current inning shall be substituted for the injured player. If no out has occurred in the inning, the player who recorded the last out of the previous inning shall substitute)
- J. The offense is retired when 3 outs are recorded or when 9 players have batted in an inning.
- H. In the event 9 batters are used, the inning concludes when the defense records any out or when a defensive player has possession of the ball and touches home plate, no tag of any player at home plate is required on this play.
- I. No standings or scorekeeping shall be allowed. **NO SCOREBOOKS SHALL BE ALLOWED AT THE FIELD DURING A GAME AT ANY TIME.**

- J. No official protests of any game shall be allowed.
- K. Final interpretation of a rule shall be the responsibility of the Board of Directors.
- L. Problems or conflicts shall be the responsibility of the Division Vice-President or Player Agent.
- M. ***During the 1<sup>st</sup> half of the season only*** - The offensive manager or coach shall pitch to the batter with the at-bat concluding after the batter hits the ball, or strikes out.. There is a maximum of 10 pitches, if the player does not hit the ball after the 10<sup>th</sup> pitch the player is out. (we are encouraging the batter to swing)
- N. The pitching plate shall be a distance of 40 feet from home plate.
- O. A Manager or coach may pitch from the front portion of the mound instead of on top of the mound.
- P. The strike zone is over home plate (17" width) and between the batter's armpits and top of their knees. The "A" strike zone may be expanded by mutual agreement with both managers prior to the start of the game.
- Q. Ten defensive players may be placed on the field with a regulation infield and a "rover" position in the outfield.
- R. No player shall sit out defensively for consecutive innings.

## 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. A pitcher will be removed from pitching if 2 batters are hit by a pitch from the same pitcher in the same inning.
- C. No manager or coach is allowed behind home plate without wearing full umpire or catcher's gear.

## III. ELIGIBILITY

- A. A player must be league age 7. Exception: 6 yr olds with one year prior experience in T-Ball may play with Board approval.

## IV. TEAMS

- A. No interleague play or practice shall take place.

## V. TIME LIMITS

- A. No new inning shall begin after **1 hour and 5 minutes** from the scheduled starting time of the game, not when the game actually starts. Maximum game time is **1 hour and 15 minutes**. This is a "Drop Dead" time.

NO EXCEPTIONS!

- B. Rained out games may be rescheduled by the Director of Scheduling and made up as soon as possible.

VI. MANAGERS AND COACHES

- A. 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** in the dugout or on the field. (An approved volunteer will be listed on the team home page on the website.)
- B. Both managers are to supply one game ball for each game played.
- C. "A" division shall be umpired by a manager or coach from each of the playing teams. The defensive manager or coach shall call balls and strikes against the offense. The offensive manager or coach shall call plays made at first and third. Defensive manager or coach shall call second and home plate.
- D. 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.
- E. 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 will result in the following;
  - **Team trophies will be withheld until a \$25 fee is paid to the league for every missed shift.**
- F. 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!
- G. The team Manager is responsible for ensuring that any bat used in practice or games is Little League approved and has League identification. No exceptions. First violation is suspension and second is expulsion from the league.

VII. SECOND HALF OF SEASON RULES

- A. A defensive player will pitch to the batter.
- B. A player may not pitch more than 2 innings per game, 6 consecutive outs or 50 pitches. A pitcher once removed from the mound cannot return as a pitcher.
- C. After a count of 4 balls, the manager or coach of the team at bat shall pitch the remaining strike count with the umpire calling the remaining strikes. The manager shall pitch a maximum of 3 pitches. The batter shall either get a hit, strike out or be called out if he does not hit the third pitch. (swinging is encouraged).

PENALTIES NOT PREVIOUSLY STATED FOR THESE LOCAL RULES SHALL BE AS OUTLINED IN THE 2012 LITTLE LEAGUE BASEBALL OFFICIAL RULE BOOK.