

2019 Grosse Pointe Little League Softball

Local Rules and Regulations

1. INTRODUCTION

- 1.1.1.** The purpose of these rules and regulations is to highlight and/or supplement the 2019 Minor and Little League Softball Official Regulations and Playing Rules (the "Official Playing Rules").
- 1.1.2.** Where the Local Rules differ from Official Rules, the Local Rules shall be in force only in games between two GPLLS Softball teams. Official Rules will govern games with teams from other Leagues unless otherwise stated.

2. GENERAL RULES

2.1. Managers and Coaches

- 2.1.1.** Managers must be at least eighteen (18) years of age. Managers must be recommended by the Division Commissioner and approved by the Board of Directors.
- 2.1.2.** Coaches must be at least sixteen (16) years of age. Two official coaches are designated by the Manager. The Manager may also designate any number of additional coaches to assist the Manager in practices, games, and team activities. While a team may have any number of coaches during games, only the Manager (or his/her substitute) and two coaches (total of 3 adults) may participate in coaching activities during a game and be in the dugout. At the Manager's discretion, up to four (4) adults may participate in coaching activities and be in the dugout in a Machine Pitch game.
- 2.1.3.** At least one adult coach must be in the dugout at all times.
- 2.1.4.** Managers and coaches must coach from the dugout area or the field only. Managers and coaches may not coach from spectator areas, the scoring table, or any other non-dugout, non-field location.
- 2.1.5.** All coaches under the age of 18 must be under direct supervision of an adult manager and under no circumstances will a coach under the age of 18 be allowed to conduct practices or pre-game warm-ups in absence of adult supervision.
- 2.1.6.** Managers, coaches, and other volunteers must complete and sign the Little League Volunteer Application form as well as the GPLLS Code of Conduct and have a background check completed. Managers must submit a list of all coaches to the Division Commissioner prior to the start of the LL season. The League Safety Officer is responsible for administering and ensuring compliance with this rule.
- 2.1.7.** The regular season Managers and official coaches are the only people eligible to manage or coach a tournament team that participates in official Little League tournaments.
- 2.1.8.** All Managers are required to attend any mandatory training provided by the league. Coaches are also recommended to attend.
- 2.1.9.** Any conduct unbecoming a manager or coach may be subject to review and disciplinary action by the Executive Committee.

2.2. Field and Premises Decorum

- 2.2.1.** The actions of the managers, coaches, umpires and players must be above reproach. All players are expected to use only "positive chatter," i.e., encouraging one's own teammates. Negative chatter should be discouraged at all times. Chanting, yelling or other distracting conduct must cease when a pitcher contacts the pitching rubber, or any other time as directed by the umpire(s). All Managers, coaches, parents and players are subject to the GPLLS Code of Conduct.
- 2.2.2.** Only the Manager or coach acting in the manager's absence is permitted to talk to the umpire during the game. All discussion with umpires should take place out of earshot of the fans and players. Care should be taken to keep all disputes civil and private. Any violation can mean expulsion from the field at the umpire's discretion.
- 2.2.3.** All persons participating, managing, coaching, umpiring, or attending GPLLS activities should conduct themselves appropriately at all times. Abusive language, foul behavior, disruptive conduct, or other behavior that interferes with the enjoyment of the activity is prohibited.
- 2.2.4.** Ejection from a game. A Manager or coach ejected from a game is required to leave the vicinity of the field immediately. Penalties for failure to do so will be forfeit of the game. Parents may not interfere with the game in any way. If interference occurs, the umpire may ask the offending parent to leave the field. If the parent refuses to leave the field, play shall be stopped and all players removed from the field until the offending parent has complied with the umpire's instructions.
- 2.2.5.** No person other than a league official is permitted to view the game from behind the backstop.

2.3. Game Play

- 2.3.1.** Starting time. A team will be allowed a 15-minute grace period to field eight (8) players in the Majors Division, or seven (7) in the Minors Division. If a team cannot field or maintain 8 (or 7) players, a scrimmage or "No Contest" game will be played using only the players who are present. The team that is short players will forfeit. This will ensure that at least a scrimmage game will be played and Managers, coaches, players, parents and the umpires will be rewarded for their efforts to get to the field that day.
- 2.3.2.** Lineups. Managers shall present lineups with players' uniform numbers to the other Manager at least fifteen minutes before the game begins.
- 2.3.3.** Warm-ups. The home team has use of the infield 20 minutes before the game. The visiting team has use of the infield for 20 minutes before that. If the full 40 minutes is not available, the teams shall split the time evenly, with the visiting team going first, unless the managers from both teams agree to switch the order.
- 2.3.4.** Dugouts. The home team shall be in the third base dugout. The visiting team shall be in the first base dugout.
- 2.3.5.** Conferences. A Manager/coach shall be limited to one (1) offensive conference with his/her batters each inning. If the defensive Manager/coach is talking to the pitcher, the offensive coach may talk to the batter without it counting as a conference.

- 2.3.6.** Official Scoring. The home team's scorekeeper shall be designated OFFICIAL SCOREKEEPER for the game. Manager, Official Scorekeeper, or designate of the home team must have game results posted on grossepointesoftball.com within 24 hours of the completion of each individual game.
- 2.3.7.** Field Setup and Teardown. The home team shall be responsible for setting up and tearing down the field for each game. The visiting team shall be responsible for any trash pickup in dugouts and the vicinity of the field.
- 2.3.8.** Batting helmets. All batters must wear cages on their batting helmets.

2.4. Game Postponement.

- 2.4.1.** In the event of rain (or snow) on game day, any combination of two of the following Board positions shall determine the playability of the fields: the Fields Coordinator, the President of the Board, the Vice President of the Board, the Majors Commissioner, or the Player Agent. Once the game has begun, the game is entirely under the control of the umpire and he/she will determine whether the game should be suspended because of inclement weather, poor field conditions, or darkness.
- 2.4.2.** An umpire's decision to call a game for rain is a judgment call. If more than one game is in progress, the umpires shall try to coordinate their decisions on the respective diamonds.
- 2.4.3.** It is the responsibility of the Division Commissioner, in coordination with the Scheduler to determine the date the game will be played or completed. Once agreed, the Division Commissioner shall be responsible for adjusting the date and time for that game on the website.
- 2.4.4.** All postponed or suspended games shall be played or continued on the day set by the Division Commissioner. Alternatively, the team deemed most culpable, in the Division Commissioner's absolute discretion, for the failure to continue or play the game shall forfeit the game.
- 2.4.5.** Collusive manipulations of these rules shall result in severe sanctions, including suspension or removal of offending managers and/or coaches by review of the GPLLS Executive Committee.
- 2.4.6.** Playoff Postponement Rules. Only the President or a Division Commissioner may postpone a game before it begins. To protect the integrity of the playoff schedule, a playoff game must be made up as soon as possible. A playoff game will be made up the next day unless in the opinion of the President and Division Commissioners weather, field conditions, lack of available umpires or fields, or other exigent circumstances exist to justify further postponement.

2.5. Unplayed Games

- 2.5.1. If the season ends with unplayed scheduled games (e.g., rainout during the last week of the season), final standings will be based on won-lost percentage.

2.6. Filing a Formal Protest

- 2.6.1. An umpire's judgment call may not be protested. A rule interpretation may be protested. To protest, the protesting Manager shall immediately, and before any succeeding play begins, notify the umpire that a game is being played under protest. Also, the protesting manager shall notify the opposing manager of the action WITHOUT INVOLVING SPECTATORS OR PLAYERS.
- 2.6.2. After being verbally submitted by the manager first to the umpire on the field of play, the protest must then be submitted in writing to the Division Commissioner within 24 hours after the completion of the game. Failure to timely pursue the protest will result in waiver of the protest. However, the Commissioner and the protest committee shall have the discretion to independently conduct further review of the protest.
- 2.6.3. If a game is protested, the official scorekeeper shall immediately make note of the exact situation at the time of the protest, including the score, the number of outs, the position of any runners and the ball and strike count on the batter and obtain the umpire's signature on the game score sheet.

2.7. Divisions

- 2.7.1. **Majors Division.** There shall be a Majors Division, open to children 11 and 12 years of age. All 11 and 12-year olds must be placed in the Majors Division, except that an 11-year old may play in the Minors Division upon joint agreement between the 11-year old's parents and the Player Agent. 10-year olds may be eligible to play in the Majors Division at the recommendation of the Player Agent, in consultation with the President, Majors Division Commissioner, and the Board of Directors.
- 2.7.2. **Minors Division.** The Minors Division shall be open to children ages 9 to 10. 11-year olds may play in the Minors Division based upon Rule 2.7.1 above. 8-year olds may be eligible to play in the Minors Division at the recommendation of the Player Agent, in consultation with the President, the Minors Division Commissioner and the Board of Directors.
- 2.7.3. **Machine Pitch Division.** The Machine Pitch Division shall be open to children ages 6 to 8. 5-year olds and 9-year olds may be eligible to play in the Machine Pitch Division at the recommendation of the Player Agent, in consultation with the President, the Machine Pitch Division Commissioner and the Board of Directors.
- 2.7.4. **Exceptional Circumstances.** Under exceptional circumstances, the Player Agent may recommend to the Board of Directors that the age limitations set out above may be modified in individual cases, for reasons such as developmental or physical disabilities, safety issues, or other similar circumstances.

2.8. Players

- 2.8.1. Player Evaluations.** The Player Agent shall establish and hold player evaluations prior to each season. Evaluations shall be designed to give the Player Agent, Division Commissioners, and Team Managers an opportunity to fairly evaluate league players. Any player wishing to be considered for the Minors or Majors Division must be evaluated.
- 2.8.2. Postseason Player Evaluations.** Every manager shall be required to complete postseason evaluations of their players. This information will be used to help assist the managers in the following year to evaluate players prior to the draft. If postseason evaluations are not completed, the offending Manager will not be considered for a Manager position the following year. This rule shall be administered by the Player Agent.
- 2.8.3. Draft Pools.** Prior to each Division draft, the Player Agent, in consultation with the appropriate Division Commissioner, shall develop a draft pool for each Division, listing all players eligible to be drafted in a Division.
- 2.8.4. Drafts.** The Player Agent, in cooperation with the President and the Division Commissioner shall conduct a draft for the Major and Minor Divisions. Any question or concern regarding a Manager shall be addressed to the League Commissioner, the President, or the Player Agent prior to that League's draft.
- 2.8.5. Call Up Procedures.** Call up procedures regarding the movement of a player from a lower division to a higher division shall be determined by the Player Agent and shared with the higher Division Commissioner. Violations of established call up procedures shall result in sanctions against the offending manager, which sanctions shall be decided by the Player Agent, Division Commissioner and the President, including the imposition of a loss for the game in which an ineligible player participated or suspension.
- 2.8.5.1. **Temporary Call Ups** Temporary call-ups shall be used in the Majors division only
- 2.8.5.2. **Permanent Call Up** If a team is in need of a permanent call up, that team shall select a player from the next lower division. The player selected shall be a player otherwise age eligible to be drafted into the higher division at the time of the draft. The manager shall review the available player list with the Player Agent and shall select a replacement. The replacement becomes a permanent member of the team. See Local Rules 3.1, 4.1, and 5.1.

MAJOR DIVISION

- 3. Major Division Rules** Incorporation of Official Rules. The 2019 Little League Official Regulations and Playing Rules for Major Leagues shall govern, except as may be otherwise provided in these rules. Furthermore, the General Rules set forth in Section 2 of the GPLLS Local Rules are incorporated by referenced.

3.1. The Teams

- 3.1.1.** Each Majors Division team shall consist of twelve (12) players, except that the Player Agent may recommend to the Board of Directors that one or more Majors Division Teams should consist of eleven (11) players. At no time shall a team have on its roster more than eight (8) players of the same league age.
- 3.1.2.** Eligibility for the Majors Division Draft. The Player Agent, Majors Division Commissioner, and GPLLS President, with Majors Division manager input, will determine the exact pool of 10-year olds, if any, eligible for the draft. From that list, teams will draft ten-year-old players in accordance with any limitations set by the Player Agent, Majors Division Commissioner and President.
- 3.1.3.** Protection of a player will ONLY be permitted for the following reasons:
- 3.1.3.1. The child of a manager
 - 3.1.3.2. The sibling of a current roster player
 - 3.1.3.3. One child of a designated coach.
- 3.1.4.** Protection of a player will result in the forfeit of a pick that corresponds to the value of the protected player.
- 3.1.4.1. The pick that is forfeited will be determined by polling all managers prior to the draft for their opinions of what round the protected player would be drafted had they been unprotected. The responses will be averaged, and the Division Commissioner and Player Agent will then make a final determination on which picks will be forfeited by the protecting team.
 - 3.1.4.2. In the case of siblings, a determination of how many rounds should separate the siblings will be made in a similar fashion to Rule 3.1.4.1. When the first sibling is picked, the second (and subsequent) siblings will then be assigned to the picking team, and the corresponding picks in later rounds will be forfeited.
- 3.1.5.** Majors Division Draft Order. Draft order will be based on a random draw, in a modified snake draft format that will be maintained by the Player Agent and made available to the managers prior to the draft.
- 3.1.6.** The random draw will determine the order of choice of draft position, not draft position itself. E.g. If a Manager is drawn first, they have the first choice of what pick number they will have, which could be first, last, or anything in between. The next manager drawn will then have their choice from the remaining draft slots, etc.
- 3.1.7.** All other draft procedures should operate in accordance with the 2019 Little League Operating Manual.

3.2. Callups

- 3.2.1.** Permanent Call up. Permanent call up procedures should operate in accordance with the 2019 Little League Operating Manual and are subject to the discretion of the Player Agent and GPLLS BOD. Except as otherwise determined by the Board of Directors in exceptional circumstances, permanent call ups can only be completed prior to two weeks before the end of the regular season. See Local Rule 2.8.4. Injury to one player is not an exceptional circumstance.
- 3.2.2.** Temporary Call Up. A manager shall request that a player or players be called up from the Minors Division only if the team will have less than 10 players for a game. He/she shall request enough callups to bring the roster to 10.
- 3.2.2.1. The Call-up Committee, comprised of the Player Agent, the Majors Commissioner and the Minors Commissioner, shall maintain a short list of Minors players eligible to be called up. Each Minors team shall have at least one player on that list. If a call-up is needed, any member of the Call-up Committee shall assign the call-up to the next player or players on the list. After being called up, that player or those players shall move to the bottom of the list.
- 3.2.2.2. A manager shall not request a specific player to be called up, nor shall he/she contact a specific player (or her parents), except when authorized to do so by a member of the Call-up Committee. Special requests, such as sibling call-ups, may be considered at the sole discretion of the Committee. A manager shall begin the call-up process as soon as he/she is aware a call-up may be needed. In game-time situations, a manager must make a good-faith effort to contact a member of the Call-up Committee, who may authorize an emergency call-up. Violations of this rule may result in various penalties, including but not limited to the forfeiture of a game. This rule applies to playoff games.
- 3.2.2.3. A manager may request, at his/her discretion, that a player be called up from the Minors Division if the team is missing a player or players that does not require a mandatory call-up. Such discretionary call-ups shall be conducted only through the Player Agent.
- 3.2.2.4. A Temporary Call-up may not pitch and must bat at the bottom of the batting order. A Temporary Call-up shall not play more innings defensively or bat more often than any other player on the team.
- 3.2.3.** Refusal of Permanent Callup. Any Player (except a proposed temporary call-up) who refuses to join a Majors Division team shall be ineligible to be permanently called up to any Majors Division team for the balance of that season.

3.3. Pitchers

- 3.3.1.** The rules governing pitchers in the Major Leagues are set forth in the 2019 Official Little League International Pitch Count Regulation VI.
- 3.3.2.** Section 8.02(c) of the Official Playing Rules sets forth the penalty for intentionally pitching at a batter. Furthermore, a pitcher who inadvertently hits more than one batter in

the same inning maybe removed as a pitcher by the umpire if in the judgment of the umpire the pitcher's wildness and speed may cause injury. However, the pitcher shall only be removed under these circumstances after a prior conference in the game between the umpires and both managers in which this situation is discussed, and a warning is issued. This decision should not be made lightly, and the possibility of injury should be real before a pitcher is removed.

3.3.2.1. The conference discussed above must be initiated by the umpire, not by a manager.

3.3.3. Pitchers must wear a protective mask.

3.3.4. Pitchers/hitters will begin every plate appearance with a 1-1 count. Based on the level of pitching depth in the league, this is subject to change based on Commissioner and Player Agent discretion midway through the season.

3.3.5. Every team must have at least 2 pitchers appear per game. An appearance is defined as 3 outs, or 4 consecutive batters, with each of those batters completing their plate appearance.

3.4. Rules of Play

3.4.1. Regular Season Player Participation. Every player must play at least three (3) defensive innings. If the home team is ahead at the end of five and one-half (5 ½) innings, the game is over and the visiting team (for purposes of defensive innings played) is considered to have played the sixth inning in the field. If a player is absent, this shall count as three (3) innings played in the field and one game started. The Official Scorekeeper must record absences in the scorebook. Managers shall strictly comply with the player participation rules and shall never discourage player participation in a game. Failure to satisfy player participation rules shall result in the penalties set forth in Official Regulation IV(I), or other penalties in the discretion of the Executive Committee.

3.4.2. Batting Lineup – Every player present bats in the lineup. The lineup can reset every game, subject to Rule 3.4.4

3.4.3. Stealing and leadoffs are permitted on release of the ball by the pitcher.

3.4.4. Bunting is allowed. If the league is using a 1-1 starting count, then if a bunt is attempted with two strikes, one foul ball is permitted without the batter being declared out. Should another bunt attempt be made and then fouled off, the batter will be out.

3.4.5. A maximum of 3 outfielders are allowed.

3.4.6. If a child comes late to a game he/she may or may NOT participate, at the discretion of the manager. Late is defined as arriving any time after the final out of the first inning.

3.4.7. Player Substitution. A player who has been removed for a substitute may re-enter the game at any time; however NO player may be removed from the field during an inning except for reasons of injury or a pitching change.

3.4.8. Mercy Rule. If a team is ahead by 15 runs after the trailing team has had 4 complete turns at bat, or 10 runs after 5, the team shall be declared the winner and the game declared over.

3.4.9. Dropped 3rd Strike. In the Majors Division only, a Batter is out when A) a third strike is legally caught by the catcher; or B) a third strike is not caught by the catcher when First Base is occupied before two are out.

3.4.9.1. In the Majors Division only, a Batter may attempt to Advance to First Base when with less than two outs in the inning and First Base unoccupied before the pitch, a third strike is not legally caught by the catcher; or, with two outs in the inning, regardless of whether First Base was occupied before the pitch, a third strike is not legally caught by the catcher.

3.4.10. Pinch Runners - For Catcher with Two Outs: Managers have discretion to use a pinch runner for the catcher when there are two outs, utilizing the last out as the pinch runner.

3.4.11. Time Limit. When the 100 minute time limit has been reached, the current inning will be finished, and the Managers will be notified that the next inning is the final inning. For time purposes, an inning will be said to start as soon as the third out is made in the last half of the preceding inning. If a game is tied when the time limit occurs, one additional inning will be played. If the game is still tied after 7 innings, the game will be declared an official tie and recorded as such in the standings. Note: It is the scorekeeper's responsibility to record the actual starting time of the game.

3.5. Playoffs. Playoffs will be a single elimination format. Teams will be assigned seedings based on regular season winning percentage by the League Commissioner

3.5.1. Tie breakers for seeding will be (1) winning percentage, (2) head to head record among tied teams, (3) coin flip by the Major League Commissioner. In the case of a 3- (or more) way tie, the entire tie breaker formula will be applied to determine the highest seed, then reapplied to the remaining tied teams to determine the next highest seed, etc.

3.5.2. The Championship will be determined in a "World Series". The final two remaining teams will compete in a best of 3 series to determine the League Champion.

3.5.3. Playoff Player Participation

3.5.3.1. Offensive lineups shall consist of a minimum of 9 hitters, although more are allowed, subject to Manager discretion. Players may be subbed out of the batting lineup freely, however a player is not allowed to bat twice before 8 intervening batters have batted.

3.5.3.2. Each player must play defense for at least six (6) outs before the conclusion of the game, and have at least one (1) at bat per game. For the purposes of this rule, an unplayed last half-inning in the field by a visiting team shall not count toward player participation. If a player is absent, this shall count as two (2) innings played in the field, one at-bat and one game started. The Official Scorekeeper must record absences in the scorebook. Failure to satisfy player participation rules shall result in the penalties set forth in Official Regulation IV(I), or other penalties in the discretion of the Executive Committee.

3.5.3.3. Every team must have at least 2 pitchers appear per game. An appearance is defined as 3 outs, or 4 consecutive batters, with each of those batters completing their plate appearance.

3.5.4. There will be no time limit in the playoffs.

3.5.5. There will be no ties allowed in the playoffs.

MINOR LEAGUE

- 4. Minor League Rules** Incorporation of Official Rules. The 2019 Little League Official Regulation and Playing Rules for Minor Leagues ("the Official Minor Playing Rules") shall govern, except as may be otherwise provided in these rules. Furthermore, the General Rules set forth in Section 2 of our Local Rules are incorporated by reference.

4.1. The Teams

- 4.1.1.** The number of teams will be determined by the number of players available to play; all Minors teams shall have a minimum of 12 and a maximum of 14 players.
- 4.1.2.** Eligibility for the Minors Division Draft. The Player Agent, Minors Division Commissioner, and GPLLS President, with Minors Division manager input, will determine the exact pool of 8-year olds, if any, eligible for the draft. From that list, teams will draft 8-year old players in accordance with any limitations set by the Player Agent, Majors Division Commissioner and President.
- 4.1.3.** Protection of a player will ONLY be permitted for the following reasons:
- 4.1.3.1. The child of a manager
 - 4.1.3.2. The sibling of a current roster player
 - 4.1.3.3. One child of a designated coach.
- 4.1.4.** Protection of a player will result in the forfeit of a pick that corresponds to the value of the protected player.
- 4.1.4.1. The pick that is forfeited will be determined by polling all managers prior to the draft for their opinions of what round the protected player would be drafted had they been unprotected. The responses will be averaged, and the Division Commissioner and Player Agent will then make a final determination on which picks will be forfeited by the protecting team.
 - 4.1.4.2. In the case of siblings, a determination of how many rounds should separate the siblings will be made in a similar fashion to Rule 4.1.4.1. When the first sibling is picked, the second (and subsequent) siblings will then be assigned to the picking team, and the corresponding picks in later rounds will be forfeited.
- 4.1.5.** Minors Division Draft Order. Draft order will be based on a random draw, in a modified snake draft format that will be maintained by the Player Agent and made available to the managers prior to the draft.
- 4.1.6.** The random draw will determine the order of choice of draft position, not draft position itself. E.g. If a Manager is drawn first, they have the first choice of what pick number they will have, which could be first, last, or anything in between. The next manager drawn will then have their choice from the remaining draft slots, etc.
- 4.1.7.** All other draft procedures should operate in accordance with the 2019 Little League Operating Manual.

4.2. Callups/Substitutions

- 4.2.1.** There shall be no callups allowed in the Minors Division, either temporary or permanent.
- 4.2.2.** Substitutions: If a team will have less than 10 players for a game the manager of the team, in consultation with the Player Agent and the Division Commissioner, shall be allowed to solicit a substitute player to bring his/her roster to 10.
- 4.2.3.** The Player Agent and Division Commissioner shall maintain a short list of Minors players eligible to play as a substitute. Each Minors team shall have at least one player on that list. If a substitute is needed, either the Player Agent or Minors Commissioner shall assign the substitution to the next player or players on the list. After substituting, that player or those players shall move to the bottom of the list.
- 4.2.4.** Any substitute player shall bat in the last position or positions in the batting order for that game. A manager shall not contact a specific player (or parents), except when authorized to do so by the Player Agent of Minors Commissioner. Special requests, such as sibling call-ups, may be considered at the sole discretion of the Committee. A manager shall begin the call-up process as soon as he/she is aware a substitute is needed, or is very likely to be needed. In game-time situations, a manager must make a good-faith effort to contact either the Player Agent or Minors Commissioner, who may authorize an emergency substitute. Violations of this rule may result in various penalties, including but not limited to the forfeiture of a game. This rule applies to playoff games.
- 4.2.5.** A substitute player may not pitch.

4.3. Pitchers

- 4.3.1.** The rules governing pitchers in the Minor League are set forth in the 2019 Official Little League International Pitch Count Regulation VI.
- 4.3.2.** Section 8.02(c) of the Official Playing Rules sets forth the penalty for intentionally pitching at a batter. Furthermore, a pitcher who inadvertently hits more than one batter in the same inning maybe removed as a pitcher by the umpire if in the judgment of the umpire the pitcher's wildness and speed may cause injury. However, the pitcher shall only be removed under these circumstances after a prior conference in the game between the umpires and both managers in which this situation is discussed, and a warning is issued. This decision should not be made lightly, and the possibility of injury should be real before a pitcher is removed.
 - 4.3.2.1.** The conference discussed above must be initiated by the umpire, not by a manager.
- 4.3.3.** 4-2 Count Rule: All at-bats will begin with the hitter having a 0-1 Ball/Strike count.
- 4.3.4.** Pitchers are required to wear a protective mask.
- 4.3.5.** Teams are required to pitch at least three pitchers per game, and no pitcher may pitch more than three innings (9 outs) in a game. To be considered an appearance, a pitcher

must face at least 4 batters (completed plate appearances), or record three outs, before being replaced.

- 4.3.5.1. For the purposes of this rule, ending the inning on a mercy will be considered an out.

4.4. Baserunners

- 4.4.1. The rules regarding runners are set forth in the Official Minor Playing Rules, at Section 6.08 and Section 7.00 et seq.
- 4.4.2. The Infield Fly Rule, as set forth in Section 2.00 of the Official Minor Playing Rules, shall apply in the Minors division
- 4.4.3. Stealing – Players may only steal a base on a passed ball or wild pitch. They may not steal unless the ball has passed the umpire, and may only advance one base per attempt.
 - 4.4.3.1. Upon stealing a base, players may not attempt to advance to the next base if the ball is overthrown on an attempt to throw the runner out.
 - 4.4.3.2. Players may not steal home in the Minors Division.
- 4.4.4. Advancing on overthrows – On a batted ball in play, players may attempt to advance to the next base in the event of an overthrow which carries the ball out of the infield.
 - 4.4.4.1. If the play continues, and there is an additional overthrow as defined above, the runner may not attempt to advance to the next base.
 - 4.4.4.2. Once the ball is in the control of an infielders hand or glove, the runner must stop advancing at the base that they are currently attempting to reach, although they may make another attempt if the ball is subsequently overthrown before the next pitch.
- 4.4.5. Courtesy runner - With two outs, a courtesy runner will be allowed for the catcher and pitcher in order to speed up play. The runner must be the last player that was put out, and the catcher must catch the next half inning.

4.5. Other Rules

- 4.5.1. Batting Order. Each manager will provide the team batting order to the Minors Commissioner 48 hours prior to the first game. The batting order must indicate the player's name and number. Each manager shall be allowed to change the batting order once during the season. The League Commissioner will designate a time halfway through the season for such a change. The batting order can be modified, at the manager's discretion, for each game in the GPLLS playoffs.
 - 4.5.1.1. Lead-Off Batter. The lead-off batter in each game shall be the batter whose place in the batting order follows the batter who made the last out in the previous game. The batting order proceeds in turn. If the final out of the previous game was not the result of a completed at bat, then the batter at the plate at the time of the final out shall be the lead-off batter at the next game. All players present at each game must bat around in order through the roster before beginning with the first batter again. The rules in this subsection shall not apply in the GPLLS playoffs.

- 4.5.2.** Player Participation. Each player must start at least every other game. Each player must play four (4) defensive innings, at least two (2) of which must be in the infield. If the game only lasts 4 innings, then only 1 inning must be in the infield. For purposes of this rule, catcher and pitcher are infield positions.
- 4.5.3.** A team may play with a maximum of four (4) outfielders
- 4.5.4.** A team may play with a minimum of 7 players.
- 4.5.5.** If the home team is ahead at the end of five and one-half (5 ½) innings, the game is over and the visiting team (for purposes of defensive innings played) is considered to have played the sixth inning in the field. If a player is absent, this shall count as four (4) innings played in the field, one game started. The Official Scorekeeper must record absences in the scorebook. Failure to satisfy player participation rules shall result in the penalties set forth in Official Regulation IV(I), or other penalties in the discretion of the Executive Committee.
- 4.5.6.** If a child comes late to a game he/she may or may NOT participate, at the discretion of the manager. Late is defined as arriving any time after the final out of the first inning.
- 4.5.7.** Player Substitution. There may be unlimited substitutions; however no player shall sit out two (2) innings in a row and no player may be removed from the field during an inning except for reasons of injury or a pitching change. Additionally, during the regular season and with the exception that a Manager shall not be required to remove a starting pitcher to comply with this rule, no player shall sit out a second inning defensively until all players have sat out one inning defensively.
- 4.5.8.** Base Coaches. All base coaches must be adults.
- 4.5.9.** Outfielders. Each team shall play with four (4) outfielders. All outfielders must play on the grass portion of the outfield or a similar distance from the back of the base path.
- 4.5.10.** Bunting: Bunting shall be allowed. See Official Minor Playing Rules, § 6.05(c).
- 4.5.11.** Mercy Rule: During the regular season, a team's time at bat shall terminate prior to the third out under the following scoring limitations:
- 4.5.11.1. Prior to the final inning: Immediately upon the scoring of the fourth run for the offensive team.
- 4.5.11.2. Final Inning: There will be no mercy rule during the final inning. The umpire will notify both managers prior to the beginning of the final inning, based on time constraints. Note: It is the scorekeeper's responsibility to call the four (4) run rule. Only the fourth run counts regardless of how many players cross the plate on a hit or other play.
- 4.5.12.** Time Limit. When the 75 minute time limit has been reached, the current inning will be finished, and the Managers will be notified that the next inning is the final inning. For time purposes, an inning will be said to start as soon as the third out is made in the last half of the preceding inning. If a game is tied when the time limit occurs, the game will be declared an official tie and recorded as such in the standings. Note: It is the scorekeeper's responsibility to record the actual starting time of the game.
- 4.5.13.** If a game cannot be continued due to Weather conditions, it will be continued at a later date as soon as practicable. Called games should be scored in accordance with Section 4.10(c) of the Official Minor Playing Rules.

4.6. Playoffs.

- 4.6.1.** Playoffs will be a single elimination format. Teams will be assigned seedings in a random draw by the Division Commissioner and Player Agent. The regular season will have no bearing on playoff seedings.
- 4.6.2.** The Minors Championship will be determined in a single Championship Game.
- 4.6.3.** Playoff Lineups – Batting lineups may be reset every game in the playoffs, but every player present must be in the batting lineup.
- 4.6.4.** Playoff Time Limits – There will be no time limits in the playoffs.
- 4.6.5.** Playoff Ties – There will be no ties in the playoffs.
- 4.6.6.** Playoff Mercy Rule – Same as regular season

Machine Pitch

Mission Statement: The mission of the Machine Pitch Division is instruction and enjoyment. A manager shall strive to develop the skills of all the players on the roster, and to provide a fun, safe environment that teaches proper softball technique and the value of teamwork, while fostering a love of the game.

5. **Machine Pitch Division Rules** Incorporation of Official Rules. The 2019 Little League Official Regulations and Playing Rules for Minor Leagues govern Machine Pitch unless otherwise noted here. Furthermore, the General Rules set forth in Section 2 of our Local Rules are incorporated by reference.

5.1. The Teams. The number of teams will be determined by the number of players available to play; all teams shall have a minimum of 12 and a maximum of 14 players.

5.2. Team Assignments

5.2.1. Players will be assigned to teams directly by the Minors Commissioner, in consultation with the Player Agent. Player assignments are made at the sole discretion of these two officials. Managerial requests will be taken into account, but not necessarily honored. Machine Pitch is not designed to maximize competitive balance, but rather to maximize the enjoyment of the game for these new ball players. As such, the League will make every attempt to keep players that know each other together.

5.2.1.1. Priority will be given to:

- 5.2.1.1.1. Keeping siblings together
- 5.2.1.1.2. Keeping classmates together
- 5.2.1.1.3. Keeping schoolmates together
- 5.2.1.1.4. Age balance
- 5.2.1.1.5. Competitive balance

5.3. Pitchers.

5.3.1. A pitching machine will be used, with standardized settings for all teams (currently 2/3/3, at 36'). A defensive player will be stationed near the pitching machine and play the position of pitcher. If a batted ball hits the pitching machine or the official manning it, the ball shall be declared dead the batter shall be awarded a single. All runners shall advance one base.

5.3.1.1. All players in the pitching position must wear a face mask or caged batting helmet for safety.

5.3.1.2. All teams will be provided with a pitching machine for practices. The home team is responsible for the pitching machine during games.

5.4. Player Participation/Substitution/Positioning.

5.4.1. Every player will play four (4) defensive innings, two (2) of which will be in the infield. The infield will be defined as first base, second base, third base, shortstop, pitcher and catcher.

5.4.2. No player may play the same positions more than two (2) innings. Players may be freely substituted, provided that the foregoing conditions are satisfied: no player may be required to sit out two (2) innings until all players have sat out one (1) inning defensively.

5.4.3. If a child comes late to a game she may or may NOT participate, at the discretion of the manager. Late is defined as arriving any time after the final out of the first inning.

5.4.4. Outfield Positioning. Each team shall play with four (4) outfielders. All four outfielders must be on the outfield grass when the pitch is thrown. Outfielders must throw the ball to an infielder when a play is being made at a base. For an out, they cannot cover or touch the base by themselves.

5.4.5. Infield Positioning. At the delivery of the pitch:

5.4.5.1. The middle infielders (2b and SS) may not be positioned any closer to the hitter than halfway between the pitching machine and the baseline between 1st and 2nd, or 2nd and 3rd.

5.4.5.2. The pitcher may not be closer to the hitter than the front of the pitching machine.

5.4.5.3. The corner infielders may not more than 10 feet from their respective bases.

5.4.5.4. The coach/official manning the pitching machine is responsible for checking this prior to delivering a pitch.

5.4.6. Defensive Coaches. There may be two defensive coaches on the outfield while the ball is in play.

5.4.7. Managers shall exchange Machine Pitch Score Sheets with names, numbers, and positions before the game.

5.5. Batters.

5.5.1. A caged batting helmet must be properly worn by a player when stepping into the batter's box. All batting helmets must have a cage. The batting helmet must remain on the base runner's head until the player reaches the dugout.

5.5.2. During each turn at bat, the batter will have the opportunity to face five pitches. Each pitch does not have to be a strike. If at the end of the five pitches, the batter has not hit the ball into fair territory, the batter shall be declared out. However, if the fifth pitch is fouled off, the batter shall receive another pitch. If this pitch is also fouled off, the batter is declared out.

5.5.2.1. Prior to the game, each manager may submit a list of 3 players or less to the umpire who will be allowed seven pitches plus a foul ball on the final.

5.5.2.2. During the first five (5) games of the season, a manager may designate up to 4 players who can receive 5 coach pitched pitches instead of pitches from the machine.

The batting team's Manager shall designate someone to underhand pitch to the batter from no closer than 30'. The player at the pitcher position must still not begin the play any closer than the pitching machine.

5.5.3. The rules governing the batting order in the Minors Division shall also apply in the Machine Pitch League. See Local Rule 4.5.1.

5.5.4. No Batting Tees

5.5.5. No Bunting

5.6. Baserunners.

5.6.1. Once a batted ball is returned to the infield (definition of infield is that the ball hits the infield dirt), the runners must stop at the base they are on. If they are between two bases at the time the ball is returned to the infield, they can advance to the next base at their own risk. No more advancement is allowed. Runners may advance only one base on batted balls that do not leave the infield.

5.6.2. Runners will never be allowed more than the base they are approaching when an overthrow occurs. Any runner is out when a runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. No fielder shall block the entire base or plate to which a runner is sliding.

5.6.3. No Base Stealing. There will be no base stealing. The runner must remain in contact with the base until the ball is hit.

5.6.4. No Leadoffs

5.7. Other Rules

5.7.1. Time Limit. After 75 minutes from the actual starting time of the game, the current inning will be finished, and the Managers will be notified that the following inning will be the final inning.

5.7.2. Ties are allowed.

5.7.3. Mercy Rule. A team's time at bat shall terminate prior to the third out immediately upon scoring the fifth run of the inning. If a play is ongoing when the fifth run is scored, the play will be allowed to finish, but only the fifth run will count.

5.7.4. Makeup games/continuation of suspended games. Every effort will be made to complete all games on the schedule. However, due to field and umpire constraints, this is not always feasible, particularly for rainouts late in the season.

5.8. Playoffs.

5.8.1. Playoffs will be a single elimination format. Teams will be assigned seedings in a random draw by the Division Commissioner and Player Agent. The regular season will have no bearing on playoff seedings.

5.8.2. The Machine Pitch Championship will be determined in a single Championship Game.

5.8.3. Playoff Time Limits – Time limits will be the same in the playoffs.

5.8.4. Playoff Mercy Rule – Same as regular season