

# Mid City Little League – Ground Rules

*All league play is to be in accordance with the current Rules and Regulations of Little League Baseball, Incorporated, the Constitution and By-Laws of Mid City Little League Baseball (Local League), and these local playing rules. The Board of Directors will rule on any matter within the scope of its jurisdiction not specifically covered by one of the above. The Board of Directors shall be deemed to have jurisdiction of local league members only during their own scheduled league activities and while at local league facilities.*

1. All managers, coaches, and volunteers **MUST** complete a Little League Volunteer Form and undergo a background check to be allowed any interactions with the baseball players
2. All managers and coaches are responsible for knowing and understanding the Regulations and Players Rules listed in the Official Rule Book published by Little League Headquarters.
3. Managers and Coaches **MUST** be in uniform (cap and shirt) coordinating with the team's jersey color to be allowed on the field at any time. All players must be in uniform to participate.
4. All Coaches and Players **MUST** remain in designated areas during the game (playing field, dugout, coaches' box) unless given permission by the umpire.
5. Each Manager will prepare three (3) copies of their lineup. Line up card **MUST** consist at a minimum, the player's jersey #, first name initial and full last name. A copy goes to the umpire, the Official Scorekeeper, and the opposing Team Manager.
6. Both teams are responsible for preparing the field at least 30 minutes prior to game time, and subsequently, after each game. On double header games, ALL TEAMS involved are responsible for preparing the field for the start of the following game (second game).
7. Managers, Coaches, Players, Parents, Volunteers, and Umpires are NOT ALLOWED to use tobacco of any type, vapes, or any illegal substance on the park grounds.
8. Alcoholic beverages are NOT ALLOWED on park grounds, practice fields, or during team functions.
9. Foul or negative language is NOT ALLOWED on park grounds.
10. Taunting and negative chanting towards the opposing team players and/or umpires from players, coaches, and fans is STRICTLY FORBIDDEN
11. Managers are responsible for the conduct of their coaches, players, and fans. Board members are responsible for maintaining good conduct on park grounds at all times. Board members may dismiss anyone exhibiting unsportsmanlike conduct from the park area.
12. No FOOD or NON-HYDRATING drinks will be allowed in the dugout area. Each team manager is responsible for cleaning their dugout area after every game.
13. On-Deck Batters, base runners, and Player-Coach, must wear helmets while on the field, except during "dead-ball" situations. (On deck batters are not allowed in major and minor league)
14. There will only be three (3) Coaches allowed on the field or dugouts during the game, one (1) Manager and two (2) Coaches, except for Coach Pitch, T-Ball, & Wee Ball. Coach Pitch, T-Ball & Weeball may elect to have (1) Manager and (3) Coaches. A Team Parent may be in the dugout if a team has less than (4) coaches. Wee-Ball Coaches are allowed on the Playing Field to guide players on defense and offense.
15. The umpire may restrict a Manager or Coach to the dugout area during the game, if he/she deems it necessary.
16. Time out rules.
  - Rule 8.06 (a) A manager or coach may come out once (Minor Division: twice) in one inning to visit with the pitcher, but the second time (Minor Division: third time) out, the player must be removed as a pitcher.
  - Rule 8.06 (b) A manager or coach may come out twice (Minor Division: three times) in one game to visit with the pitcher, but the third time (Minor Division: fourth time) out, the player must be removed as a pitcher.
  - Rule 8.06 (d) outlines that a manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.
17. If a team in the Minor divisions (T-Ball, Coach Pitch and Minor) cannot field a team of nine (9) players at the start of the game, a time of 15-minutes will be allowed to field a team before the game begins. The game will then be allowed to start with eight (8) players and if the 9<sup>th</sup> player doesn't show, then an out will be taken every time the 9<sup>th</sup> player was supposed to bat. The 9<sup>th</sup> player will be allowed to participate upon arrival any time after the game has started. After the 1<sup>st</sup> batter has batted again, a team will not be allowed to add any more players to their lineup. Only one player that fills in for the "out" will be allowed to be added to the lineup.
18. If a team in the Major, Junior and Senior cannot field a team of nine (9) players at the start of the game, a time of 15-minutes will be allowed to field a team before the game is "CALLED". The Chief Umpire will refer a decision to forfeit or reschedule the game to the Division Director and/or the Board of Directors.
19. Teams are required to wait 30-min during a lighting delay for a decision from the umpire on the field condition and continuation of play.
20. Managers and Coaches WILL need to understand what calls are appealable and how to make an effective appeal. See LL rule book 7.10 Only the **Manager** or acting manager may question a "Rule Interpretation" during the game.
21. All games that were cancelled for rain or other issues may be rescheduled by the Division Director, Managers and Chief Umpire.

22. A “head first” slide into any base will not be permitted. The runner will be called OUT for violating this rule. Diving back to the base on a pick-off or rundown is a legal “head first” slide play. This rule does not apply to Jr/Sr League.
23. No “mandatory slide” rule for a runner sliding into home or any other base. However, any runner is out when the runner does not slide or attempt to get around a fielder **who has the ball and is waiting to make the tag.**
24. A seven (7) inning Sr. League game is a regulation game after five (5) innings. A six (6) inning Little League game is a regulation game after four (4) innings. THE TEN (10) RUN RULE WILL APPLY ON ALL REGULAR SEASON GAMES AFTER THE REGULATORY TIME IS SATISFIED.
25. Games Time Limit and Runs allowed per inning
  - Jr/Sr. League: No new inning will start with 10 minutes remaining in the game. **Game time limit is 1:45.**
  - Major League: No new inning will start with 10 minutes remaining in the game. **Game time limit is 1:30.**
  - Minor League: No new inning will start with 10 minutes remaining in the game. **Game time limit is 1:30. 5 run limit per inning.**
  - Coach Pitch: No new inning will start with 10 minutes remaining in the game. **Game time limit is 1:20. 5 run limit per inning.**
  - Tee Ball: No new inning will start with 10 minutes remaining in the game. Time limit is 1:15 or 4 innings. **No scores taken – Reg. season**
  - Wee Ball: No new inning will start with 10 minutes remaining in the game. Time limit is 1:00. **No scores taken**
  - A “Tie” ball game “WILL NOT” be rescheduled for completion should the playing time expire
26. ALL games will start on time, provided the umpires are ready. If a game is started late due to umpire’s fault, the game time will begin when the umpire calls “Play ball”. If it is not the umpires fault, the time will begin at the time that the game was scheduled to start. For Wee Ball, T-Ball and Coach Pitch games only, If no official umpire is present then one (1) coach from each team may assume the umpire’s role at home plate and at the bases, respectively.
27. Only Managers and Coaches that have completed the **Volunteer Application Form** and **background check** for the current season will be allowed on the playing field. Any coaching changes **MUST** be coordinated with the respective Division Director and approved by the League’s President or a designee before that coach can participate in a ball game.
28. If a manager, coach or player is ejected from a game, the ejected person **CANNOT** take part in the ball game or sit in the stands. He/she **MUST** leave the park (off the property) immediately. Failure to vacant the property immediately **WILL** delay resuming the game and/or result in forfeit of the game.
29. When a coach or player is ejected from a game, he/she will be suspended for their next available game. On a second ejection, he/she will be suspended indefinitely, pending a review by the Board of Directors. ALL ejections are to be submitted to the Board of Directors or an appointed committee, for approval and determination of more severe disciplinary action as deemed appropriate. The final decision should be determined before the next non-suspended game. (The game after the one that the person was suspended)
30. **Knowingly or unknowingly playing with an illegal player or a player that has not registered nor been officially placed on your team by the Chief Player Agent, will result in an immediate ejection of the player AND the manager.** Further discipline and whether the game will be forfeited will be determined, after a review, by the Board of Directors or an appointed committee.
31. All Managers and Coaches are subject to periodic review by the Board of Directors, and their performance will be observed throughout the season by the Board of Directors.
32. For insurance purposes, NO PLAYER will be allowed to practice or participate with a team without a current valid registration and official assignment to a team by the Chief Player Agent.
33. All players and coaches are expected to demonstrate good sportsmanship.
34. THE FOLLOWING RULES ARE INTENDED TO LESSEN DELAYS DURING THE GAME:
  - A “courtesy runner” may be used in certain situations. Please refer to rule 7.14b of your LL rule book as the rule differs per division.
  - The pitcher will be allowed only one (1) minute or five (5) warm-up pitches between innings.
  - Players must hustle on and off the field between innings.

Print Name	
Signature	
Date	

**Mid City Little League Board of Directors**