

HIGHLANDS LITTLE LEAGUE "DIVISION A"

RULES AND GUIDELINES

BEHAVIOUR AND UNIFORMS

1. Coaches must maintain control over the players on the benches at all times. Players should be encouraged to sit on the bench in their proper batting order. A coach, manager or parent should be present on the bench to ensure the dugout is kept under control.
2. Players will wear; running shoes or cleats (no metal spikes), grey baseball pants with belts, team shirts (tucked in) and team hats. Players are encouraged to wear a protective cup and **MUST** wear a cup if playing the back-catcher position. (Yes, they will complain about this)
3. All players must remain inside the dugout except the person up to bat. There are no on-deck circles and no warming up outside the dugout.

GAME STRUCTURE

4. Home team will occupy the third base bench. Visiting team will occupy the first base bench.
5. Prior to the first inning, the scorekeeper must be given a list of all players in batting order. No changes to the list will be permitted during the game. If a player arrives late, his name must be added to the bottom of the list. Each player will bat in turn whether or not he/she is in the first fielding line-up.
6. A league game shall ordinarily consist of four innings or ninety minutes of play, whichever comes first. No new inning may start after 90 minutes of play.
7. No more than six runs may be scored by either team in one inning. After six runs are scored in one inning, the team in the field goes to bat, regardless of the number of outs. (During Play-offs, the last inning (4th) will have unlimited runs.)
8. On the completion of the game, each team will cheer the other and proceed to shake hands with the opposing players. A relay race around the bases can occur.

FIELD SET-UP

9. Home team will be responsible for preparation of the field before a game and for putting the bases, etc. in the groundkeepers box at the end of a game. If first game of the day, it will be necessary to re-line the field, set out bases and set-up pitching machine.
10. It is important to arrive at least 30 minutes before game time to have field properly set-up including pitching machine. The pitching machine will require some amount of adjustment, especially if first game of the day. Please allow for this.
11. Circle around the pitching machine should be kept to a minimum (no more than a 3 foot radius).
12. Coaches are not allowed on the field of play during the game. When their team is up to bat, they are encouraged to coach from first or third base and must remain in the designated coaching box areas. Coaches of the fielding team must remain near their dugout.

TEAM ROTATION

13. Each player must play a minimum of two innings in the field.
14. Each player should have a minimum of one inning infield.
15. No player may play the same position for two consecutive innings.
16. No player may play an infield position for more than two consecutive innings.
17. No player can sit off two innings in a row, or sit twice before everyone has sat at least once.

BATTING

18. Coaches will use the pitching machine to pitch to their own team's batters. No walks allowed, players must hit or be struck out.
19. There will be a total of 5 pitches (unless 5th pitch is being fouled off). If the batter does not swing at the fifth pitch, he/she will be called out.
20. Umpires will be calling strikes
21. The pitching machine will pitch strikes. Kids should be encouraged to SWING.
22. If a player throws his bat when running to first base, he will be given a warning. If it happens again in the same game, the batter will be called out.
23. Helmets must be worn at all times by batters.
24. If the pitching coach or pitching machine is hit by the batted ball, the play is dead, a single is awarded and all runners advance one base only.
25. If the ball passes through the pitching machine circle either in the air or along the ground without being touched, it is a fair ball.
26. If the ball is fielded and deflected unintentionally hitting the pitching coach or machine, it is a ground rule single.
27. If a player throws his/her bat in a display of temper, it is left to the coaches discretion but is strongly encouraged to be removed from the game.

BASE RUNNING and FIELDING

28. There is no infield fly rule in effect.
29. There is no stealing and no lead-off until the ball crosses the plate.
30. If a rolling or bouncing ball crosses the home-run line, by error or otherwise, the batter is entitled to a two-base hit. A home-run ball must clear the home-run line in the air.
31. Fielders must stay off base paths unless making a baseball play. Fielders are not allowed to impede the runners or block the base paths or the bases at any time. Infielders should position themselves in front of or behind the base paths so as to avoid contact with runners.
32. There are no overthrows in this league. All players are encouraged to throw to bases, even if there is no chance of getting runner in time. **NO PLAYERS WILL ADVANCE ON ANY OVERTHROW.**
33. On an infield hit (as defined by a ball that does not go past any of the bases or base lines) runners may only advance one base and the play is dead once a throw to a base is attempted or the infielder has control of the ball.
34. When a ball is hit to the outfield, the play is dead once the outfielder has retrieved the ball and makes a motion to throw the ball to where the infield play would be. At this stage, players will simply continue to the base they are headed to. Base coaches should NOT get aggressive about sending stationary runners in this situation. The goal is to encourage fielders to throw quickly, not to create panic by pushing runners.

UMPIRING

35. Home team must supply a home team umpire (parent or coach). Their role is simply to keep track of pitches, call strikes and make the occasional call in the outfield. It is assumed the coaches will also help in this process.

SCOREKEEPING

36. Each team will provide a scorekeeper to keep score for the opposing team. In the event of shortage of scorekeepers, the home team coach has the ultimate responsibility to arrange for scorekeeping.

POSTPONED GAMES

37. Opposing coaches shall decide if the game is unplayable because of weather. Teams must be at the field ready to play. Three complete innings will constitute a game called because of the weather.
38. Rained out games should be played at the first opportunity. Coaches will arrange for umpires and scorekeepers. Rained out games shall be played over from the beginning.
39. Teams **MUST** arrange booking of the field to play a rained out game with the "A" Ball Coordinator. Rained out games are played based on field availability.