

Northshore Little League

P. O. Box 1764
Bothell, Washington 98041
(425) 483-8790

2005 Minor Hardball Local Rules

1. Team Responsibilities

- A. Visiting team provides plate umpire if one has not been assigned to the game.
- B. Home team prepares and lines the field for play.
- C. Both Visiting and Home team will pickup and properly dispose of trash in dugouts, spectator areas and field at conclusion of game.
- C. On last game of day both Visiting and Home teams pickup and store bases, clean dugouts and field and secure field. This includes all fields played on by Northshore Little League teams.

2. Player Participation & Special Game Rule Requirements

- A. All players shall play a minimum of three (3) innings in the field.
- B. Bat through the team roster regardless of defensive placement.
 - If a player misses a turn at bat due to leaving a game early, an out will be recorded. Exception: If the Manager notifies the opposing Manager and Umpire **before the start** of game that a player must leave at a certain time, or if the player misses an at bat due to injury, the at bat is skipped and no out is recorded.
 - A player who arrives after the start of game may enter at the start of the next inning at the bottom of the batting order.
- C. Free substitution of players (both starters and substitutes) shall be allowed.
- D. The pitching rubber shall not be moved closer to home plate.
- E. For games played on fields without outfield fences, a batted ball that touches or is touched by a defensive player and then continues beyond the cones is considered out of play, resulting in a ground rule double (except a ball that passes the outfield cones in flight, which is a home run).

3. Umpire Requirements

- A. All Team Managers shall umpire a minimum of three (3) games per season. These games must be scheduled through the Umpire In Chief.
- B. Team Manager may umpire at any level but the one that he/she is coaching at.
- C. Manager may elect to have a team coach or team parent umpire games he/she is responsible for.
- D. A trained umpire (who has attended a District or approved umpire clinic) may bump a team manager, coach or parent. The team manager must contact Umpire In Chief to schedule a replacement game to umpire.

4. Game Time Limits

- A. All games are subject to a two (2) hour time limit.
- B. The start of the two (2) hour time limit is the scheduled game start time, **not** the actual game start time.
- C. For games which have a scheduled game following, these time rules shall apply:
 - **No new inning** shall begin after the two (2) hour game time limit expires.
 - If play is in the middle of an inning at the end of the two (2) hour game time limit, then play may continue for a **maximum** ten (10) minute grace period. After the maximum ten (10) minute

grace period has expired game play ***shall stop immediately*** (regardless of score, inning, game situation, etc) and the field will be made available for the following scheduled game.

- Scores of games that are not officially complete due to time limitations shall revert back to the last fully completed inning (Reference Rules 4.11 and 4.12).
- D. For games which are the last scheduled game of the day or do not have a game scheduled to follow, these time rules shall apply:
- Game will be played to the final out occurs or the plate umpire calls the game due to weather, darkness or safety.
 - No new inning shall begin after 8:15 PM or 2 hours 15 minutes after scheduled game start time.
 - No pitch will be allowed after 8:30 PM or 2 hours 30 minutes after scheduled game start time.
 - Scores of games that are not officially complete due to time limitations shall revert back to the last fully completed inning (Reference Rules 4.11 and 4.12).
- E. If a player is at bat when the game time limit expires, that player shall complete the at bat before the game is called.

5. Game Scoring

- A. The home team will provide the official scorekeeper for game.
- B. The League has elected not to use the 10 run rule.
- C. Side retires after three (3) outs or when six (6) runs score (no more than six (6) runs shall be counted in an inning). The exception is the 6th inning or beyond in which scoring is not limited.
- D. Protests must be resolved before the next play.

6. Replacement Players

- A. Managers shall immediately notify the Player Agent of any player lost during the season due to injury, illness, change of address or any other justifiable reason.
- B. Replacement players shall be drawn only from the AAA level.
- C. A Manager shall be allowed seven (7) days to comply with regulations regarding the loss of any player during the season. The start of this seven (7) day period shall be established by the Player Agent.

7. Ejection of Manager/Coach

- A. Ejection of a Manager or Coach shall result in the following:
- First ejection shall be reported to the League President/Board of Directors and will result in a one (1) game suspension effective immediately (next game).
 - Second ejection shall be reported to the League President/Board of Directors and will result in a two (2) game suspension effective immediately (next game).
 - Third ejection shall be reported to the League President/Board of Directors and will result in immediate termination from Manager or Coach position.

8. Manager Selection

- A. Each Manager is released from his team at the end of every season.
- B. Each Manager is required to re-apply for Manager position the following season.
- C. Parent/Umpire evaluations and Manager Selection Committee will determine Manager positions for each season.