BASEBALL LOCAL LITTLE LEAGUE RULES

Huguenot Little League, Inc. (HLL) plays under the latest edition of the "Official Regulations, Playing Rules, and Policies" of Little League Baseball Incorporated (Official Rules) for all baseball and softball divisions within HLL. All managers and coaches must be familiar with the Official Rules as well as HLL guidelines.

Section I – General

- HLL is governed by an elected Board of Directors acting under the authority of the Constitution of HLL.
- Divisions, age ranges and team sizes:

Division	League Age	Target Team Size
Traditional T- Ball	4 - 5	8-10
Coach Pitch T-Ball (Advanced)	6 - 7	8-10
Machine Pitch	7 – 8	12
Minor League	9-11	12
Major League	11 – 12	12
Intermediate 50/70	11-13	12-14
Junior League	13 – 14	12 - 15
Senior League	15 – 16	12 - 15

- Score will not be recorded during the Grapefruit season (pre-season games). Grapefruit Season games are pre-season games that have no bearing on the regular season standings.
- Playoff seeding will be determined by the final regular season standings. Standings will be determined by the winning percentage and winning percentage is calculated as the fraction of games or matches a team or individual has won. It is defined as wins divided by the total number of matches played (i.e. wins plus draws plus losses). A draw counts as a ½ win. In the event of a tie, the playoff seeds will be determined by using the following tie-breakers: 1) head to head results, 2) coin flip.

Section II – Green Book Extensions

Baseball – All Divisions

- Huguenot Little League chooses to bat the entire roster in all divisions of play.

- Full metal face guards on batting helmets are recommended for all ages but only required for players in Minors and below.

Traditional T-Ball

- Score will not be kept by either team. There will be no team standings.

- The pitcher must wear a batting helmet with a little league approved facemask.

- All players in attendance will bat each inning, regardless of how many outs are recorded.

- Outs will not be recorded or enforced (players will stay on base regardless of the outcome of the at-bat).

- Every player on the team will play in the field when on defense (no one sits on the bench).

- The last batter of each half inning will be allowed to advance around all 4 bases, regardless of the location of the ball.

- Batters, except the last batter of each half inning, will only advance one base at a time. No doubles, triples, etc.

- Players cannot advance on overthrows.

- Game length is three (3) innings max. Coaches should strive to complete three (3) innings of play in an hour or less.

- No leads, stealing or sliding.

- No player may play in the field without a glove.

- Players will play multiple positions during each game. The exception to this rule is the 1st base position. Coaches will use their judgment on which player(s) are allowed to play 1st base to create the safest environment possible.

- The ball must travel more than five (5) feet in order to be considered a fair ball. Coaches will use their best judgment when a player is challenged to hit the ball past 5 feet.

- The ball must stay within the foul lines in order to be considered a fair ball. Coaches will use their judgment based on player's ability.

Coach Pitch or Advanced T-Ball

Coach Pitch (Advanced) T-Ball will follow the above-referenced rules of Traditional T-Ball with the following exceptions:

- Coaches will use a traditional infield that consists of five (5) players.

- Outs will be enforced and players will return to the bench when an out is recorded.

- Players can advance one base only on an overthrow.

- Coaches will pitch to the batter from approximately 36-42 feet. The batter will have 3 attempts to hit the ball before the ball is placed on a TEE. There will be NO strikeouts recorded.

- The Coach that is pitching is encouraged to pitch overhanded and in a kneeling position. Flexibility is allowed for an underhanded throwing motion when necessary.

- The ball is considered a "dead ball" if the batted ball hits the Coach that is pitching. Each runner will advance one (1) base only.

- The ball must travel more than 10 feet in order to be considered a fair ball.

Machine Pitch

- Four (4) outfielders are allowed (total of 10 defensive players).

- All outfielders must be positioned on the outfield grass and must remain on the outfield grass until the batter puts the ball into play.

- Each player present must play, as close to possible, half of their innings in an infield position and the other half of their innings in an outfield position. Catcher is considered an outfield position. No player shall sit out two innings before every player on the team has sat out a minimum of one inning. No player is permitted to sit more than one inning in a row unless injured or ill.

- The pitcher must wear a batting helmet with a Little League approved facemask. Prior to each pitch, the pitcher must be positioned, at a minimum, equal to the front end of the pitching machine and within approximately five (5) feet of the pitching machine. Once the pitch is released from the machine, he/she may move to a position in front of the machine in order to field the ball.

- If a batted ball hits the machine, the ball is considered "dead" and all runners, including the batter, are awarded one base only. If a thrown ball hits the machine, the ball is considered "dead" and all runners are awarded one base only. The base that is awarded is the base the runner was advancing to when the ball was thrown.

- For the Machine Pitch baseball division, the maximum amount of runs allowed in any half inning shall be five (5), excluding the sixth (6th) inning of play. In the sixth (6th) inning, the half inning will end when either of the following conditions is met: 1) 3 defensive outs are recorded; 2) the offensive team bats their "Lineup"**. The batting order remains intact.

  ** In the above statement, the "Lineup" equals the maximum number of batters of the team with the least number of players. Example: Team A has twelve (12) players and Team B has ten (10) players. The "Lineup" will equal ten (10) players or batters.

- Walks are not allowed.

- There is a five (5) pitch limit per batter. If the batter fouls off the 5th pitch, or any subsequent pitch, he/she is allowed to continue the at-bat until the ball is either put into play or a strike (non-contact) is recorded. There is no maximum amount allowed for foul balls.

- Bunting is not allowed. Any bunt attempt will be treated as a strike. A bunt on the 5th pitch, whether foul or fair, will result in the player being called out.

- There is no infield-fly rule.

- Two defensive coaches are allowed to be positioned in the outfield during all games. All other coaches must remain in the dugout.

- Each team must have a Little League Background Check approved machine operator.

- Defensive substitutions are not permitted during an inning unless an injury or illness occurs. However, the coach is allowed to move the players that are on the field to different defensive positions during an inning.

- No new inning shall start after one hour and forty five minutes (1:45) has elapsed. A complete game is four (4) innings or three and one half (3.5) innings if the home team has the lead when the time limit has lapsed.

- Baserunners cannot leave their respective base until the batter makes contact with the pitched ball. If a base runner leaves a base early, he/she will be sent back to that base unless forced forward by a hit. If a base runner leaves early and the ball is put into play by the batter, that baserunner may only advance the number of bases obtained by the batter. A warning will be given when a baserunner leaves the base early. Any subsequent violations will result in the baserunner being called out.

- Thrown bats are prohibited due to safety concerns. A thrown bat will result in a warning to the offending team.

- Overthrow Rule: Runners may advance one base beyond the one to which they were running on an overthrown ball. This includes any play where an infielder has gained possession of a ball received from the outfield and decides to make a throw. The runner may be put out by the defender in this situation. If no attempt is made by the infielder, who has gained possession of the ball from an outfielder, to throw the ball, then the runner will be sent back to the base the runner was on when the infielder gained possession of the ball in the infield. There can only be one overthrow situation per at-bat. Example: Batter hits a ground ball to the shortstop and the shortstop overthrows first base. The batter can advance to second at his own risk. If he is thrown out at second, the out is recorded. On the other hand, if the first baseman overthrows second base, the batter cannot advance to third base since there has already been one overthrow for the at-bat.

- On a batted ball that leaves the infield, runners may advance until the ball is returned to an infielder that is positioned in the infield. The infielder only needs to possess and control the ball

to stop the play. At the time that the infielder gains possession of the ball, the runners may continue to advance to the next base provided that they have clearly rounded the previous base. If the infielder who possesses the ball decides to throw the ball to a base, the ball is now considered live and the runners may advance at their own risk. The Overthrow Rule would now be in effect.

- Stealing is not permitted.

- There shall be no "baiting" by runners. "Baiting" is hereby defined as any runner standing or "dancing" off of a base for the purpose of drawing an unnecessary throw from the defense. A base runner, or any other base runners that occupy another base, who has baited the defense will not be allowed to advance on the play beyond the base they have originally reached safely. In this situation, the base runners may still be put out if tagged. Otherwise, they will be sent back to the original base that they occupied prior to the "baiting" offense.

- Catchers may use regular baseball gloves or a catcher's mitt.

Major / Minor Baseball)

- For the **Minor baseball** division, the maximum amount of runs allowed in any half inning shall be five (5), excluding the sixth (6th) inning of play. In the sixth (6th) inning, the half inning will end when either of the following condition s is met: 1) 3 defensive outs are recorded; 2) The offensive team bats their "Lineup"**. The batting order remains intact.

  ** In the above statement, the "Lineup" equals the maximum number of batters of the team with the least number of players. Example: Team A has twelve (12) players and Team B has ten (10) players. The "Lineup" will equal ten (10) players or batters.

- Slash bunting is prohibited due to safety concerns. A slash bunt is the act of a batter squaring around as if to bunt and then taking a full swing at the pitched ball. In the event a player attempts to slash bunt, the umpires shall issue a warning for the first violation.

- No new inning shall start after one hour and forty five minutes (1:45) has elapsed. A complete game is four (4) innings or three and one half (3.5) innings if the home team has the lead when the time limit has lapsed.

- Thrown bats are prohibited due to safety concerns. A thrown bat will result in a warning to the offending team.

- Although the 2017 Little League Rules allow automatic intentional walks at the Minor Level and above, there will be no intentional walks in the Minor Division during the regular season. Intentional walks will, however, be permitted in postseason play.

- There will be no dropped 3rd Strikes called in the Minors divisions. A dropped 3rd strike will be recorded as if the ball was caught. A runner is free to advance with less than 2 outs on a dropped 3rd strike.

- In Minors no player shall sit more than 2 innings and may not sit out in two consecutive innings.

INTERMEDIATE 50/70 (11-13) JUNIOR (Ages 13-14) & SENIOR (Ages 14-16)

- At the Intermediate level only there will be ONE BALK WARNING given per pitcher.