

## **Keweenaw Little League – General Notes, KLL rules**

### **League wide Notes/Rules:**

- There will be 2 times slots on each field – 5:30pm & 7:15pm
  - This should allow for some practice time on the fields
- Time limits will apply in the following way:
  - Practices shall NOT cause a game to be shortened
  - When 2 games are being played on a field the earlier game cannot begin a new inning less than 10 minutes before the start of the later game
  - Coaches are encouraged to move the games along, for example try to have your catcher ready before the last out. Intentional delays are not tolerated.
- If there is lightning spotted, games shall be postponed for 30 minutes from the last lighting strike. Umpires and coaches should make the decision whether to play based on weather.
- If a team has less than 9 players, coaches may agree to play the game but the team with less than 9 players shall take an out each time the 9<sup>th</sup> batter would be up.

### **Field Maintenance**

- The HOME coach will arrive 30 minutes (or as soon as possible before the 5:30p games) to ready the field.
  - Chalk lines, drag infield, fill holes, etc.
  - Parents should help with field maintenance.

### **Player Development**

- Locate practice drills and correct techniques on the Little League Website ([www.littleleague.org](http://www.littleleague.org)) or other reputable sources.
- Little league pitch counts and rest periods apply.
  - If a pitcher reaches their maximum pitch count in the middle of an at bat, they may finish that batter before being replaced

### **Umpires**

- Most umpires are very young, they must not be intimidated or harassed. Any reports of this will be addressed by the KLL board.
- Umpires are in charge and have the authority to remove coaches, players, parents, spectators.

### **Jr Coach Pitch**

- Batters will receive 3 pitches from the coach, if no contact is made then the batter will hit off the tee.
- Each team will bat entire roster each inning with runners advancing 1 base each at bat and the final batter will “hit a home run” bringing all runners home.
- Each game should be no more than 1 hour long.
- 3 innings per game.
- Players should rotate through fielding positions.
- There will be no umpires at regular season games.

## Machine Pitch

- Player development is the main goal.
- The home teams pitching machine shall be used.
- Place pitching machine at pitching rubber or location closer if agreed to by both coaches prior to start of game.
- The pitching machine shall remain in the same position for the entire game.
- The batter is out after 3 strikes or after 7 pitches with no hit.
- On a hit to the infield, the runners may advance at the risk of being thrown out.
- On an outfield hit, the runners may advance at the risk of being thrown out and the ball is dead and runners must stop once the ball is returned to the infield.
- Runners may advance only one base on an overthrown ball. No Bases awarded on an over throw to first base.
- 1 coach may be in the field to instruct players on defensive play.
- Catchers are to throw the ball back to the pitcher, do not have an adult do this.
- Rotate all players through each position.
- Games are 6 innings unless time restricted.
- Maximum of 5 runs per inning for innings 1-5 and in the 6<sup>th</sup> inning 3 outs must be made.
- The game shall be complete if after 4 innings there is a run differential of 10 or more.

## Minors

- As a coach please learn pitching mechanics to instruct players learning to pitch.
- Players must be rotated through all defensive positions other than pitching/catching if they have no interest in those positions.
- Look up pitch count rules based on players age in Little League rulebook.
- A player may not pitch if they catch more than 3 innings.
- A player may not catch if they throw more than 40 pitches.
- Bat the entire roster regardless of whether they played in the field that inning.
- Each player must play a minimum of 6 consecutive outs and 1 at bat.
- Each player should sit out no more than 2 innings per game.
- Games are 6 innings unless restricted by time.
- Maximum of 5 runs per inning for innings 1-4 and in the 5<sup>th</sup> and 6<sup>th</sup> inning 3 outs must be made.
- The game shall be complete if after 4 innings there is a run differential of 10 or more.
- A batter does not become a runner on a dropped 3<sup>rd</sup> strike, they are out.
- After a team “walks” or hits-by-pitch 3 batters in an inning, the offensive coach will assume pitching duties after ball 3 is thrown to any subsequent batters for the remainder of the inning. When the coach pitches, the batter can hit or strike out. Umpires will call both swinging-strikes and pitches that hit the strike zone but are not offered at as strikes.
  - The pitcher will remain in position near the mound to continue other fielding play.
  - A coach cannot elect to pitch instead of a player in any circumstance other than outlined above.
- If a ball is overthrown and goes out of play, runners may advance 1 base.

## **Majors**

- Player development continues with players beginning to 'find' their positions.
- Bat entire roster
- Fielding positions should still be rotated.
- Minimum play of 6 consecutive outs and 1 at bat.
- Each player should sit no more than 2 innings per game.
- Innings only end after 3 outs.
- The game shall be complete if after 4 innings there is a run differential of 10 or more.