

# FORT HUNT LITTLE LEAGUE

## 2024 HOUSE PROCEDURES, POLICIES, AND RULES

### House Procedures and Policies - Applicable to All Divisions

#### A. FHLL Boundary

1. Fort Hunt Little League (FHLL) is bounded by Little Hunting Creek to U.S. Route 1 to Sherwood Hall Lane, East on Sherwood Hall Lane to Schelhorn Road, North on Schelhorn Road by a line extended to Fort Hunt Road via Kimbro Street, Martha's Road, Hollinwood Road, then North on Fort Hunt Road to a point just North of Wake Forest Drive, due East parallel to Wake Forest Drive to the Potomac River and South along the Potomac River to Little Hunting Creek.
2. Players residing or attending school inside this boundary or previously residing within the boundary and playing Fort Hunt Little League are authorized to play with FHLL. Players residing or attending school outside this boundary may play with FHLL under some circumstances upon application to and approval by Little League International. See "Residency Eligibility Requirements," Little League International regulations.

#### B. Player Placement and Player Evaluations Procedures

1. Players are placed in divisions and teams as follows:
  - a. Players in Tee Ball and A Divisions are not required to participate in player evaluations and are placed on teams by the Commissioners considering parent requests, school attendance and previous team placement.
    - i. Players aged 4 by April 1 to league age 6 are eligible for Tee Ball.
    - ii. Player's league age 7 and 8 and not seeking to be placed on teams in the AA Division are eligible for A Division. Players league age 6 may be placed in the A Division if requested by the parents and approved by the A and Tee Ball Division Commissioners and the Player Agents
  - b. Players league age 7 through 12 and seeking to play in AA and through Majors Divisions are required to participate in player evaluations.
    - ii. Players in AA through Seniors Divisions are placed on teams through a seasonal draft.
  - c. Players league age 13 and older seeking to play in Seniors, Juniors or Intermediate Divisions are not required to participate in player evaluations and are placed on teams through a seasonal draft.
2. Player Evaluation Sessions Procedures:
  - a. On behalf of the Board, Player Agents conduct annual player evaluations with the assistance of the Commissioners, Head Coaches, other members of the Board, and when possible independent assessors with high-level knowledge of the game.
  - b. FHLL will schedule two (2) player evaluation sessions prior to the drafts and player selection meetings.
  - c. Player evaluations are conducted by evaluators assigned by Player Agents using a tiered rating scale for players. All potential Head Coaches and Assistant Coaches are welcome to attend the evaluations so they can assess players for their own reference.
  - d. Players must attend at least one of the player evaluation sessions so the evaluators and Head Coaches can properly assess the ability of each player and provide each player a score based on their ability.
  - e. If a player cannot attend one of the player evaluation sessions and provides a reason which is acceptable to the Board, the candidate may be drafted or placed on a team.
  - f. A player's placement during a fall season does not guarantee placement in that same division for the next spring season.

- g. Players that do not attend a player evaluation session, without an acceptable reason, will be placed in the same division as the previous spring season (Exception: League Age 12 into Majors).
- h. Players are evaluated on the following skills:
  - i. Batting for Contact
  - ii. Batting for Power
  - iii. Fielding (ground & fly balls)
  - iv. Throwing (including velocity)
- i. Each skill is graded on a tiered 0 – 10 scale. The highest achievable score by Little League Age will be:
  - i. 10, 11, 12 = 40
  - ii. 9 = 24
  - iii. 8 = 16
  - iv. 7 = 8

### **C. Draft and Player Selection Meeting Procedures**

1. Player drafts for AA Division through Seniors Division are conducted by Player Agents in accordance with Little League International rules and by local provisions established by the Board.
2. For AA through Seniors Divisions drafts, the Commissioners along with the Player Agents coordinate dates. Attendees include the President, Vice President, Player Agents and only the Commissioner and Head Coaches specific to their Division's draft.
3. The player draft and selection pools are based on player evaluation scores and eligibility as finalized by the Player Agents and presented only to those in attendance at the drafts. The process by which player draft pools are established is as follows:
  - a. Seniors Division: includes eligible players league age 13, 14, 15 and 16 eligible for selection and players who are returning from a Seniors team in the same division from the previous season.
  - b. Juniors Division: includes eligible players league age, 13 and 14 eligible for selection and players who are returning from a Juniors team in the same division from the previous season.
  - c. Intermediate Division: includes eligible players league age 13 eligible for selection and players who are returning from an Intermediate team in the same division from the previous season.
  - d. Majors Division: includes all players league age 12; players who are returning from a Majors team in the same division from the previous spring season; or, only players league age 10 and 11 eligible for selection who attended the required number of player evaluations and score a twenty-eight (28) or higher on their evaluation. An exception to the requirement, due to safety of the player, is that a league age 12 be placed into the Majors Division can be made with written approval from the District Administrator, and only if approved by the Board and the player's parents.
  - e. Minors Division: includes all league age 10 and 11 not drafted into Majors; players who are returning from a Minors team in the same division from the previous spring season; or, players only league age 9 and 10 eligible for selection who attended the required number of player evaluations and score a seventeen (17) or higher on their evaluation.
  - f. AAA Division: includes all league age 9 and 10 not placed on a Minors team; players who are returning from a AAA team in the same division from the previous spring season; or, players only league age 8 and 9 eligible for selection who attended the required number of player evaluations and score a nine (9) or higher on their evaluation.
  - g. AA Division: includes all league age 8 and 9 not placed on a AAA team; players who are returning from an AA team in the same division from the previous spring season; or, players only league age 7 and 8 eligible for selection who attended the required number of player evaluations and score a four (4) or higher on

their evaluation.

- h. All remaining league age 7 and 8 not placed on an AA team are placed in A Division.
  - j. Player Agents shall have the ability, at their discretion and after consultation with the applicable Division Commissioner(s) and Training Officer, and upon approval by the President and Vice President, to adjust the minimum score required to be eligible to be drafted or placed for each Division to ensure player draft and selection pools provide the proper number of players.
  - k. The number of teams in each division will be determined by the President, the Player Agents, and the Division Commissioners. In making their determination, Commissioners will base the number of teams on the projected number of registrants and Head Coaches approved by the Board.
  - l. The number of players per team in each Division will be determined by the President, the Player Agents, and the Division Commissioners.
  - m. Unauthorized disclosure of player draft pools is grounds for dismissal from the Board and FHLL.
5. The process by which AA, through Seniors Divisions player drafts are conducted is as follows:
- a. The draft selection order shall be determined by Head Coaches randomly drawing numbers to determine the draft selection order.
  - b. The draft selection rotation follows the results of the Head Coaches' drawing, with the Head Coach receiving Team 1 selecting first, then the Head Coach receiving Team 2 selecting second, and so on through Team #X. The second round will begin with Team #X selecting first and proceed backwards through Team #1. The rotation continues in this "snake" order until the team rosters have been completed.
  - c. At the point in the draft, when the number of returning players and league age 12 in the Majors Division not drafted is same number of draft picks remaining, those returning players and league age 12 players must be the only players eligible from that point forward in the draft.
  - d. FHLL recognizes the following options, which must be submitted in writing (except 5.d.i.) to the Player Agents 48 hours prior to the draft.
    - i. Brothers and Sisters in the Draft: When there are two (2) or more siblings in the draft, and the first brother or sister is drafted by a Head Coach, that Head Coach automatically has an option to draft the other brother or sister no later than the round directed by the Player Agents. If the Head Coach does not exercise the option, the second sibling is then available to be drafted by any team.
    - ii. Players of Head Coach: If a Head Coach has a player eligible under Regulation II for the draft, and wishes to draft them, the Head Coach must submit the option in writing to Player Agents no later than 48 hours before the scheduled draft. If so stated, the Head Coach is required to exercise the option at or before the close of the specific draft round, depending on the league age of their player (see chart in 4(ii)(1)). Head Coach option takes priority over any other option.
      - 1. If an option is submitted in writing for the player of a Head Coach, such candidate must be drafted in or before the following round:

Draft Rounds	League Age			
	Majors	Intermediate	Junior	Senior
5	10	11	12	13, 14
4	11	12	13	15
3	12	13	14	16

- e. Trading may be conducted during the first 24 hours provided trades are first approved by the President, the Division Commissioner and Player Agents.
  - b. At each Division's player draft meeting, Player Agents will distribute the player selection pool.
  - c. Through snake draft, players are allocated amongst teams to achieve an equitable skill and capability balance across teams in each Division.
  - d. Head Coaches may help each other to ensure, to the maximum extent possible, every team can pitch, catch, and hit relatively equally.
  - e. Parent requests are considered as best as possible, without compromising competitive parity amongst teams.
  - f. Player Agents will keep track that teams are balanced with pitchers and catchers.
  - g. Player Agents have final decision authority in all team selections.
  - h. At the conclusion of each draft, Player Agents will collect all draft materials, including player selection pools.
6. Unauthorized disclosure of player selection or draft results is grounds for dismissal from the Board and FHLL.
7. Draft results are quarantined for 48 hours to allow time for Player Agents to contact parents and resolve any issues, if necessary.
8. Head Coaches may only release team rosters and contact player parents when cleared to do so by Player Agents.

#### **D. Selection of All-Star Managers, Coaches and Teams**

1. The FHLL All-Star selection process is conducted by Player Agents and accords with Little League International rules and by local provisions established by the Board.
2. Confidentiality of All-Star deliberations is essential to assure candid discussions of each player. Unauthorized disclosure of All-Star discussions is grounds for dismissal from the Board and the League.
3. All-Star Managers and Coaches Selection Committee and Process
  - a. Any FHLL Head Coach or Assistant Coach that is interested in being An All-Star Manager or an All-Star Assistant Coach must apply to be considered. Only those individuals that have served and were formally rostered with Little League International as a coach during the regular season, as a Head Coach or an Assistant Coach in FHLL during the entire spring season will be eligible to participate in the All-Star Manager and Assistant Coaches selection process. FHLL will not roster coaches at the end of a regular season just to allow a person to manage or coach an All-Star team. The process will be as follows:
    - i. Any FHLL Head Coach or Assistant Coach interested in being an All-Star Manager or Assistant Coach will complete the online application.
    - ii. An All-Star Manager and Coaches Committee will be created to review the applications. The All-Star Manager and Coaches Committee will be made up of the FHLL President, and three other FHLL Board members and three non-Board members, selected by the President in consultation with the Executive Committee. The FHLL President will only vote in the event of a tie. The non-Board members will represent the different player age groups under consideration.
    - iii. The All-Star Manager and Coaches Committee will review and approve a pool of eligible All-Star Coaches and present their recommendations for the All-Star Managers to the FHLL Board. Once the Board approves the All-Star Managers, the All-Star Managers will then select their Assistant Coaches from the list of approved Coaches.
  - b. All-Star Managers may add additional Coaches to their practice staff, but those Coaches will not be

included on the Tournament affidavit or be in the dugout during scrimmages or games. Any additional Coaches working with the players require a completed Little League Volunteer Application and a FHLL administered background check.

#### 4. All-Star Player Selection Committee and Process

- a. The All-Star Selection Committee is comprised of the President, Vice President, Player Agents, and the All-Star Manager. Affected Division Commissioners and/or Head Coaches of players in the age group under consideration may be invited at the discretion of the President if necessary to inform player selection deliberations.
- b. The league will host at least one (1) All-Star informational meeting for interested families outlining player commitment, if selected, to attend all team events (exceptions will be made for illness and school commitments), the All-Star participation fee, the estimated tournament dates, practice dates, and any other team requirements, and grounds for removal from the team for failing to meet expected commitments.
- c. Player Agents conduct player voting among players in AAA Division and higher which have players in Little League International All-Star age-groupings. All eligible players will be placed on the player voting ballot. Each player votes for eight (8) players. Voting is in person or online and by secret ballot. Each player vote will count for one (1) point in the player selection process.
- d. Each FHLL team Head Coach and the two (2) rostered Assistant Coaches per team, in the AAA, Minors & Majors divisions will be allowed to vote for eight (8) players. A minimum of four (4) of those players must be from teams other than their own. Head Coach and Assistant Coach votes will count for three (3) points.
- e. Player Agents tabulate Head Coach, Assistant Coach, and player votes and present the results for review by the All-Star Selection Committee. During this review, players with coachability, sportsmanship, or motivational issues, if any, may be removed from consideration, as well as any players who did not play in at least eight (8) regular season games played by their team (if not accompanied by a valid medical professional's evaluation and diagnosis document). The FHLL Final All-Star Selection Pool consists of the remaining top twenty (20) players.
- f. All-Star rosters shall be between 12 and 14 players. (Exception: The Board may petition the District Administrator for a roster of 11 players if warranted by skilled player availability).
- g. The three (3) available players with the most Head Coach, Assistant Coach, and player votes and acceptable to the All-Star Selection Committee are automatically selected to the All-Star team. The All-Star Selection Committee then selects the next six (6) players. The All-Star Manager selects the remaining three (3) or more players to round out the team. The additional players chosen by the All-Star Manager require approval from the President and Vice President within 48 hours of the All-Star Selection Committee meeting. The President and Vice-President may consult with members of the All-Star Selection Committee, if necessary, before final approval. Approval from the President and Vice President is also required if the All-Star Manager adds additional player(s) to the roster after the All-Star season has started (due to injury, availability, etc.)
- h. Final FHLL All-Star team rosters are quarantined until the release date determined by the President but not sooner than the district release date established by the District Administrator. Unauthorized disclosure of All-Star selection is grounds for dismissal from the Board and FHLL.

#### E. Selection of All-League Teams

1. The League selects All-League players for the AA, AAA, Minors and Majors Divisions at the end of each spring season. The selection of All-League Players is by a combination of Player and Head Coach voting conducted by Player Agents and approved by the All-League Selection Committee. All-League players are then selected onto one of two All-League teams and play one game to showcase their skills usually on All-League Day, which is

scheduled before All-Stars are announced. No other games are scheduled on All-League Day.

2. Confidentiality of All-League deliberations is essential to assure candid discussions of each player. Unauthorized disclosure of All-League discussions is grounds for dismissal from the Board and the League.
3. Selection of All-League Head Coaches and Assistant Coaches: Head Coaches of the two teams with the best regular season record are Head Coaches of the two FHLL All-League teams in each division. Each All-League Head Coach selects Assistant Coaches for the All-League Game from regular season Head Coaches and Assistant Coaches.
4. All-League Roster Size: All-League rosters shall be between 12 and 14 players; more players may be selected to the All-League team if approved by the All-League Selection Committee.
5. All-League Player Selection and Process:
  - a. All-League Selection Committees are comprised of the President, Vice President, Player Agents and the respective Division Commissioner and Head Coaches.
  - b. In AAA, Minors, and Majors Divisions, Player Agents conduct player voting for each All-League team among players. Each player votes for the number of players specified at the time of voting by Player Agents. Voting is in person or online and by secret ballot. In AA Divisions, Head Coaches for each team submit three to four players from their team for consideration.
  - c. Player Agents tabulate player votes. The All-League Selection Committee reviews the voting results (in AA Division the Head Coaches selections) and those players with coachability or motivational reasons, if any, are, with the approval of Player Agents, placed outside the eligible player pool. The FHLL Final All League Player Selection Pool consists of the top 24 or so players remaining under consideration.
  - d. The final list of players is determined by the All-League Selection Committee. All-League Head Coaches then divide the teams as equally as possible keeping players from the same regular season team together when possible. The League schedules an All-League Day and a game is played between the two All-League Teams before All-Stars are announced.
  - e. Final FHLL All-League rosters are quarantined until the release date determined by the President.

## **F. Appropriate Conduct**

1. Anyone in attendance at FHLL events must always abide by the FHLL Code of Conduct (Appendix A) and display appropriate decorum and behavior at our ballfields. FHLL will not tolerate anyone:
  - a. Knowingly violating a Little League or FHLL House Rule.
  - b. Taunting players to delay or disrupt play or engaging in unsportsmanlike conduct or condoning or encouraging unfair play or conduct which could disrupt play or jeopardize safety.
  - c. Disrespecting authority or responding in an un-sportsman-like manner.
  - d. Using obscene, indecent, or abusive language or gestures.
  - e. Attempting to touch or otherwise engage in a physical confrontation.
  - f. Using tobacco products or alcohol at any FHLL event.

## **G. Head Coach Responsibilities**

1. Read and follow the Little League International Rules and FHLL House Rules
2. Model good sportsmanship, fair play, respect for authority, self-control, self-discipline, and encourage proper behavior by Assistant Coaches, parents and spectators at all games, practices, and other activities.
3. Know and follow the FHLL Field Maintenance procedures, expectations and ensure field maintenance is conducted for all pre/post-practices and games (See Appendix B).

4. Complete the annual Little League Volunteer Application and background investigation.
5. Participate in all league sponsored events, scheduled games, and practices to include:
  - a. Coaching fundamentals and First Aid Training
  - b. Spring clean-up field maintenance
  - c. Spring player assessments
  - d. Player agent meeting (if needed)
  - e. Player draft or selection meeting
  - f. Scheduled practices and games.
  - g. When unable to attend practices or games, ensure an appropriate and rostered replacement coach is present.
6. Maintain communication with ball player's parents/guardians throughout the season regarding:
  - a. Practice and Games dates, times, and fields
  - b. FHLL training opportunities
7. Maintain communication with the division commissioner during the season regarding:
  - a. Team/Player issues and concerns
  - b. Compliance with health and safety protocols, when applicable.
8. Responsible for:
  - a. Picking up and distributing uniforms.
  - b. Picking up and returning equipment: catcher's gear, baseballs (practice/game), First Aid kits, scorebooks, tees (AA, A, T-Ball)
9. Schedule field time for conducting practices to instruct and develop players on good mechanics, baseball strategy and rules.
10. Ensure equitable playing time and defensive opportunities for all players per the FHLL House rules.
11. Promptly enter game results and pitch counts no later than 24 hours after game concludes via the FHLL website
12. Complete end of season player assessments

#### **H. Assistant Coach Responsibilities**

1. Read and follow the Little League International Rules and FHLL House Rules
2. Know and follow the FHLL Field Maintenance Procedures/Expectations and ensure field maintenance is conducted for all pre/post-practices and games (See Appendix B).
3. Complete the annual Little League Volunteer Application and background investigation
4. Participate in:
  - a. Coaching fundamentals and 1<sup>st</sup> Aid Training
  - b. Spring clean-up field maintenance
  - c. Spring player assessments
  - d. Player pre-selection meeting (if needed)

e. Player selection meeting for the Minors Division and below.

5. In Conjunction with or in the absence of the Head Coach assist with responsibilities

### **I. Length of Innings and Games**

1. All games start at the scheduled time or not later than fifteen minutes after the last out of the conclusion of a preceding game. The umpire shall keep time and shall advise the scorekeeper of the time the game begins. No new inning shall begin after the time specified in division-specific rules.
2. Head Coaches may confer and agree to postpone a game due to inclement weather or field conditions until an umpire arrives at which time the umpire, after conferring with the Head Coaches, has sole authority to postpone the game.
  - a. With inclement weather forecasted, Head Coaches should designate a “lightning monitor” to monitor the weather.
  - b. When a thunderstorm and/or lightning is 6 to 10 miles away, practice and games must be stopped to immediately remove the players safely from the fields.
  - c. Coaches should wait at least 30 minutes after a storm before resuming games or practices.
  - d. Coaches should familiarize themselves with the Little League Lightning Safety Guidelines.
  - e. Games postponed under this provision shall be re-scheduled by the Division Commissioner for the next available date.
3. Head Coaches may extend the length of a game deemed over by the umpire under the run rules if both teams agree to continue play. The recorded result of the game is determined by the run rule and not the extended play. Extended play will be treated as a scrimmage under game conditions. Umpires have the option to continue to call the scrimmage or depart after they call the game by run rule. Pitch counts will be kept for scrimmage play in this format and reported under normal procedures. Extended play is solely for player development.

### **J. Forfeits and Call-Ups**

1. In A-Ball and higher divisions, teams may start and continue play with a minimum of eight (8) players at the start of the game. Teams unable to field eight (8) players will forfeit the game. In the event of forfeit, either before the start of play or during play, the official score for the game will be recorded as 6-0 for the winning team. If a forfeit occurs during play (for whatever reason), the pitch counts for each team shall be recorded at the time of forfeit.
2. Head Coaches may agree to scrimmage a forfeited game to assure players get on the field. In the event a scrimmage is played, pitch counts will be kept for scrimmage play and reported under normal procedures.
3. Call-up players from the next lower Division may be used to supplement a roster expected to be 9 or fewer players at game time. The process by which a Head Coach requests a call-up player is as follows:
  - a. At the beginning of each season, Division Commissioners, in coordination with Player Agents, will establish a pool of players who are eligible to participate as a call-up player, ensuring players have the skillset to participate in the upper Division. Additional players may be added to the pool during the season.
  - b. When a team needs a call-up player, the Head Coach will contact the Player Agents and the Commissioner of their Division to request a call-up player.
    - i. A Head Coach or an Assistant Coach *shall not* reach out directly to the Commissioner in the lower Division, a Head Coach or Assistant Coach in the lower Division, or a player or their family, or request a specific player or skill level of a call-up player.



- c. The Player Agents and/or the requesting Commissioner will then reach out to the Commissioner in the lower Division to request a call-up player.
  - d. The Commissioner in the lower Division will then reach out to players in the call-up pool to see if a player is available to participate.
  - e. Once a call-up is confirmed, the Commissioner will notify the Player Agents and/or the requesting Commissioner of the available call-up player and provide contact information.
  - f. The Head Coach will then be notified of the call-up player and provided contact information to coordinate.
4. A player who is contacted and accepts a call-up must be considered as if they were an original rostered player from the time of acceptance and must be afforded equal play time with all other rostered players (see 5. Participation in division specific rules). The call-up player may not pitch (Little League Regulation V.3), must play at least nine (9) consecutive defensive outs and bat once (Little League Regulation V.4), and be placed at the end of the batting order.
5. Players may only accept a call-up if they do not have another FHLL commitment for that time period.

**K. Little League Rules and Regulations**

1. Dugout Safety:

- a. Head Coaches and Assistant Coaches are allowed on the field during the game only when they are a base coach or time has been called and receive permission from the umpire to enter the field from the dugout.
- b. Players may only pick up a bat when leaving the dugout to go to the batter’s box to hit; no warmup swings are allowed inside or outside of the dugout. On-deck hitters are NOT allowed in Majors Divisions and below.
- c. Only three (3) rostered coaches may be in the dugout during a game – that means no siblings, no parents, no friends, no animals, etc.; except that other than rostered coaches may attend injured players or players in need in the event of an emergency.
- d. At least one rostered Coach or adult volunteer, who has completed an FHLL background check, must always remain in the dugout during the game. If a team only has two rostered coaches attending a game, the team must use a player-base coach (with batting helmet) while on offense while the remaining rostered coach remains in the dugout.
- d. Players need a mask with dangling throat guard, athletic protective cup, and catcher’s mitt to warm-up pitchers either in the bullpen or on the field before the game and during or between innings. During the regular season, Head Coaches and Coaches are permitted to warm up a pitcher at home plate or in the bullpen at any time including in game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen. Adult non-coaches or non-players may not warm-up pitchers.
- e. Players receiving balls at home plate during team pregame infield warm-ups or receiving pitches from pitchers between innings must wear a mask with dangling throat guard and use a catcher’s mitt.

2. Pitching:

- a. Refer to the Little League Rulebook (Regulation VI – Pitchers) for all pitching rules.

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (NUMBER OF PITCHES)				
		0 Days	1 Days	2 Days	3 Days	4 Days
7-8	50	1-20	21-35	36-50	N/A	N/A

<b>9-10</b>	<b>75</b>	<b>1-20</b>	<b>21-35</b>	<b>36-50</b>	<b>51-65</b>	<b>66-75</b>
<b>11-12</b>	<b>85</b>	<b>1-20</b>	<b>21-35</b>	<b>36-50</b>	<b>51-65</b>	<b>66-85</b>
<b>13-14</b>	<b>95</b>	<b>1-20</b>	<b>21-35</b>	<b>36-50</b>	<b>51-65</b>	<b>66-95</b>
<b>15-16</b>	<b>95</b>	<b>1-30</b>	<b>31-45</b>	<b>46-60</b>	<b>61-75</b>	<b>76-95</b>

- b. Each Head Coach is responsible for knowing when the pitcher must be removed.
- c. A player may not pitch in more than one game in a day, except for Juniors and Seniors Division.
- d. For restrictions regarding players who may be positioned to play both catcher and pitcher during a game, refer to the Little League Rulebook (Regulation VI – Pitchers).
- e. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” are charged against pitching eligibility.
- f. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, if pitcher has observed the required days of rest.
- g. Head Coaches are required to track all pitches by players participating in both FHLL and travel baseball leagues to prevent player injury. Apply the table above to determine proper rest periods for the total of FHLL and travel team pitching. Head Coaches should also pay particularly close attention to monitor players for proper arm care and rest who play the positions of pitcher and catcher for their team and/or a travel league team.
- h.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game provided s/he is eligible based on the pitcher’s record over the previous four days.

Example 4: A league age 12 pitcher delivers 85 pitches in a game on Sunday for a travel team. The pitcher is eligible to deliver 85 pitches for a travel team on Friday. The pitcher instead delivers only 20 pitches for the travel team on Friday so is eligible to pitch for a FHLL team on Saturday.

## **L. Protests**

1. Protests may be lodged in accordance with Official Little League Rules.

## **M. Determination of Division Standings**

1. Regular season division standings, when used, are determined by winning percentage calculated by game points earned divided by games played. Game points calculate at one point for each win, one-half point for each tie and zero points for each loss.

2. Ties in division standings are resolved by:
  - a. Head-to-head win/loss records.
  - b. Then if tied; the number of runs for minus the number runs allowed.
  - c. If still tied, A coin flip.
3. Regular season division standings establish post-season tournament seeds.

#### **N. Rules Specific to Post-Season Division Tournaments**

1. Only teams that complete twelve (12) or more regular season games are eligible for post-season Division tournament play. The President, with concurrence from Division commissioners, may waive this rule.
2. The President selects single or double-elimination play based on the Division and time available to complete the required number of games.
3. Rules for post-season tournaments are the same as the regular season except those games play into extra innings if tied and do not end by a specific time limit.
4. Tournament games called for darkness are settled by the score at the end of the last full inning so long as four (4) innings have been completed. If tied at that point, the game continues the next available date until a winner is declared.
  - a. Regular season win-loss records determine initial seeding for FHLL post-season tournaments (See Determination of Division Standings House Rule F.2).
  - b. The highest seeded teams are Home in the First Round.
  - c. Subsequently, teams winning in the prior round are Home.
  - d. If two winning teams from the prior round meet, the one without a tournament loss is Home.
  - e. If two teams without a loss meet, the highest seeded pre-tournament team is Home.
  - f. Teams coming out of the losing bracket are Visitors.

## FHLL House Rules – Tee-Ball Division

### 1. Rules

- a. The 2024 Little League Baseball Rules and Regulations will govern all play not covered below.

### 2. Scoring

- a. Scores are not kept in Tee Ball.

### 3. Length of Innings and Games

- a. Games are considered started at the scheduled time and end when three (3) innings are completed, or one (1) hour has elapsed.
- b. An offensive half-inning completes when the offensive team has batted through once.
- c. Head Coaches confer and postpone a game due to weather or field conditions as agreed.

### 4. Batting Regulations

- a. Batting is by continuous order of the players present and can be changed from inning to inning.
- b. Balls hit must pass through the arc for the ball to be considered in fair territory.
- c. No bunting.

### 5. Field Provisions

- a. A batting arc is set 15 feet from home plate.
- b. First and third base are 45 feet from home plate.

### 6. Participation

- a. There will be no catcher in Tee Ball.
- b. Players will rotate positions every inning, ensuring that all players get equal opportunities at all positions.
- c. All players play a position in the field in each inning. Two pitchers may be used as needed. Extra players should be placed in the outfield.

### 7. On-Field Coaches

- a. The defensive team may utilize two (2) coaches in the field.
- b. The offensive team may have two (2) adult base coaches and an adult "Tee-Helper" who may assist and coach the batter.

### 8. Home Team Duties

- a. Occupy the first base dugout.
- b. Clean their dugout area before leaving the field.

### 9. Visiting Team Duties

- a. Occupy the third base dugout.
- b. Clean their dugout area before leaving the field.

### 10. Determination of Division Standings

- a. Tee Ball does not record standings.

## FHLL House Rules - Single A Division

### 1. Rules

- a. The 2024 Little League Baseball Rules and Regulations will govern all play not covered below.

### 2. Scoring

- a. Scores may be kept during each game but are not recorded at the conclusion of each game.

### 3. Length of Innings and Games

- a. No new inning shall begin after one and a half (1.5) hours of play.
- b. An offensive half-inning shall be complete when either three (3) outs have been made or four (4) runs have been scored, whichever occurs first.

### 4. Call-Across

- a. Single A teams may start and continue play with eight (8) players or as agreed between Head Coaches.
- b. Head Coaches may call-across players from other teams in A Division to supplement a roster expected to be short at game time. If a call-across player is needed, the Head Coach shall reach out to the A Division Commissioner who will find a call-across player from another team in the division.

### 5. Pitching

- a. Pitching shall be by Coach Soft-Toss on a knee, on a bucket or a standing position 20-25 feet from the batter.

### 6. Participation:

- a. Even Play Time: Every effort should be made to even out the number of defensive innings played by each player during the season.
- b. Late Arrivals: Players arriving after the start of a game are placed at the end of the continuous batting order and bat when their turn next occurs.
- c. Batting Order: Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury, or late arrivals.
- d. Participation: Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning, and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
- e. Defensive Positioning: Traditional infield positioning is required (i.e. – one pitcher), with a 4<sup>th</sup> old fielder allowed as a replacement for catcher. Outfielders should be positioned in the grass, and not on the infield dirt.
- f. Infield Play: Within the first four (4) innings of a game, players in A Division must play at least two (2) defensive innings in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the Head Coach.
- g. Defensive Play: Within the first four (4) innings of a game, players must play two (2) different positions.
- h. Returning After Injury: A player removed due to injury may return to the game in their original batting slot.
- i. Replacement: An injured or ill base runner is replaced with the player from the same team who made the last out.

## **7. Batting Regulations**

- a. Batting is by continuous order of players present.
- b. The initial batting order for each game shall not be changed except to accommodate late arrivals, which are added to the end of the batting order.
- c. No bunting. Bunting is a "dead ball" situation, and the batter incurs a "strike."
- d. A batter is out if the batter:
  - i. Records a 3rd strike with a missed swing, or
  - ii. Receives five (5) hit-able pitches unless the batter fouls off the fifth hit-able pitch in which case the batter is out only upon receiving a sixth hit-able pitch without fouling it off.
- e. Every swinging strike is considered a hit-able pitch.

## **8. Base Running**

- a. No runner may advance when the Player Pitcher has received the ball within ten (10) feet of the pitcher's block.
- b. No runner may advance more than one (1) base beyond the last base legally touched when, in the umpire's judgment, a ball is thrown to the Player Pitcher within ten (10) feet of the pitcher's block to end a play regardless of whether the Player Pitcher catches or stops the ball.
- c. The umpire shall call "dead ball" when a batted ball hits the Coach Pitcher and shall award the batter runner first base and each other runner one (1) base beyond the base occupied when the ball was batted.

## **9. On-Field Coaches**

- a. The defensive team may deploy two (2) adult coaches in the field.
- b. The offensive team may deploy two (2) adult base coaches.

## **10. Home Team Duties**

- a. Occupy the first base dugout.
- b. Prepare and line the field before game time.
- c. Clean their dugout area before leaving the field.

## **11. Visiting Team Duties**

- a. Occupy the third base dugout.
- b. Clean their dugout area before leaving the field.
- c. Return the field to proper playing condition following the game.

## **12. Determination of Division Standings**

- a. The Single A Division does not record standings.

## FHLL House Rules - AA Division

### 1. Rules

- a. The 2024 Little League Baseball Rules and Regulations will govern all play not covered below.

### 2. Scoring

- a. Scores are kept and recorded for each game.
- b. Games tied at the end of time limit or at the conclusion of the sixth inning are recorded as ties and not resolved.

### 3. Length of Innings and Games

- a. No new inning shall begin after two (2) hours of play.
- b. An offensive half-inning shall be complete when either three (3) outs have been made or four (4) runs have been scored by the offensive team, whichever occurs first.

### 4. Forfeits and Call-Ups

- a. No team can start play or continue to play with less than eight (8) players. Team unable to field eight (8) players will forfeit the game (see House Rule J.1). Head Coaches may scrimmage with less than eight.
- b. Head Coaches may call-up players from A-Ball Division teams may be used to supplement a roster expected to be short at game time. If a call-up player is needed, the Head Coach shall follow Call-Up Procedures outlined in Hour Rule J.3.

### 5. Pitching

- a. Player-pitch will be done throughout the entire season during the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> innings with plate umpires calling balls and strikes as available.
  - i. For player-pitch innings, the strike zone will include “at the letters” to “bottom of the knees” with the benefit of the doubt being extended to the pitcher on all close calls, particularly those involving the inside and outside corners. Umpires, as available, will call pitches for the first three innings, interpreting the strike zone as appropriate to keep the game moving.
  - ii. The pitching distance will be forty (40) feet from the back of home plate to the front of the pitching rubber, on flat ground.
  - iii. If a pitcher hits three (3) batters in an inning, the pitcher must be removed from the pitching position.
  - iv. Pitchers, once removed from the mound, may not return as pitchers.
  - v. No player shall play catcher after they have pitched in a game.
  - vi. Any player who has played the position of catcher in three or more innings in a game is not eligible to pitch on that calendar day.
    - i. No pitcher shall play catcher during their mandated rest periods. See Rule K.2. for daily pitch counts and mandatory rest.
  - vii. Within 24 hours of the completion of each game, Head Coaches shall report the names of pitchers and the number of pitches thrown via the season shared Google Form. Teams that fail to record their pitch counts within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.
- b. Coach-pitch will be done throughout the entire season during the 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> innings.
  - i. A coach or adult designee (the “Coach Pitcher”) from the offensive team pitches to their team from a standing position in line with home plate, the pitching block and second base from 30-35 feet from the batter.
  - ii. The Coach Pitcher pitches in an overhand motion and delivers a firm pitch (not a soft toss or

lollipop pitch).

- iii. The coach that is pitching may instruct the batter in between pitches but may not coach/instruct after delivery of the pitch and before the batter swings.
- iv. The Coach Pitcher shall accept the ball from the player pitcher and shall not themselves retrieve a ball from the field of play.
- v. If a batted ball hits the Coach Pitcher, a ball bucket or a device used to hold baseballs, the ball is “live” and play shall continue.

## 6. Participation

- a. Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
- b. Players arriving after the start of a game are placed at the end of the continuous batting order and bat when their turn next occurs.
- c. Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
- d. Within the first four (4) innings of a game, every player must play at least two (2) defensive innings in the infield and one (1) inning in the outfield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at first base and finish at third base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the Head Coach.
- e. No player may play the pitcher position for more than one defensive inning during Coach-Pitch Innings. If a player pitched during Player-Pitching innings, they are ineligible to play pitcher position during Coach Pitch innings.
- f. Every player present at the start of any game must play four (4) complete defensive innings; except that in cases of shortened games, where a player does not play four (4) defensive innings, the player must be a “starter” in the next scheduled game.
- g. Violations of participation rules shall be corrected on the spot when discovered.
- h. A player removed due to injury may return to the game in their original batting slot.
  - i. An injured or ill base runner is replaced with the player from the same team who made the last out.

## 7. Batting

- a. During player pitch-innings, a batter is Out if the batter records a 3<sup>rd</sup> strike when called by the umpire or a missed swing.
- b. During player-pitch innings, no player will be given a “based on balls.” After a pitcher delivers “ball four” a batting tee will be used to attempt to put the ball in play. Specifically, a coach or umpire will place the tee directly on home plate, with the height adjusted to the player’s belt. The result of the batted ball in play stands. To be counted as “in play” the ball must be struck by the bat (i.e. a ball that goes into fair territory that was never touched by the bat is ruled a “swing and miss,” not a “ball in play.” Batters are allowed one “courtesy” strike – defined as a swing that misses the ball (i.e. swing and miss, or bat only hits the stem of the batting tee). On a second “swing and miss” the batter is declared Out. Foul balls are not counted as strikes for the second strike (but are counted as a first strike, including the “courtesy strike” i.e. a batter hitting off the tee that fouls on the first swing and hits only the tee on the second swing is out).
- c. During coach-pitch innings, the batter shall be given a maximum of five (5) hittable pitches. If the batter does not swing at the 5th or subsequent pitch, the batter shall be called out. A foul ball on the 5th or subsequent pitch cannot be counted as the last pitch.
- d. Balls and Strikes will not be called during coach-pitched innings. There are no walks or bases awarded due to the batter being hit by a coach-pitched ball. However, a batter is Out if the batter records a 3<sup>rd</sup>



strike with a missed swing.

- e. A batter may attempt to advance to 2<sup>nd</sup> Base if the batted ball lands on the outfield grass in the air or if there is an attempt to throw the runner out at 1<sup>st</sup> Base and the ball gets past the first baseman. “Gets past”, “overthrow”, and similar concepts are defined as a ball that the player who the throw was intended for does not catch the ball and must take more than two steps to retrieve.
- f. No bunting. An intentionally bunted ball is a “dead ball” and the pitch is called a “strike.”
- g. Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury, or late arrivals., which are added to the end of the batting order.

## **8. Base Running**

- a. All runners may advance one (1) base on an overthrow at their own risk. If the defensive team chooses to try to make a play on the runner taking the additional base that results in ANOTHER overthrow, one (1) additional base may be taken for each subsequent attempt made against a runner.
- b. An attempt by an infielder to throw out an advancing runner keeps the ball alive.
- c. A base runner may attempt to advance two (2) bases if the batted ball lands on the outfield grass in the air or if there is an attempt to throw the batter out at 1<sup>st</sup> Base and the ball gets past the first baseman.
- d. A runner who has not advanced past the halfway point of the base path when the ball is declared dead shall be returned to the previous base.
- e. Runners are not permitted to steal any base.
- f. A Head Coach may choose to use a courtesy runner for the catcher and/or player pitcher in the next inning when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out (Little League Rule 7.14(b)). A courtesy runner is not allowed for the pitcher in coach pitch innings.

## **9. Defensive Regulations**

- a. The defensive team shall play with only three (3) players in the outfield positions unless the team only has eight (8) players in which event they must play two (2) players in outfield positions.
- b. Outfield players must be positioned at least ten (10) feet beyond the outfield grass cut and not on the infield dirt.
- c. Outfield players may put out a runner at any base only by throwing the ball to an infielder. The outfield player is not allowed to tag the base or the baserunner to record an out. However, an outfielder may act as a back-up during a run-down scenario.
- d. Infield fly rule is not applicable.
- e. Dropped third strike is not applicable.
- f. The catcher shall wear all regulation protective gear to include a catcher’s mitt and be positioned properly behind the plate in the catcher’s box.
- g. No coaches are permitted to be positioned in the field of play.

## **10. Dead Ball**

- a. The ball is dead once secured by an infielder in fair territory on the infield dirt or infield grass.

## **11. Home Team Duties**

- a. Occupy the first base dugout.
- b. Provide one home plate umpire (when not provided by the League) and 2 game balls.
- c. Provide pitching eligibility and a starting lineup to the opposing Head Coach prior to the start of game
- d. Prepare and line the field before game time.
- e. Keep the official score book.

f. Clean their dugout area before leaving the field.

**12. Visiting Team Duties**

- a. Occupy the third base dugout.
- b. Provide 2 game balls.
- c. Provide pitching eligibility and a starting lineup to the opposing Head Coach prior to the start of game.
- d. Clean their dugout area before leaving the field.
- e. Return the field to proper playing condition following the game.

**13. Umpire Duties**

- a. The home plate umpire will call balls and strikes from behind the mound and make out calls at bases, fair ball and foul ball calls.
- b. The field umpire will make out calls at bases, fair ball and foul ball calls and assist the other umpire as needed.

**14. Determination of Division Standing**

- a. The AA Division does record standings and regular season division standings establish post-season tournament seeds.

## FHLL House Rules – AAA Division

### 1. Rules

- a. The 2024 Little League Baseball Rules and Regulations will govern all play not covered below.

### 2. Scoring

- a. Scores are to be kept and recorded for each game.
- b. Games tied at the end of time are recorded as ties and are not resolved.

### 3. Length of Innings and Games

- a. No new inning shall begin after two (2) hours of play.
- b. In the first through fourth innings, an offensive half-inning shall be complete when either three (3) outs have been made or four (4) runs have been scored by the offensive team, whichever occurs first.
- c. In all subsequent innings, an offensive half-inning shall be complete when either three (3) outs have been made or five (5) runs have been scored by the offensive team, whichever occurs first.

### 4. Forfeits and Call-Ups

- a. No team can start play or continue to play with less than eight (8) players. Team unable to field eight (8) players will forfeit the game (see House Rule J.1). Head Coaches may scrimmage with less than eight.
- b. Head Coaches may call-up players from AA Division teams may be used to supplement a roster expected to be short at game time. If a call-up player is needed, the Head Coach shall follow Call-Up Procedures outlined in House Rule J.3.

### 5. Pitch Count Management

- a. Each team shall be responsible for maintaining its own pitch count during the game and
- b. Within 24 hours of the completion of each game, Head Coaches shall report the names of pitchers and the number of pitches thrown via the season's shared Google Form. Teams that fail to record their pitch counts within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.
- c. See Rule K.2. for daily pitch counts and mandatory rest.

### 6. Participation

- a. Even Play Time: Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
- b. Late Arrivals: Players arriving after the start of a game are placed at the end of the continuous batting order and bat when their turn next occurs.
- c. Batting Order: Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury, or late arrivals.
- d. Participation: Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning, and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
- e. Infield Play: Within the first four (4) innings of a game, players must play at least two (2) defensive innings in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the Head Coach.
- f. Defensive Play: Within the first four (4) innings of a game, players must play two (2) different positions.

- g. Returning After Injury: A player removed due to injury may return to the game in their original batting slot.
- h. Replacement: An injured or ill base runner is replaced with the player from the same team who made the last out.
- i. Courtesy Runner: A Head Coach may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out (Little League Rule 7.14(b)).

#### **7. Home Team Duties**

- a. Occupy the first base dugout.
- b. Supply the umpire with two (2) new balls at the start of each new game.
- c. Provide pitching eligibility and a starting lineup to the opposing Head Coach prior to the start of game.
- d. Prepare and line the field before game time.
- e. Keep the official score book.
- f. Clean their dugout area before leaving the field.

#### **8. Visiting Team Duties**

- a. Occupy the third base dugout.
- b. Supply the umpire with two (2) new balls at the start of each new game.
- c. Provide pitching eligibility and a starting lineup to the opposing Head Coach prior to the start of game.
- d. Clean their dugout area before leaving the field.
- e. Return the field to proper playing condition following the game.

#### **9. Determination of Division Standings**

- a. The AAA Division does record standings and regular season division standings establish post-season tournament seeds.

## FHLL House Rules - Minors Division

### 1. Rules

- a. The 2024 Little League Baseball Rules and Regulations will govern all play not covered below.

### 2. Scoring

- a. Scores are kept and recorded for each game.
- b. Games tied at the end of time are recorded as ties and not resolved.

### 3. Length of Innings and Games

- a. No new inning shall begin after two (2) hours of play.
- b. An offensive half-inning shall be complete when either three (3) outs have been made or five (5) runs have been scored by the offensive team, whichever occurs first.

### 4. Forfeits and Call-Ups

- a. No team can start play or continue to play with less than eight (8) players. Team unable to field eight (8) players will forfeit the game (see House Rule J.1). Head Coaches may scrimmage with less than eight.
- b. When starting or continuing play with eight (8) players, an out will be called when the team batting reaches the spot of the missing batter (Little League Rule 6.05(n)).
- c. Head Coaches may call-up players from AAA Division teams may be used to supplement a roster expected to be short at game time. If a call-up player is needed, the Head Coach shall follow Call-Up Procedures outlined in Hour Rule J.3.

### 5. Pitch Count Management

- a. Each team shall be responsible for maintaining its own pitch count during the game and report pitch count totals to the opposing team after each half inning.
- b. Within 24 hours of the completion of each game, Head Coaches must report the names of pitchers and the number of pitches thrown via the season's shared Google Form. Teams that fail to record their pitch counts within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.
- c. See Rule K.2. for daily pitch counts and mandatory rest.

### 6. Participation

- a. Even play time: Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.
- b. Late arrivals: Players arriving after the start of a game are placed at the end of the continuous batting order and bat when their turn next occurs.
- c. Batting order: Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury, or late arrival.
- d. Participation: Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
- e. Infield Play: Within the first four (4) innings of a game, players must play at least one (1) defensive inning in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the Head Coach.

- f. Defensive Play: Within the first four (4) innings of a game, players must play two (2) different positions.
- g. Returning after injury: A player removed due to injury may return to the game in their original batting slot.
- h. Replacement: An injured or ill base runner is replaced with the player from the same team who made the last out.
- i. One Foot in Batter's Box. After entering the batter's box, the batter must remain in the box with at least one (1) foot throughout the at bat. Visit Little League Rule 6.02 (c) for list of eight (8) exceptions. If a batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter.
- j. Courtesy Runner. A Head Coach may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out (Little League Rule 7.14(b)).

#### **7. Home Team Duties**

- a. Occupy the first base dugout.
- b. Supply the umpire with two (2) new balls at the start of each new game.
- c. Provide pitching eligibility and a starting lineup to the opposing Head Coach prior to the start of game.
- d. Prepare and line the field before game time.
- e. Keep the official score book.
- f. Clean their dugout area before leaving the field.

#### **8. Visiting Team Duties**

- a. Occupy the third base dugout.
- b. Supply the umpire with two (2) new balls at the start of each new game.
- c. Provide pitching eligibility and a starting lineup to the opposing Head Coach prior to the start of game.
- d. Clean their dugout area before leaving the field.
- e. Return the field to proper playing condition following the game.

#### **9. Determination of Division Standings**

- a. The Minors Division does record standings and regular season division standings establish post-season tournament seeds.

## FHLL House Rules - Majors Division

### 1. Rules

- a. The 2024 Little League Baseball Rules and Regulations will govern all play not covered below.

### 2. Scoring

- a. Scores are to be kept and recorded for each game.
- b. Games tied at the end of time are recorded as ties and not resolved.

### 3. Length of Innings and Games

- a. No new inning shall begin after two (2) hours of play.
- b. An offensive half-inning shall be complete when three (3) outs have been made.
- c. Run Rule:
  - i. If after three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall end, and the score and pitch counts be recorded.
  - ii. If after four (4) innings (three and one-half innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall end, and the score and pitch counts be recorded.
  - iii. If after five (5) innings (four and one-half innings if the home team is ahead), one team has a lead of eight (8) runs or more, the game shall end, and the score and pitch counts be recorded.
  - iv. If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more respectively, the home team must bat in its half of the inning.
  - v. A game determined by the 15/10/8 run rule, shall be considered a regulation game.
  - vi. Head Coaches may choose to extend the game under scrimmage conditions to allow for player development. The official score will be the recorded when the run rule is invoked. Pitch count will continue to be kept and recorded until the scrimmage ends. Umpires have the option to remain or depart for the scrimmage portion.

### 4. Forfeits and Call-Ups

- a. No team can start play or continue to play with less than eight (8) players. Team unable to field eight (8) players will forfeit the game (see House Rule J.1). Head Coaches may scrimmage with less than eight.
- b. When starting or continuing play with eight (8) players, an out will be called when the team batting reaches the spot of the missing batter (Little League Rule 6.05(n)).
- c. Head Coaches may call-up players from Minors Division teams to supplement a roster expected to be short at game time. If a call-up player is needed, the Head Coach shall follow Call-Up Procedures outlined in House Rule J.3.

### 5. Pitch Count Management

- a. Each team shall be responsible for maintaining its own pitch count during the game and report pitch count totals to the opposing team after each half inning.
- b. Within 24 hours of the completion of each game, Head Coaches must report the names of pitchers and the number of pitches thrown via the season's shared Google Form Teams that fail to record their pitch counts within 24 hours of a completed game, shall only be allowed to pitch players up to twenty (20) pitches in their next scheduled game.
- c. See Section K.2. for daily pitch counts and mandatory rest.

### 6. Participation

- a. Even Play Time: Every effort should be made to even out the number of defensive innings played by each player during the season and in post-season play.

- b. Late Arrivals: Players arriving after the start of a game are placed at the end of the continuous batting order and bat when their turn next occurs.
- c. Batting Order: Teams will utilize a continuous batting order. The initial batting order for each game shall not be changed during the game except to accommodate early departures, illness, injury, or late arrivals.
- d. Participation: Except for illness or injury, no player sits out a second (2nd) defensive inning until all other players have sat out one (1) inning, and no player sits out a third (3rd) inning until all other players have sat out two (2) innings. For the purposes of players sitting, an inning is considered three (3) outs in the same half inning.
- e. Infield Play: Within the first four (4) innings of a game, players must play at least one (1) defensive inning in the infield. To meet this requirement, if a player starts an inning at an infield position, they must complete that inning in an infield position (i.e. start at pitcher and finish at first base). After the requirement is met, a player may switch from the infield to the outfield within an inning as directed by the Head Coach.
- f. Defensive Play: Players must play more than one defensive position each game (exception: starting pitchers in Majors).
- g. Returning After Injury: A player removed due to injury may return to the game in their original batting slot.
- h. Replacement: An injured or ill base runner is replaced with the player from the same team who made the last out.
- i. One Foot in Batter's Box: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Visit Little League Rule 6.02 (c) for list of eight (8) exceptions. If a batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter.
- j. Courtesy Runner: A Head Coach may choose to use a courtesy runner for the catcher and/or pitcher of record when there are two (2) outs. The courtesy runner must be the player in the batting order who made the last out (Little League Rule 7.14(b)).
- k. Uncaught 3rd Strike: The uncaught 3rd Strike rule is in effect for the Majors Division.

## **7. Home Team Duties**

- a. Occupy the first base dugout.
- b. Supply the umpire with two (2) new balls at the start of each new game.
- c. Provide pitching eligibility and a starting lineup to the Head Coach prior to the start of game.
- d. Prepare and line the field before game time.
- e. Keep the official score book.
- f. Clean their dugout area before leaving the field.

## **8. Visiting Team Duties**

- a. Occupy the third base dugout.
- b. Supply the umpire with two (2) new balls at the start of each new game.
- c. Provide pitching eligibility and a starting lineup to the opposing Head Coach prior to the start of game.
- d. Clean their dugout area before leaving the field.
- e. Return the field to proper playing condition following the game.

## **9. Determination of Division Standings**

- a. The Majors Division does record standings and regular season division standings establish post-season tournament seeds.



## FHLL House Rules – Intermediate, Juniors and Seniors Division

### 1. Rules

- a. The 2024 Little League Baseball Rules and Regulations will govern all play as well as any modify rules of play to conform with inter-league agreements.

## APPENDIX A - FHLL CODE OF CONDUCT

### 1. General

- a. Fort Hunt Little League (FHLL) spectators, volunteers and players are expected to conduct themselves in a civil and respectful manner and shall refrain from inappropriate conduct at FHLL events. FHLL events include FHLL clinics, practices, games, meetings, and special events conducted under the aegis of FHLL or any Little League International-affiliated event.

### 2. Definitions

- a. Inappropriate Conduct includes bullying, offensive or abusive language or gestures, using tobacco products of any kind, violating Little League International or Fort hunt Little League rules or procedures, and unsportsmanlike conduct such as disrespecting authority; taunting or chattering to disrupt opponents; encouraging unfair play; jeopardizing safety; delaying, disrupting or preventing play; and inappropriate physical contact.

### 3. Reporting and Disciplinary Actions

- a. Inappropriate conduct shall be reported to the FHLL President for action. Those individuals or teams found to have committed offenses pursuant to this section are subject to such disciplinary action as FHLL may deem appropriate. Disciplinary actions include warnings, reprimands, suspensions, banning from FHLL events including all facilities used by FHLL, and forfeiture of one or more games. All decisions by FHLL are final. Suspected violations of the civil code shall be reported to the police. FHLL may suspend attendance at FHLL events while investigations are underway provided there is a reasonable certainty that a serious offense has occurred whether or not a verdict has been rendered.

## APPENDIX B - FHLL FIELD MAINTENANCE GUIDELINES

### Pre-Game and Pre-Practice Field Maintenance

- Check the entire field for hazards (insecure bases, holes in the ground / fencing).
- If standing water exists or field is soft and leaves foot impressions when walking on it, consider postponing the game because the field is unplayable.
  - Repair minor issues with rake, drag, and/or infield mix from the stockpile (if available).
    - Report major issues to your Division Commissioner or FHLL Fields Director.
- Fold nicely into a triangular/pie shape and remove tarps outside the field of play.
  - If tarp has standing water, use multiple people to drag tarp and water off the field.
- Drag / groom the skinned (dirt) areas level and smooth around Homeplate and each base.
- Moisten the skinned (dirt) areas (if water is available).
- Rake, fill, groom and tamp mound area in front of the pitching block and at landing area.
- Line the batter's box and foul territory lines using batter's box template and the reel/string/stakes.
  - Stake the string at the base of Homeplate and then stake straight to each foul pole.

- **DO NOT PAINT** lines on the grass without a string.
- Use white paint for marking foul territory lines in the grassy areas.
  - **DO NOT PUT** chalk onto the grassy areas; use chalk only on skinned (dirt) areas.

#### **Post-Game and Post-Practice Field Maintenance**

- Remove bases and insert base anchor sleeves with base plugs. Place bases in storage areas.
- Drag the skinned (dirt) areas at least 12 inches from the edge of all grassy edges.
  - Do not pull drag onto grass when finished. Lift drags off the infield dirt when finished.
  - **STORE THE DRAG** with MESH SIDE UP and drag resting on horizontal solid bar.
- Rake loose dirt from the grass along the base paths, the mound circle, and infield edge back towards the skinned (dirt) areas. **DO NOT RAKE DIRT TOWARDS GRASS EDGES.**
  - Rake base paths in the same direction that baserunners run. **DO NOT** rake **ACROSS** base paths.
- Rake, fill, groom and tamp the mound and home plate areas.
- Rake, fill, groom and tamp bull pen mounds.
- Replace and tamp any loose divots in turf areas.
- Moisten the skinned (dirt) areas (if water is available).
- Replace mound and home plate tarps.
- Clean out the dugouts of trash and debris.
- Dispose of trash and recycling in and around the field, dugouts, and bleacher areas.