

2016 CRLLE BASEBALL HOUSE RULES

General

Carleton Russell 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 “house league” rules as outlined below. All Managers and Coaches are required to read, apply and respect the regulations and rules as laid down in the rulebook. Take the time to read the book and apply the philosophy. Share the rules with your players.

D6 Interlock rules shall apply to CRLLE Junior, Senior and Big League teams

Minor and Major Divisions

Little League rules and regulations apply unless otherwise stated.

A. Sportsmanship and Conduct

1. Managers are responsible for the sportsmanship of their players, parents, and coaching staff.
2. Be patient with all umpires.
3. You may politely ask an umpire how he saw the events of a play but may not question his judgment. Teach players respect for the officials through your actions.
4. Any abuse of equipment, bat or helmet, may result in immediate player ejection without warning.

B. Games

5. Each team will supply a score keeper for each game (the home team’s score keeper is considered the ‘official’ score keeper). The home team will arrange for the umpires, supply the bases and set up the field. The home team is expected to

have the field ready 20 minutes prior to game start time. The home team will supply the game balls for each home game.

6. All games are to start at the scheduled times - If a team cannot field at least 8 players at the scheduled start time a grace period of 15 minutes will be given. If there is still a shortage of players, one inning will be declared passed and the opposing team will be awarded 1 run. If, after 30 minutes, fewer than 8 players are present, the game will be forfeited to the other team at a score of 6 - 0. If the game is forfeited, the coaches are expected to even up the teams and play an unofficial game. All rulings made by the umpires during the unofficial game will STAND as if it was a regulation game. If neither team can field a team the coaches are to notify the convener and the game will be rescheduled.
7. All games are a maximum of 6 innings. A time limit is imposed on all Spring season games. **No new inning is to begin 1 hour 30 minutes after the beginning of the game.** Once started the inning should be completed. If an inning is incomplete due to weather/field conditions, OR the field time is up and other teams are waiting to play, then the game must end and the score will be determined as per Schedule "A" (see below). There are occasions where ties will stand.
8. If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Association must assign an adult as Game Coordinator, or the game cannot be played. His/her duties are listed at rule9.03(d)
9. Please attempt to avoid all protests. However, if a protest must be made, it will be resolved by a committee consisting of the DA, ADA's at each level and District Umpire Consultant.
10. **BOTH** teams will email the scores to the Webmaster at scores@CRLI.ca on the same day as the game. Included with the score must be the game pitching record (first name, last name, jersey #, number of pitches).

Example:

Results for Minor Game #7 - Casselman 1 (V) versus Embrun 1 (H)
Score - (V) Casselman 1 – 8
(H) Embrun 1 – 9

Pitch Counts:

Embrun 1 – Johnny Johnson #12 – 53 pitches
Natalie Nates #18 - 16 pitches
Who Ameye #9 - 15 pitches
Casselman 1 – Thomas Thinker #2 - 75 pitches
Frank Followup #4 - 10 pitches

C. Mercy Rules

11. As per Little League Rules, there is a per-inning mercy rule of 5 runs (**Rule 5.07**); however contrary to this rule it will be applied at both the Minor and Major levels within CRLI house play.
12. Also, as allowed under rule **4.10(e)**: MINOR/MAJOR: If after 4 innings (3 1/2 innings with the home team ahead) one team is leading by 10 or more runs, the game shall be declared over. The official score is the score at the time the Mercy Rule takes effect, even if the coaches choose to play out the game as exhibition or practice.

D. Players

13. Teams are able to 'call-up' players from a lower level, usually in order to field a roster of at least 8 and up to 10 players. For example, a 10 year-old minor player can be called up to play a game at the major level. Major Players will not be called up to play Junior.
14. Calls for players from the same division are allowed at the Minor Level only, and by exception, to avoid forfeited games due to the limited availability of suitable Coach Pitch call-ups. Requests are to be made at the Manager/Head Coach level with the Local Association President informed of the name of the borrowed player. Team managers are to create a list/pool of players available to support sister teams and to manage this list equitably i.e. a player will not play for another CRLI team for a second game under this rule until other available players have done so as well.
15. Each player present at the game will be in the batting order. Late arrivals should be added to the bottom of the list. 14 players maximum are allowed per game, 8 players minimum. There is no automatic out for a 9th player not present.
16. There is free substitution at all positions. However, call-ups and overage players cannot pitch. In addition, overage players cannot play as catcher

E. Pitchers

17. **The regular Little League pitching rules and regulations shall be scrupulously followed. For pitching rules, check Rule Book!** Coaches are to maintain and bring with them to all games their SEASON score book and pitching records. Ineligible pitchers are to be announced prior to the start of the game. The

opposing team has the right to request pitch count information from previous games.

18. **In accordance with Little League Pitching Rules:** Pitchers who reach a "threshold", for example 20 pitches when another pitch would mean a day's rest, can finish the current batter -- for example, pitches 19 to 23 on one batter -- and only have to rest for the threshold's requirement (Please see Little League Rule book for clarification if needed).
19. At Minor and Major, Carleton Russell Little League also limits pitchers to 2 innings pitched per game. This give the league the opportunity to develop more pitchers
 - a. Any player on a team can and all should be encouraged to pitch.
 - b. Delivery of a single pitch constitutes having pitched an inning.
 - c. Player, once removed as a pitcher, shall not pitch again in the same game.

F. Inclement Weather and Game Cancellations

20. The HOME team manager is to notify the convener, visiting team manager and the umpires of all changes in scheduled games as a result of field or weather conditions no later than *two* hours before scheduled game time. Rained out games must be rescheduled. The coaches of the affected teams should consult with each other and the convener as soon as possible to pick at suitable time. Do NOT wait until the end of the season to try to fit in rescheduled games – timing is tight and there won't be much time if several games have had to be rescheduled throughout the season. If umpires have not been notified of a cancellation and they arrive at the field, the umpires **must be** paid.
21. All teams should try to play at least 12 games in the regular season. Every attempt possible should be made to make up games canceled due to weather. If the 2 coaches involved cannot come to an agreement with regards to a suitable time to play the game, a time will be imposed on them by the convener.

Schedule 'A' below is for use during regular season play.

SCHEDULE A

Games abandoned as per rule 7 above for darkness, bad weather or the curfew time:

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).

The goal of the Spring House League program is to provide a safe, fun, developmental environment for players, coaches, umpires and parents. Development is a broad topic, which includes learning the rules, skills and strategy of baseball, but also important life skills such as fair play, good sportsmanship and dealing with adversities in a dignified, positive way.

Little League has a philosophy that every player gets an opportunity to play. Even at the highest levels of Little League Baseball, each player is required to play a minimum number of innings per game and receive a minimum number of at-bats.

Our Spring Baseball philosophy takes it one step further and mandates that every player is given equal opportunity. This means that coaches are to ensure that all players have roughly equal opportunity to play the same number of innings in the field over the course of the season (and to be rotated between positions) and that batting orders should ensure players receive an equal number of at-bats over the course of the season. Coaches are required to maintain a record of playing time and positions played for each player throughout the season.

Specifically:

1. General Play. No player shall sit out 2 innings in a row and a player shall not sit out a second inning until all players have sat out at least one inning. Additionally, no player may sit out a 3rd inning until all players have sat out at least 2 innings.
2. Infield, Outfield and Battery Play. All players should play a balanced number of innings in the infield and outfield per game to ensure roughly equal playing time across infield and outfield positions for the season. Noting the difficulty in balancing Battery play, players shall play in a minimum of two of the three playing areas (Infield, Outfield, and Battery) each game with a view to balancing infield and outfield play over the full spring season. Note, all players should be developed for pitching and catching, and should be given the opportunity to play at both battery positions in the spring season.

Exceptions:

- a. Safety / Developmental Exception– The balancing of field play does not mean that a player must play every infield position. Coaches should use common sense in deciding where in the infield a player will be positioned, keeping in mind amongst other issues, developmental and safety concerns. The goal is to challenge and develop players, not to put them in situations that are unsafe or where they are destined to fail.

- b. Pitchers Exception. A pitcher, in the midst of allowable pitch count, will be allowed to finish innings within the planned pitching rotation. Pitchers may then be sat for the following inning once they have been removed from the pitching mound.
- c. Disciplinary Exception. If attendance issues exist, such as missing practice or being late to the game or practice, or there has been a disciplinary problem, the coach may use discretion in managing play as a disciplinary tool. If a player is sat for disciplinary reasons, these reasons must be communicated to the child prior to the discipline and the action must be followed up with the child by the coaches, and including parents where warranted. Caution is to be exercised for restricting playing time solely based upon missing practice – players should not be penalised for what is often the sin of the parents.
- d. Junior / Senior / Big League Exception. CRLI recognizes that at the Junior, Senior and Big League age divisions, positional specialization has often occurred and the strict application of this policy cannot easily be applied in consideration of individual player skill and the expected level of tiered play. Nevertheless, coaches are to ensure that the spirit of this policy is applied as broadly as possible throughout games and the season overall.

Note: To be considered to have “sat” an inning, a player must have been present, healthy, and available for play (i.e. if the player is absent from a game, he/she is not considered to have “sat” for that game). As noted above coaches are permitted under this policy to sit a player for part of a game, to enforce discipline. The player is not considered to be available to play for those innings, so the innings will not be included as innings “sat” for the purposes of balancing play.

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This is an instructional division. The goal is to encourage participation and good sportsmanship. The focus will be on safety, fun and instruction. There will be no umpires on the field and no scores kept. All players play in the field and all players are in the batting lineup for each inning.

1. Games:
 - a. Warm-ups will start at 5:45PM.
 - b. Games will start at 6:00PM and will end at 7:15PM.
2. Play:
 - a. On offense, every player hits every inning.

i. Coach Pitch only:

- Each player-batter gets 5 attempts to hit a pitched ball, if unsuccessful the batter will put the ball in play from a tee.
- There are no walks or free bases awarded to a batter hit by a pitch.

- b. On defense, coaches should rotate players at different positions. Additional players should be placed in the outfield in order to avoid overcrowding the infield.

3. Coaches and Safety:
 - a. When your team is hitting, you should have a coach at 1st base, 3rd base and on the player's bench.

i. Coach Pitch Only:

- Coaches pitch to their own team. Ideally pitches should be thrown overhand and at a hittable speed and location. Ultimately the goal is for players to make contact with the ball so if necessary underhand pitching is acceptable.

- b. The coach at home plate should remove the batting tee when there is a possibility of a play at home.
- c. For safety purposes, only the batter should have a bat in hand and must be wearing a batting helmet. No players should be swinging a bat near the player's bench.
- d. When your team is on defense, you should have a coach at 2nd base & home plate.