

## **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](http://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 MINORS

1. Grades 3-5
2. Field Dimensions
  - a. Base length: 60 feet
  - b. Pitcher's rubber to home: 35 feet
  - c. A player may move up as long as pitching motion completes inside the pitching circle.
  - d. Pitching circle: 8 foot radius around pitching rubber
3. In Game Rules
  - a. Continuous Batting Order - All team members will bat in a continuous batting rotation
  - b. Continuous Walk – In the Minor League, a walked batter may not immediately steal 2<sup>nd</sup> base if the catcher does not return the ball to the pitcher in time.
  - c. Courtesy Runner – may be used to speed up the game for when the catcher is on base and there are 2 outs.
  - d. Upon the 10<sup>th</sup> batter coming to the plate, the hitting team must announce the 10<sup>th</sup> batter and a two out situation results.

4. Defensive Positions
  - a. 10 players in the field to include 4 outfielders
  - b. Outfielders must be on outfield grass at least 12 ft. from the infield during a pitch.
  - c. Defensive substitutions are free except that a removed pitcher may not assume the catching position in the same inning removed.
5. Dropped Third Strike – Does not apply in the Minor League
6. Hit Batter – a direct pitch or ball bouncing and hitting the batter awards the hitter first base.
7. Infield Fly Rule – Does not apply in the Minor League.
8. Lead Offs
  - a. Lead-offs are not permitted until the ball crosses home plate. Players leaving early will be sent back to the original base.  
Maximum Batters
  - b. Play continues in an inning until 3 outs are recorded or 5 runs are scored.
9. Mercy Rule
  - a. There is a 3 out or 6 runs scored maximum per team per inning.
  - b. If a team is leading by at least fifteen (15) runs after 3 innings or ten (10) runs or more after four (4) or more innings have been played, the game shall be terminated and the leading team declared the winner.
  - c. The bottom half of the inning need not be played or completed if the home team achieves such a lead.
  - d. Equal number of bats unless the lead is by the home team.
  - e. Ninth Batter Out - No 9<sup>th</sup> or 10<sup>th</sup> batter out rule shall apply. Any team who drops below eight (8) registered players at any point during a game will forfeit the game to the other team unless the coach of the team with the injured/ejected player chooses to continue.
10. On Deck – There is no on-deck circle. Players may not practice swinging until stepping into the batter's box.
11. Pitching – There is no restriction on number of pitches per game or week but managers are encouraged to develop multiple pitchers for the betterment of the game.
  - a. A third or fourth grader must pitch at least 3 outs or to 3 consecutive batters in every game.
  - b. The pitcher must use the windmill or slingshot motion to deliver the pitch.
  - c. Pitchers are allowed 8 warm-up pitches for their first inning of pitching. After their first inning, 5 warmup pitches are allowed.
  - d. When the ball is in the possession of the pitcher within the pitching circle, play is stopped and the ball is dead. If a base runner has committed to the next base, she may continue to that base at the risk of being thrown out. The ball remains dead until the ball is pitched and crosses home plate.
12. Sliding
  - a. Defensive players may not stand on home plate or any other base without the ball.
  - b. Requirement to slide
  - c. Runners are never required to slide, but to avoid interference or malicious contact the runner elects to slide, the slide must be legal.
  - d. Diving or hurdling a player or jumping over the outstretched glove of a fielder at any base is prohibited.
  - e. Any infraction of the above results in the runner being called out.
  - f. Umpire determines whether a slide is legal or not.

13. Stealing

- a. Stealing is permitted for 2<sup>nd</sup> and 3<sup>rd</sup> base once the ball crosses home plate.
- b. Stealing home plate is forbidden unless a pickoff play is attempted by the pitcher or catcher of the runner at 3<sup>rd</sup> base.
- c. When stealing 2<sup>nd</sup> or 3<sup>rd</sup>, and an error occurs, the runner may not attempt to take the next base.
- d. A runner can only advance home on a batted ball.

14. League Standings

- a. League standings will be determined on a point system.
- b. Two (2) points are awarded for a win.
- c. One (1) point is awarded for a tie.
- d. There are no points for a loss or forfeit.
- e. One (1) point is awarded to each team for a complete game.

15. Post-Game – All teams shall leave the dugout as clean as or cleaner than when they arrived.

Playoffs

16. 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.