

LOCAL RULES

Revised 3/27/2023

EQUIPMENT PROVIDED BY THE PARKS & RECREATION DEPARTMENT

Each head coach will receive an equipment bag with the following. Head coaches are responsible for informing the Recreation Department of any defective, broken, or missing equipment.

1. Bats
2. Batting helmets
3. Catcher's equipment – mask, chest protector, shin guards, and catcher's glove
4. Practice baseballs/softballs
5. Basic first aid kit and ice packs

EQUIPMENT TO BE PROVIDED BY EACH PLAYER

Players may use their own bats and equipment if they meet the specified guidelines.

1. Glove
2. Pants
3. Cleats
4. Protective cup (required for baseball catchers)
5. Water bottle

UNIFORM & EQUIPMENT RULES

UNIFORM

- The Recreation Department provides a team jersey and cap and is the players to keep.
- Players must wear their jersey and cap each game.
- Each player will be given a jersey with a different number than any other teammate. Players are not permitted to switch jerseys after the start of a game. If it is found that players have switched jerseys after the start of a game, the game will be declared a forfeit.
- All players in the Minors Division and older are required to wear white baseball or softball pants to create consistency within the programs in Avon Lake (not provided by the Recreation Department). All other cities Baseball pants are typically available to be purchased on-line or at any sporting goods store.
- Altering a uniform is not permitted in anyway. A player with an altered uniform will not be permitted to participate until they secure a suitable replacement uniform. The Recreation Department is not obligated to replace a uniform that has been altered. The participant is financially responsible for securing a replacement uniform.

BATTING HELMETS

1. Batting helmets must be worn at all times when a player is in play, i.e. batting, on deck, base running, or coaching a base.
2. If batting helmet is removed intentionally while in play, player is out.
3. Throwing a batting helmet may result in an immediate ejection from the game.

CATCHER'S EQUIPMENT

1. Players must wear catcher's equipment; including a protective cup for baseball, when fielding pitches; including warm-ups.

GAME BALLS

Provided by the Recreation Department and distributed each game

- T-Ball & Rookie Baseball & Softball – Safe/Soft Level 1 (or equivalent)
- Minors & Majors Baseball – Little League stamped ball (or equivalent)
- Jr. & Sr. Thursday & Senior Softball – High School stamped ball (or equivalent)

CLEATS

- No metal cleats unless otherwise noted.

BAT RULES

Per Little League – Updated as of April 13, 2022

BASEBALL PITCHING RULES

TABLE 6-3-1

| League | Daily Pitch Limit | Required Days of Rest (based on range of pitches thrown) | | | |
|--------|-------------------|--|------------|-------------|-------------|
| | | 0 Days Rest | 1 Day Rest | 2 Days Rest | 3 Days Rest |
| 8U | 75 | 1-20 | 21-35 | 36-60 | 61-75 |
| 9U | 75 | 1-20 | 21-35 | 36-60 | 61-75 |
| 10U | 75 | 1-20 | 21-35 | 36-60 | 61-75 |
| 11U | 85 | 1-20 | 21-35 | 36-60 | 61-85 |
| 12U | 85 | 1-20 | 21-35 | 36-60 | 61-85 |
| 13U | 95 | 1-20 | 21-35 | 36-60 | 61-95 |
| 14U | 95 | 1-20 | 21-35 | 36-60 | 61-95 |
| 15U | 125 | 1-30 | 31-50 | 51-75 | 76-125 |
| 16U | 125 | 1-30 | 31-50 | 51-75 | 76-125 |
| 17U | 125 | 1-30 | 31-50 | 51-75 | 76-125 |
| 18U | 125 | 1-30 | 31-50 | 51-75 | 76-125 |

Rule 1.10 – Baseball

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions. Additional information is available at LittleLeague.org/batinfo.

Tee Ball:

Under the USABat standard, certified Tee Ball bats (26" and shorter) and text which reads ONLY FOR USE WITH APPROVED TEE BALLS.

NOTE: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

Minor/Major Divisions:

It shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

Intermediate (50-70) Division and Junior League:

It shall not be more than 34" inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Also, permitted for the Intermediate (50-70) Division and Junior League Division are bats meeting the BBCOR performance standard, and so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

Senior League:

It shall not be more than 36 inches in length, nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

Rule 1.10 – Softball

The bat must be a softball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for **Junior/Senior League**) in length, not more than two and one-quarter (2 $\frac{1}{4}$) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

An illegal or altered bat must be removed.

In all divisions, non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

NOTE 1: The traditional batting donut is not permissible.

NOTE 2: The use of pine tar or any other similar adhesive substance is prohibited at all levels of Little League Baseball and Softball. Use of these substances will result in the bat being declared illegal and removed from play.

NOTE 3: Non-wood bats may develop dents from time to time. Bats that have cracks or sharp edges, or that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼-inch bat ring must be used for bats labeled 2¼. The 2⅝-inch bat ring must be used for bats labeled for 2⅝.

NOTE 4: An illegal bat must be removed. Any bat that has been altered shall be removed from play. **PENALTY** – See Rule – 6.06(d).

SPECIAL PLAYING RULES

Each division will play by Little League Playing Rules or National Federation of High School Playing Rules with modifications as noted in the Local Rules.

ALL DIVISIONS

1. Teams must be ready to play at game time – no grace period.
2. All players are to be included in the batting order.
3. If a player is unable to bat for any reason other than illness/injury it will be an automatic out.
4. Throwing a bat will be an automatic out and may include ejection depending on severity and/or if done more than once in a game.
5. Defensive substitutions may be made at any time; batting order remains the same.
6. All players must have their uniform on including jersey tucked in, cap, and shoes tied.

SOFTBALL MAJORS

1. Grades 6-8
2. Dimensions – 60' bases, 40' pitcher's mound. The safety base will be used at first base when possible. If the safety bases is in use, the runner is encouraged to use the orange base to reduce the likelihood of collision.
3. Regulation Game – 6 innings.
4. Pre-Game Warm Up
 - a. The home team shall occupy the 1st base bench.
 - b. Each team is permitted 15 minutes of on-field warmup
 - c. The visiting team will warmup first and the home team second so the game may start with the home team in the field first.
 - d. If there is shortened warmup time, the time is to be divided equally.
5. Time Limit – No new inning will begin after 1 hour, 45 minutes of play or 6 Innings (5½ if the home team is winning).
6. Minimum number of players to start game – A team must have 8 players to start a game or the game will be declared a forfeit. If this number is reduced by 1 or more due to injury the game

may be continued and finished with less than the number of starting players. If a team or teams do not meet the required number of players to start a game the game will be declared a forfeit.

7. Maximum number of defensive players on field – 10.
8. Minimum Playing Time
 - a. All players who show up in proper uniform on time shall play a minimum of 6 defensive outs per game.
 - b. A player may not sit two consecutive innings.
 - c. The only acceptable grounds for not playing an individual player are disciplinary action, injury, or illness.
 - d. Failure to abide by this rule will result in a two-game suspension of the offending team's head coach and a forfeit of the game.
9. Continuous Batting Order – All players present shall bat in a continuous batting rotation whether playing defensively or not.
10. Upon the 10th batter coming to the plate, the hitting team must announce the 10th batter and a two out situation results.
 10. Continuous Walks – Stealing 2nd base after a walk before the next pitch is thrown is not permitted.
 11. Bunting is permitted
 12. Dropped Third Strike – Does apply in the Major League
 13. Infield Fly – Applies in the Major League
 14. Courtesy Runner – May be used to speed up the game for when the catcher is on base and there are 2 outs.
 15. Lead-Offs – Base runner may lead off after the ball leaves the pitchers hand.
 16. Stealing
 - a. Base runner is permitted to steal once the ball leaves the pitchers hand
 - b. Stealing home is permitted.
 - c. A base runner may steal 2nd or 3rd base on a completed pitch, passed ball, wild pitch, or overthrow back to the pitcher.
 17. Slide – Little League does not have a “must slide” rule for a base runner sliding into home or any other base. However, any base runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. A base runner may not jump or leave their feet to avoid a tag.
 18. Fake tag – A fake tag occurs when a fielder without the ball deceives the runner by impeding his/her progress (i.e. causing to slide, slow down or stop running). A fake tag is considered obstruction and the umpire is to award whatever bases will nullify the obstruction.
 19. Pitcher Possession- When the ball is in the possession of the pitcher within the pitching circle, play is stopped and the ball is dead. If a baserunner has committed to the next base, she may continue to that base at the risk of being thrown out.
 20. End of an Inning – The inning will end after 3 outs or 6 runs are scored. The 6-run rule will cease to be in effect for each team upon declaration of the final inning by the umpire upon which no new inning can be started.
 21. Keeping Score
 - a. The home team is responsible for keeping the official score.
 - b. The game schedule will indicate which team will act as home team.
 22. Legal game – 4 Innings (3 ½ if the home team is winning) will constitute a legal game. Games stopped because of the time limit that have not completed 4 Innings (3 ½ if the home team is winning) will count as legal games.

23. Run Rule: 15-run rule after 3 complete innings or 10-run rule after 4 complete innings – A team leads by 10 or more runs after 4 innings (3 ½ if the home team is winning) of play will be declared the winner. If the visiting team goes ahead by 10 or more runs in the top half of the 5th or 6th inning, the home team still gets to bat in the bottom half of the inning.
24. Tie Games – Regular season games ending in a tie will be counted as such.
25. League Standings will be determined based on the following point system:
 - a. Two (2) points awarded for a win.
 - b. One (1) point awarded for a tie.
 - c. No points for a loss or forfeit.
 - d. One (1) point awarded to each team for a completed game.
26. End of Season Tournament – teams will play a single elimination tournament at the end of the regular season. Tournament games ending in a tie will continue into extra innings until a winner is determined. During elimination tournament, double-headers and games on consecutive days may be necessary in order to complete the season by assigned end date. Tournament games cancelled due to inclement weather after they have begun will be rescheduled and resumed at the point they were stopped. A tournament champion will be awarded.
 - a. Final round tournament games will play a regulation 6 inning game without time limit. There will be no 6-run limit per inning, however the Run Rule will remain in force.
 - b. No special requests will be accepted for playoffs. Once the bracket has been posted, that will be the set schedule of events.