



## **2010 Local Rules**

**Kernersville Little League 2010 Local Rules and Policies**  
**General Local Rules**

1. The home team manager has the responsibility to submit the game record to the boardroom within 24 hours. Managers that fail to submit a Game Record are Not Eligible to participate in their next game.
2. Protest must be submitted in writing in accordance with 4.19(e) and accompanied by a \$25.00 filing fee. The filing fee will be refunded if the decision of the Protest Committee results in favor of the Manager. Any other decision results in forfeiture of filing fee.
3. In the Minor and Machine Pitch division, a courtesy runner **must** be used to run for the catcher of record provided there are two outs in the inning. The courtesy runner shall be the player who made the second out. The Pitcher of record may not be used as a courtesy runner. If the Pitcher of record made the second out the player who made the first out shall be the runner.
4. **Teams are limited to three practice session per week during the pre-season. Teams are limited to two practice session per week after the games begin.** No Practice may last more than two hours. Weeks are defined as Sunday through Saturday.
5. Any practice scheduled by the Manager at a facility where charges to the player or parents are involved will be considered optional with no penalties. Managers are NOT permitted to charge parents a fee when using off site facilities.
6. A PRACTICE is a gathering of more than (4) players from the same team. A PRACTICE GAME is counted as a regular practice. The use of batting cages and rotating players in small numbers at different time intervals will count as a team practice.
7. **A continuous batting order shall be utilized by all divisions (pending inter-league rules). No special pinch runner is allowed with continuous batting orders.**
8. The home team shall occupy the Third Base dugout.
9. All Managers must provide a \$75.00 deposit to be used as collateral for equipment. Checks will be destroyed at end of season when equipment is returned.
10. Every Manager is required to have a copy of the Local Rules and Little League Rule book at all times while participating in games.
11. Pool play will be utilized at the Jr / Sr level for both baseball and softball. The Player Agent for both divisions will be responsible for maintaining the list of pool players.
12. Rainouts and suspended games will be made up the next available make up day. Sunday and Wednesday are the league make up days. Unless directed otherwise by the umpire in chief. ( Kevin Corlett)
13. Any team that fails to report for concession stand duty with a minimum of 4 (2 adults) workers will result in the suspension of the Manager for the next **TWO** games.

## **Pitching Rules for 2010 Season (Baseball)**

Kernersville Little League will be following Regulation VI Option 2 pitching rules. The changes are listed below and take effect January 1 2010. Listed below are the highlights of the option we have chosen. Manager must learn and be knowledgeable of the Green Rule Book in addition to the items listed below.

Pitchers League age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar days of rest is required.

### **Pitches allowed per game based on age**

League age 17-18	105 pitches per day
League age 13-16	95 pitches per day
League age 11-12	85 pitches per day
League age 9-10	75 pitches per day
League age 7-8	50 pitches per day

A pitcher once removed from the mound cannot return as pitcher in the Major and Minor Division

Junior, Senior and Big League Division ONLY: A pitcher remaining in the game, can return as a pitcher anytime in the remainder of the game, but only once per game.

**Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. Therefore if a player remains at 40 pitches or below the player may be moved to the position of catcher.**

**League ages will be determined by the Little League Age Chart  
published each year for all divisions.**

**Tee-Ball 5 and 6 Year Olds**

1. Defensive players must change position each inning. No Player may play the same position more than one inning in the game. No scores or standings are to be kept.
2. Games are to be 3 innings
3. No catcher position and everyone plays defense.
4. All players must play in the infield at least one inning per game.
5. Runners may not advance on overthrows.
6. When an out is made, the runner must return to the bench. However, batting through the lineup is still in effect even if 3 or more outs are made.
7. **All batters will be given 4 pitches to hit. In the event that a fair ball is not hit, the tee will be used.**
8. Every player bats each inning. Each player will always bat behind the same person each game. The batting order will remain the same the entire season unless a child is absent. If a child comes late they will be placed in their proper batting order.
9. A Rotating lineup will be in effect. Example; 1<sup>st</sup> inning 1-12  
2<sup>nd</sup> inning 2-1  
3<sup>rd</sup> inning 3-2  
Next game; 1<sup>st</sup> inning 4-3 and so on

**Machine Pitch Baseball Age 6, 7, and 8**

1. No Player may play a single position more than two innings in a game.
2. All players must play a minimum of two innings in the infield every game.
3. Batters may receive up to four pitches to hit a fair ball. The batter is out after receiving 4 pitches or 3 strikes. The batter can foul an unlimited number of foul balls. Batter may not bunt.
4. No new inning may start after 1 hour and 45 minutes. Games that are tied after 6 innings or past time limit will remain as ties and not be completed.
5. **No player will sit two consecutive innings.**

6. Play will stop when an infielder has control of the ball in the infield and is not attempting to make a play on a runner. Note: Control means the ball is in his glove or hand and the fielder is within the infield and in fair territory (within the foul lines).
7. A maximum of 10 defensive players are allowed on defense.
8. If the machine operator or machine is accidentally hit by a ball, the ball is alive unless it rolls foul prior to passing 1<sup>st</sup> or 3<sup>rd</sup> base. If the ball rolls foul it will not be counted as pitch and the batter will return to the batter's box.
9. The child pitcher must remain behind the pitching machine until the ball is hit.
10. A runner more than halfway between bases will be permitted to advance to the next base. If the runner is less than halfway, the runner must return to the previous base unless it is occupied. The lead runner's position will determine all runners behind him.
11. Two defensive coaches will be allowed on the field.
12. The coach or manager on the pitching machine is the umpire for the entire field.  
**(No Umpire provided)**
13. Seven year olds MUST play in this division. Eight year olds not drafted into minors must play in this division.
14. Six year olds may try out for this division.
15. Standings and score will be kept. Home team is responsible for turning in game reports.

**Parents who sign up their children for this division understand that their child may not be drafted and will be sent back to Tee ball. Parents must pay the Machine pitch division fee and refunds will not be granted for kids who are not drafted.**

### **Minor Baseball Age 8, 9, and 10**

1. No new innings may start after 1 hour and 45 minutes. Tie games, suspended games, or rainouts will be scheduled on the next available makeup day.
2. All 9 year olds must play in this division. Ten year olds not drafted into the MAJORS must play in this division.
3. Little League Rule Book covers all other areas.
4. **No Player will sit two consecutive innings.**
5. Eight year olds may tryout for this division. Parents who sign their children up for this division understand that a child may not be drafted and will be sent back to Machine pitch. Parents must pay the Minor division fee and refund will not be granted for kids who are not drafted.
6. There will be a 5 run per inning rule in affect.

## **Major Baseball Age 10, 11, and 12**

1. No inning may start after 1 hour and 45 minutes. Tie games, suspended games, or rainouts will be scheduled the next available makeup day.
2. Player's league age 10 may tryout for this division.
3. **10 year olds who try out for the Major Division will be eligible for the Major division the entire year. There will be no hold down letters. If a 10 year old does not wish to play in the Major Division they must remove their name prior to the Major Division tryouts. Any 10 year old that participates in the Major Division tryout will be ineligible for All Stars for that season if they refuse to be called up to the Major Division at any time during the season.**
4. **No Player will sit two consecutive innings.**
5. Little League Rule Book covers all other areas.
6. Ten year olds who try out for this division are not guaranteed to be drafted and will have to return to minor division if not selected.
7. All 11 and 12 year old players MUST be drafted in this division.

## **JR / SR Baseball**

1. No inning may start after 2 hours and 45 minutes. Tie games, suspended games, or rainouts will be scheduled the next available day.
2. Little League Rule Book covers all other areas.

Note: Interleague Rules may apply for JR & SR baseball when Interleague games are played.

## **Draft Procedures**

In 2009 Plan A (Method for existing League) will be used in the Major division and higher for both Baseball and Softball. In Minors and lower division Plan A (Method in first year operation) will be used.

In 2010 Plan A (Method in first year operation will be used in ALL division of play.  
Re Draft)

The Little League Operation Manual has detailed explanations of both methods.

### **Highlights of Plan A Method of first year operation draft.**

1. No coaches of record protection at any level. Only the Manager's child protected based on age chart provided by Little League
2. Coaches of record may NOT be named until after team selections
3. Siblings must be drafted in back to back rounds.
4. No Sponsor protections. If you draft a sponsor's child you MUST take the sponsorship. This could result in a manager changing sponsors even after having the same sponsor for numerous seasons.
5. Prior Season record does not determine draft order. Teams will randomly draw numbers. Example: With 8 teams - Draft order would be 1-8, 8-1, 1-8 until rosters are full.
6. Trades are not allowed until after the draft is completed.
7. Siblings will be drafted in back to back rounds.
8. Managers children at the minor division and below will be selected in the 5<sup>th</sup> round (and 6<sup>th</sup> if there are siblings). Major division manager's children will be drafted depending on age.

12 year olds-3<sup>rd</sup> round

11 year olds-4<sup>th</sup> round

10 year olds-5<sup>th</sup> round

Siblings will still be drafted back to back.