

Civitan/Highland Minor Interleague

Ground Rules for the 2011 Little League Season

Field and Pregame

Home team will provide 2 new game balls per game

Home team will be responsible for pre-game dressing of the field

- Both teams will assist with post game cleanup

Home team will keep the official book in the scoring booth located behind home plate

Game Times

Highland Little League games

- No inning may start after 90 minutes unless there is a tie, drop dead time is 2 hrs

Civitan Little League games

- Monday through Friday, games drop dead at the 90 minute mark
- Saturday games are drop dead at the 2 hour mark

Basic play rules

Only 3 board approved manager/coaches in the dugout while the game is in progress

- No swapping managers/coaches for offense or defense purpose

Lineups will include player first and last name, jersey number and positions

No player may sit on the bench defensively for more than one inning at a time

With 2 outs, the offensive team may pinch run for the catcher. Runner must be the last recorded out

When the offensive team scores 5 runs in an inning, that half inning shall be ended

- There will be no unlimited run innings, all innings carry the 5 run limit

Advancing on passed balls is allowed per LL Rules from the beginning of the season

Signed pitch count sheets will be given to the official scorekeeper prior to the start of the game

- Failure to possess your pitch count sheets could result in forfeiture of game(s)

Winning manager will send the score of the game to scores@highlandlittleleague.net to be recorded

Max Pitch Count Information

7-8 year olds, 50 pitches ... 9-10 year olds, 75 pitches ... 11-12 year olds, 85 pitches

Pitchers throwing 40+ pitches may not catch, catchers may not pitch after 4 innings of catching duties

21-35 pitches = 1 day rest ... 36-50 pitches = 2 days rest ... 51-65 = 3 days rest ... 66+ = 4 days rest