



# 2017 T-Ball 4/5 Local Rules

The Menomonee Falls Little League is dedicated to the development of all baseball & softball players within our organization. The following Local Rules are in place to ensure fairness of play and equal opportunity for all players regardless of skill levels. The rules contained herein are to be used in conjunction with the 2017 Little League Baseball & Softball national rules.

1	Ages	Division	Ages	League Age – See Calculator Below
		T-Ball	League Ages 4 and 5	<a href="http://www.littleleague.org/leagueofficers/determine_league_age/league_age_calculator.htm">http://www.littleleague.org/leagueofficers/determine_league_age/league_age_calculator.htm</a>
2	Boundaries	Same as the Parent Little League		
3	Assignment of Players	Players will be assigned by draft, placing approximately 10 players, by age, on each team.		
4	Number of Players	Division	Defensive Team	Offensive Team
		T-Ball	(8) Players	All Players Present for Game
5	National Playing Rules	Unless superseded by one of the above rules, all rules published in the Little League 2017 Official Regulations and Playing Rules will apply. Penalties for rule violations will be handled in accordance with these rules.		
6	Batting Order	<p>Players shall bat in the order they are listed on the official game card. The game card must be turned in to the Game Umpire before the game begins. A continuous batting order will be used so that all players participate. <b>No player can start a game as the first batter a second time unless all the players started the game as the first batter.</b> The Line-Up Grid must be exchanged between Managers fifteen (15) minutes prior to the start of the game. Players arriving after the start of the game will be placed in the next open space on the game card and will bat in that position. No late arriving player may be placed in the lineup after (3) innings have been completed. The Game Umpire and Opposing Manager must be notified of the new arrival. Players that choose voluntary leave before the end of a game shall have their Manager notify the Game Umpire and Opposing Manager of the exact time that the player must leave, before the game starts. The Player's batting spot becomes blank, shall not be filled by a late arriving player, and shall be skipped over when the batting turn comes. Players with emergency leave from a game shall immediately leave, their batting spot becomes blank and is skipped over when a batting turn comes.</p>		
7	Courtesy Runners	<p>Courtesy Runners are allowed for reasons of injury, provided the injury occurred on a play in the game. The last player that has been called out for the offensive team will be the Courtesy Runner, even if the out occurred in the previous inning. If a courtesy runner is needed before an out has been registered in the game, the Opposing Manager will choose the courtesy runner. <b>No Courtesy Runner shall be allowed in a game for any player who enters the game with an injury.</b></p>		



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<b>8</b>	<b>Defensive Play and Participation</b>	<p>There is free substitution of defensive players; no player may play more than (1) inning at the same position in the same game. If a player does not sit out an inning during a game in which the player bats due to the game going less than (6) innings, then the player shall sit out the first inning of the next game the player plays. No player shall play any of the following positions (First Base, Second Base, Shortstop, Third Base, Pitcher) more than (1) inning during a game until all of the player's teammates have played (1) inning at any of the above identified positions during a game. A player must play at least (1) inning in the outfield. Prior to the start of the 5th Inning, Managers and Coaches shall substitute and rotate players per above.</p>
		<p>No player shall sit out more innings in a game than any of the player's teammates until all players on the team have sat out the same number of innings.</p> <p><b>Example 1:</b> Before a player can sit out (2) innings, all players on the team must have sat out (1) inning.  <b>Example 2:</b> Before a player can sit out (3) innings, all players on the team must have sat out (2) innings.</p> <p><b>Predefined participation grids are available from <a href="http://www.fallslittleleague.org/">http://www.fallslittleleague.org/</a>.</b></p>
		<p>Managers and Coaches are expected to comply with the Mandatory Participation Rules as set forth by the MFL. Mandatory Participation Rules must be complied with prior to the start of the 5<sup>th</sup> Inning.</p>
<b>9</b>	<b>Exemption from Participation Rules</b>	<p>If any safety concerns or other reasons are brought about by the participation rules as stated in Local Rule 8, only the player's parent(s) may request that their child be exempt from these rules. The request must be made to both the Manager and Division Player Agent by the player's parent(s) before any exemptions are made to the participation requirements as stated. The Division Player Agent will discuss the request with the parent(s) and Manager, then issue a decision based on that discussion.</p>



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10	Duration of Game	Division	Innings	Time Limit
		T-Ball	(6) Innings	(1.00) Hours
		<p><b>Game Time Limit Applications:</b></p> <p>The Game Umpire (Home Plate Umpire) will keep the official time of the game start. <b>Actual start time, Not Scheduled start time determines official game start. The Game Umpire will verify time limit with both Managers at the ground rules discussion. At the actual start of the game, the Game Umpire will announce start time to both Managers and re-verify time limits at same announcement.</b></p> <p>An inning that begins with less than 15 minutes remaining in the time limit will be declared the last inning. At the top half of the last inning, the Game Umpire will announce to both Managers the time limit situation and declare the last inning. Note that the next half inning begins (be it top half or bottom half) immediately when the last out is recorded in the previous half inning. Should the Game Umpire fail to announce or declare a last inning and that inning begins with less than 15 minutes remaining in the time limit, the Game Umpire can at any time after the inning starts, declare the last inning. At the conclusion of the declared last inning the game shall be over, regardless if time remains in the time limit. Games tied when the declared last inning is over will be recognized as 1/2 win and 1/2 loss, not as a suspended game. <b>Last inning will be limited to five (5) runs.</b></p>		
11	Side Retired	(3) Outs or (5) Runs.		
12	Run Rule	If after a game has become a regulation game, one team has a lead of 15 runs or more at the completion of an inning, the Manager of the team with the least runs must concede victory to the opponent.		
13	Base Contact	The "Base Contact Rule" will be played just as it reads in National Playing Rule 7.08 (a) (3): <b>"Any runner is out when...the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag..."</b>		



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15	<b>Pitching</b>	<p>The ball shall not be pitched. The ball shall be hit from a Tee, which shall be set upon home plate. It shall be the Umpire's responsibility to remove the batting tee from the plate area should any play involve a runner attempting to score. The mound area shall be defined as a chalked outline, (10) feet in diameter surrounding the pitching plate. The player occupying the defensive position of pitcher must have both feet on the pitching plate and all other players must be at least as far from the batter as the pitcher until the ball is hit. If not the PENALTY is:</p> <p>A. The batter reaches first base and no other force out occurs, the ball remains in play.</p> <p>B. If the batter is out at first base on a force or any other force out occurs on the play, the out is nullified, the batter is awarded first base and all runners advance one base. The ball becomes "dead" when the pitcher has control of the ball in the mound area. An appeal can be made prior to the next pitch.</p>
16	<b>Stealing</b>	Stealing is not allowed.
17	<b>Tagging Up</b>	Tagging up is not allowed.
18	<b>Base Running</b>	<p>If a runner leaves the base before the bat crosses the tee, the ball is dead and shall be ruled "no-play". The team will receive a warning from the Game Umpire and all subsequent runners on that team who leave early will be called out. The ball will be declared dead on this call and the replayed. Base running shall be one base to one base (station to station) at all times, regardless of the hit ball or the defensive play.</p>
19	<b>Bunting</b>	Bunting is not allowed.
20	<b>Infield Fly Rule</b>	There is no Infield Fly Rule.
21	<b>Fair Ball</b>	<p>Same as Conventional Baseball. The batter must take a full swing.</p> <p>To be a fair ball, a batted ball must go beyond the 15' radius marked on the infield. This shall be a chalked line extending 15' from the point of home plate from foul line to foul line, in fair territory. A batted ball not hit beyond the 15' radius will be declared a foul strike. A batted ball that is fielded before the ball goes beyond the 15' radius will be declared a foul strike. If a batter hits only the tee, it is a foul ball and a strike. If a batter misses the ball completely, it shall be declared a swinging strike. Three strikes, with the third one a swinging strike and the batter is out. Half swings and bunts are not allowed, and shall be declared a swinging strike. A batted ball hit fair that then rolls back inside the 15' radius is a fair ball.</p> <p>NOTE: Runner hit by a ball will NOT be declared out. Due to the proximity of players in base paths due to the smaller diamond and infielders playing in front of the base path the ball must be considered being hit to the back of the infielder when it touches the runner.</p>



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22	<b>Overthrows</b>	Overthrows, whether out of play, in play, fair or foul, shall be ruled a dead ball and no base runner may advance. This is to encourage defensive play.
23	<b>Coaches</b>	Two adult base coaches are allowed. Coaches may offensively coach at 1st and 3rd base. They shall not stand near their batters. Defensive players may be coached from the bench area or in the outfield. <b>Any Coach who locates him/herself in the outfield to Coach Defensively must be a Coach of Record on the Team and must wear the MFL issued Coach's Shirt.</b> Defensive Coach's in the outfield must be positioned in such a manner as not to interfere with any play and are not allowed to touch the ball or the players during a play. Defensive Coach's positioned in the outfield are allowed to coach players where to throw the ball. There shall be no more than (2) defensive coaches in the outfield during an inning.
		<b>All Coaches of Record for any Team in any Division of the MFL must wear the MFL issued Coach's Shirt in order to be on the field. Designated bench parent is not required to wear a MFL coach's shirt.</b>
24	<b>Throwing the Bat</b>	If a player throws the bat, the Game Umpire shall warn the player after the play is completed. Once a player has been warned, that individual shall be called out should their bat be thrown again. The out will be called after the play is completed. With less than two outs prior to the bat being thrown, runners who advanced during the play maintain possession of that base. If the batter makes the 3rd out by throwing the bat, the side is retired and no runners may advance, therefore no runs can score in this situation.
25	<b>Player Talk and Chatter</b>	Talk and chatter will be allowed by defensive and offensive players; however, no opposing players' names shall be used. Managers, Coaches, Players, and Fans should always refrain from "rattling" opposing players. Yelling in unison will not be permitted, if in the judgment of the Game Umpire it is done to rattle opposing players. The catcher may not talk to the batter or yell, "swing batter" or make negative or derogatory remarks. Offensive players cannot intentionally attempt to distract the pitcher.
26	<b>Suggested Double First Base Rules</b>	Runner should use the orange base on initial play at first base, unless the fielder is drawn to the side of the orange base, in which case the runner could go to the white base and the fielder to the orange. Runner is never out for touching the white base rather than the orange base, nor safe if fielder touches the orange base. Once a runner reaches first base, the runner must then use the white base. Please Stress Safety Factor!!
27	<b>Chin Straps</b>	<b>Helmets shall require a chinstrap.</b>
28	<b>On-Deck Batters</b>	Not allowed.



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29	<b>Batting Helmets</b>	<p>Little League approved batting helmets must be worn at all times by all offensive players at all divisions while on the field of play during a regulation game, regardless if play is live, time is out, or between innings. The playing field is defined by the fair and foul ball territories bounded by the enclosed fence. This rule applies to the Batter, On-Deck Batter, Base Runner(s), Retired Base Runner(s), Courtesy Runner, Substitutions, Player Coach, Bat Boys/Girls, Ball Boys/Girls. Once on the field of play, the Batting Helmet shall not be removed for any reason. The only reason a Batting Helmet may be removed on the field during a regulation game will be to attend to an injured player.</p> <p>Penalties:            First and Second Offense in a Game: Team Warning. Subsequent Offenses: The offending player shall be ruled out. If the offending player is the on-deck batter, a retired runner, a courtesy runner, substitute or player coach, the current batter shall be ruled out. Multiple offenses occurring after the third offense will result in a report to the Umpire-In-Chief who in conjunction with the MFL Executive Board will rule if further action is necessary.</p> <p><b>Please Note: This rule is intended for the Safety of all Players at All Divisions.</b></p>
30	<b>Catchers</b>	<p><b>A batting helmet with face mask MUST be worn by all catchers at all times.</b></p>
31	<b>Player Ejections</b>	<p><b>Rule 4.07</b>            "When a manager, coach, or player is ejected from the game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game." <b>The Menomonee Falls Little League will enforce this National Playing Rule.</b></p>