

2008 BAYTOWN LITTLE LEAGUE GROUND RULES MINOR 2 DIVISION

1. **LEAGUE AGE:** League age 7 and 8 year olds (depending on League determination).
2. **ROSTERS:** Ten to twelve players (effort should be made to have same number on all teams).
3. **SEASON/PLAYOFF DETERMINATION: ALL LEAGUES WILL PLAY A STRAIGHT THROUGH SCHEDULE (NO SPLIT SEASON).**
 - A. **PLAYOFF DETERMINATION:** For first-place team in the event of a tie for first-place.
 - (1). Best record of head to head games.
 - (2). Total points of head to head games.
 - (3). Coin flip.
 - (4). If three or four teams tie, there will be a playoff.
 - B. **PLAYOFF DETERMINATION:** For second-place team in the event of a tie for second-place.
 - (1). Best record of head to head games.
 - (2). Total points of head to head games.
 - (3). Coin flip.
 - (4). If three or four teams tie, there will be a playoff.
4. **PRACTICE/GATHERING:** Neither gatherings nor practice will be held on Sunday unless necessary to complete the season prior to the city tournament. Neither gatherings nor practice will exceed two hours (excluding games). Gatherings and practice are restricted to members of the team with no more than 4 gatherings per week. All teams are limited to four or fewer "gatherings" per week, rained out games are not counted. A gathering is defined as one or more coaches and more than three players meeting on a given day. **Manager is responsible for his/her team, regardless if he/she is in attendance or not. NOTE: If a team is proved to be in violation of this rule punishment will be: 1st offense: mandatory 2 game suspension. 2nd offense: subject to board decision-up to and including dismissal of the manager/coach.**
5. **DEFENSIVE PLAY:** All players will bat in rotation regardless of which innings they play defense. Player's must play defense every other inning.
6. **NUMBER OF PLAYERS:** Ten (10) unless a team can field only nine (9) players. If a team cannot field nine (9) players, the game will be postponed to next available date.
7. **GAME DURATION:** Minor 2 games will last six innings or 1 hour and 30 minutes. Minor 2 games that start at 8:00 PM will be played six innings or 1 hour and 30 minutes. Tie games will be continued at the earliest open date as determined by Player Agent. Saturday games (**except the last game**) will be played no more than six innings or 1 hour and 30 minutes. No inning starts after 10:00 PM. It is a regulation game if 4 innings or 3 ½ innings completed with the home team ahead.
8. **LATE ARRIVAL:** If a player arrives after the bottom of the third inning, he/she forfeits mandatory playing time.
9. **CONDUCT RESPONSIBILITIES:** Managers are responsible for the conduct of the players and spectators on their side of the field.
10. **BUNTING:** Bunting is allowed. However, if a batter makes any move normally associated with bunting, the batter cannot swing away. A violation will make the ball dead and the batter will be called out. No fake bunt wiggling of the bat with the intent to distract will be allowed. This will be considered interference and will be treated as such. See rule 2.00 (a) in the *Official Regulations and Playing Rules*.
11. **REMOVAL FROM PARK DEFINITION:** If in the opinion of the umpire/board member: a manager, coach, spectator, or player is involved in activities which could be deemed inappropriate and detrimental to our

league or is a distraction to the players on the field, the person can be removed from the game. **NOTE: When a manager, coach, spectator, or player is ejected from the game. They must leave the park and will not be permitted to sit in the stands or stand in any spectator area. This applies to all divisions. As per rule 4.07 any manager, coach or player who is ejected must serve a mandatory one game suspension. They will not be allowed in the park.**

12. HELMET REMOVAL: The removal of the helmet away from play, such as returning to the dugout or in foul territory, will result in the manager immediately reminding the player that the helmet will be worn into the dugout. In any case, flagrant misconduct such as throwing the helmet from the field to the dugout shall result in ejection without warning.

13. PLAYER REMOVAL: If at any time during the game, a player is removed by the manager for disciplinary reasons, he/she must leave the dugout and sit in the stands. The Board Member on duty shall immediately be notified. **If NO parent/guardian is present; the player must remain in the dugout.**

14. RAINOUTS/PROTESTS: Games will be made up on the next available day given by the Player Agent 24 hours in advance. Manager must be able to field a team or it will be counted as a loss. **PROTESTS:** See *Official Regulations and Playing Rules* 4.19.

15. BASE ON BALLS: No base on balls will be allowed. If, in the judgment of the umpire-in-chief, the ball is pitched outside of the strike zone **and** is not swung at, it will be classified as a “no pitch” and a dead ball. No runners will be allowed to advance. However, if the pitch is called a strike, the ball remains in play and runners may advance.

16. NO PITCH: A batter shall be allowed three legal strikes, as called by the umpire. If the batter fouls the third strike, he/she will continue to bat until the third legal strike, the ball is hit fair, or a foul fly ball is caught. The umpire can call a “no pitch” only after the ball crosses home plate **and** the batter does not swing.

17. INFIELD FLY: The infield fly rule will not be in effect.

18. THROWN BAT: If a batter slings, throws, or shows temper with a bat the batter will be called out. ***This is a safety judgment call made by the umpire-in-chief.*** The home plate umpire is the umpire-in-chief.

19. BENCHED PLAYER: A player may be benched for discipline problems. The manager must advise the umpire, opposing manager, and board member on field duty.

20. PITCHER’S POSITION: ***The pitcher’s position will be even with or behind the pitching machine with one foot in the ten foot diameter of the pitcher’s mound on the first base side only for safety reasons.*** The pitcher may not leave this starting position until the ball is ejected from pitching machine. **Penalty: If a pitcher is in violation, the umpire will call no pitch and the pitcher will be warned. 2nd offense: pitcher will be removed from that position for the remainder of that game.**

21. PITCHER BALL CONTROL DEFINITION (on D14 website): The pitcher must have complete control of the ball and be completely within the pitcher’s circle (the dirt area of the pitching mound) to stop play. A pitcher fielding a ground ball or catching a fly ball in the circle has the option of attempting to make a play on any other runner(s). The pitcher also has the option to run through the circle in an effort to make plays without the play being called dead. The play ends when the pitcher enters the circle and stops or runner’s advancement has stopped. **NOTE:** There will be no “cat and mouse” on the bases. **Umpire may call time at any time.**

22. DEAD BALL: The ball is considered **DEAD** when a hit strikes the machine or pitching coach, before being touched by the pitcher or any other defensive player. Any thrown ball that strikes the machine or pitching coach is considered alive and in play. A hit ball that hits the machine in considered a single and all runners advance one base. The batter goes to first.

23. MACHINE SET UP/MACHINE ADJUSTMENTS: At the beginning of each game, visiting managers will be allowed five (5) pitches to determine where they want to position the machine. The pitching machine will be set-up directly over the pitching rubber. The machine will be set at 43-mph +/- 1-mph. Once the game is underway and prior to the start of each half-inning, the manager or his/her representative, will be allowed a maximum of three (3) pitches to make direction changes. Once the machine is set, only the umpire-in-chief can request an adjustment be made or a setting be touched and then only if the pitches are consistently out of the strike zone. **Two “No Pitch” calls by the umpire-in-chief in an at bat will qualify for an adjustment.** The unauthorized movement of settings by any adult will result in that person being ejected for the remainder of the game. Physical contact with the machine other than the use of the foot on the back leg of the machine is illegal.

24. APPEALS: The ball will be considered to be a live ball until the coach feeding the pitching machine makes a _____ move to place the ball into the pitching _____ machine for the next play.

25. PITCHING COACH COMMUNICATION: If pitching machine coach sees that a batter is in danger he/she should call time and communicate the _____ safety concern to the umpire-in-chief. Any communication (motion or _____ verbal) with the batter is illegal.

JANUARY 04, 2008