



HIGH PLAINS LITTLE LEAGUE

2014 Local Rules

HPLL LOCAL RULES – T-BALL DIVISION - 2014

Equipment:

- **The Pitching Machine and associated league equipment shall not be removed from the fields where they are located.**

GAME TIMES

- ALL GAMES ARE LIMITED TO FOUR INNINGS.
- All games are limited to 1 hour 15 minutes.
- Each game will be a minimum of two innings.
- The third or fourth inning of a game shall not be started if 1 hour of playing time has elapsed.

THE VISITING TEAM

- Is listed first on the schedule.
- Sits in the first base dugout/area.
- Is responsible for clean up and trash removal of the first base dugout area.
- Players shall remain behind a restraining line parallel to the first base line and 25 feet removed from the base line.
- No on-deck batter will be permitted

THE HOME TEAM

- Is listed second on the schedule.
- Sits in the third base dugout/area.
- Prepares the field before play.
- Is responsible for clean up and trash removal of the third base dugout area.
- Players shall remain behind a restraining line parallel to the first base line and 25 feet removed from the base line.
- No on-deck batter will be permitted

THOSE PERMITTED ON FIELD

Only authorized High Plains Volunteers are allowed to assist as coaches during practices or games.

- Offensive Team
 - First base and third base coaching boxes MUST be occupied by Managers or coaches over 15 years of age
 - A single batting coach will be allowed in the home plate area to assist the hitter.
- Defensive Team
 - Two coaches are permitted on the field during play, but may not assist, thru physical action, in completing any play,
 - Defensive team coaching is encouraged.

UMPIRES

- HPLL will not supply an umpire in this division. Managers and coaches from the defensive team on the field for that 1/2 inning shall call the game.

PLAYING TIME

- Players bat through the line-up each offensive half inning or until 3 outs are recorded (Outs will be recorded starting After game #6. (The determination of what game number is considered, it will be based on the number of games the home team has played)
- There shall be a minimum of 7 players required to field a team, unless 5 players are present and both coaches agree to play the game.
- No player shall sit out two consecutive defensive innings - to include innings inconsecutive games.

GAME RULES

- The game shall be played on a field with 55 or 60 foot base paths.
- No score shall be kept, nor league standings retained.
- A foul ball is any normal foul ball, as well as a ball hit less than 10 feet. There should be a 10 foot arc which marks this distance.
- A circle, 12 ft diameter, shall be placed around the pitcher's area. A ball thrown with the intent to go to the pitcher in that circle shall cause the play to become dead.
- A line shall be drawn at the mid-point of each base path. A runner who has not attained that line when the ball is declared dead shall return to the previous base. A runner who has attained that line shall be allowed to proceed to the next immediate base without peril.

- On all overthrows, advancement shall be limited to one base regardless of the position of the runner at the time of the overthrow. The overthrow will be deemed to have occurred when:
 - By an infielder, upon passing the intended target
 - By an outfielder, upon passing an imaginary outfield-to-infield demarcation line that extends in an arc 10 feet behind the base paths.
- The last batter (until game #6. (The determination of what game number is considered, it will be based on the number of games the home team has played)) in each half inning will be allowed to advance until; A defensive player, in possession of the ball, tags home plate.
- **If a player shows the ability (based on the Coaches evaluation), the Coach may soft pitch up to 4 pitches before putting the ball on the tee.**
- **If a player shows the ability (based on the Coaches evaluation and agreement with the opposing Coach), the players may run multiple bases based on the location and ability of the hit.**
- The following rules will apply starting after game #6. (The determination of what game number is considered, it will be based on the number of games the home team has played)
 - Pitching Machine: The Pitching Machine speed shall be set within the range of 29-32 M.P.H.
 - The front legs of the Pitching Machine shall be set at a distance of forty-two (42) feet from the rear point of home plate. (This depends on the accuracy of the machine; adjust the distance according to the speed of the pitch)
 - Fair Ball Arc: There shall be a twenty (20) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. A batted ball must go past this line to be a fair ball.
 - Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
 - When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
 - The defensive player in the pitcher position shall not leave the pitching circle until the ball is hit. Penalty. For violation of this rule, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. 1st offense: Warning. 2nd offense: Removal of the player from pitching position for remainder of the game.
 - Outs will be recorded
 -

SPORTSMANSHIP and PARTICIPATION

- A player will lose his/her privilege to play in one or more future games for disciplinary reasons provided that the High Plains Little League Board of Directors, by majority vote, approves such action in advance. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, HPLL Player Agent, etc.
- Players will not harass opposing players or show disrespect to opposing players, teammates or spectators. Specifically players will not heckle, jeer or distract other players (this is to include under the guise of cheering for their own team). They will avoid use of foul language or obnoxious behavior. These are actions to be considered "un-sportsmanlike" conduct. The umpires are responsible to make such calls. Only positive cheering for team mates or opposing players will be allowed. As a show of respect for opponents, players cheering must stay at a consistent level and not build crescendo (become louder or more intense) when the pitcher starts his wind-up. Managers and coaches will be responsible for their own conduct and the conduct of their players.
- Poor sportsmanship (by managers, coaches, players, or spectators) will result in ejection from the game and/or removal from the park.
- Without exception, two ejections from games shall mandate dismissal of coaches, and banishment from the playing fields for coaches, players, and parents.

HPLL LOCAL RULES – ROOKIES DIVISION - 2014

Equipment:

- **The Pitching Machines and associated league equipment shall not be removed from the fields where they are located.**

•

GAME TIMES

- All games are limited to 1-1/2 hours (90 minutes).
- No new inning may begin after 1 hour and 15 minutes (75 minutes) from the official start of the game. Note: once begun, an inning **MUST** be completed even if it goes beyond the 90 minute time limit.
 - A maximum of five (5) innings, with additional innings in the event of a tie, shall be played.
- Tie games which exceed the authorized time limit will be suspended and result in a tie.

THE VISITING TEAM

- Is listed first on the schedule.
- Uses the first base dugout.
- Is responsible for clean up and trash removal of the first base dugout area.

THE HOME TEAM

- Is listed second on the schedule.
- Uses the third base dugout.
- Provides the official scorekeeper.
- Is responsible for clean up and trash removal of the first base dugout area.
- If the last scheduled game, puts away the bases.

THOSE PERMITTED ON FIELD

Only authorized High Plains Volunteers are allowed to assist as coaches during practices or games.

- Only players on the official rosters of participating teams (no siblings, parents, friends, scorekeepers).
- Only one manager and two coaches in the dugout and in the coaching boxes per team.
- Two adult base coaches are permitted. Team player base coaches must wear protective helmets. In all cases, both coaching boxes must be occupied.
- Defensive coaching from the field is encouraged. A maximum of two defensive coaches are permitted on the field (outfield area only) during their defensive half inning. Coaches will give verbal instruction only and will not physically assist the players with any play.
- Only an Authorized High Plains Coach, Manager or Volunteer is permitted to operate the Pitching Machine.

UMPIRES

- High Plains Little League will not provide an umpire in this division.
- The offensive coach will operate the pitching machine to the batters and will call the game including strikes. Help with the bases will be provided by the managers or coaches in the coaches boxes.

PLAYING TIME

- Equal playing time for ALL players is a priority.
- Every player must participate defensively for a minimum of half of total team innings played at which they were present during the entire season.
- All players must start at least every other game at which they were present during the season.
- The entire line-up bats. Defensive substitutions may be made freely, however, the batting order not be change once the game has started. Any players showing up late must be placed at the bottom of the batting order.

GAME RULES

- A player on defense must play the position of Pitcher and pitch to the opposing batter.
- The opposing pitcher will pitch to the batter **4** times (strikes are called; balls are not). If, after 4 pitches, the batter **DOES NOT** have 3 strikes, then the machine or a coach will be used to deliver

remaining strikes. 3 strikes total between the pitcher and/or pitching machine and the batter is out. All pitches from the machine are considered strikes. The batter either hits the ball or they are out on "strikes", The count from the opposing pitcher remains, so if the batter has 2 strikes and swings and misses on the machine's first pitch, they are out.

- Pitching Machine: The Pitching Machine speed shall be set within the range of 39-42 M.P.H.
- The front legs of the Pitching Machine shall be set at a distance of forty-two (42) feet from the rear point of home plate.
- Safety Arc: There shall be a thirty (30) foot arc drawn from first (1st) baseline to third (3rd) baseline in front of home plate. Infielders must stay behind this line until the ball is hit.
- Pitching Circle: There shall be a ten (10) foot diameter circle with the front edge set at forty-two (42) feet from the rear point of home plate.
- When a batted ball hits the pitching machine, the ball is dead, the batter is awarded first (1st) base and all runners shall advance one (1) base.
- The defensive player in the pitcher position shall not leave the pitching circle until the ball is hit. Penalty. For violation of this rule, the play continues. After the play has ended, the offensive team has the option of taking the result of the play or no-pitch. 1st offense: Warning. 2nd offense: Removal of the player from pitching position for remainder of the game.
- Each player may only pitch three inning or 50 pitches, whichever comes first. Little League, Inc. now mandates a pitch count in this division. These guidelines are found in the HPLL Safety Manual. If a player pitches 1-20 pitches they must have one calendar days rest before pitching again. If the player pitches 21-40 pitches they must have 2 calendar days rest. (IE: If a player pitches 20 pitches on Tuesday they are not eligible to pitch until Thursday; if a player pitches 40 pitches on Wednesday they are not eligible to pitch until Saturday). If a player pitches more than 40 pitches they must observe 3 calendar days rest and must skip a game before pitching again. Please be aware of pitching regulations and remember to adhere to the number of pitches, days of rest, game of rest required by Little League, Inc.
- If the pitcher hits the batter, the batter has the option of taking his/her base or remain in the batter's box. If the pitcher hits two batters in an inning, they must be replaced with a new pitcher.
- The infield fly rule shall not be in effect at any time.
- The game shall be played on a field with 55 or 60 foot base paths.
- There must be a minimum of seven (7) players per team to play a Midgets game, unless 5 players are present and both coaches agree to play the game.
- All players may be on the field for defense, however, there shall only be 1 player for each infield position. Extra players (beyond 9) shall be placed in the outfield.
- FIVE (5) RUNS OR THREE (3) OUTS, whichever comes first, constitutes one-half inning. A maximum of five runs will be scored in any half inning.
- A batter that has received less than 7 pitches and has a count of two (2) strikes shall have his turn at bat extended on foul balls up to the 7 pitch limit.
- No batter shall be intentionally walked.
- Runners shall not lead-off or steal bases. A runner is out for leaving the base before the ball is hit.
- The umpire and defensive field coaches are considered part of the playing field. If a batted or thrown ball hits the umpire or defensive field coaches, play shall continue.
- Base runners must slide or go around a defensive player in possession of the ball in an attempt to avoid collision. Failure to make such an attempt will result in the runner being called out.
- Bunting is not allowed. Fake bunting is not allowed.
- A play ends when the ball is in the possession of a defensive player within the pitching circle. The defensive player must refrain from making any demonstration with the ball that might be interpreted as an attempt to make a play. In such situations (Example: the defensive player holds the ball aloft while facing a runner) the umpire will withhold judgment until that official is certain that the defense is not attempting or threatening to make a play.
- A runner who has not attained the halfway point of the base path when the ball is declared dead shall return to the previous base. A runner who has attained the halfway point of the base path to an unoccupied base when the ball is declared dead shall be allowed to proceed to the next immediate base without peril.
- For overthrows where the ball goes out of the playing field, (Example-past the dugout fence) runners shall be awarded 1 extra base.
- For all overthrows within the field of play, the play will continue until the ball is dead. For example: when a defensive player has the ball within the pitching circle or when no runners are attempting to advance and thus the Umpire/pitching coach calls time.

SPORTSMANSHIP

- A player will lose his/her privilege to play in one or more future games for disciplinary reasons provided

that the High Plains Little League Board of Directors, by majority vote, approves such action in advance. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, HPLL Player Agent, etc.

- Players will not harass opposing players or show disrespect to opposing players, teammates or spectators. Specifically players will not heckle, jeer or distract other players (this is to include under the guise of cheering for their own team). They will avoid use of foul language or obnoxious behavior. These are actions to be considered “unsportsmanlike” conduct. The umpires are responsible to make such calls. Only positive cheering for team mates or opposing players will be allowed. As a show of respect for opponents, players cheering must stay at a consistent level and not build crescendo (become louder or more intense) when the pitcher starts his wind-up. Managers and coaches will be responsible for their own conduct and the conduct of their players.
- Poor sportsmanship (by managers, coaches, players, or spectators) will result in ejection from the game and/or removal from the park.
- Without exception, two ejections from games shall mandate dismissal of coaches, and banishment from the playing fields for coaches, players, and parents

HPLL LOCAL RULES – MINORS DIVISION - 2014

GAME TIMES

- ALL GAMES ARE LIMITED TO TWO HOURS.
- No new inning may begin after 1 hour and 45 minutes from the official start time of the game. Note: once begun, an inning MUST be completed even if it goes beyond the two hour time limit.
- A minimum of four (4) innings must be played.
- A maximum of six (6) innings (exception: tied games) may be played.
- Extra innings are allowed in tied games if time permits.
- The home team scorekeeper shall annotate the official time.

THE VISITING TEAM

- Is listed first on the schedule.
- Uses the first base dugout.
- Is responsible for clean up and trash removal of the first base dugout area.
- Is encouraged to assist the home team with field preparation and care of the field after a game.

THE HOME TEAM

- Is listed second on the schedule.
- Uses the third base dugout.
- Provides the official scorekeeper.
- Prepares the field before play.
- Is responsible for clean up and trash removal of the third base dugout area.
- If the last scheduled game, puts away the bases, uses the rake to fill in the holes around home plate, and drags the field.

THOSE PERMITTED ON FIELD

Only authorized High Plains Volunteers are allowed to assist as coaches during practices or games.

- All players on the official rosters of the two participating teams
- Maximum one manager and two coaches in the dugout and/or coaching boxes per team (Note: managers/coaches may not manage or observe from stands or behind backstop during game)
- Manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire
- Any player warming up the pitcher or playing the catcher position must have a catcher's mitt, Cup, & Catchers Helmet.
- Once time is granted by the umpire, a manager or coach may visit the pitcher's mound and confer with any defensive player. However, any visit to any defensive player, with exception of injury, will be considered a visit to the pitcher.
- Two (2) adult base coaches or one (1) adult and one (1) player base coach is permitted. Team player base coaches MUST wear protective helmets.

UMPIRES

- The league shall provide the home plate umpire. In the event the umpire is not present 10 minutes prior to game time, the Home Team Manager shall be responsible for selecting a home plate umpire from the parents or coaches present.
- In the event that a volunteer field umpire is not available, the defensive coach shall be the field umpire for that half inning.

PLAYING TIME

- All players must start at least every other game at which they were present during the season.
- Little League Baseball requires each player plays for 6 consecutive defensive outs and has one offensive at bat.
- All substitutions must be in accordance with the Playing Rules (Rule 3.03). Keep in mind for a player to be considered for post season play they must have played in at least half of all innings for which they were present.
-

GAME RULES

- There must be a minimum of seven (7) players per team to play a Minor game.
- There may be a maximum of nine (9) players on the field for defense.
- One delivered pitch shall constitute an "inning".
- A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game. A catcher, however, may be brought in to pitch.
- A pitcher who delivers 41 pitches or more 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.
- Any single pitcher who hits three batters in a game must immediately be removed from pitching (they may move to any other position, with the exception of catcher, on the field, or go to the dugout). Hit batters MUST be awarded a base.
- The infield fly rule is in effect for the Minor division.
- All base runners are subject to rule 7.13 - leaving the base early.
- Base runners MUST attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt WILL result in the runner being called out.
- Bunting is allowed.
- A runner who has not attained a base at the time the ball is declared dead shall return to the last base.
- Thrown Bat: If a batter throws a bat, both teams will receive a warning from the umpire. Any subsequent batter who throws a bat will be called OUT by the umpire (as if the batter had been struck out).
- A mercy rule is in effect after 4 innings.
 - 10 run lead after 4 innings
 - 8 run lead after 5 innings
- There is a 5 run or 3 outs per inning rule in the Minor Division, with the exceptions of a final inning as notified by the home plate umpire. In such an instance the run rule is not in effect.
- Stealing: A team may steal home on a pass ball one (1) time per inning for the first 6 games of the season.
- Pitching: See Safety Manual in Managers notebook.

SPORTSMANSHIP and PARTICIPATION

- A player will lose his/her privilege to play in one or more future games for disciplinary reasons provided that the High Plains Little League Board of Directors, by majority vote, approves such action in advance. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, HPLL Player Agent, etc.
- Players will not harass opposing players or show disrespect to opposing players, teammates or spectators. Specifically players will not heckle, jeer or distract other players (this is to include under the guise of cheering for their own team). They will avoid use of foul language or obnoxious behavior. These are actions to be considered "unsportsmanlike" conduct. The umpires are responsible to make such calls. Only positive cheering for team mates or opposing players will be allowed. As a show of respect for opponents, players cheering must stay at a consistent level and not build crescendo (become louder or more intense) when the pitcher starts his wind-up. Managers and coaches will be responsible for their own conduct and the conduct of their players.
- Poor sportsmanship (by managers, coaches, players, or spectators) will result in ejection from the game and/or removal from the park.
- Without exception, two ejections from games shall mandate dismissal of coaches, and banishment from the playing fields for coaches, players, and parents.

HPLL LOCAL RULES – MAJORS DIVISION - 2014

GAME TIMES

. ALL GAMES ARE LIMITED TO TWO (2) HOURS

- No new inning may begin after 1 hour and 59 minutes and 59 seconds from the official start time of the game. Note: once begun, an inning MUST be completed even if it goes beyond the two-hour time limit
- A minimum of four (4) innings must be played.
- A maximum of six (6) innings (exception: tied games) may be played.
- Extra innings are allowed in tied games, time permitting.
- The home team scorekeeper shall annotate the official time.

THE VISITING TEAM

- Is listed first on the schedule.
- Uses the first base dugout.
- Is responsible for clean up and trash removal of the first base dugout area.
- Is encouraged to assist the home team with field preparation and care of field after a game.

THE HOME TEAM

- Is listed second on the schedule.
- Uses the third base dugout.
- Provides the official scorekeeper.
- Prepares the field before the game.
- Is responsible for clean up and trash removal of the third base dugout area.
- If the last scheduled game, puts away the bases, fill in the holes around home plate with a rake, and drags the field.

THOSE PERMITTED ON FIELD

Only authorized High Plains Volunteers are allowed to assist as coaches during practices or games.

- All players on the official rosters of the two participating teams
- Maximum one manager and two coaches in the dugout and/or coaching boxes per team (Note: managers/coaches may not manage or observe from stands or behind backstop during game)
- Manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire
- Once time is granted by the umpire, a manager or coach may visit the pitcher's mound and confer with any defensive player. However, any visit to any defensive player, with exception of injury, will be considered a visit to the pitcher.
- Two (2) adult base coaches or one (1) adult and one (1) player coach are permitted.
Team player base coaches MUST wear protective helmets.

UMPIRES

- The league shall provide the home plate umpire. In the event the umpire is not present 10 minutes prior to game time, the Home Team Manager shall be responsible for selecting a home plate umpire from the parents or coaches present.
- In the event that a volunteer field umpire is not available, the defensive coach shall be the field umpire for that half inning.

PLAYING TIME

Little League, Inc. rules dictate that every player will participate in each game defensively for a minimum of six consecutive outs and bat at least one (1) time each game.

- All players must start at least every other game at which they were present during the season.
- There is no minimum number of complete games a player must play during the season.
- Majors Division will follow Little League's regulations regarding playing time,

GAME RULES

- There must be a minimum of seven (7) players per team to play a Majors game.
- There may be a maximum of nine (9) players on the field for defense.
- A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.
- A pitcher who delivers 41 pitches or more 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.
- Any single pitcher who hits three batters in a game must immediately be removed from pitching (they may move to any other position on the field, or go to the dugout). Hit batters MUST be awarded a base.
- The infield fly rule is in effect for the Majors division.
- All base runners are subject to rule 7.13 - leaving the base early.
- Base runners MUST attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt WILL result in the runner being called out.
- Bunting is allowed.
- Base Stealing is permitted.
- Batter may advance to 1st base on a dropped third strike if 1st base was not occupied before the last pitch. Ball is considered live and batter-runner may be put out. See Little League Rule 6.05(b)
- Thrown Bat: If a batter throws a bat, both teams will receive a warning from the umpire. Any subsequent batter who throws a bat will be called OUT by the umpire (as if the batter had been struck out).
- Catcher's Courtesy Runner: when there are two (2) out and the catcher is on base, a courtesy runner is allowed. The courtesy runner must be the player who was previously put out.
- All substitutions must be in accordance with the Playing Rules (Rule 3.03). Keep in mind for a player to be considered for post season play they must have played in at least half of all innings for which they were present.
- The 10 run mercy rule is in effect after 4 innings.
- Pitching: See Safety Manual in Managers notebook.
- For all other rulings the Official Little League rule book shall govern play.

SPORTSMANSHIP and PARTICIPATION

- A player will lose his/her privilege to play in one or more future games for disciplinary reasons provided that the High Plains Little League Board of Directors, by majority vote, approves such action in advance. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, Director of Baseball, etc.
- Players will not harass opposing players or show disrespect to opposing players, teammates or spectators. Specifically players will not heckle, jeer or distract other players (this is to include under the guise of cheering for their own team). They will avoid use of foul language or obnoxious behavior. These are actions to be considered "unsportsmanlike" conduct. The umpires are responsible to make such calls. Only positive cheering for team mates or opposing players will be allowed. As a show of respect for opponents, players cheering must stay at a consistent level and not build crescendo (become louder or more intense) when the pitcher starts his wind-up. Managers and coaches will be responsible for their own conduct and the conduct of their players.
- Poor sportsmanship (by managers, coaches, players, or spectators) will result in ejection from the game and/or removal from the park.
- Without exception, two ejections from games shall mandate dismissal of coaches, and banishment from the playing fields for coaches, players, and parents

HPLL LOCAL RULES – INTERMEDIATE (50/70) DIVISION - 2014

GAME TIMES

- ALL GAMES ARE LIMITED TO TWO and ONE HALF (2 1/2) HOURS
- No new inning may begin after 2 hours and 15 minutes from the official start time of the game. Note: once begun, an inning MUST be completed even if it goes beyond the two and one half hour time limit.
- A minimum of five (5) innings must be played.
- A maximum of seven (7) innings (exception: tied games) may be played.
- Extra innings are allowed in tied games, time permitting.
- The home team scorekeeper shall annotate the official time.

THE VISITING TEAM

- Is listed first on the schedule.
- Uses the first base dugout.
- Is responsible for clean up and trash removal of the first base dugout area.
- Is encouraged to assist the home team with field preparation and care of field after a game.

THE HOME TEAM

- Is listed second on the schedule.
- Uses the third base dugout.
- Provides the official scorekeeper.
- Prepares the field before the game.
- Is responsible for clean up and trash removal of the third base dugout area.
- If the last scheduled game, puts away the bases, fill in the holes around home plate with a rake, and drags the field.

THOSE PERMITTED ON FIELD

Only authorized High Plains Volunteers are allowed to assist as coaches during practices or games.

- All players on the official rosters of the two participating teams
- Maximum one manager and two coaches in the dugout and/or coaching boxes per team (Note: managers/coaches may not manage or observe from stands or behind backstop during game)
- Manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire (please use your best discretion)
- Managers or coaches may not warm up a pitcher at home plate. Instead, another player wearing a protective catcher's mask and using a catcher's mitt may warm up the pitcher providing they are wearing a protective cup.
- Once time is granted by the umpire, a manager or coach may visit the pitcher's mound and confer with any defensive player. However, any visit to any defensive player, with exception of injury, will be considered a visit to the pitcher.
- Two (2) adult base coaches or one (1) adult and one (1) player coach are permitted. Team player base coaches MUST wear protective helmets.

UMPIRES

- The league shall provide the home plate umpire. In the event the umpire is not present 10 minutes prior to game time, the Home Team Manager shall be responsible for selecting a home plate umpire from the parents or coaches present.
- In the event that a volunteer field umpire is not available, the defensive coach shall be the field umpire for that half inning.

PLAYING TIME

Little League, Inc. rules dictate that every player will participate in each game defensively for a minimum of six consecutive outs and bat at least one (1) time each game.

- All players must start at least every other game at which they were present during the season.
- There is no minimum number of complete games a player must play during the season.

GAME RULES

- There must be a minimum of seven (7) players per team to play an Intermediate game.
- There may be a maximum of nine (9) players on the field for defense.

- A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.
- A pitcher who delivers 41 pitches or more 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.
- Any single pitcher who hits three batters in a game must immediately be removed from pitching (they may move to any other position, with the exception of catcher, on the field, or go to the dugout). Hit batters MUST be awarded a base.
- The infield fly rule is in effect for the Intermediate division.
- Metal cleats are permitted at the Intermediate level, (exception: inter league games played at the Air Force Academy, rubber cleats are mandatory)
- Base runners MUST attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt WILL result in the runner being called out.
- Bunting is allowed.
- Leading off and base stealing is permitted. (Head first slide is allowed at the Junior level)
- The "On Deck" batter is allowed.
- Thrown Bat: If a batter throws a bat, both teams will receive a warning from the umpire. Any subsequent batter who throws a bat will be called OUT by the umpire (as if the batter had been struck out).
- Catcher's Courtesy Runner: when there are two (2) out and the catcher is on base, a courtesy runner is allowed. The courtesy runner must be the player who was previously put out.
- All substitutions must be in accordance with the Playing Rules (Rule 3.03). Keep in mind for a player to be considered for post season play they must have played in at least half of all innings for which they were present.
- The 10 run mercy rule is in effect after 5 innings.
- Pitching: See safety manual in manager's notebook.
- For all other rulings the Official Little League rule book shall govern play.

SPORTSMANSHIP and PARTICIPATION

- A player will lose his/her privilege to play in one or more future games for disciplinary reasons provided that the High Plains Little League Board of Directors, by majority vote, approves such action in advance. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, Vice President of Baseball, Player Agent, etc.
- Players will not harass opposing players or show disrespect to opposing players, teammates or spectators. Specifically players will not heckle, jeer or distract other players (this is to include under the guise of cheering for their own team). They will avoid use of foul language or obnoxious behavior. These are actions to be considered "unsportsmanlike" conduct. The umpires are responsible to make such calls. Only positive cheering for team mates or opposing players will be allowed. As a show of respect for opponents, players cheering must stay at a consistent level and not build crescendo (become louder or more intense) when the pitcher starts his wind-up. Managers and coaches will be responsible for their own conduct and the conduct of their players.
- Poor sportsmanship (by managers, coaches, players, or spectators) will result in ejection from the game and/or removal from the park.
- Without exception, two ejections from games shall mandate dismissal of coaches, and banishment from the playing fields for coaches, players, and parents.

HPLL LOCAL RULES – JUNIORS DIVISION - 2014

GAME TIMES

- ALL GAMES ARE LIMITED TO TWO and ONE HALF (2 1/2) HOURS
- No new inning may begin after 2 hours and 15 minutes from the official start time of the game. Note: once begun, an inning MUST be completed even if it goes beyond the two and one half hour time limit.
- A minimum of five (5) innings must be played.
- A maximum of seven (7) innings (exception: tied games) may be played.
- Extra innings are allowed in tied games, time permitting.
- The home team scorekeeper shall annotate the official time.

THE VISITING TEAM

- Is listed first on the schedule.
- Uses the first base dugout.
- Is responsible for clean up and trash removal of the first base dugout area.
- Is encouraged to assist the home team with field preparation and care of field after a game.

THE HOME TEAM

- Is listed second on the schedule.
- Uses the third base dugout.
- Provides the official scorekeeper.
- Prepares the field before the game.
- Is responsible for clean up and trash removal of the third base dugout area.
- If the last scheduled game, puts away the bases, fill in the holes around home plate with a rake, and drags the field.

THOSE PERMITTED ON FIELD

Only authorized High Plains Volunteers are allowed to assist as coaches during practices or games.

- All players on the official rosters of the two participating teams
- Maximum one manager and two coaches in the dugout and/or coaching boxes per team (Note: managers/coaches may not manage or observe from stands or behind backstop during game)
- Manager/coaches must remain in dugout or coaching box unless time has been requested and granted by an umpire (please use your best discretion)
- Managers or coaches may not warm up a pitcher at home plate. Instead, another player wearing a protective catcher's mask and using a catcher's mitt may warm up the pitcher providing they are wearing a protective cup.
- Once time is granted by the umpire, a manager or coach may visit the pitcher's mound and confer with any defensive player. However, any visit to any defensive player, with exception of injury, will be considered a visit to the pitcher.
- Two (2) adult base coaches or one (1) adult and one (1) player coach are permitted. Team player base coaches MUST wear protective helmets.

UMPIRES

- The league shall provide the home plate umpire. In the event the umpire is not present 10 minutes prior to game time, the Home Team Manager shall be responsible for selecting a home plate umpire from the parents or coaches present.
- In the event that a volunteer field umpire is not available, the defensive coach shall be the field umpire for that half inning.

PLAYING TIME

Little League, Inc. rules dictate that every player will participate in each game defensively for a minimum of six consecutive outs and bat at least one (1) time each game.

- All players must start at least every other game at which they were present during the season.
- There is no minimum number of complete games a player must play during the season.

GAME RULES

- There must be a minimum of seven (7) players per team to play a Junior's game.
- There may be a maximum of nine (9) players on the field for defense.

- A pitcher once "removed" as a pitcher (i.e., replaced by another player being brought in to pitch) may not pitch again in the same game.
- A pitcher who delivers 41 pitches or more 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.
- Any single pitcher who hits three batters in a game must immediately be removed from pitching (they may move to any other position, with the exception of catcher, on the field, or go to the dugout). Hit batters MUST be awarded a base.
- The infield fly rule is in effect for the Junior division.
- Metal cleats are permitted at the Junior level, (exception: inter league games played at the Air Force Academy, rubber cleats are mandatory)
- Base runners MUST attempt to avoid collision by either sliding or going around a defensive player in possession of, or making a legitimate play on, the ball. Failure to make such an attempt WILL result in the runner being called out.
- Bunting is allowed.
- Leading off and base stealing is permitted. (Head first slide is allowed at the Junior level)
- The "On Deck" batter is allowed.
- Thrown Bat: If a batter throws a bat, both teams will receive a warning from the umpire. Any subsequent batter who throws a bat will be called OUT by the umpire (as if the batter had been struck out).
- Catcher's Courtesy Runner: when there are two (2) out and the catcher is on base, a courtesy runner is allowed. The courtesy runner must be the player who was previously put out.
- All substitutions must be in accordance with the Playing Rules (Rule 3.03). Keep in mind for a player to be considered for post season play they must have played in at least half of all innings for which they were present.
- The 10 run mercy rule is in effect after 5 innings.
- Pitching: See safety manual in manager's notebook.
- For all other rulings the Official Little League rule book shall govern play.

SPORTSMANSHIP and PARTICIPATION

- A player will lose his/her privilege to play in one or more future games for disciplinary reasons provided that the High Plains Little League Board of Directors, by majority vote, approves such action in advance. Before such action is taken, every effort should be made to resolve the problem by talking with the parents, Director of Baseball, etc.
- Players will not harass opposing players or show disrespect to opposing players, teammates or spectators. Specifically players will not heckle, jeer or distract other players (this is to include under the guise of cheering for their own team). They will avoid use of foul language or obnoxious behavior. These are actions to be considered "unsportsmanlike" conduct. The umpires are responsible to make such calls. Only positive cheering for team mates or opposing players will be allowed. As a show of respect for opponents, players cheering must stay at a consistent level and not build crescendo (become louder or more intense) when the pitcher starts his wind-up. Managers and coaches will be responsible for their own conduct and the conduct of their players.
- Poor sportsmanship (by managers, coaches, players, or spectators) will result in ejection from the game and/or removal from the park.
- Without exception, two ejections from games shall mandate dismissal of coaches, and banishment from the playing fields for coaches, players, and parents.