

MOORPARK LITTLE LEAGUE 2018 Local Rules

Moorpark Little League has adopted the following Local Rules for the 2018 season. Unless specifically addressed below, all other playing rules and regulations governing play in Moorpark Little League are as noted within Little League's 2018 Baseball Official Regulations and Playing Rules. The 2018 Local Rules were approved by the Moorpark Little League Board of Directors on January 23, 2018, and are subject to change at the Board's discretion. Any re-revisions or updates will be posted on Moorpark Little League's website (www.moorparklittleleague.com) and communicated to the managers of teams in the affected divisions and the umpire staff. LR-2.00 – Local Amended Definitions Bunt – Bunting is not permitted in the Tee Ball, Machine Pitch, or Farm Divisions. Infield Fly – The infield fly rule shall not be in effect in the Tee Ball, Machine Pitch, or Farm Divisions. LR-4.00 – Starting and Ending the Game LR-4.04 – Moorpark Little League has adopted a policy of a continuous batting order in all divisions as described in Rule 4.04. LR-4.10-A – Number of Innings in Tee Ball and Farm Divisions (a) Games in the Tee Ball division shall consist of no more than four innings.

(b) Games in the Machine Pitch division shall consist of no more than six innings.

(c) In Tee Ball and Machine Pitch, a half inning ends when the offensive team has batted through its entire lineup.

(d) In Machine Pitch, when three outs have been made, the bases shall be cleared and the offensive team shall continue its at bat with no outs (unless the final out is made by the last batter in the offensive team's lineup, in which case the half inning shall end).

LR-4.10-B – Per-Inning Run Limits (a) Minor and Farm Divisions: During innings one through five, the half inning shall end if the offensive team scores 4 runs. During the sixth inning and beyond, there shall be no run limit.

(b) Major and Junior Divisions: There are no per-inning runs limits.

LR-4.10-C – Time Limits (a) Game time limits are as follows:

Tee-Ball: The game shall end one hour and 20 minutes after it starts. Machine Pitch: No new inning may be started after one hour and 20 minutes from the first pitch. Farm and Minor Divisions: No new inning may be started after one hour and 45 minutes from the first pitch. Per rule 2.00 page 75 of the Little League rule book, it will be held that an inning starts the moment the third out is made completing the preceding inning. Major and Junior Divisions: No time limit. (b) The Official Scorekeeper shall record the time of the first pitch as the official start time of the game. The Official Scorekeeper shall inform the Chief Umpire 1) when five minutes remain before the end the time limit;

2) when five minutes remain before the local sunset time; and 3) when the time limit or local sunset time is reached. (c) Moorpark Little League will post the local sunset time in the snack bar each day. The local sunset time will also be posted on the League website. The Official Scorekeeper shall inform the umpire of the local sunset time before the start of the game. When the local sunset time is reached, the Chief Umpire shall call the game.

The local sunset rule shall not impair the Chief Umpire's authority to call the game before the local sunset time is reached if in the Chief Umpire's judgment it is too dark to continue play safely. (d) No protests will be heard regarding an umpire's judgment of when to call a game for darkness.

LR-10.00 - Miscellaneous LR-10.01 - Managers/coaches may not override, set aside, or elect not to follow any of the Local Rules established by Moorpark Little League, even by mutual consent. All requests for modifications to the Rules or Local Rules must be made to the Board of Directors.

LR-10.02 – Intermediate (50-70) Play in the Major Division: The Board of Directors determined there will be Intermediate (50-70) Play in the Major Division for the 2018 Season for the first round of games. Local Rules for Intermediate Play games, when played, follow Intermediate Rules, with the following exceptions: (a) Players shall not be permitted to wear metal spikes.

(b) Players must use standard USA bats approved for Little League play.

(c) Players may not return to the game as a pitcher once they have already been in the game as a pitcher and removed.

(d) The rules for sliding into bases shall be the same as in the Major division.

(e) Managers and coaches may not wear conventional baseball uniforms.

(f) A regulation game shall consist of six innings.

LR-10.03 – Pool Players: (a) When a team is unable to field a team of nine players for a game, the Manager of the team may contact the Player Agent responsible for that division to request a pool player.

(b) Assigned pool players cannot pitch or catch, and must bat last in the batting order.

(c) Managers may not make arrangements directly with players to stand in as pool players.

(d) In all instances, pool players will be provided to teams in need at the sole discretion of the Player Agent for the applicable division.

(e) Pool Players from a Lower Division: The Board recognizes that finding a pool player from the same division is not always practicable. Accordingly, players from a lower division may serve as pool players

(Lower Division Pool Players). Priority is to the Lower Division Pool Player's own team, so that a player may not play up as a pool player if that player's game conflicts with that of the team that is in need of a player. The list of Lower Division Pool Players should be formed by recommendations of the Lower Division Managers. Lower Division Pool Players must have a parent consent form signed and it shall be provided to the Upper Division Coach each time that player plays as a pool player. Lower Division Pool Players must play outfield and bat at the end of the lineup, and after any divisional pool players, if any.

(f) If a tenth player arrives after the start of the game, the temporary player(s) must still be utilized.

LR-10.04 – Local Base Running Rules for Tee Ball, Machine Pitch, and Farm Divisions MPLL has adopted the following Local Rules regarding base runners and restrictions upon advancing: (a) Tee-Ball and Machine Pitch Divisions: Runners are not permitted to advance by stealing bases or by advancing on a wild pitch/passed ball/errant throw. (b) Farm Division: 1) Games before Saturday, April 7, 2018, Runners are not permitted to steal any base.

2) Beginning Saturday, April 7, 2018, and beyond, Runners may steal second or third base (within the limits imposed by Rule 7.13) but no further than third base. Runners may not advance more than one base on a steal attempt, even if the ball is over-thrown.

LR-10.05-A – Special Playing Rules for the Tee Ball Division (a) Coaches may not pitch to players in the Tee Ball division during a game absent prior approval from the player agent.

(b) A Coach from the offensive team shall assist with the positioning and adjustment of the batting tee for each Batter; in addition, the Coach will call "ready" to alert the fielders and place the ball on the tee when the Batter is to take his or her swing. Each Batter is allowed THREE attempts to put the ball in play. The ball must travel at least three feet in front of the plate to be considered in play. If the Batter is unable to put the ball into play after three attempts, a Coach shall assist the Batter in hitting the ball. There are no walks or strikeouts in Tee-Ball.

(c) All Players of the defensive team shall be positioned at traditional in-field and outfield positions (including a Pitcher). However, there may be more than three outfielders if required.

LR-10.05-B – Special Playing Rules for the Machine Pitch Division (a) Pitching: A Coach from the offensive team shall feed the machine for his or her team. Each Batter is allowed up to THREE pitches (regardless of the location or quality of the pitches) to put the ball in play. The

Pitching Machine shall be placed 38 feet from home plate and set to 35 miles per hour. To accomplish this, the back of the machine shall be placed flush with the front of the rubber with the following recommended settings: Power Pedal 3; Arm Block 2; Micro Adjustment 5.

(b) Dead ball: Should a batted ball strike the Coach who is feeding the machine, the ball is dead and treated as a foul ball. Should a pitched ball strike the batter, the ball is dead but the batter shall not be awarded first base.

(c) A batted ball must travel at least three feet in front of the plate to be considered in play.

(d) If the Batter is unable to put the ball into play after THREE pitches, a batting tee will be used and the Batter should be allowed TWO at-tempts to put the ball in play. If the batter fouls off the third strike he will be allowed one more pitch before proceeding to the batting tee. If the Batter is unable to put the ball in play off the batting tee, the Batter is considered to have fouled out. There are no walks or strikes recorded in Machine Pitch.

(e) All Players of the defensive team shall be positioned at the nine traditional infield and outfield positions (including Pitcher and Catcher), with any additional players positioned in the outfield. The Pitcher must stand even with the pitcher's plate with at least one foot in the dirt area at the time the Coach of the offensive team feeds the machine.

(f) Outfielders may not make an unassisted out on the infield, nor may an Outfielder cover any base.

LR-10.05-C – Special Playing Rules for the Farm Division (a) Nine-year-old players may not pitch in the Farm division.

(b) Before Saturday, April 7, 2017, there shall be no walks in the Farm Division. Upon ball four, the Batter will retain their current count and a Coach from the offensive team will pitch to the Batter. The Coach must pitch from the pitching rubber. The defensive player playing in the Pitcher position may stand on either side of the mound, but must stand even with the pitching rubber and with at least one foot in the dirt area.

(c) When a Coach is pitching, the Umpire will call balls and strikes in the usual manner, however, any pitch called a ball will be treated as a dead ball for the purposes of runners advancing. (The Umpire should not call time after each ball or otherwise indicate it is not a live ball situation.) Any pitch swung at and missed or called a Strike by the Umpire is a legal strike and the player may be called Out on Strikes during Coach Pitch.

(d) During the first three weeks of the season, games will be played using a softer ball (DIAMOND DFX-LC5). Beginning with the fourth weekend of games (Saturday, April 7, 2017), a traditional baseball will be used.

(e) Beginning Saturday, April 7, 2017 batters will walk on ball four.

(f) All players on the defensive team shall be positioned at the nine traditional infield and outfield positions, plus a rover (the rover may only be positioned in LC or RC). If one team has only nine players, the team with ten players may play all ten players on defense.

(g) No player may play the catcher position more than TWO innings in one game and once a player pitches 31 pitches or more that player may not play at the catcher position for the remainder of the game. If a player catches 2 innings, he may only pitch 30 pitches in that game.

(h) When a Coach is pitching, the Coach must make every effort to avoid interfering with the defensive team's ability to make a play on any ball put into play.

(i) Offensive Interference. The umpire has discretion not to call interference when, in the Umpire's judgment, the interference is inadvertent and does not affect the outcome of the play.

(j) In addition to the pitching regulations outlined in "Regulation VI – Pitchers," the following local rules shall apply:

1) For all games before Saturday, April 7, 2017, a Pitcher may pitch no more than TWO innings per game and FOUR innings in a calendar week (Sunday to Saturday).

2) Beginning Saturday, April 7, 2017, a Pitcher may pitch up to THREE innings per game and SIX innings in a calendar week.

3) The usual pitch count limits shall also apply during both of the periods described in subsections 1) and 2) above.

4) If a Pitcher hits three batters in a single inning or five batters in a single game, that Pitcher must be removed from the mound for the duration of the game.

LR-10.06 – Minimum Playing Time This Local Rule modifies the minimum playing time rules established by Regulation IV(i). The Local Rule requires more playing time per game for each player than the Regulation. (a) Major, Minor, and Farm Divisions: No Player may sit out consecutive innings on defense. No Player may sit out more than TWO innings per game in a regulation six-inning game.

(b) Junior Division: No player may sit out consecutive innings on defense. This Rule applies in extra innings as well.

LR-10.07-PITCHING CATCHING (a) Major, Minor Division. If a player has caught 3 innings and then enters to pitch, he may not return and catch again. A player that has pitched may only catch 3 innings total for that game.