

RIVIERA LITTLE LEAGUE

2020 INTERNATIONAL DIVISION RULES

A. Philosophy

The International Division is an *instructional* division. There is no All-Star team, no standings are kept, and there is no post-season. It is the responsibility of the coaches to teach the fundamentals of baseball and to make the game enjoyable so that the children will continue playing baseball and participate in athletics in general.

B. Rules

1. Pitching –

- a. The pitching distance will be 40 feet (at flat section of the mound) from the pitching machine to home plate.
- b. The strike zone is between the batter's knees and shoulders and to the inside chalk lines on either side of the plate. Coaches and umpires should remember that the objective is to PUT THE BALL IN PLAY, so the player should swing at a hittable pitch. Coaches should encourage batters to swing at pitches in the strike zone or risk being called out on strikes.
- c. The source of all pitching will be the machine. No player/kid-pitch will be allowed at this level. The act of machine pitching is referred to as machine pitch.
- d. The batter is up until:
 - i. the ball has been put into play,
 - ii. three (3) strikes have been recorded (Out), or,
 - iii. in the case of machine pitch, **5 pitches** have been thrown.
- e. Strike calls should follow baseball rules:
 - i. Swing and a miss
 - ii. Swing and a foul ball (except for third strike), or
 - iii. Called strike (including called third strike)
- f. When using the pitching machine, the player at the pitcher position shall be stationed with one foot on the pitching mound to the right or the left and behind the pitching machine.
- g. The pitching machine and operator shall be treated as part of the field.
- h. **Intra-seasonal rules:**

i. **For the first four (4) games:**

1. Five (5) pitches MAXIMUM.
2. There will be NO strikeouts or walks.
3. If the ball is not placed into play after the five pitches, the batting tee will be utilized.
4. The batter is allowed two (2) swings at the tee. If the ball is not put into play, the batter is out.

ii. **For all remaining games through the end of the season:**

1. No batting tee will be utilized.
 2. If the ball is not put into play, the batter is out.
2. **Batting** – The entire team will bat in rotation until three (3) outs are made, or five (5) runs are scored (in which case the inning will conclude with the scoring of that 5th run).
 3. **Fielders** – There may be ten (10) defensive players on the field with 4 of those on the outfield grass.
 4. **Lead-offs** – No lead-offs are permitted. Base runners may not leave the base before the pitched ball has reached the plate. If a violation occurs, the base runner shall be returned to the base he/she was at before the pitch was delivered.
 5. **Bunting** – Bunting is allowed except when hitting off of the batting tee.
 6. **Player Rotation** – Each player shall play a minimum of nine (9) defensive outs per game. No Player shall sit a second inning until every player has sat out at least one inning. Each player must play a minimum of one (1) inning in the infield per game. Penalties shall be as follows:
 - a. First Offense: Written warning issued to the coach. The affected player shall start the next game and play the entire game defensively.
 - b. Second offense: Coach suspended for one game and at the Board of Directors' discretion may be removed for the remainder of the season. The affected player(s) time will be made up as stated in item "6a" above.
 7. **On-Deck Batter** – As in all divisions of Little League Baseball, an on-deck batter is not permitted.
 8. **Sliding** – Sliding is allowed. As in all divisions of Little League Baseball, head-first sliding is not allowed, except when a player is attempting to *return* to the base.
 9. **Base Overthrow** – Runners may not advance more than one (1) base on an overthrow. *Example:* if a batter hits the ball to a fielder, and the fielder attempts to throw the batter

out at first base and overthrows the base, the runner may advance to second base at his/her own risk. If a play is made to second base and an additional overthrow results, the player *must remain* at second base, and the play is considered over. If the runner is thrown out, the out is recorded.

10. **Base Coaches** – The team at bat must have an adult coach as the First Base Coach and Third Base Coach.
11. **Coaches** - A team shall have no more than four adults allowed on the field once the game starts. There must be one adult coach in the dugout at all times. All adults in direct contact with players either in game or practice must be background checked by Riviera Little League. Violations of this rule will result in a coaching suspension and/or removal at the discretion of the President.
12. **Infield Fly Rule** – Not in effect.
13. **Forfeit** – Since there are no league standings, the forfeit rule will not be in effect. In an effort to play the game, if one team is missing players, managers should balance the available players to field two teams.
14. **Substitution** – there is free substitution.
15. **Umpiring** – Coaches will be required to umpire.
16. **Protests** – No protests will be allowed at the International level.
17. **Conduct** – All players and coaches are expected to conduct themselves in a positive manner at all times. Any coach or player who uses offensive language, *argues with a League official*, or conducts him/herself in an unsportsmanlike manner, may be ejected from the game. If this occurs, the individual in question is subject to the penalties imposed by the RLL Board.
18. **Safety** – Do not allow players to play with bats while in the dugout. Put a stop to “horseplay” before someone gets hurt.
 - a. The coach is required to have the player medical release forms for his team at all practices and games.
19. **Injuries** – any player leaving a game as result of an injury **MUST** have an incident and injury report filed with RLL’s Safety Officer. The player’s coach will be responsible to oversee that this happens at the conclusion of that game.
20. **Game Length** – The game length will be **90 minutes drop-dead**.