

**HLL Majors Division  
2017 Local Rules  
February 8, 2017**

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**HLL MAJORS DIVISION LOCAL RULES & RESPONSIBILITIES  
2017 SEASON**

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**1. Player Selection System**

HLL chooses the Plan B Little League Player Selection System as defined in the 2016 Operating Manual. In addition, HLL chooses the alternate method for Plan B, which allows for all eligible players to be picked from one pool with the requirement that all returning player and 12 year olds are chosen before the end of the draft. Managers' children will be slotted in the draft based on skill as determined by the Majors Division Director. The League secured a waiver from the D52 President to slot the Managers' children since it deviates from standard protocol of slotting based on age only.

**2. Team and Roster Size**

The Majors Division will be comprised of eight (8) teams, each with a roster size of eleven (11) players.

**3. Nine (9) Defensive Outs (Local Rule)**

HLL requires all players to play a minimum of nine (9) defensive outs, of which six (6) must be consecutive. HLL has historically adopted a more generous requirement for minimum play based on the philosophy of maximum participation by the players.

Therefore, every player must play a minimum of nine (9) defensive outs as opposed to six (6) defensive outs as required by **Rule 3.03-2**. Only six (6) defensive outs must be consecutive. However, the consequences for not adhering to this rule do not deviate.

However, HLL also recognizes that the official substitution rules were developed based on minimum play requirements of six (6) defensive outs and therefore HLL makes the following accommodations to the minimum play requirement:

When the visiting team has 12 players participate in the game, Managers may play up to 3 players only six (6) defensive outs innings if the game is shortened due to loss. Those players who only played six (6) defensive outs, must, upon the next time the team is Visitor, start the game and play nine (9) consecutive defensive outs.

Note: The visiting team with 12 kids may not play a child in the field only six defensive outs in a winning effort because there will be 6 innings of available field play;

**HLL Majors Division  
2017 Local Rules  
February 8, 2017**

Note: When the visiting team has fewer than 12 players, all players are required to receive minimum play of nine (9) defensive outs, of which six (6) defensive outs must be consecutive.

Reporting:

The visiting manager will be responsible for notifying the home team manager if he played 3 kids only 2 innings. The home team manager is ultimately responsible for verification and reporting. The home team manager will be responsible for reporting the kids' names who only received 2 innings of playing time (along with the score and pitch counts). Division Director will notify opponent of the kids who need to start and play 3 consecutive innings the very next game.

Violation of Rule

First offense: Manager will receive a written warning from the Board.

Second offense: Manager will be suspended by the Board for one game;

Third offense: Manager will be suspended by the Board for the season.

**4. Batting Order**

As provided by **Rule 4.04**, HLL does not adopt a continuous batting order.

**5. Dropped Third Strike**

HLL chooses to adopt **Rule 6.09(b)**, whereby the batter becomes a runner when "the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out."

**6. Use of Pinch Runners**

Since HLL has not adopted a continuous batting order as outlined in **Rule 4.04**, once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player as outlined in **Rule 7.14**. Player may only pinch run twice in a game. However, per this rule, no player can be pinch run for more than once in a game.

**7. Mercy Rule**

As provided by **Rule 4.10(e)**, HLL does not have a mercy rule for the Majors division.

**8. No Fake (or "slash") Bunt**

A batter is out if he/she fakes a bunt and then takes a swing at the pitch.

**HLL Majors Division  
2017 Local Rules  
February 8, 2017**

**9. One Foot in Batter's Box Rule**

HLL adopts rule 6.02(c) which requires the batter to keep one foot in the batter's box throughout the at bat. The batter will receive a warning for the first offense. A strike will be recorded against the batter (and a pitch added to the pitch total) for each additional offense. There are 8 exceptions to this rule: See Rule 6.02(c) in the Little League Rule book.

**10. Banning of stealing of signs**

HLL adopts rule 9.01(d) which prohibits the sealing of pitch signs and location and relaying them to the batter. The consequence is ejection.

**11. Player Call-Ups**

**Permanent:** If a team is required to replace a player on the Roster, as defined by **Rule III(d)**, and the Board has approved the replacement, the team is required to call-up a player from the Minors Division. All permanent player call-ups must be completed by April 15; there are no call-ups after April 15. (Exceptions to this rule must be approved by the HLL Board)

The Manager must first notify the Player Agent of their desired selection. The Player Agent then approves the selection of an eligible call-up. An eligible call-up is any 10 or 11 year old who is eligible to be drafted into the Majors Division and NOT a Manager or Coaches' child, unless the Minors Manager or Coach agrees to complete the season without his son or daughter on the team. The Player Agent then notifies the Minors Division Director who then notifies the Minors Manager and family affected. If the family of a player does not want their child promoted to the Majors Division, then the family can request that their child not be called-up.

**Temporary Call-Up Program:** In addition, in the case wherein a Majors team knows in advance that it will have less than the required nine (9) players in attendance for a game, the Board strongly encourages the team to arrange a call-up of a player from the Minors Division for that game. If a team is not able to field nine (9) players for a game, then the team forfeits the game. The Majors team may request as few or as many players required to reach the minimum of nine (9) to field a team or the maximum of twelve (11), the Roster size. Temporary player call-ups can occur throughout the entire season and playoffs.

The purpose of the Call-Up Program is threefold:

- 1) To ensure that games can be played at their scheduled time and date
- 2) To eliminate forfeits due to not have the required 9 players
- 3) To give the opportunity of playing a game at a higher level to a broad base of players

The process shall function as follows:

When a manager needs to add one or more players to his roster for a single game due to absences of players from his formal roster, the manager (i) selects a replacement player from a "pool" of

**HLL Majors Division  
2017 Local Rules  
February 8, 2017**

players from the Minors Division as determined by the Player Agent and the League President and (ii) contacts the family(ies) of replacement players to complete his single game day roster. Once the pool of players are identified, the Minor's Division Director will populate a spreadsheet that can be accessed via a link on the HLL website. The spreadsheet will have each player's name and contact information as well as a field next to each player for noting "call ups". The manager in need will access the spreadsheet and choose any player from the pool that has a blank field in the "call up" column. Once the manager confirms with the player's family that the player will play in a game, the manager will populate the field in the call up column with the date of the game and the name of the Majors Division team.

A player cannot be called up again during the regular season until all eligible pool players have been called up to play a game in the Majors Division or the Division Director elects, by notice to all managers, to make all pool players eligible for another call-up. All players in the pool will be eligible to be called up during the post-season tournament, subject to the foregoing procedures.

In the spirit of avoiding forfeits, the "parking lot call up" may be used in extreme circumstances. For example, if a team is at the field for a regularly scheduled game and does not have at least 9 players, and the manager has not been able to secure a 9<sup>th</sup> player using the call-up process described above, the team may suit up and play any HLL Minors Division player that is willing to play in the game and does not create a safety risk to such player.

## **12. Pre-Game Batting Cage**

Majors teams have priority over use of the batting cage for one (1) hour, beginning one and one-half (1 ½) hours prior to the start of a Majors game, including all originally scheduled games as well as make-up and tournament games.

## **13. Team Warm-Up**

Each team has ten (10) minutes to warm up on the field prior to the start of the game. The home team takes field warm-up thirty (30) minutes prior to the start of the game, and the visiting team takes field warm-up twenty (20) minutes prior to the start of the game. Games are to begin promptly. Failure to take field warm-up on time will cause that team to forfeit the warm-up so the game can begin on time.

The below is an example for a 5:15 pm game:

3:45 Home team in batting cage  
4:15 Visiting team in batting cage  
4:45 Home team infield practice  
4:55 Visiting team infield practice  
4:55 Home team bullpen warm up  
5:05 Home team rakes and waters field (if needed), and Managers meet with umpire

**HLL Majors Division  
2017 Local Rules  
February 8, 2017**

5:05 Visiting team bullpen warm up  
5:15 Game starts

**14. Game Set-up Responsibilities**

The home team uses the 3<sup>rd</sup> base bench and the visiting team uses the 1<sup>st</sup> base bench. The home team removes bases from the equipment box and installs the bases on the field of play. In addition, the home team is responsible for raking (or dragging) and watering down the infield immediately prior to the commencement of the game (10 minutes prior to the official start). The home team provides game balls to the umpires. The home team is also responsible for dragging the infield at the conclusion of the game.

The home team is the official scorekeeper. The league suggests that both sides keep a scorebook and track the pitch count and compare and resolve inconsistencies at the end of every half inning. The home team will record the game score and, official and actual pitch counts, homeruns, and umpire ratings in the HLL Website no later than 24 hours afterwards.

During the week and after the last game on weekends, the home team is responsible for replacing the base plugs on the infield and returning the bases to the equipment box after the conclusion of the game. The home team also should rebuild the mound and cover the mound and home plate with a tarp. Each of the home team and the visiting team is responsible for clearing all trash in and around the dugouts and the playing field.

**15. Division Championship and Post-Season Playoff**

For regular season play, the eight (8) teams in the Majors Division will be seeded for post-season tournament. The remaining seeds will be determined per Win/Loss standings and tiebreakers as described below.

A post-season double-elimination playoff will be held with teams seeded as outlined below. The winners will meet on Championship Saturday in the finals and will play a double header if required. Championship game #1, home team is from the winner's bracket. Home team for championship game #2, if needed, is the winner of game #1.

Win/Loss standings will determine the post-season tournament seeding. If there is a tie, the tie-breaker will be as follows:

- 1) Aggregate head-to-head win/loss record among tied teams
- 2) Fewest runs allowed against all teams in Majors Division
- 3) Flip of a coin

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**District 52 Umpires**

**Hillsborough Little League  
Little League ID#04055202  
Board Approved: February 8, 2017**

**HLL Majors Division  
2017 Local Rules  
February 8, 2017**

Please note that during the season, umpires from District 52 will officiate several games. These umpires do NOT enforce Local Rules that deviate from Little League Rules.

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**Addendum A: Selected Excerpts from Little League Rules**

**Regular Season Pitching Rules - Baseball**

**VI – PITCHERS**

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age

11 -12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

**Exception:** Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. that batter is put out; 3. the third out is made to complete the half-inning.

**Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. The LL Rule is 40 pitches/4 innings. After 40 pitches, there is no catching or after 4 innings of catching, even if only one batter in a fourth inning, there is no pitching. It is not based on 12 full outs, but catching in all or part of the 4th inning.**

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

**HLL Majors Division  
2017 Local Rules  
February 8, 2017**

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day. **NOTES** : 1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. 3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A league age 11 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest. **Example 2:** A league age 11 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest. **Example 3:** A league age 11 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days. **Note:** The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.