

Howell Township Southern Little League

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House Rules

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A. GENERAL GUIDELINES

1. Managers and Coaches are responsible for making sure the field and dugout areas are cleaned up at the conclusion of games.
2. Managers and Coaches are responsible for raking the field at the conclusion of the game. Home teams are required to prepare the fields for play and Away teams are required to rake the fields and close them as indicated under item 3 below.
3. Teams playing the first game of the day are responsible for putting the bases out and removing the tarps. Teams playing the last game of the day are responsible for putting bases away and putting tarps on the pitchers mound and home plate.
4. All Catchers must wear a protective cup and protective, hanging throat guard. It is highly recommended that all other players wear a protective cup as well. The league also recommends players wear a heart guard.
5. Managers are responsible for the conduct of their players, Coaches, and parents at all games and practices.
6. Make-up games will be made up at discretion of the Commissioner.
7. The on-deck position is not permitted (except Jr. & Sr.).
8. Pitch Count Rules for all Divisions, Pee Wee and above will follow the Little League Rule Book (Green Book). All Managers are responsible for recording pitch counts after each game in the official league book.
9. Winning Managers are responsible for reporting scores to the league Commissioner.
10. All protests must be handled according to the Little League Rule Book (in writing to the Commissioner within 24 hours).

11. Games will not be rescheduled because the Manager cannot attend. If nine (9) players and one certified adult are present, the game will be played.
12. Only the Manager, and up to 3 designated coaches (Valid Kids Safe and NYSCA certifications) will be allowed in the dugout or on the playing field besides the players.
13. If any problems or serious situations occur during a game between any Managers; Coaches; Umpires; Parents; or Players, the division Commissioner or a Board Member shall be contacted immediately.
14. Managers should not talk to their teams in the dugout after games if other teams are waiting to get onto the field. Collect equipment, rake the field and clean the dugout then move to an open area where you can address the team.
15. Managers are responsible for the prompt return of all equipment and shed key at the end of the season, and by a date specified by the Equipment Coordinator. If any Manager fails to return their equipment they will be charged the cost to the league to replace such equipment.
20. Uniform shirts must be tucked in during games. Coaches and players cannot wear their hats on backwards on the field during a game.
21. Managers and Coaches are responsible for supervising all players during practices and games. Parents are responsible for dropping off and picking up players; if a problem persists in this area, the Manager will notify his Commissioner, who, if necessary, will bring the matter to the attention of the Board.
22. If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. Both Managers will meet the umpire to check each team's score book. If one (1) inning isn't complete, then the game will start from the beginning.
23. No noise makers are permitted at any games. Examples: tambourines, bells, horns, etc. Managers will ask the parent(s) or spectator(s) on their side of the field to refrain from this conduct.
24. At no time will a Manager or Coach allow any type of cheering or cheerleading while an opposing pitcher is delivering a pitch to home plate to distract such pitcher. Also all teams will refrain from saying anything negative to an opposing team or batter.

B. RESTRICTIONS

1. Alcoholic beverages are prohibited at the HSLL complex and practice fields.
2. Smoking is prohibited on or around the playing fields during a game you are coaching or watching.
3. Profanity or abusive language is prohibited at all games and practices.
4. No parking will be permitted in any grass area of the complex. Parking will only be permitted in the parking lot.

C. WARNINGS AND EJECTIONS

1. Profanity, abusive language, smoking, or the use of alcoholic beverages (as described under "Restrictions") will not be tolerated from anyone. First offense will be a warning; second offense will be ejection from game and/or possible suspension.
2. Managers, Coaches, or Players ejected from any game will serve a one game suspension (game ejected from plus the next game). The "next game" may be a tournament game or the first game the following season.
3. Managers or Coaches ejected twice in a season will be suspended from coaching for the remainder of the season as well as the following season if decided by the Board of Directors
4. Throwing of a bat (or other equipment) by a player will result in a warning on the first offense and ejection on a second offense. After player is ejected, the manager will substitute for that player with another player not presently in the game. There will be no automatic out if bat is thrown. The player throwing the bat will continue with the play until the umpire calls time out. Player will then be ejected; (at the umpires' discretion) the play will stand as completed. If ejection causes a team to have less than nine players, the game could be forfeited.
4. In the Major division and younger, a player may only wear plastic cleats. Only the Junior and Senior divisions will be allowed to wear metal cleats.

D. PARENTAL RESPONSIBILITIES

1. Parents must fill out and sign a medical release form before a player can participate in games, practices, and All-Star competition.
2. Parents are responsible for dropping off and picking up their children ON TIME for games and practices.
3. A Parent or Guardian must sign and abide by a "Code of Conduct" form prior to the start of the season. Rules will apply to both Parents/Guardians of a player, even though only one signature is required.
4. It is to be understood that appropriate behavior is expected from all family members and guests. No arguing with the coaches, umpires, or fans will be tolerated.
5. No noise makers of any kind are permitted to be used during any games. Etc: cow bell, tambourines, horns, or anything that may distract a player.

E. TEAM ROSTERS

1. Younger siblings will be given the option to join their brothers/sisters on the same team when moving up to the next division.
2. Maximum number of players per team is twelve (12). For Junior and Senior divisions the maximum number of players per team may be increased depending on registration numbers. For T-Ball and Pee-Wee division the number may also increase or decrease depending on the registration.
3. If a replacement player is needed on a Major Division team, the Manager, after notifying the Commissioner, may choose a player from the Minor Division. No Minor Division team will be depleted lower than eleven (11) players. No Minor Division player will be penalized for refusing to move up to the Major Division. This same rule will apply for a Minor team bringing up a player from the Pee-Wee division. Pee-Wee players will be recommended to the commissioner.
4. No player may leave a team without the approval from the Board of Directors.

5. Trades are not allowed during the draft or once the draft is completed.

F. PLAYING RULES

A. Pitching Rules Change

1. The Little League rule book (Green Book) will be followed each year. The HSSL "Local Rules" (this book) will supplement those rules and are based on recommendations made by the HSSL Board of Directors.
2. With the 2007 season, Little League Baseball Incorporated has changed the rules surrounding pitching eligibility. A "pitch count" is now in effect, replacing the "number of innings pitched" in determining when players are eligible to pitch. HSSL will follow this policy. Please refer to www.littleleague.org or <http://howellsouthll.com/>.

B. Tee Ball Division

1. Players are 4- 6 years old.
2. The inning will end when the entire team bats.
3. Regulation game is 4 innings
4. 2 innings needed for official game
5. Free substitution in field. Up to 12 players can be on the field at any time. Extra players should be in the outfield.
6. Each player should play at least one inning in the infield, unless there is a concern for a player's safety
7. No inning will begin after 1 3/4 hours from start of game
8. No player shall sit in consecutive innings
9. No bunting, walking, stealing, head first sliding or infield fly rule
10. The intent of this Division is instructional, not competitive. Individual game scores and records will not be recorded.

C. Pee Wee Division

1. A regulation game is six (6) innings long.
2. No inning will begin after 1 3/4 hours from start of game
3. In the Pee Wee Division, an official game is four (4) innings long, or three and one-half (3 1/2) innings with the home team ahead.
4. No bunting, stealing, balks, passed balls, head-first sliding, or infield fly rule.
5. If a pitcher hits two batters in one inning, or three batters in one game he/she will be removed from the mound for the remainder of the game. The pitching machine / coach will be brought in to complete the inning.
6. A base runner cannot leave a base until after a pitched ball has been hit. Stealing is not permitted.
7. The batting order will consist of every player present at the game. If a player needs to leave in the middle of a game, or otherwise cannot bat (i.e. injured) there will not be an out charged.
8. Free substitution in the field and no player shall sit on the bench for consecutive innings.
9. With two outs and the catcher on base, the Manager may put in a courtesy runner for the catcher. The pinch runner shall be the last batted out.
10. A pitcher may pitch a maximum of 2 innings a game and the coach will adhere to the pitch count rule in the Little League Rule book (Green Book). A pitcher may only pitch a total of five (5) pitches to a batter before the machine / coach will replace him/her.
11. If a player slides, it must only be feet first. On a play at any base (including home plate) a runner must slide or attempt to get around the fielder who has the ball and is waiting to make the tag. Violation of this rule will result in the umpire calling the base runner out.
12. Pitching rubber is 46' from home plate. Pitchers must pitch "from the rubber" if possible, or may move up if both managers agree that the pitcher needs to be closer to home plate.

13. Bases are sixty (60) feet apart.

D. Minor Division

1. A regulation game is six (6) innings long.
2. An official game is for four (4) innings, or three and one-half (3 ½) innings with the home team ahead.
3. An infinite number of extra innings may be played in tied games until the time limit is reached, or approved to continue by the commissioner depending on the lighting and safety situation. If not approved the game will end in a tie.
4. No inning will begin after 2 hours from start of game; however the game time limit is 2 hours 15 minutes only if there is another schedule game to play behind you. If there is no game scheduled to play behind you may continue the game until you play the full 6 innings or pending on the lighting situation and safety of the players to continue the game. In case of a tie the above policy will take place in this situation. If there is another game behind you then the game will stop at the 2 hours 15 minutes time limit and the outcome will revert back to the last inning to establish a winner of the game.
5. On a play at any base (including home plate) a runner must slide or attempt to get around the fielder who has the ball and is waiting to make the tag. Violation of this rule will result in the umpire calling the runner out.
6. Head-first sliding is NOT permitted in the Minor Division. Any runner is out when the runner slides head first when moving forward in the Minor division.
7. A preventable collision at any base is not allowed. Violation of this rule will result in the umpire calling the base runner out and may result in the player's ejection from the game and one additional game.
8. The infield fly rule will be called.
9. Although bunting and stealing are allowed, a base runner cannot leave a base until after a pitched ball has crossed home plate. Walked batters are also allowed to steal second base should the defensive team's pitcher and catcher not be ready to pitch the ball.

10. There is no limit on the number of steals in the Minor Division and stealing home is permitted. Runners may steal one (1) base per batter.
11. The batting order will consist of every player present at the game. If a player needs to leave in the middle of a game, or otherwise cannot bat (i.e. injured) there will not be an out charged.
12. Any player arriving late will be placed at the bottom of the lineup
13. Free substitution in the field and no player shall sit on the bench for consecutive innings.
14. If a player starts a game on the bench they must be in the starting lineup the next game.
15. Every player must play a minimum of three (3) innings in the field and one at-bat every game.
16. In the Minor Division, with two outs and the catcher on base, the Manager may put in a courtesy runner for the catcher. The runner shall be the last batted out.
17. In the Minor Division, after a game is official (4 innings), and one team has a lead of at least twelve (12) runs, the team with the lower score shall concede the victory to the opponent.
18. If a pitcher hits 3 batters in the game, that pitcher must be removed from the mound for the remainder of the game.

E. Major Division

1. A regulation game is six (6) innings long.
2. An official game is for four (4) innings, or three and one-half (3 ½) innings with the home team ahead.
3. An infinite number of extra innings may be played in tied games until the time limit is reached, or approved to continue by the commissioner depending on the lighting and safety situation. If not approved the game will end in a tie.
4. No inning will begin after 2 hours from start of game. In case of a tie and depending on the lighting situation and safety of the players the game may continue with the commissioners' approval (See Above).

5. On a play at any base (including home plate) a runner must slide or attempt to get around the fielder who has the ball and is waiting to make the tag. Violation of this rule will result in the umpire calling the runner out.
6. Head-first sliding is NOT permitted in the Major Division. Any runner is out when the runner slides head first when moving forward in the Major division.
7. A preventable collision at any base is not allowed. Violation of this rule will result in the umpire calling the base runner out and may result in the player's ejection from the game and one additional game.
8. The infield fly rule will be called.
9. Although bunting and stealing are allowed, a base runner cannot leave a base until after a pitched ball has crossed home plate.
10. Any player arriving late will be placed at the bottom of the lineup
11. In the Major Division, with two outs and the catcher on base, the Manager may put in a courtesy runner for the catcher. The runner shall be the last batted out.
12. In the Major Division, after a game is official, and one team has a lead of at least ten (10) runs, the team with the lower score shall concede the victory to the opponent.
13. If a pitcher hits 2 batters in one inning, or 3 batters in the game, that pitcher must be removed from the mound for the remainder of the game.
14. If a player starts a game on the bench they must be in the starting lineup the next game.
15. Every player must play a minimum of three (3) innings in the field and one at-bat every game.
16. The batting order will consist of every player present at the game. If a player needs to leave in the middle of a game, or otherwise cannot bat (i.e. injured) there will not be an out charged.
17. Free substitutions will be allowed in the field every inning. Managers are responsible for letting the opposing Manager know of the changes for keeping track of playing time.
18. Playoffs rules will follow the Little League Baseball Rule Book (Green

Brook) Tournament Rules, and some house rules may apply if the Board of Directors wishes to implement any.

F. Junior and Senior Divisions

- 1) A regulation game is seven (7) innings long.
- 2) An official game is five (5) innings, or four and one-half (4 ½) innings with the home team ahead.
- 3) No inning will begin after 2 1/4 hours from start of game
- 4) Balks and the infield fly rule will be called. A warning may be given to each pitcher during the regular season. After the first warning the balk rules will apply.
- 5) On a play at any base (including home plate) a runner must slide or attempt to get around the fielder who has the ball and is waiting to make the tag. Violation of the rule will result in the base runner being called out.
- 6) A preventable collision at any base is not allowed. Violation of this rule will result in the umpire calling the base runner out, and may result in the runner's ejection from the game and one additional game.
- 7) Head-first sliding into home is not allowed in the Senior and Junior Divisions.
- 8) The batting order will consist of every player present at the game. If a player needs to leave in the middle of a game, or otherwise cannot bat (i.e. injured) there will not be an out charged.
- 9) Free substitution of players in the field is allowed.
- 10) A pitcher may re-enter the game as a pitcher if he remains in the game and moving to a different position anytime in the remainder of the game, but only once in the same inning as he was removed.
- 11) Each player present at a game must play a minimum of three (3) complete innings in the field.
- 12) In both divisions, after a game is official, and one team has a lead of at least ten (10) runs, the team with the lower score shall concede the victory to the opponent.

**** End of Rules ****