

HUNTSVILLE AMERICAN LEAGUE

2010 LOCAL PARK RULES AND PROCEDURES

Majors Division Rules

The Majors Division will follow 2010 Official Little League rules with the following clarifications/modifications.

1. All players will bat in the line-up whether they are playing in the field or not. There is free defensive substitution.
2. Adult coaches may warm up pitchers between innings and in the bullpen.
3. Each team is responsible for providing one new baseball for each game.
4. If one team is short players, that team is allowed to borrow players from a HAL AAA team. Borrowed players must be placed at the bottom of the batting order.
5. Time Limit is 1 hour 45 min. No new inning may be started after the time limit.
6. No slash bunting is allowed. Once a player squares to bunt, he may not swing at the ball.

AAA Division Rules

The AAA Division will follow 2010 Official Little League rules with the following clarifications/modifications.

1. All players will bat in the line-up whether they are playing in the field or not. There is free defensive substitution.
2. Each team will have a 5 run per inning limit.
3. Adult coaches may warm up pitchers between innings and in the bullpen.
4. Each team is responsible for providing one new baseball for each game.
5. If one team is short players, that team is allowed to borrow players from a HAL Coach Pitch team. Borrowed players must be placed at the bottom of the batting order.
6. Time Limit is 1 hour 45 min. No new inning may start after the time limit.
7. No slash bunting is allowed. Once a player squares to bunt, he may not swing at the ball.

Coach-Pitch Division Rules

2010 Little League Rules shall apply with the following exceptions/additions/clarifications:

1. Games will have a six-inning limit or a 1 hour 30 minute time limit, whichever comes first. No new inning can start after the time limit. **Games tied at the expiration of time will end as a tie.**
2. Each team should have at least nine (9) players present for normal play of game. If one team is short players, that team is allowed to borrow players from a HAL T-ball team. Standard number of players is ten (10). Borrowed players must be placed at the bottom of the batting order.
3. Stealing: No stealing allowed. There is no advancement by a runner on base until the ball is hit.

4. Bunting: No intentional bunting allowed. A ball in fair play, regardless of distance hit, shall be considered fair if the batter has attempted a full swing.
5. Infield Fly Rule: There is no infield fly rule at this level.
6. Walks: There are no walks. A batter hit by a pitch will not be awarded first base.
7. Thrown bats: The first time a player “throws” the bat after swinging, a team warning will be issued. After that, all subsequent batters on that team who throw the bat after swinging will be called out.
8. Coaches Positions: Two adult base coaches are allowed. Defensive players may be coached from one coach in the outfield for regular season games.
9. The ten (10) run mercy rule (LL Rule 4.10-(e), Pg 56) does not apply. The game will continue until a team is mathematically eliminated or until the time limit is reached.
10. The minimum play rule is enforced. However, free substitution is in effect. Players may enter and leave the game without restriction so long as they play at least every other full defensive half of an inning.
11. The batting order will include all players on a team that are present at the game; therefore there will be no offensive substitutions.
12. A team’s at bat is complete when three outs are recorded by the defensive team or the team batting gets a total of “runs plus outs” equal to 6, whichever comes first. An at bat is complete after the batter: a) hits a ball into play, b) swings and misses three pitches, or c) receives seven pitches but does not put the ball into play. If on the seventh pitch the batter fouls the ball, the batter will continue to receive another pitch until he puts the ball into play, swings and misses or does not swing at the next pitch. A foul tip caught by the catcher on the third strike or on the seventh pitch or beyond is an out.
13. Defensive Play: There will be 9 or 10 players on the field defensively. If 10 players are fielded, four of the players must begin the play in the outfield grass. If 9 players are fielded, three players must begin play in the outfield grass. There is free substitution of defensive players (i.e. there is no limit on the number of times a player can leave and re-enter the game in defensive positions). The defensive player in the pitcher position must begin play with at least one foot in the 10 foot diameter circle of the pitcher’s mound. For the play to end with runners left on base, the lead runner must be stopped by the defensive team and time called by the umpire. The catcher must wear full gear; however, the glove may be his own and does not have to be a catcher’s mitt. Defensive player excessive encroachment is not permitted. Defensive base players shall not encroach more than six feet in front (toward home plate) of the first-to-second and second-to-third base paths. If there is a grass infield, defensive base players shall start no closer than the leading edge of the grass infield. Coaches should teach players to play in their proper playing positions.
14. Pitching: A coach will pitch the ball to his team under the following rules: The coach pitcher must be in contact with the 10 foot diameter circle that encircles the 46 foot pitching rubber. Coaches may pitch from the kneeling position. The Pitching Coach must make a reasonable

attempt to leave the field of play (after the ball is hit) preferably in a direction opposite of the direction of the ball. *Failure to comply may result in a dead ball ruling. If this occurs, the batter shall complete his at bat, the base runners shall return to their bases. The pitch shall count against the batter's pitch count. If this should occur on the 7th pitch, the batter gets an additional pitch.* It is up to the Game's designated umpire to determine when a Pitching Coach has made a reasonable attempt to leave the field. A ball that inadvertently hits a Pitching Coach during the course of completing a pitch or while he is making a reasonable attempt to leave field of play shall be ruled a dead ball. The batter shall complete his at bat, the base runners shall return to their bases. The pitch shall count against the batter's pitch count. If this should occur on the 7th pitch, the batter gets an additional pitch.

15. Runners may advance until a play is made on the runner, or until the umpire ends the play by calling time. Only exception is one-base on overthrow if ball goes over fence or into dugout.
16. Courtesy runners are allowed for reasons of injury - the last player that has been called out for the offensive team will be the courtesy runner, even if it occurred in the prior inning. If a courtesy runner is needed before an out has been registered in the game, the opposing manager will choose the courtesy runner.
17. The home team shall keep the official score for each game.
18. All judgment calls made by the umpire will be considered final. Any rules interpretation may be discussed immediately with the opposing manager and the umpire, but long delays will not be tolerated.
19. Arguing with umpires, coaches, and league officials will not be tolerated. Coaches and parents are expected to conduct themselves in such a way as to present a positive role model to the players.
20. Each team is responsible for providing one new RIF-10 baseball for each game.

Coaches are encouraged to play each player as much as possible. Additionally, coach-pitch players should be given the opportunity to play different positions.

T-Ball Division Rules

1. The purpose of T-ball is to provide a FUN learning environment for all players and to begin to develop skills that will be critical for future baseball participation. **NO SCORE WILL BE KEPT.** T-ball is a non-competitive introduction to baseball.
2. No umpires will be provided for T-ball. Coaches will call the game and instruct the players.
3. Each player will be provided 6 full swings at the ball. If the player does not hit the ball by the 6th attempt, he or she will be allowed a soft swing (or bunt) to put the ball in play.
4. Games will have a six-inning limit or a 1 hour time limit, whichever comes first. No new inning can start after the time limit.
5. At the T-ball level, players should play as much as possible. With the planned smaller team sizes, all players should be able to play the entire game. T-ball players should be given the opportunity to play all positions. Maximum number of players on the field is 10.

6. No catcher will be fielded. This will reduce time between innings and keep the game moving quickly.
7. Teams will bat through the entire line-up in each inning regardless of the number of outs recorded.
8. Coaches should use good judgment in directing base runners. For a ball fielded in the infield, the batter should stop at 1B. If the ball goes into the outfield, the batter should stop at 2B.
9. Coaches and parents of both teams should be encouraging to all of the children.