

HHH  
50 / 70 Divisions

### **Bat Certification**

All bats must have a USA logo or BBCOR STAMP on the barrel of the bat before they are allowed in the game. Umpires will be checking each bat before the start of the game. If a player steps into the batter's box and takes a pitch with a bat that does not have an approved sticker, that player will be called **OUT** whether the bat is illegal.

### **Rosters**

There is a maximum of 20 players that can be added to a roster. Under **no** circumstances can a player be on multiple rosters in the same division. Changes to the roster are allowed up until September 30<sup>th</sup>. Under no circumstances can a team borrow players during the playoffs.

### **Number of Players**

A team must have at least nine (9) players to be eligible to start the game and continue to play the game. Players can help a team to avoid a forfeit, but the substitute player must be registered in the same division and cannot assume the position of pitcher. This player must be removed once a registered team player arrives. **No Player can be on more than 1 Roster in the same Division.**

### **Lineups**

Teams may use a (9) player lineup, a (10-11-12) player lineup or a universal batting order.

A team using a (10-11-12) player line-up, with the 10<sup>th</sup>, 11<sup>th</sup> and 12<sup>th</sup> batter being utilized as an extra hitter (EH) and bat anywhere in the lineup. The EH may change positions and or rotate from EH to the field at the coach's discretion.

Substitutes – May enter an exit any game as often as needed.

Substitutes may enter the game for both a starter and or an EH. Once a substitute goes in for a player, he may only bat in that position. A starter and substitute cannot be in the batting order at the same time.

A combination of EH and substitutes are allowed in any game.

A team may choose to bat a universal batting order during the game.

**The manager must notify the umpire and the opposing manager as to which lineup he will play with as part of the pre-game conference.**

### **Must Play Rule**

Each team will submit a batting order for every game. You can elect to bat as many players as you want (At least 9 Players), this must be declared at the beginning of the game & cannot be changed once the game starts. If you start the game with 13 or more players each player must get an at Bat if you start the game with 12 or less players each player must get an at Bat & also play in the field for six defensive outs. If a player in the original batting order gets injured and must be removed from the game, he will be replaced by the next batter who will assume the injured player's count. If he is at bat at the time the injury occurs, the injured player will be skipped over in the batting order for the entire

game and will not be allowed to return. No outs will be charged for the injured player, or for any other player who leaves the game early AND leaves the complex. He cannot leave the game early and remain in the complex.

### **Injured Player**

If a player in the original batting order gets injured and must be removed from the game, he will be replaced by the next batter who will assume the injured player's count. If he is at bat at the time the injury occurs, the injured player will be skipped over in the batting order for the entire game and will not be allowed to return. No outs will be charged for the injured player, or for any other player who leaves the game early AND leaves the complex. He cannot leave the game early and remain in the complex.

### **Pinch Runner**

Once an inning, a player (substitute) not actively involved in the game may be used as a pinch runner. If the team is currently using the universal batting order, then a pinch runner cannot be used.

### **Late Players**

A late player may enter any game, no restrictions. However, if playing a **universal batting order**, the late player must be added at the end of the batting order. Exception: A player may enter the game once the team has gone through the batting order once as a substitute.

### **Game time Limits**

Summer – No new inning can start after 2 hours, once you start an inning you Must complete that inning.

Fall - No new inning shall be started after **1hr and 50 minutes** from the start time of the game according to the Umpires watch. Umpires are instructed to begin all games on time unless unforeseen circumstances arise, field availability, field preparation and equipment issues or weather. If the game does not start at the scheduled time due to a team issue such as not enough players, a team is not ready to take the field, etc. Game time shall be started at the discretion of the umpire. Once an inning starts, it must be completed. A new inning starts as soon as the last out is made.

### **Dugout Occupants**

No one except the players, one manager and registered coaches shall occupy the bench or dugout during a game. Managers and coaches must wear distinctive league shirts identifying them as part of the team in the dugout. The manager must keep all players away from the dugout opening. All teams are responsible for cleaning the dugout before they leave.

### **Base Coaches**

Both base coaches may be adults if there is an adult manager or coach in the dugout. Players may function as a base coach if they wear an appropriate batting helmet.

### **On-Deck Batters**

Only one on deck batter will be permitted in the area by the 1<sup>st</sup> or 3<sup>rd</sup> base coach only. **Bat donuts and batting weights are prohibited inside the Half Hollow Hills Complex.**

## **Infield Fly Rule**

The infield fly rule is in effect.

## **Mercy Rule**

A mandatory "mercy" rule will apply. If at the end of 5 innings (4 1/2 if the home team is ahead) one team has a lead of ten (10) runs or more, or 15 runs after 4 innings (3 1/2 if the home team is ahead), the game is officially over. The manager of the losing team shall have no discretion to continue the game at this point. For the "mercy" rule to be declared, each team must have equal times at bat.

## **Pitcher Rest Rules (Maximum of 75 pitches per day for the 11u and 85 pitches for the 12u & 13u Divisions)**

Pitchers league age 16 and under must adhere to the following requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.
- If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 to 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 to 20 pitches in a day, no rest is required.

**Pitching Thresholds** - A player who reaches a rest threshold in the middle of pitching to a batter may continue to pitch to that batter until the batter reaches base or is called out. If the pitcher is removed from the mound after pitching to his batter, the actual number of pitches thrown will be recorded, but the number of days rest will be determined by the threshold he reached when leaving the game. Example: pitcher has thrown 18 pitches when a new batter comes to bat. He throws 5 pitches to the batter before striking him out and being removed from the mound. Actual pitches thrown are 23, but his threshold pitch count is 20 which would allow him to pitch the next day.

Each team must carry a pitch counter to every game and supply an adult to function as pitch counter. A manager or coach shall confirm the number of pitches thrown at the completion of every 1/2 inning.

## **Catcher Rules**

- A pitcher who has pitched 41 or more pitches in a day cannot play the position of catcher for the remainder of that day.
- A player who has played in the position of catcher for four (4) or more innings cannot pitch for the remainder of that day.
- One (1) pitch constitutes an inning.
- The catcher speed up rule is in effect for this fall tournament. A catcher who reaches or is on base may be replaced by the last batted out.

## **Pitching Rules**

- Managers must declare ineligible pitchers to the opposing team manager prior to the start of the game. Pitch counts, and eligibility can be verified via the Half Hollow Hills Little League web site.
- Any player on a team may pitch. Exception: A player who is added after the first game of the invitation tournament.

- There is no limit to the number of pitchers a team may use in a game.
- A second (2) trip to a pitcher in any inning, or a third (3) trip to the same pitcher during the game will result in the pitcher's removal from the mound.
- Pitchers once removed from the mound may return as pitchers in the same game if he stays in the game defensively (his pitch count continues where he left off and he needs to have eligible pitches left)
- When a pitcher is removed, the manager must notify the Umpire.
- If any of the tournament pitching rules, or any pitching rules in the Little League rulebook are violated and it is not caught before the infraction incurs, this will not be grounds for a forfeit or replay of the game. If an illegal or ineligible pitcher is used, then he/she will be removed from the mound and a legal pitcher will take his/her place. The score or play will stand, and the manager of the offending team will be suspended. A 2<sup>nd</sup> infraction by the same manager will result in his removal as manager.
- During the game, pitchers can only warm up on the mound. Penalty: Pitcher warming up will not be permitted to pitch.
- Suspended Games: If the pitcher, when the game was suspended, had thrown 40 or fewer pitches the player can continue to pitch in the resumed game the next day. If the pitcher had thrown 20 or less pitches when the game resumes, the pitch count re-sets to zero and days' rest will be based on the resumed portion of the game. If the pitcher had thrown between 21 and 40 pitches, the pitch count will begin with the number of pitches thrown. Under no circumstance shall a player pitch in three (3) consecutive days.
- Intentional Walk: The pitcher does not have to throw to the batter. 4 Pitches must be counted in the pitch count.  
You can only intentionally walk a Player once in a game.

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### **Score & Pitch Count Reporting**

It is the responsibility of the Managers to record all scores and pitch counts for both teams and register them online within 2 hours of game completion.

### **Bunting**

Bunting will be allowed in this division.

### **Stealing**

Base leading and stealing is allowed.

### **Sliding**

The player must avoid contact when a play is being made at all bases. Headfirst sliding is allowed.

### **Dropped Third Strike**

Dropped third strike will be enforced.

### **Balks**

The pitcher will receive (1) balk warning before being penalized for any further balks. During a balk warning if the ball is put into play it will stand. If a player is stealing during a balk warning and is thrown out, that player returns to the base. If a defensive play is made against the offensive team, the players all return. After (1) balk warning, Major League rules apply.

## **Tagging Up**

Tagging up will be allowed from any base in this division. A runner that leaves early may be called out upon appeal.

## **Dead Balls**

A dead ball will constitute the current base that the runner is approaching plus one additional base. This will be determined at the sole discretion of the umpire.

## **Conduct**

Players and spectators can cheer for their own teammates. No chanting or verbal harassment of any kind by players or spectators will be allowed. Managers and Coaches will be guided by the District 34 Code of Ethics, which will be strictly enforced. Managers and Coaches are also responsible for the conduct of their fans, and they must keep them under control always. Managers and Coaches are requested to settle any disputed rules as discreetly as possible. If you keep control of any situations that arise, the players will enjoy a better tournament.

## **Called Games**

If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. All records, including pitching, shall be counted. If five (5) full innings have been played (4 1/2 if the home team is ahead), the game will be considered official.

## **Protests**

No protests are allowed. All disputes will be handled immediately. Any manager not satisfied with a rule interpretation only, will request a clarification of that rule from the tournament committee before the next pitch or prior to leaving the field if it is a question on the last play of the game. Their decision will be final.

## **Rescheduling of Games**

All rescheduling of the game shall be done by emailing [muraco@mvsmlers.com](mailto:muraco@mvsmlers.com). In the event a game needs to be cancelled the Managers must notify the division coordinator and the league director, Steve Muraco so that umpires can be notified and reassigned.

## **Injuries**

Any player that sustains a head injury MUST be removed from the game and sent for Medical Evaluation. He or she will not be permitted to re-enter the game or any subsequent games without written clearance from a doctor.

## **Home Team**

The home team must occupy the first base dugout.

Any rule not covered in these invitational tournament rules will be covered as found in the Little League Rule Book.

Have a Great Baseball Season. Half Hollow Hills Little League.