



## Timmins Little League 2015 House League Rules



Timmins Little League is a chartered organization with Little League Canada, and uses the official Little League Rule Book for all rules and regulations except for specific “house league” rules as outlined below. All Managers and Coaches are required to read, apply and respect the regulations and rules as laid down in the rulebook. Take the time to read the book and apply the philosophy. Share the rules with your players.

The initial sections apply to all divisions. Some local rules and rules specific to each division come later. To contact League Executives, Directors, Equipment Manager, or the Umpire Assigner, go to <http://www.larondelittleleague.ca>.

Little League International rules apply unless stated differently in the rules that follow.

### ALL DIVISIONS

#### **A. Sportsmanship and Conduct**

1. Managers are responsible for the sportsmanship of their players, parents, and coaching staff.
2. Be patient with all umpires.
3. You may politely ask an umpire how he saw the events of a play but may not question his judgment. Teach players respect for the officials through your actions.
4. Any abuse of equipment, bat or helmet, will result in player ejection.
5. Players must get permission from an umpire to leave the field and are not to mingle with spectators (see green book rule 3.09).

## **B. Game Times**

1. Game times are as follows:
  - a. Minor 5:30pm (D&R Little League Field)
  - b. Tee 6:00pm (Tee Ball Field)
  - c. Major 7:30pm (D&R Little League Field)
2. All players should be there a minimum 15 minutes before the game to assure a good warm up and to give the coaches time to prepare the lineup cards. This will also help everyone respect the game time starts.
3. The key to completing a game prior to curfew is to start the game on time. The pre-game meeting of umpires and coaches should take place 5 minutes before game time. Team warm-ups should be completed before the meeting of umpires and coaches, and after this meeting, the home team should take the field and be ready to throw the first pitch at the scheduled start time. Every effort will be made to start the game on time.

## **C. Curfews**

1. Tee Ball (regular 4-inning game): no inning will commence after 1 hour and 30 minutes from the announced start of the game (regular season only, not playoffs).
2. Minor: no inning will commence after 1 hour and 30 minutes from the announced start of the game (regular season only, not playoffs).
3. Majors: no inning will commence after 1 hour and 30 minutes from the announced start of the game (regular season only, not playoffs). Once school is finished, teams will play the full 6 innings.

## **D. Mercy Rule**

1. Minor and Major: if after four (or more) innings of play one team is ahead by 10 runs or more the game is officially over (3 ½ innings if the home team is ahead). There is also a 5 run per inning maximum (excluding the last inning). If both team managers agree, teams may continue to play a game even if it is no longer possible for one team to catch up because of the 5-run limit (unless the 10- run rule applies).

#### **E. Inclement Weather and field conditions**

1. The league officials are responsible to cancel or postpone games due to weather conditions as well as the condition of the field. Once a game is started, the team's managers have the responsibility for delaying or postponing or cancelling the game. Safety for the players is the key factor in this decision.
2. Play will be stopped immediately during a thunderstorm if lightning appears. Observe the 30-30 rule. If thunder is heard 30 seconds or less after lightning is observed, the storm is less than 10 kilometers away. Precautions should be taken. Do not resume play until 30 minutes after the last lightning strike in the area. All players and spectators should move to safety and away from steel fences and trees. Wait in your cars until the game restarts or is cancelled.
3. Rained out games are to be re-scheduled by the leagues official in communication with the team managers. It is reasonable to play three games in one calendar week especially at the beginning of the season.

#### **F. Pitching Limits**

1. Little League International is very serious about pitching limits. Too many players have ruined their arms while they are still teenagers. The rules require that someone count all pitches, including strike foul balls. Little League has created a pitch log form (<http://eastnepeanbaseball.on.ca/files/resources/Pitching-Log.pdf>) to help with pitch counting.
2. The limits are as follows (see the rule book for Big League limits):

League age	8	(Rookie)	50 pitches per day
	9-10	(Minor)	75 pitches per day
	11-12	(Major)	85 pitches per day
3. Any player who plays up a division observes the age limits not those of his new division.
4. At Minor and Major, Timmins Little League also limits pitchers to 6 innings pitched per week. This give the league the opportunity to develop more pitchers
  - a. Any player on a team can and should be encouraged to pitch if he has proven to practice.
  - b. Delivery of a single pitch constitutes having pitched an inning.
  - c. A player, once removed as a pitcher, shall not pitch again in the same game.
5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. 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.

#### **G. Call-Ups**

1. Managers who know that players will not be available to play due to sickness, injury, school trips, holidays, etc. are strongly encouraged to “call up” players from a lower division to bring the playing roster to at least 8 players, preferably more than 9. Called up players shall be used exactly like regular team members subject to the rules listed above.

#### **H. Batting**

1. Each team manager has the choice to bat through the entire batting order or simply bat a 9 player rotation.
2. If every player is placed in the batting order. A player who arrives after the start of the game is placed last on the batting order (even if the team is on the second time through the order). A player who is on the batting order and arrives late and misses his turn is placed at the bottom of the batting order. No automatic out is allowed. Example: 10 players on the batting order prior to the start of the game. Tommy, scheduled to bat 6th does not arrive until after the 8th batter has been at bat. Tommy is scratched from the 6th position, bats after the last person in the order, and is not an automatic out because he was not available to bat 6th. Joey, the 11th player, arrives in the second inning and is placed 11th after Tommy.
3. Players may not handle a bat until it is their turn to bat.

#### **I. Defensive Positions (Player Rotation)**

Timmins Little League promotes the principle of equal play throughout the House League season.

On defense, all players will share equally infield positions and outfield play except for skill and safety positions such as pitcher, catcher and first base. This does not mean that there is a 50-50 rule for infield and outfield. There are six infield and three outfield positions. All players will share equally in sitting out as much as possible.

Should a player not begin the season with the skills to pitch, catch or play first base, every effort must be made to help the player develop the skills prior to game time, if the player is willing (by the parents as much as the coach).

#### **J. Uncaught Third Strike**

1. Majors : the uncaught third strike rule will be in effect from the start of the season.

#### **K. Game Equipment**

1. The minor teams are responsible for setting up the diamond and the start of the night if it has not already been done. The major teams are responsible for returning the equipment to the shack and shutting off the lights after the game (and locking the shack). If equipment is missing or damaged (including umpire equipment), please advise the league's officials.
2. For each game, the umpires shall use a new baseball and good quality used baseballs.
3. At the minor and major levels, each player is responsible for acquiring their own helmet. The league does not provide helmets at these levels.

#### **L. League Equipment**

1. The league entrusts each team with the care and safekeeping bats, catching gear, and baseballs. All equipment bags and bat bags are clearly marked and should be assigned to the same team. Do not mix the equipment from one bag to another as both bags contain the exact same equipment. Return all balls to the equipment bag after the game. Team managers are responsible for sending a player or parent to retrieve foul balls over the fence.
2. Care of uniforms is the responsibility of each individual and should be washed in warm water and hung to dry. Lettering and numbers could come off if uniforms are placed in the dryer.
3. All bats brought by a player must be Little League approved. A list of those bats is always posted on the league's website.
4. Broken helmets are dangerous and illegal and may affect insurance coverage if an injury is sustained while using a broken helmet. Inspect helmets before each game and do not use a helmet if it is cracked.
5. Catchers must wear a mask that includes the dangling throat protector.

#### **M. Dugouts**

1. The home team shall occupy the 3rd base dugout and visiting team will occupy the 1st base dugout. Team managers are responsible to clean out the garbage from their dugout after the game.

**N. Number of Players**

1. Timmins Little League places ten to thirteen players on each team. This is an optimum number for each team during the regular season and playoffs. The league is aware that not all players can make all games or are available for the start of each game. Normally, 9 players are required to play the game. However, 8 registered players is the minimum number required to start and continue all games. If a team is unable to field these 8 players, the game will count as a forfeit (5-0).

**O. Scores**

1. The home team is responsible for reporting each game score on the League's official web site coordinator.

**P. Cell Phones**

1. Electronic devices such as cell phones are permitted as long as they do not become a distraction and are not used to communicate with others on the field.