

TEXAS LITTLE LEAGUE DISTRICT 26 INTERLEAGUE PLAY COMMON GROUND RULES Baseball / Softball – 2015 Season

Texas Little League District 26 shall operate in accordance with the Little League Official Regulations and Playing Rules (LLORPR) of Little League Baseball, Inc., and the following Ground Rules established by the Texas Little League District 26 League Presidents and Administrators. The Ground Rules are as follows:

A. CODE OF CONDUCT

- 1.) The goal of Texas Little League District 26 is to provide a safe, positive atmosphere for youth to learn the game of baseball/softball and also learn the values of teamwork, sportsmanship, and fair play and ultimately develop good citizens.
- 2.) Any abusive language and/or gestures, unsportsmanlike conduct, taunting or other negative behavior will not be tolerated at games or practices from any player, manager, coach, umpire, league official or parent, or any other person(s). **No warnings will be provided**, if such actions are observed by an umpire, manager or local league official the offending party will be required by one of the parties to leave the grounds. Law enforcement may be used to enforce the removal of the offending person. A local league official will document such occurrences. Further issues, from the same individual(s), are subject to disciplinary action by the Local League.
- 3.) Absolutely **NO** Alcohol or Tobacco products of any kind are permitted on Little League properties. Violation of this Ground Rule will result in a) first offense – warning b) second offense –ejection from Little League properties for the remainder of the Current Season.

B. GENERAL RULES

- 1.) In addition to the Ground Rules contained in this document, Managers and Coaches are expected to read the (LLORPR).

Specific rules of the LLORPR to review are: 1.10 Note 2 Bat Donut; 1.11 Player attire specifically (a)(2) & (j); 3.09 Mingling with Spectators; 3.17 Field Personnel; 3.18 Maintaining Order; 4.06 Game Disruption; 4.08 Disruptive Players Bench; 4.10 Regulation Game; 9.01 Umpire's Authority; 9.02 Umpire Availability; 9.05 Umpire Accountability; Tournament Rules 4 – Pitching Rules.

- 2.) Home team will be responsible for keeping the Official Scorebook including the Official pitch count. There will be no disputing the count done by the designated Official Pitch Counter. The game will not start until both people are in place, with no exceptions
- 3.) All games will be played to the maximum number of innings, time limit, or run rule. (see Section C & D)
- 4.) Pool play will be available in all divisions. Teams will encourage their players to sign up for pool play. Teams will be required to enter at least two players to be eligible to utilize pool play. Pool players must fulfill outs played and at bats according to the current LLORPR. Pool players may not pitch or catch and must bat at the end of the respective teams batting order. Illegal acquisition of pool player(s) will result in a three game suspension for the infracting manager. All pool players will be secured by the Manager through the Division Player Agent or, if the PA is unavailable, through the President.
 - a. If a manager is unexpectedly left short of players (8 or less players for all divisions above age 8) before a game the coach may request a game-time pool player. The opposing manager must agree to the player being used. If the manager opposes the player's use, then the game will be played, however, it will officially be scored a 6-0 forfeit.
- 5.) All games will be played with the required number of umpires set forth by LLORPR. If umpires are not available by game time, games a) will be allowed to begin as long as both teams agree upon interim umpires. The chosen umpires will serve in their respective umpire's capacity until the official umpires

**TEXAS LITTLE LEAGUE DISTRICT 26
INTERLEAGUE PLAY COMMON GROUND RULES
Baseball / Softball – 2015 Season**

arrive or b) rescheduled to a date mutually agreed upon by both team managers and approved by the League Scheduler.

- 6.) Only if time allows, each team will be allowed to have 5 minutes of infield practice prior to the start of every game. The visiting team will go first.
- 7.) After each game the Manager, Coaches, Players and Parents will pick up the trash on their side of the field including dugouts and grandstands (Home or Visitor).
- 8.) When a play is appealed to an Umpire by a team Manager, time shall be called and play will not resume until the appeal has been resolved. Umpires will consult the current LLORPR to resolve an appealed play if requested by the team Manager. Managers are required to have a current LLORPR in their possession at all official games.
- 9.) Intentionally hitting a ball of any type into playing field fences is prohibited (commonly referred to as “pepper ball”).
- 10.) Prior to starting play, all players will line up on their respective foul lines and recite the Little League pledge as printed on the back cover of the LLORPR book. A player(s) from the home team will stand at the pitching area of the field and lead the group in the pledge.
- 11.) All catchers in all divisions must wear the dangling throat protector as prescribed in rule 1.17 of the LLORPR. The throat protector must “dangle” loosely.
- 12.) All players must display the appropriate official Little League patch as prescribed in the LLORPR rule 1.11 (a) (2).

C. GAME DURATIONS

- 1.) All league games will be played within the time limits defined as follows. Tied games will go into the standings as a tie. All games must be played to a regulation game.
 - a. T-Ball: 1 hour, hard stop. No new batter after 1 hour.
 - b. AA & AAA Minors: 1 hour and 30 minutes with no new inning after 1 hour and 20 minutes.
 - i. If a new inning is started it will be completed, there is no hard stop.
 - c. Majors, Intermediate & Junior and above levels: 2 hours with no new inning after 1 hour and 50 minutes.
 - i. Complete the inning started.
 - ii. If last game of the night or no games are scheduled to follow, a full game shall be played. (see section D) (6 innings Majors, 7 innings Juniors)

D. GAME CURFEWS

- 1.) Tee Ball, no new inning shall start after 9:00 P.M.
- 2.) AA Minors (Machine Pitch), AAA Minors (Kid Pitch), Majors, no new inning shall start after 10:00 P.M.
- 3.) Intermediate & Juniors, and above: No new inning shall start after 10:30 P.M.

TEXAS LITTLE LEAGUE DISTRICT 26
INTERLEAGUE PLAY COMMON GROUND RULES
Baseball / Softball – 2015 Season

E. TEE BALL DIVISION RULES (Ages 4-6)

- 1.) Since this is an **instructional division** - no official score shall be kept; batters shall hit off a Tee; no pitched balls to batter; there are no forfeits; teams may play with less than 9 players.
- 2.) The half inning shall end when all batters in the lineup have batted once in that half inning.
- 3.) Shall play with a full-roster (continuous) batting order regardless of outs made.
- 4.) Shall be played on a regulation infield (home team base path distance are accepted as regulation). Shall be played with a regulation infield defense excluding a catcher. The remaining players on the roster shall be in the outfield when a team is on defense.
- 5.) Until the ball is hit, all infielders should play at normal depth. The pitcher must stand in the pitcher's circle until the ball is hit. All outfielders must be positioned on outfield grass.
- 6.) There is no leading off of a base. There is no base stealing.
- 7.) Every Tee Ball player should play at least one inning in the infield and no infield player should play the same position for more than two innings.
- 8.) One (1) approved manager and two (2) approved coaches will be allowed on the field of play while on offense and defense.
- 9.) Batter/runner may advance one base at their own risk with an overthrow to first base.
- 10.) Players that hit a Home Run, going over the fence, will be allowed to clear the bases.
- 11.) There are no protests in T-Ball.
- 12.) In order to keep the game moving, there shall be limited batter instruction during games.
- 13.) The defensive team should throw the ball to get an out instead of running to tag a player out, except where running the player out would be the normal play. This is a judgment call, but the idea is to teach the fundamentals of baseball and to keep from having one player, such as the pitcher, run to a base instead of throwing to a teammate.

F. AA MINORS (MACHINE PITCH) DIVISION RULES (Ages 7-8)

- 1.) Shall play with a full-roster (continuous) batting order alternating from offense to defense after three outs or once the run limit has been achieved.
 - a. Teams may play with less than 9 players (minimum of 8 players) since this is an instructional division. Teams may use the Player Pool to fill their roster if they are short players for the game. LLORPR shall apply. Pool players must play in the outfield and bat last in the lineup.
- 2.) The run limit will be five (5) runs per half inning.
- 3.) Shall be played on a regulation infield (home team base path distance are accepted as regulation). Shall be played with a regulation infield defense including a catcher and may have four (4) outfielders, a total of 10 players.
 - a. Outfield is defined as being on the grass until the ball is hit.

TEXAS LITTLE LEAGUE DISTRICT 26
INTERLEAGUE PLAY COMMON GROUND RULES
Baseball / Softball – 2015 Season

- 4.) Outfielders must play on the outfield grass; infielders must play their regular position.
- 5.) The player pitcher must remain to the right or left of the coach-pitcher with one foot in the dirt circle until the batter swings at the ball. The player pitcher will be even with the pitching rubber for the respective division.
- 6.) Balls hit to the Outfield are live until either advancement of runners is stopped or the ball is controlled by the pitcher.
- 7.) There will be no walks. Three strike rule in effect or 5 pitches. After 5 pitches the batter will be out, unless the 5th pitch was a foul; whereby the hitter will continue to bat until the ball is fair or the batter strikes out.
- 8.) Regardless of where in the pitch count, if the batter is struck by a ball delivered by a coach-pitcher, that pitch will count towards the pitch count.
- 9.) A batted ball that hits a pitching screen, pitching machine, or coach in fair territory shall be considered a dead ball and the batter shall advance to first base. All baserunners will advance one base if forced to do so by the batter/baserunner's advancement to first. Coaches shall make every effort to get out of the way of a hit or thrown ball and not interfere with play.
- 10.) The manager and one coach may coach from any area of the field, other than the dugout, while their respective team is on defense. While on offense only the base coaches are allowed to coach from the field. The coach or manager that is pitching is allowed to coach only the batter from the field and is permitted to speak with his base coaches.
- 11.) Base stealing is not allowed.
- 12.) Bunting is not allowed.
- 14.) Players are only permitted to leave their dugout if they need to use the restroom or they are injured and must have permission of the Manager.
- 15.) Machine Pitch is an instructional league. It is recommended that no player should play the same position for more than two consecutive innings.
- 16.) No official league score will be kept. There are no forfeits.
- 17.) There are no protests of games in AA Minor league play.

G. AAA MINORS DIVISION RULES (Kid Pitch) (Ages 9-10)

- 1.) Shall play with a full-roster (continuous) batting order alternating from offense to defense after three outs or once the run limit has been achieved.
- 2.) The run limit will be five (5) runs per half inning. .
- 3.) The Special Pinch Runner Rule no longer applies at this level, since all players are actually in the game.
- 4.) **FOR SOFTBALL ONLY: Through April 26, 2014**, after four balls are called by the umpire, an offensive team coach shall pitch the remainder of the pitch count. The pitcher shall remain in the pitchers circle to the left or the right of the pitchers rubber. The pitching coach shall pitch from the pitchers rubber. **After April 26, 2014** no coach pitcher will be allowed.

**TEXAS LITTLE LEAGUE DISTRICT 26
INTERLEAGUE PLAY COMMON GROUND RULES
Baseball / Softball – 2015 Season**

5.) Players are only permitted to leave their dugout if they need to use the restroom or they are injured and must have permission of the Manager.

H. MAJORS DIVISION RULES (Ages 11-12)

- 1.) Shall play with a 9 player batting order.
- 2.) Players League age 10 are permitted to tryout for play in this division but must be approved for placement on a Majors team by the Local League's Players Agent. .
- 3.) Players are only permitted to leave their dugout if they need to use the restroom or they are injured and must have permission of the Manager.
- 4.) All games called by curfew will be official if 4 innings have been completed.

I. INTERMEDIATE DIVISION RULES (Ages 11-13)

- 1.) Shall play with a 9 player batting order.
- 2.) Players are only permitted to leave their dugout if they need to use the restroom or they are injured and must have permission of the Manager.
- 3.) All games called by curfew will be official if 5 innings have been completed.

J. JUNIORS DIVISION RULES (Ages 13-15)

- 1.) Shall play with a 9 player batting order.
- 2.) Players League age 12 are permitted to tryout for play in this division but must be approved for placement on a Juniors team by the Local League's Players Agent.
- 3.) Players League age 15 must have written approval from the District Administrator, cannot pitch and are ineligible for Tournament play.
- 4.) Players are only permitted to leave their dugout if they need to use the restroom or they are injured and must have permission of the Manager.
- 5.) All games called by curfew will be official if 5 innings have been completed.

Approval Date: _____

League Organization Name: Texas District 26 _____

District Administrator's Name: _____

District Administrator's Signature: _____

**TEXAS LITTLE LEAGUE DISTRICT 26
INTERLEAGUE PLAY COMMON GROUND RULES
Baseball / Softball – 2015 Season**

LEAGUE PRESIDENT SIGNATURES

Bertram	Bobby Crawford	_____
Blanco	Toni Martinez	_____
Boerne	David Green	_____
Brady	Matt McBee	_____
Burnet	Aaron James	_____
Center Point	Dennis Daily	_____
Comfort	Eric Ingram	_____
Fredericksburg	Rory Rausch Sr.	_____
Harper	Charles Earhart	_____
Ingram	James Craft	_____
Johnson City	Lynette Bushnell	_____
Kerrville	Blake Caraway	_____
Kingsland	Allan Hicks	_____
Llano	Todd Humphries	_____
Mason	Jeff Schmidt	_____
Wimberley	Dr. Roger Pruitt	_____