

HASTINGS COMMUNITY LITTLE LEAGUE

MINOR SENIOR DIVISION GAME RULES 2025

Any rules not covered below will be governed by the Little League Rule Book

- Line Up Forms** - Line Up forms for each game must include all rostered players along with their jersey numbers and starting positions. Line Up form must also include manager and coaches – three adults. If there are only two adults, then one adult must stay in the dugout during at bats and a player wearing a helmet may be placed in a coaches' box.



HASTINGS LITTLE
LEAGUE BASEBALL

LINE UP SHEET

TEAM Hastings
DATE: MM-DD-YYYY

	STARTING LINE UP	#	POS	SUBSTITUTION
1	Mickey	18	4	A B
2	Donald	35		A B
3	Goofy	25	7	A B
4	Daisy	34	2	A B
5	Pluto	9	3	A B
6	Bashful	20	9	A B
7	Dorey	22	5	A B
8	Peter	3		A B
9	Tigger	11	6	A B
10	Woody	37	1	A B
11	Mad Hatter	20	8	A B
12	Geppetto	7		A B
13				A B
14				A B
15				A B

COACH: Larry
COACH: Curdy
MANAGER: Moe

2. **Player Limit** - 9 defensive players allowed in the field. If a team has less than nine players, then a team may play with eight players (9th spot being automatic out). If less than eight, teams may lend each other players to get a game in. If there are eight to start, late arrivals may play if they are included on the line-up sheet prior to the game.
3. **Run limits for Games**
 - a. Innings one to five – maximum of five runs per half inning.
 - b. Sixth - open inning but the offensive team can only bat a total of 12 times and must follow their submitted line up order.
4. **Mercy Rule**
 - a. 15 runs after three innings (2 ½ if the home team is ahead)
 - b. 10 runs after four innings (3 ½ if home team is ahead)
 - c. 8 runs after five innings (4 ½ if home team is ahead)
5. **Stealing Home** – A player on 3rd base can attempt steal home on a passed ball.
 - a. Scenario: R3 cannot attempt to steal home on a throwback to the pitcher unless the ball is overthrown and passes the pitcher's rubber. The ball is live, which will allow R3 to attempt to steal home at their own risk.
 - b. Scenario: R2 attempting to steal 3rd base, ball is thrown to 3rd base in attempt to put out the runner is a live ball and if overthrown the play may continue and R3 can attempt to steal home.
6. **Game Time Length** - For league and interlock games played at Hastings and Falaise Fields, no inning shall start after **2 hours**. **Time limit starts from the first pitch.** (the time limit will be reviewed by the executive if games consistently run long)
7. **Players Sitting** - All players must play at least 2 innings in the infield unless it is deemed unsafe for the player due to his/her ability and skill level. Players can only sit for a maximum of 2 innings per game. No player can sit for a 2nd inning until all players have sat at least 1 inning. See Safety rule for exceptions.
8. **Safety Risk Exception** – in cases where the coach deems it unsafe for a player to play infield positions, then these exceptions must be approved by the Minor Division Coordinator and Board Executive. Coaches must also speak to the parents of the player(s) regarding the safety concerns and explain why they feel that it is unsafe for the player(s) to play in the infield and update the parents on the player's progress as the season progresses. As these players develop and improve, they may be removed as a safety concern. If the parents do not agree with the coaches' safety risk assessment of their child, then they can then speak to either the player Agent and Minor Division Coordinator, and their child will be further evaluated by members of the HCLL Board. Players deemed as a safety concern must be noted on the line up sheet so that the umpire and opposing team are aware.
9. **Batting** - All players on a team batting order will bat. **Batting order should be adjusted for interlock games to reward players who do not regularly have the opportunity to bat in a higher position during league games.**
10. **Pitching:**
 - a. **Pitching Distance:**

- i. Players 9 years of age and younger are permitted to pitch from 42 feet during the **first and second innings only**. Starting from the third inning until the end of the game the pitching distance will be 46 feet for ALL pitchers.
- ii. If a 10- or 11-year-old pitches in the first or second inning, the pitching distance will be 46 feet.
- iii. **Starting May 1st**, the pitching distance will be 46 feet from the beginning to the end of the game for ALL pitchers.

b. General:

- i. Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
- ii. A pitcher once removed from the mound cannot return as a pitcher.
- iii. Pitch counts as per the rule book will be in effect. The manager must remove the pitcher when said pitcher reaches the pitch count limit for his/her league age as follows:
 - 1. 11-year-old – 85 pitches per day
 - 2. 9- and 10-year-old – 75 pitches per day
- iv. Exception: If a pitcher reaches the pitch limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 - 1. That batter reaches base.
 - 2. That batter is put out
 - 3. The third out is made to complete the half-inning.
- v. A pitcher who delivers 41 or more pitches in a game CANNOT play the position of catcher for the remainder of that day.
- vi. Any player who has played the position of catcher in 4 or more innings in a game is NOT eligible to pitch on that calendar day.
- vii. Pitchers must adhere to the following rest requirements.
 - 1. If a player pitches 66 or more pitches in a day, four (4) calendar days if rest must be observed.
 - 2. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - 3. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - 4. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - 5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to

notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

The scorekeeper or another game official must be designated as the official pitch count recorder. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor division.

A player may not pitch in more than one game in a day.

Pitching Notes

- The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warmup pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
- Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against a pitcher's eligibility.
- 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, provided said pitcher has observed the required days of rest.
- Pitchers who hit three batters in one inning or four times in one game will be removed as pitcher but not from the game.

11. **Base Running** - If the pitcher has the ball while standing on the rubber and the catcher is in the receiving position, all runners must return to their bases. If there is a runner on third base, the umpire has the discretion to call "time" to stop delays. (ie. Catcher running up the line chasing runner.)

Stealing/advancing from first base to second base is permitted without a batted ball or walk. Stealing/advancing from second and third to the next base(s) is also permitted without a batted ball or walk. A ball put into play is live regardless of the number of errors, runners may advance at their own peril.

12. **Call-Ups**: Teams may call-up 7-8-year-old from the Rookie division, with priority given to older players.
- a. A player may not be called up more than **3 times** to play on a Major team.
 - b. Division Coordinators must be informed of the call up.

- c. Call up players may play two games in the same day but **may not play** two games more than once per week.
- d. The player is not allowed to pitch.
- e. The player must wear their own team jersey.

13. **Rainouts**

- a. Umpire to make decision on start of game if weather is poor. If rained out before full four innings (3 ½ if Home team is ahead); the team can continue and complete the game or the game is cancelled. If game is cancelled, each team is awarded a “0” score. A win is “2” a tie is “1” and a loss is “0”.

14. **Additional Game Rules**

- a. Managers / Coaches may wear “Golf Course” attire which may include a polo shirt or Hastings branded t-shirts, shoes must be appropriate **closed toe shoes**. NO: Cut-off or torn jeans, torn shirts or tank tops.
- b. Unlimited substitution of players during games except for pitching and back catcher as per rules stated above
- c. Time does not need to be called to send players to the washroom or to the bullpen.
- d. Coaches may warm-up pitchers between innings including in the bull pen as long as one coach remains within the dugout and a spotter is in place.
- e. An adult must always in the dugout. Coaches may spot if team is short a player.
- f. **No food allowed in the dugouts** unless a defined medical condition has been identified.
- g. When a team is on defense, the coaches are to remain in the dugout or at minimum in the doorway (one foot in the dugout). **NO BUCKETS or STANDING OUTSIDE OF THE DUGGOUTS**
- h. We are attempting to maximize the number of innings played per game, so coaches are encouraged to move quickly to setup their teams between innings. Defensive positions for the next inning should be assigned in advance.

Reviewed and approved by Hastings Board of Directors **Updated 2025**