

San Ramon Little League

2016 House Rules

Majors

- M1. Green Book Rules.
- M2. Uncaught Third strike is invoked(6.05b)
- M3. 10-run rule will be used, as per Green Book.
 - a. After losing team's 4th at bat
- M4. Continuous batting option elected per Green Book (Rule 4.04).
- M5. Every player must play in the field for 3 innings.
 - a. Exceptions: The 3rd inning rule is not enforced in a shortened game (rain, darkness, 10-run).
- M6. There will be a 50 pitch count with hard stop.
 - a. We move back to Green Book pitch count on April 16th.

AAA

- AAA1. Modified 10-run rule.
 - a. Is in place...
 - i. If, at the completion of the visiting teams 5th at bat the home team is up by 10 or more runs; the game is over.
 - ii. If, at the end of the home team's 5th at bat the visitors are up by 10 or more runs; the game is over.
- AAA2. No new inning shall begin after 2 hours from the start of the game.
 - a. Once an inning begins, it shall be completed unless the umpire or UIC determines the game needs to be called due to darkness, inclement weather, or any other unsafe conditions.
- AAA3. If a scheduled game follows, then the game must end 30 minutes prior to the next scheduled game.
 - a. Allows for field prep and infield for the next teams.
- AAA4. Exception to the 5-run rule.
 - 1. The 6th inning.
 - 2. Any inning which begins at 1:45 hours from the start of the game.
 - 3. Over the fence (cones) home run. All runs count. Ground rule double only five runs total may score.
- AAA5. Continuous Batting option elected per Green Book (Rule 4.04).
- AAA6. Pitch count as followed:
 - a. March 35 HARD STOP
 - b. April 50 HARD STOP
 - c. May 75 and you may finish the batter
- AAA7. 3-1 rule is in effect.
 - a. Every player must play 3 innings per game in the field with each

player playing 1 in the infield per game.

- AAA8. A catcher that catches 3 innings may only pitch 40 pitches max hard stop.

AA

- AA1. Modified 10-run rule
- a. Is in place...
 - i. If, at the completion of the visiting teams 5th at bat the home team is up by 10 or more runs; the game is over.
 - ii. If, at the end of the home teams 5th at bat the visitors are up by 10 or more runs; the game is over.
- AA2. No new inning shall begin after 2 hours from start of game.
- a. Once an inning begins, it shall be completed unless the umpire or UIC determines the game needs to be called due to darkness, inclement weather, or any other unsafe conditions.
- AA3. If a scheduled game follows, then the game must end 30 minutes prior to the next scheduled game.
- a. Allows for field prep and infield for next teams.
- AA4. Exception to the 5-run rule.
1. The 6th inning.
 2. Any inning which begins at 1:45 hours from the start of the game.
 3. Over the fence (cones) home run. All runs count
Ground rule double only five total runs may score.
- AA5. No runner shall be allowed to advance on over throws from the catcher to any base on a pitched ball. The catcher is encouraged to attempt to throw all runners out if there is a legitimate chance of getting him/her out as we are trying to develop catchers for the next levels.
- b. On a pickoff play by a catcher, if the runner advances and is safe, he must return to the original base. If tagged out they are out.
 - c. This rule is in effect throughout the preseason, regular season and post season.
 - d. Example: Runners on first and third, runner on first steals, catcher overthrows second base, runner on third cannot score unless a play is made from the field to third base.
- AA5. A batter cannot advance past first base on a walk, hit by pitch, catcher interference.
- AA6. Stealing of home is not permitted on a wild pitch or passed ball, or overthrow from the catcher to the pitcher.
- a. A runner may advance to home on any ball put in play to an occupied base from a player other than the catcher. If any play

originates with a throw from the catcher, the runner may not advance.

- AA7. Delayed steals are not allowed. Run must return to original base.
 - a. March & April 35 Pitch HARD STOP
 - b. May 50 pitch limit. You may finish a batter
- AA8. 4-2 rule is in effect.
 - a. Every player must play 4 innings per game in the field with each player playing 2 in the infield per game.
- AA9. A catcher that catches 3 innings may only pitch 40 pitches max hard stop.

A

- A1. No new inning shall begin after 1:45 hours from the start of the game.
 - a. 35 pitch hard stop maximum per player until April 15th. 50 pitch maximum for the rest of the season.
- A2. A player can only pitch 2 innings max; per game.
 - a. Supplementary to pitch count rules
- A3. No unapproved Pitchers helmets are to be worn by pitcher.
- A4. Pitcher (kid) throws (7) seven pitches, or (4) balls before a coach will come in and throws 3 pitches.
 - a. If, the batter does not hit the ball fair in three pitches; player is out.
 - b. Exception: the batter is not retired on an uncaught foul ball.
- A5. No Walks.
- A6. Coaches and Parents can warm up pitchers.
- A7. Nine players in the field and outfielders must be on the grass.
- A8. No bunting allowed.
- A9. No stealing allowed.
- A10. All players will bat whether or not they are in the field.
- A11. Continuous Batting.
- A12. A player must stop running once the ball enters the infield from the outfield.
- A13. Parents and/or coaches will Umpire all games.
- A14. Scoring is allowed in all games.
- A15. 4-2 rule is in effect.
 - a. Every player must play 4 innings per game in the field with each player playing 2 in the infield per game.
 - b. Catcher doesn't count towards an infield inning.
 - c. Exceptions: The 4-2 rule is not enforced in a shortened game (rain, darkness).

Rookie

- R1. Length of game is not to exceed 1:45 hours.
- R2. Half the team bats per inning.
- R3. Coaches to pitch "overhand" to all batters from a bucket / kneeling.

- a. No standing.
- R4. Pitching distance should be at least half the distance between home plate and the pitching rubber.
- R5. After the 7th pitch and the batter is unsuccessful a tee may be brought out for the player to attempt to hit 1 ball into play.
 - a. After Spring Break the player is out.
- R6. No Walks.
- R7. No stealing allowed.
- R8. No bunting allowed.
- R9. No Lead offs.
- R10. Batters may not advance past 1st base on a ball hit to the infield.
 - a. Base runners may take one base on a ball hit to the infield.
- R11. Batters may not advance past 2nd base on a ball hit to the outfield.
 - a. Base runners may take up to 2 bases on a ball hit to the outfield.
- R12. Base runners must keep one foot on the base until contact is made.
- R13. Batters / Base runners return to the dugout if they are out.
- R14. No umpires will be provided. Coaches / Parents must umpire.
 - a. Umpires must have approved volunteer form on file with SROLL.
- R15. Adult base coaches only.
 - a. Base Coaches must have approved volunteer form on file with SROLL.
- R16. Managers / Coaches are encouraged to be in the field to "coach" their defense.
- R17. Each player is to have the opportunity to play both infield and outfield positions each game.
- R18. The team on defense must have all players on the field. 6 infielders and the remaining in the outfield.
- R19. Catchers must wear full gear.
- R20. Half team bats then inning is over. Other half will bat next inning

T-Ball

- T1. Green Book Rules.
- T2. Game length is 1:15 hours.
- T3. No game passes 1:30 hours.
- T4. Half team bats then inning is over. Other half will bat next inning