

ISSAQUAH LITTLE LEAGUE LOCAL RULES

Updated: March 2010



All baseball and softball games shall be played strictly by the Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC. as established for the current playing year. The priority of rules and regulations for this League shall be as follows:

- Official Regulations and Playing Rules of LITTLE LEAGUE BASEBALL®, INC.
 - Current OPERATING MANUAL for LITTLE LEAGUE BASEBALL®, INC.
 - Washington District #9 District Policies as authorized and issued by the District Administrator
 - Issaquah Little League Local Rules and Policies
1. No rule or policy may be adopted within the League that is or may be in direct conflict with any rule, regulation or policy contained in publications of a higher priority as listed above.
 2. The home team shall occupy the third base dugout, be responsible for field preparation, and provide the official scorekeeper.
 3. The only batting practice allowed on the game field prior to a game will be wiffle ball batting practice in the outfield. No team practice is allowed on the game field after it has been prepared for a game, except for the 10 minute per team of infield/outfield warm up. Any team practice must be concluded by one hour before game time or as is necessary for field preparation for games.
 4. The visiting team shall have infield practice for ten (10) minutes starting thirty (30) minutes before game time. The home team shall have infield practice for ten (10) minutes immediately following the visiting team.
 5. The pre-game meeting between managers and umpires shall take place ten (10) minutes before game time. Each manager shall determine that the condition of the field is acceptable. Each team shall provide to each other and the official scorekeeper a copy of the starting line up at this time, and a lineup card shall also be given to the home plate umpire if requested. The home team will provide the umpire with at least two (2) balls suitable to the umpire for play. The home team will also provide additional balls as required. The home plate umpire shall give to the managers the pre-game instructions and review any and all ground rules particular to that field.
 6. All games shall start at the scheduled time except for changes approved by the League President or Vice President of Baseball/Softball.
 7. Teams may elect to use two adult base coaches, one at first base and one at third. An adult manager and/or coach is only permitted to occupy the first and/or third base coaches box if there is at least one other adult manager or coach in the dugout.
 8. A continuous batting order shall be used which includes all players on the roster present for the game. Players arriving after submissions of the line-ups to the umpire shall be placed in the order after the last player named in the batting order. If a player becomes injured, ill or must leave the game site after the start of the game, the team will skip over his/her spot in the order without penalty. If the injured, ill or absent player returns they will be reinserted into their original spot in the batting order and the game continues.
 9. A player may be entered and/or re-entered defensively into the game anytime with the exception of the pitcher. A player once removed as a pitcher may not re-enter that position.
 10. No player other than the at-bat-hitter is allowed to have a bat in his or her hands inside or outside of the playing fences.
 11. All players shall play in each game for a minimum of 3 full defensive innings. Substitutions for this rule shall be made no later than the bottom of the 3rd inning for the visiting team and top of the 4th inning for the home team. Exceptions:
 - A. Any game shortened by darkness, weather or mercy rule 4.10 (e) is not an excuse to not satisfy this minimum play requirement [see Regulation IV (l)]. Managers must advise the Player Agent of any circumstances in which any player or players do not meet minimum play requirements in a shortened regulation game and verify that the failure was accidental. The Board of Directors may elect not to impose a penalty in these cases. Repeated violation or intentional failure to meet the minimum play requirements shall subject the manager and coaches to the disciplinary action outlined in the Regulations;
 - B. A player's excused or unexcused absence from a scheduled game; or
 - C. Disciplinary action by a manager of a player for just and reasonable cause, with 12 hour notice prior to the game and approval by the Player Agent and Vice-President.
 12. The scorebooks of all teams shall be subject to inspection by the League and its representatives.
 13. When a player misses more than seven (7) continuous days of participation for an illness, injury, or sustains a suspected concussion or head injury, a physician or other accredited medical provider must give written permission for a return to full baseball/softball activity. Such written permission must be given to the League President, Vice President of Baseball/Softball or Baseball/Player Agent before the player can resume participation.
 14. The use of abusive or profane language by anyone is prohibited. Any use of alcohol, drugs or tobacco on the playing field or in the dugouts is prohibited. Drinking of alcoholic beverages will not be allowed among spectators within the vicinity of any game at any division of LITTLE LEAGUE BASEBALL®, INC.
 15. Misuse of equipment by anyone will not be tolerated.
 16. Managers, coaches and players must remain in the dugout when not on the field playing or as a base coach during the game and may not leave without the permission of the umpire. No other person shall be allowed in the dugout. No "on-deck" batter is allowed in any level of baseball or softball from Majors or below. The player must go directly from the seat in the dugout to the batter's box. This rule does not apply to Junior or Senior League Baseball or Softball. Parents or other children are not allowed to mingle around the dugout and talk to the players or offer them food or drink.
 17. No more than one (1) manager and two (2) coaches shall be allowed in the dugout. All players must be properly dressed and groomed. Shirts must be tucked in the pants and the shirt, pants and socks must match and fit properly. The manager and coaches shall remain with the players at all times to supervise and direct player activity.

ISSAQUAH LITTLE LEAGUE LOCAL RULES

Updated: March 2010



18. The players shall care for uniforms during the season. Please wash them regularly according to the care instructions and mend them when necessary.
19. Postponed or Suspended Games. Regular season games at AAA, Coast, and Major divisions are not required to be made up or resumed. Managers may upon mutual agreement reschedule a game through the League field scheduler and division Vice President. The League Umpire-in-Chief must be notified of the new date. Regulation games halted while tied (as interpreted by the official rules) will not be finished but recorded as ties.
20. Mercy Rule.
Baseball - Rule 4.10 - (e) will apply.
Softball - (Junior and Senior Baseball/Softball - the innings shall be five (5) and four and one-half (4 1/2) if the home team is ahead). In the event the visiting team has a lead of fifteen (15) runs or more after the regulation innings, the winner shall not be declared until the home team has batted in that inning and the lead is sufficient to declare a winner pursuant to this rule.
21. Ejection Rule. Issaquah Little League will absolutely not tolerate uncontrolled or unsportsmanlike conduct from managers, coaches, players or spectators. If the umpire ejects a player, manager, or coach from a game, he/she shall leave the field and baseball facility immediately and take no further part in the game. He/she may not be recalled. Any manager, coach or player ejected from a game is suspended for his/her team's next physically played game. A second ejection in one season shall mean termination of participation in all Issaquah Little League activities. If a parent or spectator is ejected from a ball game for whatever reason, he/she shall leave the baseball facility immediately and take no further part in the game. Failure to leave will result in the umpire suspending play until such time as the ejected party complies. If necessary; in the umpire's judgment, the game may be suspended for the day and resumed at a later date without the ejected party present. A game date/time will be worked in accordance with the League reschedule policy and will resume at the precise point at which it was suspended with all records; including pitching and hitting, counted. Any parent or spectator ejected twice in one season will not be allowed to attend any Issaquah Little League activities for the remainder of the season. Any and all appeals shall be made to, and heard by; the Issaquah Little League Board of Directors and the Board's decision shall be final.
22. The League President may protect the best interest of the players and/or League by taking immediate disciplinary action up to suspension until such time as a full hearing, against any manager, coach, player or spectator determined to be not conducting themselves in a manner consistent with League rules, spirit of the rules or other obligations of their position within the League.
23. 9 players are required to play a game or a forfeit for AAA, Coast, and Majors. If a manager knows in advance that they will be short players, then the game can be rescheduled with 24 hours before the scheduled game time. If the game is called a forfeit, the game can be played as a practice game with pitch counts tracked. If a game is rescheduled within 24 hours then the game is a forfeit.

ISSAQUAH LITTLE LEAGUE LOCAL RULES

Updated: March 2010



All LITTLE LEAGUE BASEBALL, INC. rules will apply except as follows:

Major Division

1. Ball – 2BBLG Baden Little League baseball shall be used for all games and practices.
2. Umpires - The League will assign umpires for games. In the event the league assigns only Junior Umpires to the game, the home team will provide an adult to serve as "umpire-in-chief" (UIC). The UIC shall take any umpiring position on the field not occupied by the league assigned Junior umpire(s). The duties of the UIC, as detailed in the Little League rules, include determining when the field is not playable due to weather or darkness, ensuring that safety rules are being followed, and making sure that coaches, players, and spectators are behaving in a sportsmanlike manner. The UIC does not have the authority to overrule or change calls made by other umpires. In the event the league does not assign umpires, the home team will provide the home plate umpire and the visiting team the field umpire. At least one of those umpires must be at least 18 years old and must serve as UIC.
3. Time Limit - When a following game is scheduled for the field, no new inning may begin after two hours of playing time and no pitch may be thrown after two hours and twenty minutes. The game winner shall be determined as that team leading after the last full inning of play.
Exception: Any game tied at the end of 6 innings may proceed with the following time limits:
No new inning after 2 hours 30 minutes and no pitch after 2 hours 50 minutes. If no winner determined by these times, the game shall be recorded as a tie. No suspended games due to a tie.
Note: These time limits only apply when a game is scheduled to follow on the same field. This rule is intended to allow the following teams adequate time to prepare the field, warm-up, and start on time.
4. Pitching Warm-Up – Adults may not warm up the pitcher. A substitute player not playing the field is encouraged to warm-up the pitcher. A catcher's mask must be worn.
5. Athletic protection – All males must wear a cup.
6. Bunting - Bunting is allowed. Slash bunting is strongly discouraged.

Coast Division - Minor League Division - Player Pitch

1. Ball – 2BBLG Baden Little League baseball shall be used for all games and practices.
2. Fielders - The defensive team may place a 10th player in a true outfield position. Division managers may meet during the year and jointly decide to move to 9 field players for the remainder of the year. A date should be decided when this change will be effective.
3. Umpires - The League may assign umpires for games. In the event the league assigns only Junior Umpires to the game, the home team will provide an adult to serve as "umpire-in-chief" (UIC). The UIC shall take any umpiring position on the field not occupied by the league assigned Junior umpire(s). The duties of the UIC, as detailed in the Little League rules, include determining when the field is not playable due to weather or darkness, ensuring that safety rules are being followed, and making sure that coaches, players, and spectators are behaving in a sportsmanlike manner. The UIC does not have the authority to overrule or change calls made by other umpires. In the event the League does not assign umpires, the home team will provide the home plate umpire and the visiting team the field umpire. At least one of those umpires must be at least 18 years old and must serve as UIC.
4. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the game's last inning. When the game time limit is approaching, the two managers and umpire shall agree which inning will be the last.
5. Time Limit - When another game is scheduled for the field, no new inning may begin after two hours of playing time and no pitch may be thrown after two hours and twenty minutes. The game winner shall be determined as that team leading after the last full inning of play.
Exception: Any game tied at the end of 6 innings may proceed with the following time limits: No new inning after 2 hours 30 minutes and no pitch after 2 hours 50 minutes. If no winner determined by these times, the game shall be recorded as a tie.
Note: These time limits only apply when a game is scheduled to follow on the same field. This rule is intended to allow the following teams adequate time to prepare the field, warm-up, and start on time. During the week when there is no game following there is no time limit.
6. Scorekeepers for both teams shall record all pitches in the League supplied scorebooks. The home scorekeeper's pitch count shall be the official count. Managers shall periodically consult with each other between innings during the game on pitch counts to avoid any violations of the pitching rules. After each game, the winning manager shall confirm pitch counts with the opposing manager, and then report the score and the pitch counts for every pitcher to the division VP, who in turn shall record these pitch counts and periodically update all managers on player pitch counts during the season.
7. Pitching Warm-Up – Adults may not warm up the pitcher. A substitute player not playing the field is encouraged to warm-up the pitcher. A catcher's mask must be worn.
8. Athletic protection – All males must wear a cup.
9. Bunting - Bunting is allowed. Slash bunting is strongly discouraged.

ISSAQUAH LITTLE LEAGUE LOCAL RULES

Updated: March 2010



AAA Division - Minor League Division - Player Pitch

1. Ball – 2BBLG Baden Little League baseball shall be used for all games and practices.
2. Playing Time - Two of the 3 defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop). Substitutions for this rule shall be made no later than the beginning of the fourth inning.
3. Fielders - The defensive team may place a 10th player in a true outfield position.
4. Umpires - The League may assign umpires for games. In the event the league assigns only Junior Umpires to the game, the home team will provide an adult to serve as "umpire-in-chief" (UIC). The UIC shall take any position on the field not occupied by the league assigned Junior umpire(s). The duties of the UIC, as detailed in the Little League rules, include determining when the field is not playable due to weather or darkness, ensuring that safety rules are being followed, and making sure that coaches, players, and spectators are behaving in a sportsmanlike manner. The UIC does not have the authority to overrule or change calls made by other umpires. In the event the League does not assign umpires, the home team will provide the home plate umpire and the visiting team the field umpire. At least one of those umpires must be at least 18 years old and must serve as UIC.
5. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
6. Time Limit - When a following game is scheduled for the field, no new inning may begin after two hours of playing time and no pitch may be thrown after two hours and twenty minutes. The game winner shall be determined as that team leading after the last full inning of play. If the game is tied after the last full inning of play the game shall be recorded as a tie. No other time limits shall apply.
7. Bunting - Bunting is allowed. Slash bunting is strongly discouraged.
8. Runner Advance - After a batted ball to the outfield is returned to the infield (within an approximate 50 foot arc of the pitching mound) and controlled by an infielder, runners may advance only to the base they are approaching. However, if a play is made on the runner, the play remains alive. If in the umpire's judgment at the time the ball is controlled a runner is less than half way to the next base he/she will be returned to the previous base.
9. Stealing - Stealing is not allowed unless agreed upon by the Division VP and discussed with the division managers. A date in the season could be set when steals would be allowed from that point forward. It has to be generally applicable.
10. Infield Fly Rule - The infield fly rule will not be applied.
11. Scorekeepers for both teams shall record all pitches in the League supplied scorebooks. The home scorekeeper's pitch count shall be the official count. Managers shall periodically consult with each other between innings during the game on pitch counts to avoid any violations of the pitching rules. After each game, the winning manager shall confirm pitch counts with the opposing manager, then report the pitch counts for every pitcher to the division VP, who in turn shall record these pitch counts and periodically update all managers on player pitch counts during the season.
12. Pitching Warm-Up – Adults may not warm up the pitcher. A substitute player not playing the field is encouraged to warm-up the pitcher. A catcher's mask must be worn.
13. Athletic protection – All males must wear a cup.

AA Division - Advanced Coach Pitch

1. Playing Time - Two of the 3 defensive innings must be played at an infield position (catcher, pitcher, first/second/third base or short stop). Substitutions for this rule shall be made no later than the beginning of the fourth inning.
2. Fielders - The defensive team may place a 10th player in a true outfield position.
3. Playing Field - the mound shall be 46 feet from home plate.
4. Ball - SAF-5S Baden Level 5 Safety baseball shall be used for all games and practices.
5. Umpires - The home team will provide the home plate umpire and the visiting team the field umpire. At least one of those umpires must be at least 18 years old and must serve as UIC.
6. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the games last inning. However, each hitter may only bat once in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
7. Time Limit - No new inning may begin after two hours of playing time and no pitch may be thrown after two hours and twenty minutes. The game winner shall be determined as that team leading after the last full inning of play. If the game is tied after the last full inning of play the game shall be recorded as a tie.
8. Innings - No more than 6 innings should be played per game.
9. Batting – Each batter will receive no more than 7 pitches. This includes foul balls and bad pitches by the coach. Players not swinging at strikes should be strongly encouraged by the manager/coach to do so. A batting tee cannot be used to assist batters during an 'at bat'.
10. Hit by Pitch - Batters will not be awarded first base if hit by a pitch.
11. Strike Outs - Swinging strike out shall apply. There will be no called third strikes.
12. Walks - Walks will not be awarded.
13. Bunting - Bunting is not allowed.
14. Stealing - Stealing is not allowed.
15. Runner Advance - After a batted ball to the outfield is returned to the infield (within an approximate 50 foot arc of the pitching mound) and controlled by an infielder, runners may advance only to the base they are approaching. However, if a play is made on the runner, the play remains alive. If in the umpire's judgment at the time the ball is controlled a runner is less than half way to the next base he/she will be returned to the previous base.
16. Overthrows - Only one base is awarded on any overthrow, even if the ball remains in play. For example if the first baseman throws to second and overthrows, only one base in total.

ISSAQUAH LITTLE LEAGUE LOCAL RULES

Updated: March 2010



17. Infield Fly Rule - The infield fly rule will not be applied
18. Pitching - An adult from the offensive team will pitch at all times but not closer than half the distance between home plate and the pitcher's plate (rubber). The defensive player assigned the pitching position shall stand within a 10 foot arc of the pitcher and a minimum of 40 feet from the home plate.
19. Athletic protection – All males must wear a cup.
20. Postponed or Suspended Games - Games are not required to be made up or resumed. Managers may upon mutual agreement make arrangements to play.
21. Field Coaches - The defensive team may use two adult field coaches.

A Division - Beginner Coach Pitch

1. Playing Time - Every attempt should be made to allow players to play half of their defensive innings, but no less than 2 innings, in an infield position (catcher, pitcher, first/second/third base or short stop).
2. Fielders - The defensive team may place a 10th player in a true outfield position.
3. Playing Field - the distance between bases shall be 60 feet.
4. Pre-Game Practice - The visiting team may have infield practice for 5 minutes, starting 15 minutes before game time. The home team shall have infield practice for 5 minutes immediately following the visiting team.
5. Balls - SAF-5S Baden Level 5 Safety baseball shall be used for all games and practices.
6. Umpires - The home team will provide the home plate umpire and the visiting team the field umpire. At least one of those umpires must be at least 18 years old and must serve as UIC.
7. Innings – Games will be 5 innings or 90 minutes whichever is shorter.
8. Run Limit - The inning or half inning will end when the offensive team scores 5 runs or the defensive team 3 outs. No more than 5 runs will be recorded per half inning. The 5 run limit will not apply in the games last inning. However, each hitter may only bat once in the last inning. When the game time limit is approaching the two managers and umpire shall agree which inning will be the last.
9. No new inning will begin after 90 minutes. When the game time limit is approaching the managers and head umpire shall agree which inning will be the last.
10. Batting – Each batter will receive no more than 7 pitches. This includes foul balls and bad pitches by the coach. Players not swinging at strikes should be strongly encouraged by the manager/coach to do so. A batting tee cannot be used to assist batters during an 'at bat'.
11. Hit by Pitch - Batters hit by pitch will not be awarded first base.
12. Strike Outs - Swinging strike out shall apply. There will be no called third strikes.
13. Walks - Walks will not be awarded.
14. Bunting - Bunting is not allowed.
15. Runner Advance - After a hit is returned to the infield (within an approximate 50 foot arc of the pitching mound) the runners are allowed to advance only to the next base they are approaching. If in the umpire's judgment at the time the ball reaches the infield a runner is less than half way to the next base he/she will be returned to the previous base. After the ball reaches the infield and runners reach their base the umpire shall call time out.
16. Overthrows - Only one base is awarded on any overthrow, even if the ball remains in the infield (between base paths) even if not controlled.
17. Stealing - Stealing is not allowed.
18. Infield Fly Rule - The infield fly rule will not be applied.
19. Pitching - An adult from the offensive team will pitch at all times but not closer than half the distance between home plate and the pitcher's plate (rubber)... The player assigned to the pitching position will stand within a 10-foot arc of the adult pitcher and a minimum of 40 feet from home plate.
20. Catcher's Mitt - The use of a catcher's mitt is strongly recommended. However, if the catcher's mitt does not fit or is not useable, a fielder's glove may be used.
21. Field Coaches - The defensive team may use two adult field coaches.
22. Athletic protection – All males must wear a cup.
23. Postponed or Suspended Games - Games are not required to be made up or resumed. Managers may upon mutual agreement make arrangements to play.

T-Ball Division

1. Playing Time – Every player shall play the entire game
2. Number of Fielders – Each player on the roster will play defense each inning with a maximum of 6 infielders
3. Playing Field - The pitching mound shall be 40 ft. from home plate. The distance between bases shall be 50 ft.
4. Pre-Game Practice - The visiting team may have infield practice for 5 minutes, starting 15 minutes before game time. The home team shall have infield practice for 5 minutes immediately following the visiting team.
5. Ball - SAF-BST Baden Level 1 Safety baseball shall be used for games and practices.
6. Umpires - The home team will provide the head umpire and the visiting team the field umpire.
7. Field Coaches - the defensive team may use two adult field coaches.
8. Duration of Inning - Each batter will bat once each inning, regardless of the number of outs.
9. Run Limit - Scores will not be kept.

ISSAQUAH LITTLE LEAGUE LOCAL RULES

Updated: March 2010



10. Game Duration/Time Limit - Games shall consist of a minimum of 4 innings or 90 minutes whichever comes first. However, no new inning may begin after 90 minutes of playing time. In addition, play shall be suspended at 8:00 p.m.
11. Batting - A batting tee shall be placed on home plate and the batter shall hit off a tee. The ball must travel at least 10 ft. to be called a hit, otherwise it is considered a foul ball.
12. Batting Safety - a circle will be drawn on the first base side of home plate. Upon hitting the ball, the batter will be required to drop the bat into the circle on their way to first base. Any player who does not drop the bat in the circle will be given a verbal warning by the umpire and his/her manager. A second (or more) occurrence of missing the circle by the same player will result in the batter being called out, play to stop and all runners returned to their previous base.
13. Strikeouts - There shall be no strikeouts to batters.
14. Bunting - Bunting is not allowed.
15. Runner Advance - After a hit to the outfield is returned to the infield (50 feet of the pitching mound), the runners are allowed to advance only to the next base they are approaching, even if a play is made on the runner. If in the umpires judgment at the time the ball reaches the infield a runner is less than half way to the next base he/she will be returned to the previous base. The umpire shall call time out after the runners reach the base they are approaching.
16. Overthrow - No bases are awarded on any overthrow, even when the ball remains in play.
17. Stealing - Stealing is not allowed.
18. Infield Fly Rule - The infield fly rule will not be applied.
19. Pitching - The player assigned the pitching position will stand within a 10 ft. arc of the pitching mound and a minimum of 40 feet from home plate.
20. Catcher - There shall be no catcher at T-ball level.
21. Postponed or Suspended Games - Games are not required to be made up or resumed. Managers may upon mutual agreement make arrangements to play.