

2011 Fall - GHLL BASEBALL GROUND RULES

The Greater Helotes Little League shall operate in accordance with the official regulations and playing rules of Little League Baseball, Inc. and the following Ground Rules established by the Greater Helotes Little League Board of Directors. In the event of any conflict between the “2011 Official Regulations and Playing Rules” and the rules contained here-in, the “2011 Official Regulations and Playing Rules” of Little League Baseball take precedent. The Ground Rules are as follows:

A. CODE OF CONDUCT

- 1.) The goal of GHLL is to provide a safe, positive atmosphere for youth to learn the game of baseball and also learn the values of teamwork, sportsmanship, and fair play.
- 2.) Any abusive language and/or gestures, unsportsmanlike conduct, taunting or other negative behavior will not be tolerated at games or practices from any player, manager, coach, umpire, league official or parent.
- 3.) **Little League (LL) Regulation XIV** – Field Decorum: (a) The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the Local League Board of Directors.
- 4.) **LL Regulation XIV** – Field Decorum: (d) A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire.
- 5.) **LL Rule 9.01 (d)**: Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field.
- 6.) **LL Rule 9.01 (f)**: Umpires may order both teams into their dugouts and suspend play until such time as League Officials deal with unruly spectators. Failure of League Officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.
- 7.) **LL Rule 4.07**: When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. **A manager or coach ejected from a game must not be present at the game site for the remainder of the game.** Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they were suspended.
- 8.) **LL Rule 9.02 (a)**: Any umpire’s decision which involves judgement, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- 9.) **LL Rule 9.02 (b)**: If there is reasonable doubt that any umpire’s decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

B. GENERAL RULES & MANDATORY PLAY FOR FALL BALL

- 1.) Fall Ball is an Instructional league. For this reason, it is expected each player will have the opportunity to play both infield and outfield in each game. However, the coach may make an exception for safety reasons. If this occurs, the coach shall have a discussion with the parents of the player. Any conflicts shall be discussed with the VP of the division.
- 2.) No player may sit out on defense more than 1 consecutive inning. No player may play the same position for more than two consecutive innings.
- 3.) Players must start at least 50% of the games they play in and to play 50% of the innings played during the season.
- 4.) Managers shall keep a log with the number of starts for each player and number of defensive innings played.
- 5.) Roster vacancies during the season will not be filled. Teams will utilize pool players as noted in this section of the rules.
- 6.) In addition to the Ground Rules contained in this document, Managers and Coaches are expected to read the 2011 Official Regulations and Playing Rules of Little League Baseball.
- 7.) ***For the safety of the children in the program, a “Little League Volunteer Application” form must be submitted to the league president for all Managers and Coaches, including anyone helping in the dugout for games. Applications are due to the president prior to the first game. NO ONE will be allowed on the field or in the dugout without an approved application on file with league officials.***

- 8.) **LL Rule 1.08, Note 1:** The on-deck position is not permitted in Tee Ball, Minor League or Little League (Majors) Division.
- 9.) The Manager is responsible to have the completed Medical Release Forms for each child available at each practice and game.
- 10.) All managers will participate in league mandated manager and/or player training.
- 11.) A 72-hour notice is required for school function reschedules and will be granted only by approval of the Board.
- 12.) Practice Schedule recommended by GHLL:
 - a. With no scheduled games – up to 3 practices per week
 - b. With one scheduled game – up to 2 practices per week
- 13.) Visiting team will line the field prior to the game. Home team will drag and water down field prior to the game. Visiting team will repair the pitcher's mound and home plate area prior to the game. All grass infields will have painted base/foul lines. The grass on baseball/softball fields will not be chalked. If an Inter league game, we (GHLL team) will complete the duties of home and visiting team.
- 14.) Rain out games, and/or non-regulation games may not be rescheduled. Scheduling of these games will be the responsibility of the scheduling committee.
- 15.) If a "regulation" game (majors and above) cannot be completed due to weather, time limit, tie or curfew, every effort will be made to schedule the game for continuation at a later date. Managers: Do not assume that continuation games are being rescheduled for you. Notification to your league VP must be made within 48 hours in order to be considered for a continuation game reschedule. If this is not done within the proper time frame the game will be forwarded to the Board of Directors to determine its outcome.
- 16.) Home team will be responsible for keeping the Official Scorebook. Visiting team will be responsible for pitch count. This will be the official pitch count and there will be no disputing the count done by the designated official pitch counter. The game will not start until both people are in place, with no exceptions.
- 17.) The scorekeeper will note the pitcher(s) and pitch count(s) in the official scorebook per inning.
- 18.) It is the Scorekeeper's responsibility to take the scorebook to the field and have the Managers and Umpire sign it after the game. The Official Scorebook including pitch count MUST be signed by BOTH team managers (Coaches signatures are (ok) in place of the manager) and the head umpire.
- 19.) For Coach Pitch and above, an official lineup will be required to be delivered to the umpire at the beginning of each game.
- 20.) Coach Pitch and above, GHLL Managers and Umpires will use official scorecards. All changes must be made through the home plate umpire (head umpire) (AKA Tournament Play). At the conclusion of the game, the head umpire will be responsible for insuring the following information is recorded in the official scorebook (a) the correct score; (b) pitchers name, pitch count, and innings pitched; (c) verify substitutions have fulfilled mandatory play limits; (d) verify players who did not attend the game and/or were injured and did not play.
- 21.) The Winning team manager will be required to report the final outcome of the game, including the pitch count information, to the Director of Scorekeeping via the GHLL website or, if not applicable, to the VP of their Division. If a GHLL team plays an Inter-league game against a team from another league, the GHLL team will be required to report the outcome to the Director of Scorekeeping via the GHLL website or, if not applicable, to the VP of their Division.
- 22.) All games will be played to the maximum number of innings, time limit, or ten run rule.
- 23.) Pool play will be available in all divisions. Pool players will start the game and play a minimum of two consecutive innings and one at bat. Pool players may not pitch or catch and must bat at the end of the respective teams batting order. Illegal acquisition of pool player(s) will result in forfeit of the related game and a three game suspension for the infracting manager. All pool players will be secured by the Manager through the Division Player Agent or, if the PA is unavailable, through the Director of Baseball.
- 24.) Games will not be forfeited due to a lack of team players. Should a team be short and pool players unavailable, the opposing team roster can be used to fill out the defensive sets. Players "loaned" to the opposing team will bat in their normal batting order with their own team. The team who is short will have no penalty invoked because of the missing player (s) while batting.
- 25.) If an umpire is more than 10 minutes late, the game will be allowed to begin as long as both teams agree upon an interim umpire. That chosen umpire will serve in that capacity until the official umpire arrives.
- 26.) Only if time allows, each team will be allowed to have 5 minutes of infield practice prior to the start of every game. The visiting team will go first.
- 27.) After each game the Manager, Coaches, Players and Parents need to pick up the trash on their side of the field (Home or Visitor).

C. GAME DURATIONS

- 1.) All league games will be played within the time limits defined as follows. Tied games will go into the standings as a tie.
 - a. T-Ball: One (1) hour, hard stop. No new batter after one hour.
 - b. Coach Pitch & Minors: One (1) hour and thirty (30) minutes with no new inning after 1 hour 30 minutes. Complete the inning started.
 - c. Majors: One (1) hour and forty-five (45) minutes with no new inning after 1 hour 45 minutes. Complete the inning started. If last game of the night, full game shall be played up to curfew.
 - d. Junior Boys and above levels: Two (2) hours with no new inning after 2 hours. Complete the inning started.
- 2.) All minor level league division games called due to the time limit shall be considered regulation games, regardless of the number of innings played.
- 3.) If a team is losing by more than the half inning run limit at the end of regulation, no new inning shall be started (since the team would not be able to catch up). This is done to help insure the next game will start on time.
- 4.) All minor league baseball and below will have an imposed time limit, regardless if there is a game scheduled after it or not.

D. GAME CURFEWS

- 1.) **LL Regulation X, (a):** Coach Pitch, Minors, Majors, no new inning shall start after 10:00 P.M.
- 2.) Juniors, Junior Minors, Senior Minors, and Seniors: No new inning shall start after 10:30 P.M.

E. T-BALL DIVISION RULES

- 1.) No official score shall be kept.
- 2.) The half inning shall end when all batters in the lineup have batted once in that half inning.
- 3.) Shall play with a full-roster (continuous) batting order.
- 4.) Shall be played with a regulation infield including a catcher. The remaining players on the roster shall be in the outfield when a team is on defense.
- 5.) Until the ball is hit, all infielders should play at normal depth and no closer than four feet in front of the baseline. The pitcher must stand in the pitcher's circle until the ball is hit. All outfielders must be positioned on outfield grass.
- 6.) There is no leading off of a base. There is no base stealing.
- 7.) Every T-Ball player must play at least one inning in the infield and no infield player can play the same position for more than two innings.
- 8.) One (1) approved manager and three approved coaches will be allowed on the field of play while on offense. Only four (4) approved Managers or approved Coaches will be allowed while on the defense.
- 9.) In order to keep the game moving, there shall be limited batter instruction during games.
- 10.) The defensive team must throw the ball to get an out instead of running to tag a player out, except where running the player out would be the normal play. This is a judgment call, but the idea is to teach the fundamentals of baseball and to keep from having one player, such as the pitcher, run to a base instead of throwing to a teammate.

F. COACH PITCH DIVISION RULES

- 1.) Shall play with a full-roster (continuous) batting order alternating from offense to defense after three outs or once the run limit has been achieved.
- 2.) The run limit will be five (5) runs per half inning.
- 3.) Coach Pitch will play with a regulation infield and 4 outfielders, a total of 10 players on defense.
- 4.) Offensive team manager or coach will pitch from a distance between 45' – 47'. The ball must be thrown from either a windup or stretch. Once the ball has been thrown, no coaching from the field. The pitching coach must leave the field of play until time is called.
- 5.) Time will be called once the player-pitcher shows control of the ball within the pitching mound area (dirt mound). If a ball is overthrown to the pitcher, the one base rule is in effect.
- 6.) A pitch must be a pitch, with little or no arch. A lobbed pitch will be considered an illegal pitch. The coach pitcher will receive one warning only. The illegal pitch will be counted as one of the pitches. If the illegal pitch is hit, the defensive manager has the option to accept the pitch or return the batter back to home plate and base runners to their positions prior to the illegal pitch.

- 7.) There will be no walks. Three strike rule in effect or 5 pitches. After 5 pitches the batter will be out, unless the 5th pitch was a foul; whereby the hitter will continue to bat until the ball is fair or the batter strikes out.
- 8.) Regardless of where in the pitch count, if the batter is struck by a ball delivered by a coach-pitcher, that pitch will not count towards the pitch count.
- 9.) If batter is hit by the ball and cannot continue in the game, the batter is removed from the game and the next batter is up. Any player with an illness or injured and taken out may not return to the game. There will be no penalty in the batting order if a player can't continue in a game.
- 10.) Base stealing not allowed. The base runner may advance, at their own risk, 1 base on an overthrow.
- 11.) The manager and coaches may not coach from any area of the field, other than the dugout, while their respective team is on defense. While on offense only the base coaches are allowed to coach from the field. The coach or manager that is pitching is not allowed to coach from the field.
- 12.) Coach Pitch teams will be allowed one (1) approved Manager and three (3) Approved Coaches during games. While on offense, the offensive team may station two (2) adult base coaches, or one adult coach and one player in uniform, on the field during its time at bat, one near the first base and one near third base providing there is one (1) adult manager or coach in the dugout area. The adult pitcher will be an approved Manager or Coach.
- 13.) While on defense, the defensive team may station one (1) coach behind the catcher position to assist with balls missed by the catcher. For any ball retrieved by the coach, the coach must give the ball to the catcher for the catcher to throw back to the pitcher.

G. MINORS DIVISION RULES

- 1.) Shall play with a full-roster (continuous) batting order alternating from offense to defense after three outs or once the run limit has been achieved.
- 2.) The run limit will be five (5) runs per half inning.
- 3.) Minor Boys may use two (2) approved adult coaches (base coach). The offensive team may station two (2) adult base coaches or one adult coach and one player in uniform on the field during its time at bat, one near the first base and one near third base providing there is one (1) adult manager or coach in the dugout area.
- 4.) Managers shall follow the Little League rules for pitch counts and days of rest. See pages 38 and 39 of the 2011 Regulations, Section VI – Pitchers.
- 5.) **New Rule:** Per Regulation VI (a), Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

H. MAJORS DIVISION RULES

- 1.) Shall play with a full-roster (continuous) batting order alternating from offense to defense after three outs or once the run limit has been achieved.
- 2.) Managers shall follow the Little League rules for pitch counts and days of rest. See pages 38 and 39 of the 2011 Regulations, Section VI – Pitchers.
- 3.) **New Rule:** Per Regulation VI (a), Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.