

HINGHAM LITTLE LEAGUE RULES 2023



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1. INTRODUCTION

This document has been adopted by the Board of Directors of Hingham Little League and shall serve to reiterate, reinforce and supplement the Little League Rule Book. Hingham Little League is comprised of 4 divisions: Major League Division, Minor League Divisions (AAA, AA, & A), Farm League Division and T-Ball Division. This introduction section sets forth the objectives of the program and presents several additional rules, directives and guidelines that are common across all divisions of the League, unless otherwise so indicated. Additional rules specific to each division are presented in subsequent sections of this document.

1.1 Objectives

The primary objective of Hingham Little League is to provide a positive environment for the children of the town to learn, play and develop a love for the game of baseball. The league shall promote the teaching and development of baseball and life skills in a manner that fosters the ideals of good sportsmanship, teamwork, honesty, loyalty, courage and respect. Members and coaches in the Hingham Little League program should enable every participant to grow as players and people through fundamental instruction, positive reinforcement and a rewarding playing experience. All representatives, parents, players and partners involved are expected to be cognizant of and work towards these objectives at all times.

While the rules outlined in the Little League Rule Book (which are presented in the Green Book) cover the overall playing rules for Hingham Little League, the Hingham Little League Board of Directors have adopted these additional rules, directives and guidelines for scheduling, participation and game procedures, in order to ensure that the objectives of the Hingham Little League program are met.

This document is subject to amendment by majority vote of the Board of Directors. In the event that there is a conflict between the Little League Rule Book and this document, the rules contained in the Little League Rule Book shall take precedent.

We remind all participants that they are representatives of Hingham Little League and should act accordingly.

1.2 Common Rules, Directives and Guidelines

- All players, managers, coaches and spectators will conduct themselves in accordance with Hingham Little League's Zero Tolerance Policy. A copy of said policy is attached as Appendix A to this document.
- All players must wear the uniform provided or prescribed. Shirts must be fully tucked into baseball pants at all times (especially important for the pitcher and batter).
- No jewelry of any kind may be worn by a player during practice or game play. This shall include watches, rings, pins, etc. Notwithstanding the foregoing, so-called medical alert jewelry is permitted. Players may not play with a cast. Skull caps are not permitted.
- Mouthguards are recommended at all levels of play, but are not required.
- Shoes with metal cleats or spikes are prohibited. The wearing of molded rubber cleats is encouraged although sneakers are permissible.
- Parents of players who wear glasses should be encouraged to provide "safety glasses".
- Players should be reminded to label their personal items (gloves, hats, bats and water bottles).

- No food or gum will be allowed on benches or in dugouts during a game. Drinks are permitted. Glass containers are not allowed. Please recycle all plastic containers in the appropriate bins.
- Tobacco (chewing or otherwise) and/or alcoholic beverages of any kind are specifically prohibited on the playing fields, benches, dugouts or the parking areas adjacent thereto.
- Managers are required to ensure that (whenever applicable) the dugouts and bleacher areas are clean following a game and/or practice session before leaving the field. This task should be undertaken by the players.

1.3 Pitchers

- (a) Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
- (b) Players once removed from the mound may not return as pitchers;
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, however the pitcher may remain in the game at another position:
 - League Age 13-16: 95 pitches per day
 - League Age 11-12: 85 pitches per day
 - League Age 9-10: 75 pitches per day
 - League Age 6-8: 50 pitches per day

Exception: If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- that batter reaches base;
- that batter is put out; or
- the third out is made to complete the half-inning.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. Conversely, a catcher who has received a pitch in a 4th innings of catching in a game cannot play the position of pitcher for the remainder of the day.

- (d) Pitchers league age 12 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.
 - NOTE: No pitcher may pitch 3 consecutive days in a row regardless of their pitch counts.

- (e) In the Major and Minor League Divisions, the League will provide an official pitch count recorder. In the absence of an official pitch count recorder, the responsibility for pitch counts shall be with each manager, who shall confer with each other and the umpire-in-chief at the end of each half-inning. Discrepancies shall be resolved at the discretion of the umpire-in-chief.
- (f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, each 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. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. 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 Little League Playing Rule 4.19.
- (i) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.
- (j) A player may not pitch in more than one game in a day.
- (k) Pitchers are not permitted to wear batting gloves, wristbands, sunglasses or a white long sleeve jersey (under the uniform top).
- (m) Pitchers shall be allowed the lesser of one minute of warm-up between innings or 8 pitches.
- (n) Pitchers must be in contact with the pitcher's plate (rubber) at the start of each pitch.

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 12 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 12 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 12 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.

1.4 Field Maintenance

- Diligence in field maintenance by all those involved with Little League is critical to the safety of the children and playability of the fields. The home team shall have the responsibility for pre-game field duties which include (whenever necessary and wherever applicable):
 - Raking, dragging and watering the dirt portion of the infield, including the pitcher's mound, baselines and home plate area;
 - Filling in any holes (especially in the area adjacent to the pitcher's rubber, the mound, and batters boxes);
 - Making any other necessary repairs to the pitcher's mound and field;
 - Painting and striping the foul lines and batter's boxes.
- The visiting and home teams shall have the collective responsibility for post-game field duties which include (whenever necessary and wherever applicable):
 - Raking, dragging and watering the infield, including the pitcher's mound, baselines and home plate area;
 - Raking the dirt off the grass lip of the infield back onto the infield.
 - Filling in any holes (especially in the area adjacent to the pitcher's rubber, the mound, and batter's boxes);
 - Making repairs to the pitcher's mound;
Sponging the standing water from the fields. Cleaning up the dugout areas before leaving the field.
- **IT IS THE RESPONSIBILITY OF THE MANAGERS TO MAKE SURE THE FIELDS ARE WELL MAINTAINED.**

2. MAJOR LEAGUE DIVISION & AAA MINORS DIVISION

The Majors division is Hingham Little League's most competitive spring league. All 12-year-olds as of August 31st of the current Little League season are eligible to play in Majors. Skilled 11 and 10-year olds wishing to play up a division will be determined to be eligible based on evaluations. Eligible players will be selected by one of the Major League teams via a draft.

The AAA Minors Division is intended for players ages 9-11 as of August 31st of the current Little League season looking for a competitive level of baseball that are not drafted by the Majors. All 11 year olds as of August 31st are eligible for Minors - AAA. Eligibility for skilled 10 and 9-year olds wishing to play up will be determined based on evaluations. The number of teams and eligible players will be determined by the evaluations.

Player Advancement to the Major League Division

If, for any reason, a Major League team needs an additional player to fill its roster due to an injury or absence, it has the right to select any eligible individual from any Minor League team, providing that the player and player's parents are receptive to the player moving to the Major League and the player being replaced will not be returning to the team for the remainder of the season including playoffs. In such instance, the player being replaced will be released from the team and the new player will become a permanent member of that team.

No movement will take place unless approved by the Player Agent and the Board of Directors.

2.1 Game Schedule, Length of Games and Practices

- Teams are scheduled to play a minimum of **12** regular season games.
- A week is defined as Sunday through Saturday.
- At Haley and Hersey fields, night games will start at 6:00 PM. In the month of May, no inning may start after 7:45 PM. In the month of June, no inning may start after 8:00 PM.
- At Lynch Fields, no inning may start after 10:00 PM (for Friday 8:00 games)
- In the event that there is a subsequent game scheduled on a field, no new inning may start after one hour and forty-five minutes have elapsed from the actual starting time of a game. This rule has been adopted to ensure that games are completed within approximately 2 hours of their scheduled/published starting time. In all games, Managers must make every effort to move the game along as quickly as possible (i.e., make sure the catcher has his/her equipment on when your team finishes its at-bat, be sure players run on and off the field, limit pitchers to 8 warm-up pitches or 1 minute at the start of each ½ inning). Although, baseball is a game not governed by a clock, this rule has been implemented due to limited field availability and out of fairness to all teams.
- A new inning is presumed to have started the moment the third out is made in the previous inning.
- If a team does not have a minimum of nine (9) players by ten minutes after the scheduled start time of the game and thereafter during a game, a forfeit will be declared by the Umpire. In either event, managers are encouraged to play or finish a so-called scrimmage game.
- An official game is three and one-half (3.5) innings if the home team is ahead or four (4) innings if the visiting team is ahead.
- Any game not completed because of darkness, weather, or time limits shall revert to the last full inning played to determine a winner.

- Games that end in ties are recorded as such. If a game is tied after 6 innings and time and daylight permit, extra innings must be played.
- All games must be played to conclusion on the scheduled date or on a make-up date.
- A called game ends at the moment the umpire terminates play.
- Play/no-play decisions are in the hands of League Officials until a game is started. Once a game commences, halt/resume decisions are in the hands of the umpires. The presence of lightning in the immediate area shall be grounds to call a game.
- Practices are scheduled by managers. Managers are encouraged to hold at least one practice per week during the season. Unless otherwise authorized or directed, practices should be limited to no longer than 1 hour so to conserve field space. Managers are authorized users of the HLL field reservation system. Authorized users should obtain their User ID and Password from the Coaching Coordinator. Practice fields/areas may not be reserved more than two (2) weeks in advance, and no more than 2 practices per week can be scheduled.

2.2 Game Postponements

- In the event of inclement weather or poor playing conditions, all HLL games will be postponed simultaneously by the league. These games will be rescheduled.
- Managers and Umpires will be notified prior to 5:00 pm or at least one hour in advance of the scheduled game time of this decision.
- The respective managers must notify their players.
- The only rescheduling of games allowed are for games that have been postponed by Hingham Little League. No other games will be rescheduled.

2.3 Make-Up Game

- Any postponed games will be rescheduled.
- The make-up game must be played on the rescheduled date, weather permitting.
- Major League Commissioners will contact the Umpire-in-Chief to obtain an Umpire for the rescheduled game.

2.4 Equipment and Uniforms

- Each manager will be issued an equipment bag for the teams use during the year and 24 new baseballs.
- Each manager will be responsible and held accountable for the contents of his/her bag.
- Equipment must be returned by the All-Star Game.
- Wooden, laminated and aluminum bats can be used.
- Bats used in the Little League (Majors) and below shall bear the USA Baseball logo signifying that the bat meets the USA Baseball's Youth Bat Performance Standard.
- All 1.15 Bat Performance Factor bats will be prohibited.
- No bat may have a barrel diameter of greater than 2 5/8".
- The use of so-called batting donuts (batting sleeves or cylinders ARE allowed) is not allowed during a game.
- Umpires are responsible for ensuring that all equipment is safe.
- Uniforms are provided by Hingham Little League. Each team player shall be provided with an imprinted jersey, hat and socks.

- No player is allowed to wear shorts.
- All batters, runners and player base coaches must wear approved batting helmets. Helmets (including personal helmets) must bear the NOCSAE stamp. Helmets with face protection of the “cage type” shall be made available upon the request of any player, parent or manager.
- All males must wear athletic supporters.
- Catchers must wear a plastic cup, long model chest protector w/neck collar, “dangling type” throat guard, shin guards and a catcher’s helmet. Catchers must use a so-called catcher’s mitt. The use by a catcher of a fielder’s glove or first baseman’s glove is prohibited.

2.5 Umpires

- Two Umpires and one Pitch Counter will be scheduled for each game.
- The Umpire(s) will call balls and strikes, all plays at the bases and home plate and foul balls down the first and third base lines.
- The Pitch Counter will keep track of pitch counts for both teams; The Pitch Counts recorded by the Pitch Counter will be official.
- Pitch Counter will keep score at all Majors and Minors Games. It is the responsibility of the manager of the Home Team to set up the scoreboards.
- If necessary, one Umpire is allowed to call a game.
- Umpires and pitch counters should always be paid before game begins during ground rules.

2.6 Team Batting Order

- Every player present will be listed in his/her team batting order and shall bat in that position throughout the game. Field and/or pitching substitutions shall not affect batting order.
- Continuous Batting Order. Use of a continuous batting order is mandatory. When a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when it is his/her time to bat, without penalty. If the injured, ill or absent player returns to the game he/she shall be inserted into their original spot in the batting order and the game continues.
- If a player arrives late to a game (after the first pitch), regardless of whether or not that player’s team is home or away, his/her name shall be placed at the end of the batting order for that game only.

2.7 Field Play and Substitutions

- Each player shall play a minimum of 4 defensive innings. The minimum number of requisite innings shall be reduced for all players by the number of any “team” defensive innings not played due to a game being shortened for any reason to less than six full innings. In the case of a late arriving player, the minimum number of requisite innings shall further be reduced by one for each defensive inning said player is absent. For all leagues, 2 innings of infield play per 6 inning game are mandatory for all players, except if a player is injured and has to be removed from the game or a player declines the opportunity to play the infield. As some games may not last 6 innings, 1 inning of infield player is mandatory for every player in the first 3 innings. WE STRONGLY ENCOURAGE MANAGERS TO ROTATE PLAYERS THROUGH VARIOUS POSITIONS, ESPECIALLY DURING THE REGULAR SEASON.
- If 11 or more players are in attendance at the start of a game, every player must be scheduled to sit out at least 1 defensive inning. If 10 players are in attendance at the start of a game, 6 different players must be scheduled to sit out at least 1 defensive inning.
- No player shall sit out for 2 consecutive defensive innings.

Players shall be rotated through all positions in the field with the exception of pitcher, catcher and first base.

2.8 Pitchers

- A Pitcher, once removed, may not pitch again in that game, regardless of whether extra innings are played.
- Curve balls and/or sliders are not allowed. In the event an umpire believes that a pitcher has violated this rule, the pitch shall be called a ball, unless the batter otherwise puts the ball in play, reaches base and no runner is put out on the play. A second such violation shall be grounds for the pitcher being removed.
- Only a player from the field may replace a Pitcher during an inning.
- Intentional walks are not allowed.
- All other Little League pitching rules apply. Please see Section 1.2.
- Pitch count reporting for club players: In order to protect players from injury, parents with club players need to report via email to their coach and the league commissioner when their child pitches (day and innings pitched) on or before Sunday evening.

Each inning pitched will be considered 15 pitches (partial innings will be considered a full inning). On Monday morning, the league commissioner simply will email to the league's head coaches with the converted pitch counts (1 inning = 15 pitches) of any club baseball players in that league from the previous weekend. Those pitch counts will apply as if they were accrued under the Little League pitch count guidelines.

For example, if a pitcher threw 3 innings (45 pitches) on Sunday in a club baseball game, that pitcher would not be eligible to pitch in a game on Monday, but would be eligible to on Wednesday.

2.8.1 *Visits to the Mound*

- Two visits to the mound per pitcher are allowed; on the third visit, the pitcher is automatically removed.
- Attendance to a pitcher's care after being struck by a hit ball or any perceived injury shall not be constituted as a visit.

2.8.2 *Batter Hit by a Pitched Ball*

- If, in the opinion of the Umpire, any pitcher exhibits EXCESSIVE WILDNESS which would in his/her opinion jeopardize the safety of batters, the pitcher may be removed from the game. The decision to remove a pitcher shall be left entirely up to the discretion of the home plate Umpire.
- If a pitcher hits three batters in a game, that pitcher shall be removed.
- Batter must make an effort to get out of the way of a pitched ball or he/she will not be awarded first base if hit by the pitch.

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2.9 Batting

- The use of an on-deck circle is prohibited.
- Only the batter at the plate is to have a bat in hand. No player on the bench or in the dugout should be holding a bat until it his/her turn at the plate. No warmup swings may be taken in the dugout area. However, players may time pitchers in the dugout without a bat in hand. This directive applies to game situations.
 - If a player is seen swinging a bat in the on-deck circle or near the dugout, the umpire will give one warning.

2.10 Bunting, Base Stealing, and Sliding

- Bunting and base stealing are allowed in accordance with Little League rules. Base runners leaving a base before the pitch reaches the plate may be subject to certain prescribed penalties as set forth under Little League rules. For Major League, players may steal any base. For AAA division, players may steal 2nd base or 3rd base. Players may not advance more than one base at a time (e.g., stealing 2nd base then advancing to 3rd on an overthrow). Players may not steal home.

- Slash bunting is not allowed. First offense in a game shall result in a strike being called against the batter. Second offense by a team in a game shall result in an out being called.
- ‘Slide or Avoid’ rule. If there is about to be a play at any base, the runner has two choices, ‘Slide or Avoid’. A base runner must slide or avoid a fielder who has the ball and is waiting to make the tag
- Under no circumstance may a runner deliberately or maliciously contact the fielder. If in the umpire’s judgment, a runner deliberately, maliciously, or even inadvertently interferes with a fielder they shall be ruled out. Managers should instruct their players to ‘Slide’ when in doubt.
- Except when a runner is returning to a base, head-first slides are prohibited. Any other head first slides while advancing will be ruled as an out.

2.11 Infield Fly Rule and Fly Balls

- Tagging up is permitted from all bases. Runners may advance at their own risk.
- The infield fly rule applies when there are fewer than two outs, and there are two or more force plays (runners on first and second base, or bases loaded). In these situations, if a fair fly ball is hit that, in the umpire’s judgment, could be caught by a fielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight. When an umpire calls the infield fly rule, the runners may advance at their own risk, if/when the ball drops to the ground. Otherwise, they must tag up in order to be eligible to advance. Umpires will be instructed to waive off the infield fly rule if there is any doubt as to whether or not it should be called.

2.12 End of Play

- The ball is in play while in the playing field until returned to the pitcher on the mound with the catcher in the catcher’s box. However, any play in progress will continue until completion as judged by the Umpire.

2.13 Line-Up Procedures

- Prior to the start of a game, managers will exchange batting orders and provide one another with a list of pitchers ineligible to pitch in the game. Thereafter, managers will review the ground rules with the umpire-in-charge.
- Every player who is present at the start of the game will be listed in the batting order and will bat in that position throughout the game.
- In an extra inning game, any nine players may be selected to play in the field. The batting order will remain constant and will continue from the conclusion of the previous inning.

2.14 Player Pool

- In an effort to avoid game forfeitures, managers are encouraged to use the Major League Division and AAA Division player pool. Pool players may be used to fill in a roster on an individual game basis when there is likelihood that a team may not have the sufficient number of players to field a team.
- At the beginning of the season, each AAA and AA manager shall submit to the Major League Commissioner and AAA Commissioner, respectively, on a form developed by the commissioners, a list of team players who desire to be placed on the eligible pool player list. The commissioner will randomly sort the player names and generate an ordered list of players by league that will be used during the regular season.
- A Manager may make a request for a pool player(s) in the event that he has fewer than nine (9) players available to play for a particular game. A player should not be called up to be the 10th player on a team. The managers shall contact the commissioner at the earliest possible opportunity to request a pool player for a particular game.

- The commissioner (or his substitute) will contact the first available pool player on the Player Pool List for that League from that team's minor league affiliate, and will continue down the Player Pool List in order from the team's minor league affiliate until a player is confirmed to play. A pool player who declines an invitation to play moves to the end of the list, unless that player is playing in a game scheduled at the same time as the requested game. In such cases, that player will be skipped in the Player Pool List, and will be eligible to play at the next available opportunity. The commissioner will contact the manager with the name and contact information of the pool player. A manager may not reject a pool player once a request and assignment has been made. The commissioner will then email both the requesting coach and the opposing coach with the call-up.
- Pool player assignments are for a single game.
- All games played using pool players will count towards season standings.
- Pool players are not eligible to pitch in the game to which they are assigned. They may however play the position of catcher. The pool player should bat last in the lineup.
- Minimum play requirements and batting order apply (even if a team player shows up).
- Pool player will wear his/her own team uniform.

2.15 Game Procedures

- The home team will supply 2 new baseballs per game.
- The home team will sit on the first base side bench or areas and the visiting team will sit on the third base bench or area.
- The visiting team shall have exclusive use of the infield for a ten (10) minute period beginning twenty-five (25) minutes from the scheduled start of a given game. The home team may have exclusive use of the infield for a ten (10) minute period immediately thereafter. These allowances are subject to the field being clear of the previous game by the time frame indicated and subject to the need/requirements for field maintenance, preparation and marking to be performed.
- No team may have more than ONE MANAGER and TWO COACHES in the dugout area or on the field during games. Every player, unless he/she is at bat, on deck, coaching or playing in the field must sit on his/her team bench or area provided.
- All batters, runners and players serving as base coaches must wear batting helmets.
- The offensive team shall station two base coaches on the field during its time at bat, one occupying the first base coach's box and one occupying the third base coach's box. Base coaches may be either a player (must wear helmet), manager or roster coach, provided however that one adult coach or manager is in the dugout at all times. Base coaches will not leave the dugout and occupy their positions until all warm-ups are fully completed.
- The defensive team's manager and coaches must remain in the dugout at all times unless time is out and they are invited to leave the dugout by an umpire. No defensive team coaches will be on the field while the ball is in play.
- Players, managers and roster coaches of a participating team shall not address or mingle with spectators or sit in the stands during a game in which they are engaged. Only players, manager and roster coaches of a participating team may occupy the dugout area during a game.
- The use of bat boys or bat girls is not permitted at any level of play.

- Each team is afforded one offensive timeout per inning.

2.16 Mercy Rule

- If after 4 complete innings of play, the visiting team is ahead by 15 runs or more, then the home team shall concede victory to the visiting team. If after 3-½ innings, the home team is ahead by 15 runs or more, then the visiting team shall concede victory to the home team.
- Each division will have a Run Limit. In Majors an offensive half-inning consists of 3 outs made, or **5 runs scored**, whichever occurs first. In AAA an offensive half-inning consists of 3 outs made, or **5 runs scored**, whichever occurs first. In AA an offensive half-inning consists of 3 outs made, or **5 runs scored**, whichever occurs first. This limit in the maximum number of runs scored per half-inning shall only apply to the first 5 innings of play; there is NO run maximum for the 6th inning of any game.

2.17 Regular Season

- Wins, losses, and ties shall be recorded. Standings will be kept and posted on the HLL website.
- The winning manager is required to email to the league commissioner the following information by 12:00 PM on the day following completion of a game: The final score for each team; the full name of each player who pitched in the game (both teams) along with the number of pitches thrown; the name of any call-ups. Recording of pitchers and their respective pitch counts is of ultimate importance. Failure to comply with this requirement may result in forfeiture of the game.
- In addition, the winning manager must post or cause to be posted on the HLL website a written game summary (textual description of the game), no later than 12:00 PM on Monday for any games played the previous week. Winning managers should contact opposing team managers for the names of players and highlights to be included. Opposing team managers are encouraged to aid in the process. These textual summaries are customarily forwarded to the Hingham Journal for publication.

2.18 Playoffs

- Playoffs will be determined by the Hingham Little League Board of Directors.
- All Major League teams will make the playoffs. Playoffs will be conducted by Division and then inter-Division. Games are single elimination until the Major League Inter-Divisional Championship Series.
- Home team is always the team with the best regular season record
- Tie breakers for seedings in the playoffs are as follows: head to head records; records in the Division; and least amount of runs scored in all games.
- Continuation of any Tied Playoff Game will be completed prior to the next scheduled playoff game. Lineups and batting order must follow the order that was established in the game prior to the continuation.

2.19 Championship Playoff

- The Hingham Major League Inter-Divisional Championship Series will consist of a two out of three game series between the last two remaining teams.
- Home team in games one and three (if necessary) is the team with the highest playoff seed.
- Home team in game two is the other team.

2.20 All-Star Selection Process

- The All-Star Selection Process will be determined by the Major League and AAA Commissioners and the Hingham Little League Board of Directors.
- Only 12-year-old players are eligible for Major League.
- The All-Star Manager for each AAA and Major League Division team will be voted from amongst their peers. Each team manager shall have two votes to cast, one for a manager in each of the American and National League Divisions. Managers may not vote for themselves. In the case of a tie, the Major League Commissioner shall submit a blind vote. The attitude, general conduct, sportsmanship, coaching ability and baseball knowledge shall be the primary factors in manager's selections. Each All-Star manager may select two managers from his Division to serve as base/bench coaches.

3. AA MINORS LEAGUE DIVISION

3.1 Player Advancement to the Major League Division

- If, for any reason, a AA Minor League team needs an additional player to fill its roster, it has the right to select any eligible individual from any Minor League Single A team, providing that the player and player's parents are receptive to the player moving to the AA Minor League. No movement will take place unless approved by the Player Agent and the Board of Directors.

3.2 Game Schedule

- Teams are scheduled to play a minimum of **12** regular season games.
- A week is defined as Sunday through Saturday.
- At Haley, Hersey, and Kress fields, night games will start at 6:00 PM. In the month of May, no inning may start after 7:45 PM. In the month of June, no inning may start after 8:00 PM
- At Lynch fields, no inning may start after 8:15 PM Sunday thru Thursday, and no inning may start after 9:30 PM on Friday and Saturday.
- In the event that there is a subsequent game scheduled on a field, no new inning may start after one hour and forty-five minutes have elapsed from the actual starting time of a game. This rule has been adopted so as to ensure that games are completed within approximately 2 hours of their scheduled/published starting time. In all games, Managers must make every effort to move the game along as quickly as possible (i.e., make sure the catcher has his/her equipment on when your team finishes its at-bat, be sure players run on and off the field, limit pitchers to 8 warm-up pitches or 1 minute at the start of each ½ inning). Although, baseball is a game not governed by a clock, this rule has been implemented due to limited field availability and out of fairness to all teams.
- A new inning is presumed to have started the moment the third out is made in the previous inning.
- If a team does not have a minimum of nine (9) players by ten minutes after the scheduled start time of the game and thereafter during a game, a forfeit will be declared by the Umpire. In either event, managers are encouraged to play or finish a so-called scrimmage game.
- An official game is 3 ½ innings if the home team is ahead or 4 innings if the visiting team is ahead.
- Any game not completed because of darkness, weather, or time limits shall revert to the last full inning played to determine a winner.
- Games that end in ties are recorded as such. If a game is tied after 6 innings are completed and time and daylight permit, extra innings must be played.
- A called game ends at the moment the umpire terminates play.
- Play/no-play decisions are in the hands of League Officials until a game is started. Once a game commences, halt/resume decisions are in the hands of the umpires. The presence of lightning in the immediate area shall be grounds to call a game.
- Practices are scheduled by managers. Managers are encouraged to hold at least one practice per week during the season. Unless otherwise authorized or directed, practices should be limited to no longer than 1.5 hours so to conserve field space. Managers are authorized users of the HLL field reservation system. Authorized users should obtain their User ID and Password from the Coaching Coordinator. Practice fields/areas may not be reserved more than two (2) weeks in advance.

3.3 Game Postponements

- In the event of inclement weather or poor playing conditions, all HLL games will be postponed simultaneously by the league. These games will be rescheduled.
- Managers and Umpires will be notified prior to 5:00 pm or at least one hour in advance of the scheduled game time of this decision.
- The respective managers must notify their players.
- The only rescheduling of games allowed are for games that have been postponed by Hingham Little League. No other games will be rescheduled.

3.4 Make-up Games

- Any postponed games will be rescheduled.
- The make-up game must be played on the rescheduled date, weather permitting.
- Minor League Commissioners will contact the Umpire-in-Chief to obtain an Umpire for the rescheduled game.

3.5 Equipment and Uniforms

3.6 See section 2.4. Umpires

- Two Umpires and one Pitch Counter will be scheduled for each game.
- The Umpire(s) will call balls and strikes, all plays at the bases and home plate and foul balls down the first and third base lines.
- The Pitch Counter will keep track of pitch counts for both teams; the pitch counts recorded by the Pitch Counter will be official.
- Pitch Counter will also keep score at the fields but it is the Home Team Managers responsibility to set up and return the scoreboard.
- If necessary, one Umpire is allowed to call a game.

3.7 Team Batting Order

- Every player present will be listed in his/her team batting order and shall bat in that position throughout the game. Field and/or pitching substitutions shall not affect batting order.
- Continuous Batting Order. Use of a continuous batting order is mandatory. When a player is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when it is his/her time to bat, without penalty. If the injured, ill or absent player returns to the game he/she shall be inserted into their original spot in the batting order and the game continues.
- If a player arrives late to a game (after the first pitch), regardless of whether or not that player's team is home or away, his/her name shall be placed at the end of the batting order.

3.8 Field Play and Substitutions

- Each player shall play a minimum of 4 defensive innings. The minimum number of requisite innings shall be reduced for all players by the number of any "team" defensive innings not played due to a game being shortened for any reason to less than six full innings. In the case of a late arriving player, the minimum number of requisite innings shall further be reduced by one for each defensive inning said player is absent.
- If 12 or more players are in attendance at start of game, every player must sit out at least 1 defensive inning; if 11 players are in attendance at the start of a game, 6 different players must be scheduled to sit out at least 1 defensive inning.
- No player shall sit out for 2 consecutive defensive innings,
- Number of Players. There will be 10 defensive players on the field, of which 4 shall be outfielders. The four outfielders must be positioned at least 15 feet beyond the edge of the outfield grass. In the event only nine players are present for a game, 9 players will be used in the field. In all cases, the use of a short-fielder is not permitted.
- Managers MUST rotate the players through all positions, except catcher pitcher and 1st base. For all leagues, 2 innings of infield play per 6 inning game are mandatory for all players, except if a player is injured and has to be removed from the game or a player declines the opportunity to play the infield. As some games may not last 6 innings, 1 inning of infield play is mandatory for every player in the first 3 innings.

3.9 Pitchers

- A Pitcher, once removed, may not pitch again in that game or any extra inning game.
- Curve balls and/or sliders are not allowed. In the event an umpire believes that a pitcher has violated this rule, the pitch shall be called a ball, unless the batter otherwise puts the ball in play, reaches base and no runner is put out on the play. A second such violation shall be grounds for the pitcher being removed.
- Only a player from the field may replace a Pitcher during an inning
- AA Minor Pitchers are allowed to move up on the mound in order to keep the ball over the plate. Pitcher MUST start from the rubber and if struggling, may then move up to 3 feet.
- All other Little League Pitching Rules apply – please see Section 1.2 of these rules.

3.9.1 Visits to the Mound

- Two visits to the mound per inning per pitcher are allowed; on the third visit per inning, the pitcher is automatically removed.
- Three visits to the mound per game per pitcher are allowed; on the fourth visit per game, the pitcher is automatically removed.
- Attendance to a pitcher's care after being struck by a hit ball shall not be constituted as a visit.

3.9.2 Batter Hit by a Pitched Ball

- If, in the opinion of the Umpire, any pitcher exhibits EXCESSIVE WILDNESS which would in his/her opinion jeopardize the safety of batters, the pitcher may be removed from the game. The decision to remove a pitcher shall be left entirely up to the discretion of the home plate Umpire.
- In addition, if a pitcher hits three batters in one inning, that pitcher is automatically removed.
- Batter must make an effort to get out of the way of a pitched ball or he/she will not be awarded first base if hit by the pitch.

3.10 Batting

- The use of an on-deck circle is prohibited.
- Only the batter at the plate is to have a bat in hand. No player on the bench or in the dugout should be holding a bat until it his/her turn at the plate. No warm up swings may be taken in the dugout area. However, players may time pitchers in the dugout without a bat in hand. This directive applies to game situations.
 - If a player is seen swinging a bat in the on-deck circle or near the dugout, the umpire will give one warning.

3.11 Bunting, Base Stealing and Sliding

- A maximum of two bases on an overthrow out of play at the time of the fielder's throw. If the ball is in play, the runner may advance at his own risk. Base stealing is not allowed. We encourage coaches to teach the players to take a lead off the base only after the pitch has reached the batter.
- Base runners leaving a base before the pitch reaches the batter will be subject to return to their base. If a player leaves early on a hit ball, he will be returned to the previous base (provided he's not forced forward).
- Intentional bunting is not allowed. First offense shall result in a strike being called. Second offense shall result in an out being called.

3.12 End of Play

- The ball is in play while in the playing field until returned to the pitcher on the mound. However, any play in progress will continue until completion as judged by the Umpire.

3.13 Line-Up Procedures

- Prior to the start of a game, managers will exchange batting orders and provide one another with a list of pitchers ineligible to pitch in the game. Thereafter, managers will review the ground rules with the umpire-in-charge.
- Every player who is present at the start of the game will be listed in the batting order and will bat in that position throughout the game.
- In an extra inning game, any ten players may be selected to play in the field. The batting order will remain constant and will continue from the conclusion of the previous inning.

3.14 Player Pool

In an effort to avoid game forfeitures, managers are encouraged to use the Minor League Division player pool. Pool players may be used to fill in a roster on an individual game basis when there is likelihood that a team may not have the sufficient number of players to field a team.

- At the beginning of the season, each Minor League manager shall submit to the Minor League Commissioner, on a form developed by the commissioner, a list of team players who desire to be placed on the eligible pool player list. The commissioner will randomly sort the player names and generate an ordered list of players by league (i.e., National League and American League) that will be used during the regular season.

- A Manager may make a request for a pool player(s) in the event that he has fewer than nine (9) players available to play for a particular game. The managers shall contact the commissioner at the earliest possible opportunity to request a pool player for a particular game.
- The Player Agent (or his substitute) will contact the first available pool player on the Player Pool List for that League from that team's minor league affiliate, and will continue down the Player Pool List from that team's minor league affiliate in order until a player is confirmed to play. A pool player who declines an invitation to play moves to the end of the list, unless that player is playing in a game scheduled at the same time as the requested game. In such cases, that player will be skipped in the Player Pool List, and will be eligible to play at the next available opportunity. The commissioner will contact the manager with the name and contact information of the pool player. A manager may not reject a pool player once a request and assignment has been made. The commissioner will then email both the requesting coach and the opposing coach with the call-up.
- Pool player assignments are for a single game.
- All games played using pool players will count towards season standings.
- Pool players are not eligible to pitch in the game to which they are assigned; however, they may play the position of catcher. The pool player should bat last in the lineup.
- Minimum play requirements and batting order apply (even if a team player shows up).

- Pool player will wear his/her own team uniform.

3.15 Game Procedures

- The home team will supply 2 new baseballs per game.
- The HOME team manager is responsible for setting up the scoreboards.
- The HOME team manager is responsible for putting the scoreboards away.
- The home team will sit on the first base side bench or areas and the visiting team will sit on the third base bench or area.
- The visiting team shall have exclusive use of the infield for a ten (10) minute period beginning twenty-five (25) minutes from the scheduled start of a given game. The home team may have exclusive use of the infield for a ten (10) minute period immediately thereafter. These allowances are subject to the field being clear of the previous game by the time frame indicated and subject to the need/requirements for field maintenance, preparation and marking to be performed.
- No team may have more than ONE MANAGER and TWO COACHES in the dugout area or on the field during games. Every player, unless he/she is at bat, on deck, coaching or playing in the field must sit on his/her team bench or area provided. ROTATING COACHES IS NOT ALLOWED.
- All batters, runners and players serving as base coaches must wear batting helmets.
- The offensive team shall station two base coaches on the field during its time at bat, one occupying the first base coach's box and one occupying the third base coach's box. Base coaches may be either a player, manager or roster coach, provided however that one adult coach or manager is in the dugout at all times. Base coaches will not leave the dugout and occupy their positions until all warm-ups are fully completed.
- The defensive team's manager and coaches must remain in the dugout at all times unless time is out and they are invited to leave the dugout by an umpire. No defensive team coaches will be on the field while the ball is in play.
- Players, managers and roster coaches of a participating team shall not address or mingle with spectators or sit in the stands during a game in which they are engaged. Only players, manager and roster coaches of a participating team may occupy the dugout area during a game.
- The use of bat boys or bat girls is not permitted at any level of play.

3.16 Mercy Rule

- If after 4 complete innings of play, the visiting team is ahead by 15 runs or more, then the home team shall concede victory to the visiting team. If after 3-½ innings, the home team is ahead by 15 runs or more, then the visiting team shall concede victory to the home team.
- Per section 2.16, each offensive half-inning has a Five Run Limit. An offensive half-inning consists of 3 outs made, or 5 runs scored, whichever occurs first. This limit in the maximum number of runs scored per half-inning shall not apply to the last half-inning of the game for either team, nor would it apply to any half-inning in an extra inning.

3.17 Regular Season

- Wins, losses, and ties shall be recorded. Standings will be kept and posted on the HLL website.
- The winning manager is required to email to the league commissioner the following information by 12:00 PM on the day following completion of a game: The final score for each team; the full name of each player who pitched in the game (both teams) along with the number of pitches thrown; the name of any call-ups. Recording of pitchers and their respective pitch counts is of ultimate importance. Failure to comply with this requirement may result in forfeiture of the game.
- In addition, the winning manager must post or cause to be posted on the HLL website a written game summary (textual description of the game), no later than 12:00 PM on Monday for any games played the previous week. Winning managers should contact opposing team managers for the names of players and highlights to be included. Opposing team managers are encouraged to aid in the process. These textual summaries are customarily forwarded to the Hingham Journal for publication.

3.18 Playoffs

- Playoffs will be determined by the Hingham Little League Board of Directors.
- All Minor League Division teams will make the playoffs. Playoffs will be conducted by Division and then inter-Division. Games are single elimination until the Minor League Inter-Divisional Championship Series.
- Playoff seeding's will be based on Section 2.18.
- Continuation of any Tied Playoff Game will be completed prior to the next scheduled playoff game. Lineups and batting order must follow the order that was established in the game prior to the continuation.

3.19 Championship Playoff

- The Hingham Minor League Inter-Divisional Championship Series will consist of a one game Championship Game
- Home team in game one will be determined by a coin flip; home team in game two is the loser of the coin flip for game one; if a game three is necessary, home team will be determined by a coin flip.

3.20 All-Star Selection Process

- The All Star Selection Process will be determined by the Minor League Commissioner and the Hingham Little League Board of Directors.
- All Minor League Division players are eligible.
- Each Minor League Division Team will be eligible to send two (2) players to the All-Star Game.
- The All-Star Manager for each Minor League Division team will be voted from amongst their peers. Each team manager shall have two votes to cast, one for a manager in each of the American and National League Divisions. Managers may not vote for themselves. In the case of a tie, the Minor League Commissioner shall submit a blind vote. The attitude, general conduct, sportsmanship, coaching ability and baseball knowledge shall be the primary factors in manager's selections. Each All-Star Manager may select two managers from his Division to serve as base/bench coaches.

APPENDIX A

ZERO TOLERANCE POLICY FOR PLAYERS, MANAGERS, COACHES, UMPIRES AND PARENTS

In an effort to make to make youth baseball in Hingham the most positive experience it can be for players, coaches, parents and umpires, the Board of the Hingham Little League has adopted the following Zero Tolerance Policy which governs the interactions between Players, Coaches, Parents/Spectators and Umpires. This policy is designed to require all players, coaches, officials, administrators and parents/spectators to maintain a positive atmosphere of sportsmanship before, during and after all Hingham Little League games. This is also written in the spirit that our umpires are teenagers, not adults, and should always be treated the same way we would want our own son or daughter treated.

The following points will be implemented by the umpires and HLL officials:

Players

Before, during and after all Hingham Little League major and minor league games, a player shall not:

- Openly dispute any call or decision by an umpire.
- Visually display any sign of dissatisfaction with an umpire's decision, including throwing any equipment.
- Use obscene or vulgar language to an umpire, manager or coach, another player, or anyone else for that matter, at any time.
- Taunt players, managers, coaches, umpires or spectators by means of baiting, ridiculing, negative comments, threat of physical violence or physical violence.

Should a player act in such a way, the umpire shall issue one warning to the player and to both managers. If any player on the same team subsequently performs such an act, the umpire shall add an out to that team at the earliest opportunity without impacting the batting order or runners. For each act committed by any player on that team thereafter, another out will be added and the offending player will be disqualified from that game, plus the team's next scheduled game.

Managers and Coaches

Before, during and after all Hingham Little League major and minor league games, a manager or coach shall not:

- Openly dispute any call or decision by an umpire.
- Visually display any sign of dissatisfaction with an umpire's call or decision, even if the manager or coach thought the call or decision was clearly wrong. A manager or coach may ask the umpire for clarification of any call or decision, but may not use such a question to simply express dissatisfaction with the call – you know what we mean.
- Use obscene or vulgar language to an umpire, coach, another player, or anyone at any time.
- Agree with another manager or coach to change any rule.
- Taunt or yell at players, managers, coaches, umpires or spectators by means of baiting, ridiculing, negative comments, threat of physical violence or physical violence.

In order to avoid a situation where an umpire would be openly arguing with an adult manager or coach, the umpires will be instructed not to confront the manager or coach when such an act occurs. Instead, the umpire will continue with the game and will report the occurrence to a Board member attending the game

(if any), or to the Coaching Coordinator and the Head of Umpiring after the game is over. Depending on the severity of the action, upon the initial occurrence of the action, the Coaching Committee (i.e., the executive Board, along with the Coaching Coordinator) may either issue a warning or prohibit the manager or coach from coaching in subsequent Hingham Little League games in order to preserve the positive atmosphere which is intended. Upon reporting of a second act, the manager or coach will be suspended by the Coaching Committee indefinitely, pending review by the full Board.

This provision is not meant to discourage managers from helping our umpires become better at their jobs and managers are encouraged to discuss the game and rules with umpires in between innings, provided it is consistent with principles outlined in this policy.

Umpires

All umpires will conduct themselves in a sportsmanlike, impartial and conservative (not flashy) manner at all times. Actions such as “baiting” or inciting players, managers or coaches are strictly prohibited. In addition, umpires will recognize that they must address adult managers, coaches and parents/spectators with the respect due an adult, and should avoid - under all circumstances - any argument with an adult manager, coach or parent/spectator. Umpires will answer any question of a manager or coach, but will not respond to any argument. Instead, umpires will report any argument or other inappropriate behavior to a Board Member attending the game (if any), or to the Coaching Coordinator and the Head of Umpiring after the conclusion of the game.

Umpires shall make every effort to know the rules of the game – particularly those “local” rules that apply to the Hingham LL major and minor leagues. Each umpire will also carry a copy of the Little League Rule Book and the Local Rules for that level at each game he or she umpires.

Parents/Spectators

Any major or minor league game will be stopped by the umpire(s) when parents/spectators display inappropriate or disruptive behavior which interferes with other spectators, players or the game. The umpires will identify violators to the managers and ask that the adult managers and coaches remove the offending parents/spectators from the game area. Under no circumstances will the umpire ask the offending parents/spectators to leave. If the manager or coaches refuse to ask the offending parents/spectators to leave, or if the parents/spectators refuse to leave, the umpire shall continue with the game and report the incident to a Board Member attending the game (if any), or to the Coaching Coordinator and the Head of Umpiring after the game concludes.

Prohibited conduct includes:

- Use of obscene or vulgar language to anyone at any time.
- Openly disputing any call or decision by an umpire.
- Taunting of players, managers, coaches, umpires or other spectators by means of baiting, ridiculing, negative comments, threat of physical violence or physical violence.
- Throwing any object on the field – whether at a player or not.
- Consumption of alcohol at the game.

Depending on the severity of the action, upon the initial occurrence of the action, the Coaching Committee may either issue a warning or prohibit the parent/spectator from attending subsequent Hingham Little League games in order to preserve the positive atmosphere which is intended. Should such an action occur another time, the parent/spectator will be prohibiting from attending any Hingham LL event, pending review by the Full Board.