



## HOUSE LEAGUE RULES 2020

<http://www.glebelittleleague.ca/>

## House League Rules

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Please also consult the Team Handbook found on the website for more information on running teams in our Little League.

\*\*\* Teams playing an interlock schedule in D6 or D2 (typically applies to Junior and above) should consult the appropriate rules documents specific to interlock play and disregard the division-specific rules contained in this document.

## ABOUT SPRING BASEBALL

Spring baseball is about skills development and having fun while learning. As such players and parents should expect equal treatment for all team players, roughly equal playing time, and a nurturing environment focused on learning and fun. Coaches should expect players to attend practices and to take skills development seriously. Coaches should expect parents to bring their children to games and practices on time and to be generally supportive in explaining strengths and weaknesses to their children as identified by the coaching staff. Spring baseball is meant to be a fun learning environment where winning is at best the secondary objective and where team building and skills development at the team and individual level are paramount.

## GENERAL RULES APPLICABLE TO ALL DIVISIONS

### ***Rule Book***

Glebe Little League is a chartered organization with Little League Canada, and uses the official Little League Rule Book for all rules and regulations except for specific local rules outlined in this document. All managers and coaches are required to read, apply, and respect the regulations and rules as laid out in the rule book. Take the time to read the book and apply the philosophy. Share the rules with your players and parents.

### ***Game Pace***

The pace of the game should be aggressive and players should know their assigned defensive position prior to transitioning from offence to defence. A maximum of 8 preparatory pitches or one minute, whichever is shorter, are permitted for the pitcher to warm up at the start of each inning. The umpire-in-chief will determine when an appropriate number of preparatory pitches have been thrown by a replacement pitcher during an inning (see Rule 8.03).

One catcher warm-up throw to 2<sup>nd</sup> base will be allowed; however, no warm-up throw shall be permitted to 3<sup>rd</sup> base.

### ***Forfeits***

In Minors, each team must field seven (7) players before the game can start. Majors, Juniors, and Seniors must have eight (8). All games are expected to start at the scheduled time; however, to avoid forfeits a ten-minute grace period is allowed for a team to ensure that the required number of players are available to start. In the event a team is unable to field the required number of players, the umpire shall declare the game forfeited. The score shall be recorded as 6-0 for the team with the required number of players in Minors and Majors, or 7-0 in Juniors and Seniors. In the event that both teams are unable to field sufficient players, the game will be rescheduled. If a team is unable to continue the game with the required number of players, for whatever reason, the game will be forfeited.

### ***Call-Ups***

Coaches may use call-up players only when they expect fewer than nine (9) players at any game and only to bring the number of players up to 9. Call-ups can NEVER be used as pitcher or catcher, and must be rotated fairly through the positions on the same basis as the rest of the team. They should only be used in positions where they can be expected to succeed.

### ***Game Length and Curfews***

A regulation game consists of 6 innings for Minors and Majors (7 for Junior/Senior/Big League), unless shortened 1) because the home team needs none of its half of the 6<sup>th</sup> inning (7<sup>th</sup> for Junior/Senior/Big League) or only a fraction of it; or 2) because the umpire calls the game.

For all levels, no inning may start **1 hour and 45 minutes** or later after the scheduled **start time**.

Games that cannot be completed for any reason (e.g. due to darkness, rain, or curfews) will revert back to the score of the last completed inning provided that enough innings have been played to constitute an official game, UNLESS the home team is at bat and has tied or gone ahead during this partial inning, in which case the score at the time the game is called stands.

For example:

SCORE AT END OF LAST COMPLETED INNING	SITUATION WHEN GAME ABANDONED	OUTCOME
HOME TEAM AHEAD	Away team at bat, regardless of additional scoring	Score reverts to last completed inning
HOME TEAM AHEAD	Home team at bat, regardless of additional scoring	Score stands as per time of abandonment (Home Team wins)
AWAY TEAM AHEAD	Away team at bat, regardless of additional scoring	Score reverts to last completed inning
AWAY TEAM AHEAD	Home team at bat, still behind in score	Score reverts to last completed inning
AWAY TEAM AHEAD	Home team at bat, scored enough runs to tie game	Score stands as per time of abandonment (tie)
AWAY TEAM AHEAD	Home team at bat, scored enough runs to go ahead in the score	Score stands as per time of abandonment (Home Team wins)
TIE	Away team at bat, regardless of additional scoring	Score reverts to last completed inning (tie)
TIE	Home team at bat, score still tied	Score stands as a tie
TIE	Home team at bat, scored at least one run to go ahead in the score	Score stands as per time of abandonment (Home Team wins)

### ***Base Coaches***

You may have two **registered** adult base coaches as long as there is a **registered** adult coach in the dug-out at all times. If there are no registered coaches available to coach a base, base coaches can only be players in uniform, wearing helmets.

We highly encourage you to limit the total number of coaches to three in the dugout during games.

### ***Uniforms***

Players will receive a shirt and cap at the start of the year which must be worn for a player to be eligible to play – see Rule 1.11. Players may wear a sweatshirt or coat under their uniform if they wish. Players may wear athletic or sweat pants - no shorts, jeans, or open toed shoes (sandals) may be worn. Shirts must be tucked in at all times.

### ***Safety***

***In majors and lower there is no on-deck circle.*** Players may not handle a bat until it is their turn at the plate. Only the on-deck batter should be standing near the team's collection of bats and should not be holding or swinging bats.

All players, male and female, must wear an athletic protector to be eligible to play catcher.

***This rule is not optional*** and no player, parent, coach, Convenor, or umpire may declare this rule differently.

Players are encouraged to supply their own NOSCAE approved helmet. Player base coaches must also wear a helmet.

Players must remove all jewellery, including watches, body rings, pins (on clothing or cap), and any other item the umpire may deem to be a potential source of injury to the player or others. Medic Alert bracelets and necklaces may be worn but must be taped down.

Players must sit on the bench unless they are preparing to enter the game.

A player who carelessly or unintentionally throws their bat or helmet shall receive one warning. Further infractions by the same player, or a player who intentionally throws their bat or helmet, shall result in the player being called out and may result in an ejection for any further infractions.

Reminder - Runners must slide or attempt to get around a fielder waiting to make a tag at all times when a collision is "imminent" - see Rule 7.08.

### ***Base Stealing***

Leading and base stealing is permitted at the Juniors, Seniors and Big League levels. In Majors and Minors, leading is not permitted and stealing is only permitted after the ball crosses the plate.

Player safety remains paramount. At the Minors level, a phased in approach is recommended. For example:

- No stealing for the first few games of the season
- Stealing of second and third only (not home) or stealing only one base at a time for the next few games
- Stealing only one base at a time

- Stealing any base near the end of the season.

Players need to be trained on how to slide and/or defend base stealing prior to introducing stealing into games. Head coaches are encouraged to confer with the umpire prior to the start of the game to decide on how stealing will be handled for that game. We ask that coaches respect a fellow coach's assessment that his or her team is not ready for stealing.

At the Majors level, Coaches are encouraged to allow stealing only one base at a time at the start of the season until all players are comfortable.

### ***Offence***

Every player is placed in the batting order. The batting order should rotate every game so that each player hits out of each hitting slot before the year's end. A player who arrives after the start of the game is placed last in the batting order. Coaches must provide a copy of their batting order to the umpire and one to the scorekeeper of the other team.

### ***Defence***

GLL uses an equal play rule that states the following:

- no player may sit for more than one inning in a row; and
- no player may sit for a second inning unless ***all other players*** have sat at least one inning (except starting pitchers while still pitching)

There are 6 infield positions, 3 outfield positions and 3 bench positions based on a 12 player team. Each player should have this reflected equally in their innings at the end of the game as much as possible. Coaches must win by developing all players rather than limiting key positions to the strongest players. Safety and common sense must be observed but not used as an excuse to always position the strongest players in key positions.

The opposing team's scorekeeper will record the uniform numbers of the players on the defensive bench at the start of each half-inning, and will advise the umpire of any equal play violations. The coach must immediately rectify the situation when informed. Refusal to do so will result in disciplinary action. All violations of the equal play rule must be reported to the Convenor, who must then report the violation to the President. Any player who is late more than two innings may forfeit their share of playing time at the coach's discretion; umpires and scorekeepers must be notified.

### ***Pitching***

All players, with the exception of call-ups, are eligible to pitch. There is no limit to the number of pitchers a team may use in a game. Coaches are expected to abide by these rules and Regulation VI in the Rule Book and develop pitchers accordingly.

We encourage all levels to use a pitcher for a maximum of two innings per game.

Reminder - A pitcher once removed from the mound may not return as a pitcher. JUNIOR, SENIOR, AND BIG LEAGUE DIVISIONS ONLY: a pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once

per game.

All coaches shall have their pitching log available at every game.

A pitcher used while ineligible to pitch shall be declared ineligible to pitch in the next two games (including playoffs), and the coach responsible will be suspended for two games.

The tables below give an overview of the number of pitches that will be allowed per day for each age group during the regular season and the required rest days - see also Regulation VI.

League Age	Pitches Allowed Per Day
17 – 18	105
13 – 16	95
11 – 12	85
9-10	75

League Age 7 – 16 (see * Below)		League Age 17 – 18 (see * Below)	
# of Pitches	Days Rest Required	# of Pitches	Days Rest Required
1 – 20	0	1 – 30	0
21 – 35	1	31-45	1
36-50	2	46-60	2
51-65	3	61-75	3
66+	4	76+	4

**NOTE:** A player may not pitch in more than one game in a day.

Reminder – see Regulation VI - A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four balls. All such pitches will count in determining that pitcher's pitch count.

### ***Tie Games***

During the regular season, tie games will stand and count as one point (wins will be counted as two points). Extra innings are not played.

During playoffs, tie games will result in extra innings in order to determine a winner. Umpires will keep the curfew rule in mind. If the game cannot be completed to break the tie, Little League Rule 4.12 shall take effect.

### ***Incomplete Games***

An incomplete game shall be declared a “**no game**”, and the entire game will be rescheduled. Pitches pitched will be charged against the pitcher’s eligibility.

### ***Pennant Play***

At the end of the regular season, the team with the most points (2 for a win, 1 for a tie) is the Pennant winner. All other teams are ordered from most to least according to their points. Ties are broken as follows: 1 – win/loss record between tied teams; 2 – win/loss record against the team directly below the tied teams; 3 – runs for/against record between tied teams; 4 – each team’s runs for minus runs against for the entire season.

### ***Playoffs***

All teams will be in the playoffs. In all rounds, the team with the higher place finish in the regular season will be the home team for any playoff game and must pick up the equipment and set up the field. Failure to do so may result in a forfeit.

The Convenor will attempt to inform coaches before each playoff game who cannot pitch, but it is the coach’s responsibility to confirm this information as correct. Errors by Convenors, umpires, and/or coaches will not change this rule.

Note for Convenors - if there is registration for 8 or more teams, that league should be split into two tiers to accommodate playoffs (see below for formats).

### ***Playoff Format***

All playoff games are single elimination.

#### **4 TEAM LEAGUE**

- ROUND 1: Team 4 at Team 1; Team 3 at Team 2
- FINAL: Round 1 winners play for the championship.

#### **5 TEAM LEAGUE**

- ROUND 1: Team 5 at Team 4.
- ROUND 2: Winner from Round 1 at Team 1; Team 3 at Team 2.
- FINAL: Round 2 winners play for championship.

#### **6 TEAM LEAGUE**

- ROUND 1: Team 6 at Team 1; Team 5 at Team 2; Team 4 at Team 3.
- ROUND 2: Of the three winning teams, the one with the highest place finish in regular season gets bye to final. The other two teams play.
- FINAL: The winner plays team on bye for championship.

#### **7 TEAM LEAGUE**

- NOTE: if it seems more appropriate, based on the standings in the league, a 7 team league may be divided into A and B divisions.
- ROUND 1: Team 1 has a bye; Team 7 at Team 2; Team 6 at Team 3;
- Team 5 at Team 4
- ROUND 2: Team 1 plays the winning team with the lowest place finish in the regular season and the other two teams play.
- FINAL: Winners from Round 2 play for championship.



8 TEAM LEAGUE (4-4 split)

- The teams ranked from 1 to 4 will play on the "A" side and teams ranked from 5 to 8 will play on the "B" side. Both playoffs will use the format for a 4 team league as stated above.

9 TEAM LEAGUE (5-4 split)

- The teams ranked from 1 to 5 will play on the "A" side using the format for a 5 team league as stated above.
- The teams ranked from 6 to 9 will play on the "B" side using the format for a 4 team league as stated above.

10 TEAM LEAGUE (5-5 split)

- The teams ranked from 1 to 5 will play on the "A" side using the format for a 5 team league as stated above.
- The teams ranked from 6 to 10 will play on the "B" side using the format for a 5 team league as stated above

## ***DIVISION SPECIFIC RULES***

### **MINORS / MAJORS**

A game is considered official when four full innings have been played (3 1/2 if home team is leading). The maximum number of innings played for each game is six (6).

In May, if the 4<sup>th</sup> run crosses the plate before the 3<sup>rd</sup> out is made, the half inning is over.

In June, if the 5<sup>th</sup> run crosses the plate before the 3<sup>rd</sup> out is made, the half inning is over.

All innings will be completed until the game ends or the curfew, regardless if the outcome of the game has already been decided by this rule.

Reminder - No head first sliding is allowed except when returning to a base - see Rule 7.08.

In minors, a batter runner may not attempt to advance to first on a dropped third strike.

In majors, a batter runner may attempt to advance to first on a dropped third strike.

Majors have decided that pitchers will be eligible to pitch for a maximum of 2 innings (or six outs) during the spring season.

### **JUNIORS / SENIORS/ BIG LEAGUE**

Teams playing an interlock schedule in D6 or D2 are governed by the rules established specifically for this purpose as well as Little League International Rules. Rules can be found on the appropriate district website and in the LL rule book.

Teams playing house league in GLL are governed by the rules in this document.

A game is considered official when five (5) full innings have been played (4½ if home team is leading). The maximum number of innings played is seven (7).

### ***Differences Between Divisions***

<b>Rule</b>	<b>Minors</b>	<b>Majors</b>	<b>Juniors</b>	<b>Seniors/Big League</b>
Leading and stealing	No	No	Yes	Yes
Stealing after ball crosses plate	Yes (as agreed upon)	Yes	N/A	N/A
Bunting	Yes	Yes	Yes	Yes
Balks	Illegal Pitch (ball called)	Illegal Pitch (ball called)	Yes	Yes
Max # of innings per game	6	6	7	7
Max # of pitches per day	75	85	95	Seniors: 95 Big League:105
# of pitches / days of rest required	1-20 pitches - 0 days 21-35 pitches – 1 day 36-50 pitches – 2 days 51-65 pitches – 3 days 66+ pitches - 4 days			1-30 pitches - 0 days 31-45 pitches – 1 day 46-60 pitches – 2 days 61-75 pitches – 3 days 76+ pitches - 4 days
Maximum Runs	4 runs per inning in May; 5 runs per inning in June	4 runs per inning in May; 5 runs per inning in June	10 run lead after 5 complete innings (4½ if home team is leading)	10 run lead after 5 complete innings (4½ if home team is leading)
On Deck Batters	No	No	Yes	Yes
Infield Fly Rule	Yes	Yes	Yes	Yes
Batter Can Advance on Dropped Third Strike	No	Yes	Yes	Yes