

McDOWELL MOUNTAIN LITTLE LEAGUE
2009 SEASON
Local Rules
(Amended February, 2009)

Division:

- T-Ball: Ages 5 – 7
- Farm League: Ages 6 – 8 (Age 6 must have one year of T-Ball)
- Minor National: Ages 7 – 9 (Evaluation Required)
- Minor American: Ages 8 – 10
- Major League Ages 10 – 12
- Junior League Ages 13 & 14
- Senior League Ages 14, 15, & 16
- Big League Ages 16, 17 & 18

The election to play in Farm, Minors National, Minors American or Majors as set forth above shall always be subject to safety concerns for the player as determined by the Manager, Division Commissioner, Player Agent, Parent(s), and the Board.

Time Limits: All Games are 6 innings unless time limit is reached

- **T-Ball** – No new inning shall begin after 1 hour and fifteen minutes. No pitch after 1 hour and 30 minutes.
 - Time starts when home team takes the field in 1st inning. Game ends when the time limit is reached
- **Farm** – No new inning shall begin after 1 hour and fifteen minutes. No pitch after 1 hour and 30 minutes.
 - Time starts when home team takes the field in 1st inning. Game ends when the time limit is reached
- **Minor National** - No new inning shall begin after 1 hour and 30 minutes. No new pitch after 1 hour and 50 minutes
 - Time starts when home team takes the field in 1st inning. Game ends when the time limit is reached
- **Minor American** – No new inning shall begin after 1 hour and 45 minutes. No new pitch after 2 hours. If a regular-season game is not complete by the 2 hour no new pitch deadline, the game score shall revert back to the score at the end of the previous completed inning, unless the home team has tied the score or taken the lead in their half of the uncompleted inning. In the event that a regular-season game ends in a tie, the game shall be declared a tie and shall not be completed at a later date. In post-season play, six complete innings shall be played – No Time Limit. In the event that a post-season game is tied after six innings, play will continue until a winner is determined.
 - Umpire is the time keeper (per LL rules)

➤ **Majors**

- On a single game night:
 - There is no time limit in a game, except that a 10 PM curfew applies to any game.
- If it is a two (2) game night (games played back to back by the same team or different teams):
 - 1st game: No new inning shall begin after 2 hours. No new pitch after 2 hours and 20 min.
 - 2nd game: Time limit is the 10 PM curfew
- If game is not complete at the time limit, the score shall revert back to the score at the end of the previous completed inning, unless the home team has tied the score or taken the lead in their half of the uncompleted inning. If the game ends in a tie, the game shall be declared a tie and shall not be completed at a later date.
- In post-season play, if the first game is tied when the time limit is reached, play will continue until a winner is determined. If the 10 pm curfew is reached and a game is still tied, the game will be completed at a later date.
- Umpire is the time keeper (per LL rules)

Other Local Rules:

- Two adults must remain until the last child is picked up from practices or games. NO exceptions to this rule are permitted.
- No ten run rule run in any division.
- Every player must play at least six outs, but they don't need to be consecutive.
- T-Ball, Farm, Minors American and National - No player is to sit out 2 innings until every player has sat out at least 1 inning, except for injury or illness.
- All divisions will bat the entire roster.
- T-ball and Farm coaches are allowed on the field.
- Home team is responsible for field prep (responsibilities vary by division) and breakdown, including locking up bases, etc.
- All male players must wear a protective cup. If a player does not have a protective cup, that player shall not play in that game or practice.

T-BALL

- No player may sit for consecutive innings.
- Every offensive player gets to hit every inning (if defense gets 3 outs, keep playing until all of the kids have hit in that inning).
- Defense consists of one pitcher, four infielders and four outfielders (all additional players may play the outfield – 25 feet behind the infield).
- Players must rotate positions during game and season to include outfield (no more than 2 innings at the same position in 1 game). Please note that if there are safety concerns, you do not have to play all of the kids at first base or at pitcher
- No strikeouts, coach may assist the batter after three misses.
- No extra bases on overthrows
- No sliding.
- No stealing.
- Base runners (including hitter) cannot go more than 2 bases on any one hit. On the last batter of inning hitter and base runners may go all the way around the bases
- If defense gets offensive player out, offensive player should go back to their dugout

- Coach Pitch will be allowed beginning the 4th week of play, with the offensive coach pitching to his team's batters. Batters not putting the ball in play after five (5) pitches will then hit off the tee

FARM

- Same rules as T-Ball, with the following exceptions:
- Side is out when the offensive team makes three outs or the entire roster bats.
- Coach pitches entire season
- Coaches will make 5 pitches to players (can give 1-2 extra if last pitch is a foul ball). If player has not hit the ball in 5 pitches, batter strikes out, but not recorded as an out.
- If defense gets offensive player out, offensive player should go back to their dugout.
- Defense consists of one pitcher, one catcher, four infielders and four outfielders.

MINORS NATIONAL

- Coach pitch first half of season, kid pitch second half of season.
- Coaches will make 5 pitches to players (can give 1-2 extra if last pitch is a foul ball). If player has not hit the ball in 5 pitches, batter strikes out, but not recorded as an out.
- Beginning the 4th week of play, the first two innings will be coach pitch. Thereafter a player will pitch to each batter for the 3rd and 4th innings, with coach pitch after the 4th inning, with the following limitations:
 - Player cannot pitch more than 1 inning per game or 50 pitches, which ever comes first
 - No walks. After 5 pitches, unless 5th pitch is a foul ball, coach will pitch for 3 pitches and strike count will remain
 - If pitcher hits 3 batters, he must be replaced
 - Offensive coach will stand behind the pitchers mound and call balls & strikes. If necessary, offensive coach will step in to pitch to his own players.
- If coach does not believe he has any players that are qualified to pitch, he can elect coach pitch for the entire game
- Player Pitch: May move up 4 feet in front of the pitching plate, but not required
- Side is out when the offensive team makes three outs or the entire roster bats.
- All teams will play conventional nine player defensive
- Can only advance one base on overthrow
- All players must play minimum 2 innings in the infield
- No official scoring
- No stealing

MINORS AMERICAN

- Score and Standings are kept and recorded
- No player may sit for consecutive innings, unless for injury or illness.
- Side is out when the offensive team makes three outs, the entire roster bats or when five (5) runs are scored. Note: when five (5) runs are scored to end the half inning, play shall continue until the ball is no longer in play. However, only a maximum of five (5) runs will be recorded. If the visiting team is ahead by more than five (5) runs in the last inning, the home team shall still have the opportunity to bat in its half of the inning, subject to usual time limits. If the two teams field a different number of

players for the game, the team with the fewer players will bat additional players (maintaining batting order) to make up the difference (***Side out rule stated here is actually a Little League International Rule NOT a Local Rule, but restated for clarification***)

- Stealing and advancing will be permitted for all bases, except home. A runner may only advance home by a ball put in play by a hit, error, fielder's choice or sacrifice, or with bases loaded the batter is walked, hit by pitch or awarded first for any other reason.
- The Home Team must provide the official scorekeeper and scorebook.
- Every player must play at least one defensive inning at an infield position each game, not including catcher, unless there is a safety concern or injury.
- A maximum of four (4) adults, including the Manager and Coaches, will be allowed in the dugout at any time. Except when coaching first or third base, when the ball is in play all adults shall remain in the dugout. Exception is allowed for a parent attending to an injured player.
- All other rules will follow Major League standards/rules.

MAJORS:

- Standings are determined by a point system. A win equals 2 points, a tie equals one point and a loss equals 0 points.
- Tie breaker for tournament play seeding are determined by head to head standings. If a tie still exists, fewest runs allowed for the entire season is used.
- A maximum of three (3) adults, including the Manager and Coaches, will be allowed in the dugout at any time. Except for coaching first or third base, when the ball is in play all adults shall remain in the dugout. Exception is allowed for a parent attending to an injured player.

GRIEVANCE PROCEDURE:

The following shall constitute the sole procedure by which players and their parents should make grievances against Managers and/or Coaches.

A. The starting point in the process should always be direct contact with the Manager or Coach involved. In the event the parent or player for whatever reason feels uncomfortable or is unable to communicate directly with the Manager or Coach, the grievance should be made directly to the appropriate Division Commissioner. All grievances shall be documented. Grievances made to Managers or Coaches shall be communicated by the Manager or Coach to the respective Division Commissioner.

B. In the event grievances are made orally, the Division Commissioner shall maintain a file of all grievances. Copies of all grievances shall be forwarded to the Player Agent immediately. In the event the parent or player is dissatisfied with the decision made by the Commissioner with respect to the grievance, the parent or player may contact the Player Agent. The Player Agent shall be given a copy of the grievance and shall discuss the issue with parent and player, Commissioner and/or Managers and Coaches, if necessary. The Player Agent shall bring such grievances to the attention of the President.