

## HHH Little League – Minors Division – Special Rules

These are the special rules of the **Minors 10 Division** as designated by the HHLL. To provide consistency for the players, please follow them throughout the season. They should be shared with coaches and parents, so everyone is fully aware. While the players are getting older, the emphasis is still on teaching and having fun. The rules have been designed to assure that. They should be followed as written.

**Manager and Coaches**– Only 3 adults, the manager and 2 coaches, will be allowed inside the fenced area. All adults invited inside the fenced area by the manager must have completed and filed a volunteer form with the HHLL. Adult assignments are as follows:

**When your team is at bat....**

- One adult in the dugout always.
- One adult coaching first base. A player may also coach first base.
- One adult coaching third base.

**When your team is in the field....**

- All adult coaches must remain off the playing field and in the dugout.

**\*\*\* No adult on the field should interfere with a playable ball in any way!**

**Lineup**

- All players that come to the game should be included in the lineup.
- Late arrivals to the field should be added to the end of the existing lineup and the opposing manager should be told of the addition.

**Batting**

- An at bat is dictated by a regular count of 4 balls and 3 strikes.
- An inning ends when 3 outs are made, or 5 Runs are scored in the inning.
- Bunting is permitted.
- No player should be holding a bat until they are asked to walk to the plate for their at bat.

**Bat Information**– Must have the USA Bat Logo.

In all Tournament levels and divisions, the penalty for use of an illegal bat [see Rule 6.06 (d)], if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:

- i. The batter is out (**NOTE:** The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and.
- ii. The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.

### **Defensive Positions**

- A maximum of 10 players should be on the field. The 10<sup>th</sup> Player MUST be an Outfielder.
- Every player must play both outfield and infield during a game. No player remains at the same position for the entire game (exception: Starting Pitcher).
- Every player must play both infield and outfield during the game for one full inning. If the player has not played both infield and outfield for one full inning by the fourth inning, he must have sat at least once in the first four innings and must have played infield and outfield by the fifth inning. The starting pitcher should complete the infield/outfield requirement as soon as possible upon being removed from the pitching mound if it is consistent with the need for the starting pitcher to sit out if necessary. **No player can sit twice before every player has sat once.**
- **PENALTY FOR ABOVE: 1<sup>st</sup> Offense – 1 Game Manager Suspension, 2<sup>nd</sup> Offense – 3 Game Manager Suspension, 3<sup>rd</sup> Offense – Manager Is Suspended for Year**

### **Baserunning**

- Batter can take as many bases as they can on overthrows until the umpire grants time or he reaches third base. The Batter who becomes the runner may not advance past third base on an overthrow **EVEN IF THE OVERTHROW IS WITHIN THE FIELD OF PLAY.**
- No base is guaranteed on an overthrow; the runners must get to the extra base safely to achieve it.
- Base runners may only advance to home on a batted ball, bases loaded walk or hit by pitch.
- There are no headfirst slides.

**Stealing Bases** – this area of the game has its own section because this is the first time it is allowed in the HHHLL progression.

- Players will be allowed to steal second and third base only **with a maximum of Five (5) steal attempts per inning.**
- Players stealing third base will not be allowed to advance to home on an overthrow by the catcher. Player on Third CANNOT advance home on an overthrow from the catcher on a steal attempt to second base.
- Runners stealing 2<sup>nd</sup> base CANNOT advance to 3<sup>rd</sup> base on an overthrow by the catcher.
- Players may not leave base until the ball crosses home plate. Leaving early will result in the runner being warned and returned to the prior base.
- Players may not attempt to steal after the ball has been attempted to be returned to the pitcher.
- No Delayed Steals!
- A Base Runner must AVOID CONTACT, this does not mean a base runner must slide it means he MUST AVOID CONTACT unless he will be called out.

### **Pitching**

- See separate pitching rules.
- Pitching Distance – 46 Feet

- Pitching Threshold Rule MUST be announced prior to batter's first pitch.
- **PENALTIES FOR PITCHING RULE VIOLATIONS:**
  - 1st Offense – Manager Suspension for 2 Games.
  - 2nd Offense – Game Forfeit & Manager Suspension for Remainder of Season
- A pitcher must be removed from the pitching position immediately if they hit 2 batters in an inning OR 3 batters in their pitching appearance.
- A pitcher must be removed from the pitching position immediately if the manager/coach visits the pitcher or catcher 2 times in an inning OR 3 times during a pitcher's appearance.
- There are no balks.
- There are NO INTENTIONAL WALKS! You MUST try to Pitch to each player and not intentionally try and walk a batter (example intentionally telling a pitcher to throw 4 balls in the dirt).
- Any Pitcher that walks 3 batters in an inning or hits 2 batters in an inning will be removed & a Coach will Pitch to his own team for the remainder of that inning (Coach Pitch From 25 Feet Away On your knee or sitting on a bucket, Player's at bat is ended by either a batted fair ball or three swinging strikes when a Coach is Pitching). Player pitch will continue the next inning & if the pitcher that was removed has not reached his/her pitch count they can continue to pitch up to their max pitch count.
- Teams have the option to Coach Pitch to their team for the entire game, must be declared at the start of each game or through prior arrangement.

### **Other Rules**

- Any call made by the official umpire stands and should not be argued. always Carry these rules with you and go over items of concern with the umpires before the game.
- The umpire will grant time out. Teach your players to call time out when they are able.
- The infield fly rule is not in effect.
- A minimum of seven (7) players are required to start a game. However, there must always be eight (8) defensive players on the field. The team that is short players will borrow defensive players from the other team to have eight (8) defensive players (Pitchers & catchers are excluded from the borrowing system).
- There are no automatic outs for players that are borrowed from the other team but are not in the borrowing teams batting lineup.
- You may borrow players from the Farms & Minors 10 division to avoid a forfeit situation only. Borrowed players cannot pitch, catch, or play any infield position. He must play the outfield & must bat last in the batting order.
- Time of Game - A full game is 6 innings. However, no inning will start after 1 hour and fifty minutes of play is completed.
- Time is marked by the third out of the defensive team.
- Official Game - A game shall be considered official at the completion of 4 innings, or 3 ½ innings if the home team is ahead, or 1 hour and fifty minutes of play, or when the "Mercy" Run Rule applies.

#### **"Mercy" Run Rule**

If a team is 15 or more runs ahead after the opposing team has had three innings at bat, or 10 or more runs ahead after five innings at bat, the game is concluded at that point with the leading team the winner.