

Portage Youth Baseball Club, Inc.

2016 Major League Local Rules/Guidelines

50/70 Intermediate Little League

1. Equipment questions, needs or concerns, contact Jeff Johnson at johnson12030@gmail.com or 608-712-6928.
2. Scheduling umpires, to reschedule, or for problems/concerns with umpires, contact Josh Brandsma at 790-4558 or brandsmajosh@hotmail.com. **Coaches are NOT to argue with or belittle an umpire under ANY circumstances.** Civil discussions about rule interpretation may occur, but coaches, players and fans may not argue umpire judgment.
3. It is the team Head Coach's responsibility to get sponsors gifts delivered to them. Our sponsors are key to the success of this league, this token of "Thank You" is the least we can do! These are to be delivered NO LATER THAN 1 week after delivery of pictures. If anyone needs assistance with this requirement, contact Jeff Johnson at 608-712-6928. Upon delivery, email confirmation to johnson12030@gmail.com is required.
4. Scorekeeper is responsible for recording final score at end of game. Final pitch count sheets will be initialed by both coaches. (Scorekeeper will turn pitch count sheets in to the Concession Stand).
5. After each game, coaches and players are to assure that dug outs and grounds are clean. Both team coaches are responsible for raking/grooming the field. If you are the last one to leave the park, make sure all doors on locker room and restrooms are locked.

Rules of the Park

It's all of our responsibilities to clean-up after ourselves - this park belongs to us all, pitch in and keep it clean!

Good sportsmanship must be displayed at all times by players, coaches, officials and fans! The following behavior will not be tolerated, including but not limited to: Swearing, throwing a tantrum, throwing bats, helmets or other equipment - Taunting, intimidating, or being mean and disrespectful to other players, umpires, coaches and team fans! Coaches are to address this behavior with players immediately upon offense.

Unsportsman-like conduct of any manor may cause immediate ejection from the park grounds, removal from position, and/or any other sanctions deemed necessary from the league Board.

Rules of the Field

1. All players and coaches are to be in uniform (team hat and shirt) for games. NO SHORTS or open toed shoes may be worn by players. No open toed shoes are to be worn by Coaches.

2. Athletic supporters are required for all male players. A supporter and cup is required for all male catchers. *Although cups not required for all positions, it is strongly encouraged for all male players.*
3. A catchers mask must be used by players when catching and warming up pitchers in the bullpens. Coaches are NOT allowed to warm up pitchers on the field.
4. Jewelry of any kind may not be worn during games and/or practice.
5. The **HOME TEAM** is the second team listed on the schedule and will occupy the **1st base dugout**. The Home team will have use of the batting cage from 5:00 pm to 5:30 pm while the Visiting team will have use of the batting cage from 5:30 pm to 6:00 pm. At conclusion of the game – both teams coaches are responsible for field care and clean up.
6. A game may not start nor finish with either team having less than 8 players.
7. An adult **MUST** be in the dugout at all times. (use of an approved volunteer OR if not available, and team has only one coach, coach must remain in dugout and use players as base coaches). Each team will have no more than 3 Coaches in the dugout at one time. When a coach is requesting a time out – the ump needs to approve the time out before the coach may set foot on the field of play.
8. All players must stay in the dugout while the game is in progress, unless they have permission from the coach. Only team members and approved coaches are allowed in the dugouts/field of play during games
9. There will be no on-deck circles, no on deck batters and no bat rings are allowed. On deck batter **MUST** remain in the dugout. Bats are to remain in bat tender until batter is ready to leave the dugout. Batters/Base runners **MUST** leave batting helmet on until they have entered the dugout.

Rules of Play

BATS – All bats must be 2 ¼ barrel. Non-wood bats must be printed with a Bat Performance Factor (BPF) of 1.15 or less

1. Each player must play at least every other inning on defense.
2. Each player must bat in rotation, whether they are playing defense or not.
3. A coach must use a courtesy runner for the catcher with two outs. The player who made the last out will be the runner.
4. If the catcher has caught for 4 or more innings, he/she cannot pitch in the same game.
5. A new inning begins when the home team's 3rd out is called.
6. Games are six innings, unless shorter due to time limits. An official game is considered 4 innings.
7. Games tied after 6 innings will be recorded as a tie, however, **WILL** be extended to a 7th inning **ONLY** if the time requirement in item #8 is adhered to.
8. Game times:

First game (T-Ball and Coach Pitch) starts at 5:00 pm and lasts until 6:00 pm– *Umpires' time runs the field.*) Game will be called at 6:00 pm and field prepped for the second game.

Second game (Minors and Majors) starts at 6:20 pm, a new inning may NOT start after 7:50 pm – *Umpires' time runs the field.* (Should the game start late, the 7:50 pm rule still applies) Game will be called at 8:15 pm, if in the middle of an inning, score will stand even if home team has not batted. NO revert back rule. No exceptions!

**** After Memorial Day **** the Second games (Minors and Majors) new innings may NOT start after 8:05 pm. Game will be called at 8:30 pm. NO revert back rule. No exceptions!

9. The 5 run rule per inning will apply in all innings, EXCEPT the last inning may be unlimited runs. If the last inning is announced when the home team is batting, the home team will be restricted to 5 runs as the visiting team was. **Run Ahead Rule:** 15 after 3 innings and 10 after 4 innings ends the game.
10. Leading off and stealing is allowed throughout the entire season.
11. Balk rule: Any intentional or accidental movement by the pitcher to deceive a baserunner will result in a Balk being called and all baserunners advancing 1 base. Pitchers are expected to pitch from stretch position with runners on 1st and/or 2nd base. Each pitcher will be allowed 1 warning/per inning as a teaching tool before a balk will be administered.
12. Sliding – **All players are encouraged to slide but MUST avoid contact with the defense if there is a play at the base.**
(Umpire calls “Play at Base” NOT coaches. "Play at Base" = Defense, Offense, Ball & Base.)
 1. All players encouraged to slide into bases to avoid tags (except 1st base).
 2. The other option a runner has is to attempt to get around the defender attempting the tag.
(Runner can only move up to 3 ft. left or right to remain legal)
 3. Defensive players may not block the base unless they have the ball.
 4. Except when a runner is returning to a base, head first slides are NOT permitted.
13. **Slash Bunts are NOT ALLOWED** – A batter showing bunt CANNOT pull back and swing at pitch. Batter and Coach shall receive 1 warning, if batter does again, he/she is immediately out, without consideration of number of strikes on him/her. Ball either hit or missed is dead immediately, runners do not advance.
14. **Dropped 3rd Strike** (passed 3rd strike)
Rule 6.09 – The batter becomes a runner when –
 - (b) The third strike is called by the umpire and is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two outs.

Simply put – Less than two outs and first base is occupied, the batter is out. Any and all runners advance on their own risk.

2 outs and first base is occupied (this includes bases loaded) ball is live! Batter becomes a runner! All the catcher needs to do is get the ball and touch home plate (get third base runner out) OR throw to first to get the batter (now runner) out. It is recommended on offensebase runners need to be running and batter needs to be running (best advice is to have batter run always, let the coaches/umpires sort it out.

COACHES ARE RESPONSIBLE FOR MONITORING PITCH COUNTS STRICTLY!!!
Pitch counts are in place and **REQUIRED** for the protection of the player – Coaches and/or parents are not allowed to override or ignore these requirements.

Be mindful of pitches in warm-ups and practices too...they add up and put strain on the players arm as well.

NO PITCHER is to START the season with these numbers, these are MAXIMUMS, and no pitcher should be throwing these numbers for the first part of the season!

PITCHING RULES – League rules that must be adhere to:

Maximum *pitch count in a day*

<u>Age</u>	<u>Pitch count</u>
7-8	50
9-10	75
11-12	85
13-16	95

Upon reaching limit, Pitcher must be removed from this position but may remain in the game, EXCEPT... if 41 or more pitches delivered in a game, player cannot play catcher for the remainder of that day.

All pitchers age 16 and under must adhere to the following pitch count vs. days of rest

<u>Pitches (in a day)</u>	<u>Days of rest required</u>
66	4
51-65	3
36-50	2
21-35	1
1-20	0

Pitchers may pitch a maximum of 2 innings per game. 1 pitch in any inning counts as an inning.

1. Ball and strike count will begin with the first pitch.
2. Coach is allowed 2 trips to the mound in 1 inning, if 2nd trip is made, pitcher is to be removed.
3. Once pitcher is replaced during the game, he/she may not return to pitch in that game.
4. If pitcher hits 2 batters in 1 inning OR 3 batters in a game, he/she must be pulled for rest of the game. (Pitching only, can play other positions as allowed.)
5. Breaking balls (curve or slider) are not allowed in league play. Acceptable pitches are fastballs, change ups and knuckleballs. If an illegal pitch is thrown, the pitcher will given 1 warning and the offensive coach will choose a ball to the batter or the result of the play. Upon a second illegal pitch, the pitcher will be removed from the pitching position.

Questions:

Local Board President – Jeff Johnson

Local Board Vice President – Josh Brandsma

Rules Committee - Todd Horn, Josh Brandsma, Jason Hooker and Tony Metzler