



2022

VILLAGE BASEBALL

HOUSE RULES

GAME DAY REQUIREMENTS

HOME TEAMS

- ✓ Drag fields AFTER game
- ✓ Keep score/pitch count (official scorebook in shed)
- ✓ Get 2 new baseballs from the snack bar

VISITING TEAMS

- ✓ Take out/set up pitching machine for first game of the day
- ✓ Take out/set up bases for first game of the day
- ✓ Put away pitching machine for the last game of the day
- ✓ Put away bases for the last game of the day

TAKING INFIELD (optional)

- ✓ Visiting team - 25 minutes prior to the game
- ✓ Home team - 15 minutes prior to the game
- ✓ Managers meeting – 5 minutes prior to the start of the game
- ✓ If there is not enough time for both teams to have 10 minutes, split time equally
- ✓ No team shall allow players on the infield dirt (including the mound) prior to the visiting team taking infield

MISCELLANEOUS

- ✓ Any game protest must be based on a rule challenge, not a judgment call.
- ✓ Protests must be made in writing to the Umpire-In-Chief, within 24 hours, citing the specific rule violated and how it affected the game.
- ✓ All teams/parents responsible for cleaning their dugout/bleacher area after every game

VILLAGE MINOR B RULES

- The key to a season is to develop the players, especially as many pitchers and catchers as possible for your team
- Know your Little League rule book rules and restrictions in terms of rest days and pitch counts, including how they affect the catcher position
- Know your rules for 9-year-old pitchers (maximum 2 innings per game total not per player; 1 pitch = 1 inning; etc.) Multiple offenders subject to suspension by Board/Rules Committee vote
- No drop 3rd strike rule for the entire season
- Make sure your players use approved bats (USA Baseball). Multiple offenders subject to suspension by Board/Rules Committee vote
- Familiarize yourselves with the Little League rules book for all new rules (i.e., No stealing signs, etc.), but do not bring your rule book onto the field
- During the regular season, free substitutions are allowed on defense to avoid players sitting multiple innings in a row.
- During the regular season, continuous batting order in effect (bat the entire lineup)
- For In-House tournament, post season tournament rules are in effect (i.e., bat 9 players, no free subs on defense, etc)
- Games may start with 8 players. If you are short, contact the Player Agent for pool players from a lower division

FIRST HALF RULES

- ❖ No Bases on Balls
- ❖ On Ball 4 thrown by a kid pitcher, a coach will pitch to complete the at-bat. The batter inherits his/her strike total. The coach will throw up to 4 pitches to cause the ball to be put in play or the player to strike out. A foul ball on the last pitch will extend the at-bat by 1 pitch.
- ❖ Coaches will pitch from the same distance as the kid pitchers so the batter may get used to the distance of the pitch
- ❖ No bunting on coach pitches
- ❖ No stealing on coach pitches
- ❖ No walks on coach pitches
- ❖ No hit-by-pitch on coach pitches
- ❖ When a coach pitches, the kid pitcher will take a defensive position next to the coach pitch but no closer than the pitching rubber
- ❖ A batted ball that hits the coach pitcher shall be treated the same as if hitting an umpire

- ❖ Stealing of home plate or advancing home on an overthrow allowed only once per inning.
- ❖ One base awarded on an overthrown ball. The goal is to encourage players to try to make plays, not to have a track meet.
- ❖ One defensive coach allowed in the outfield
- ❖ Coach pitchers cannot instruct from the mound

SECOND HALF RULES

- ❖ Bases on balls may occur
 - ❖ Coach pitching is over
 - ❖ Runners may run at will on overthrows (unless the ball is out of play). This is not meant to encourage a track meet. Try to continue to teach sound baseball to prepare the players for the next level; not exploit weaker players by gambling they cannot make a play
 - ❖ Home plate is open for stealing at will
- Contact the Umpire-In-Chief for any rained-out game to be rescheduled. When possible, they will be played on the first available Sunday, if another date cannot be found
 - Little League mercy rule in effect for all games. (10 after 4 or 15 after 3) If a mercy rule game is called, the remaining time up to 2 hours may be used as developmental play if both managers agree. Pitch count rules will be followed.
 - Minor B games shall be 6 innings with no new inning after 1:50. Prior to daylight savings, games may be shorter if insufficient light as determined by the umpires.
 - The number of coaches assisting during games to be determined by the umpire for regular season games (at least 4)
 - If a batter cannot appear in his place in the batting order (late arrival, leave early, bathroom), his/her place shall be skipped without penalty. On a second bathroom break, the batter will be ruled out.
 - Unless 3 outs are recorded, a 5-run cap for innings 1-5 shall be in effect all season. The 6th inning shall be uncapped
 - In House Tournament seeding shall be by blind draw. The whole regular season is for practice. Play nice. Play fair. Develop the pitching and players