

2019 MAGIC VALLEY LEAGUE

Major Division By-Laws

The attitude of sportsmanship and conduct in the Little League rule book should be read and followed as a guide. Our League will use the Official Little League Rule Book with the following exceptions listed here and referred to as "By-Laws"

All teams will provide their roster to the chairman of the board at the halfway point of the season and cannot be changed unless players are needed for tournament. Younger players must be brought up from the same town and be registered and competed in lower league for the season. Players can only be brought up to total the team to 12 players in all leagues.

Players: Players 13 years of age prior to AUGUST 31ST are not eligible to play in this league. All players on the roster which are in uniform and in attendance at a game are required to play two innings defensively and one time at bat. **Players cannot play up then play down. Players may move up from a lower league for tournament if the team needs players to play. Team can only add players to total 12 players. Players added must be from same town and have completed their tournament play.

1. **Pitchers:** Pitchers will be allowed to pitch 2 innings per GAME during the regular season. One pitch will constitute a full inning. Once a player is removed from pitcher he cannot pitch again in the same game. (Rule 3.03(c)). No reference is made to hit batters in the LITTLE LEAGUE RULE BOOK. For the purposes of our league any pitcher who hits 2 batters in one inning or 3 batters in a game shall be removed from the pitching position, batters who are hit by a pitched ball which in the umpire's judgment is a strike or a batter made no attempt to avoid the pitch will not count toward the total.
2. **MOBILE MOUNDS.** Mobile mounds are optional for league play. Use of mobile mounds during tournament play will be determined by the tournament host. As a league we are encouraging the mobile mounds be used for player development and for field maintenance issues. For costs of smaller communities the league will not require them for now.

Whenever a conflict exists in this section, these by-laws take precedence.

If a conflict arises between the rule book and these by-laws, coaches are urged to use their best judgment to come to a fair understanding and bring the matter up at the league meeting for tournaments. If no agreement can be reached, the game should be carried out with the umpire's judgment prevailing and played under protest if necessary.

(Rule 1.08) On Deck Batter is not permitted.

(Rule 1.10) The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. **Maximum bat Diameter is 2-5/8" and the bat must have USA BASEBALL stamp. BBCOR bats are not permitted.**

(Rule 1.11) Rule applies except for restrictions on coach/member uniforms. Each community will furnish players with uniforms. **No metal cleats allowed.**

(Rule 2.00) Definitions of terms apply. Infield fly rule is in effect. Refer to Rule 6.05(d). Please make umpires aware of fullings and definition of infield fly prior to the game.

(Rule 3.03) Rule applies. It allows players other than the starters to re-enter the game as long as their replacement has played 6 defensive outs and had 1 time at bat. **Returning players MUST return to the same position in the batting order (Rule 3.03(d) NOTE 3)**

(Rule 3.04) **"Pinch Runner"** will be allowed for a catcher if the coach wishes to use one. The pinch runner shall be a player not in the batting order.

(Rule 3.09) **Does not apply.** A coach **can** warm up pitcher when he takes the mound defensively if the catcher is not in gear or ready. Whenever possible coaches should urge their catcher to be ready to avoid delaying the game.

(Rule 4.10 (e)) Mercy Rule applies 15 after 3, 10 after 4. If after 3 innings, 2 ½ if the home team is ahead, one team has a lead of 15 or more runs, the manager/coach of the team with the least runs shall concede the victory to the opponent. If after 4 innings, 3 ½ if the home team is ahead, one team has a lead of 10 or more runs, the manager/coach of the team with the least runs shall concede the victory to the opponent. If the visiting team has the lead the Home team must bat in its half of the inning.

(Rule 4.16 & 4.17) Ruling is as follows. A team may start a game without penalty, if only 8 of their roster players are present. If and when another player arrives, that player shall immediately be placed in the lineup and added to the batting order as the ninth place hitter. No team shall start a game with less than 8 players but if an injury occurs the game shall continue and no penalty shall be enforced. A team which does not have a minimum of 8 players will be allowed up to 15 minutes after the scheduled start to either field 8 roster players or forfeit the game. If a team has 8 players present the game must start promptly at the scheduled time unless previously agreed to by both coaches

(Rule 6.05(b) Option) Local League may adopt the rule: A batter is out when the third strike is **caught or not caught** by the catcher. **Strike 3=Batter Out**

(Rule 7.08(c)) Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.

(Rule 7.13) Rule applies, please read this rule carefully as it addresses leaving the base too early by a runner. Addition to the rule is as follows: **No runner is allowed to advance from third to home by benefit of a direct steal.** Players may “jockey” from any base in the attempt to draw a throw from the pitcher. If the pitcher or any defensive player makes a play on the runner (running at him with the ball or throwing in the attempt of pick-off) the runner can advance from any base at his own risk of being safe or put out and may continue to do so as long as the ball is in play. If a defensive player makes no such attempt at a “jockeying” player, the player must be back on base prior to the pitcher delivering the ball and stay there until the ball has reached the batter in accordance with rule 7.13. The only way a player can advance from third base to home is by benefit of a hit, walk, continuing advancement during a live ball, attempt of a pitcher or other defensive player at a put-out as earlier described, an overthrow or errant throw by the catcher to the pitcher or other defensive player or an errant pitch that gets past the catcher. **Stealing home is not permitted if a team has a 10 run lead.** Please make umpires aware of the dead ball area around the mound and when a live ball turns a dead ball once clearly in the pitcher’s possession within 10ft of the pitching rubber.

(Rule 8.05) No balks will be called and the hidden ball trick is not allowed. If in the umpires judgment the pitcher has made (e) an illegal pitch, (h) is unnecessarily delaying the game, or (j) intentionally drops the ball, a penalty of one ball in the batter’s count will be counted instead of a balk.

(Rule 8.06) This rule regarding visits to the mound by the manager/coach is in effect. A coach may visit each pitcher once per inning without penalty, but on any second visit in the same inning to the same pitcher the coach must replace the pitcher.

(Rule 9.00) UMPIRES: This section is in effect with the following exception that all umpired shall be provided by the local community when the game is scheduled. Please keep in mind that the umpire is doing a difficult job for usually little or no pay. Please do your best to live with that person's decisions and make any questions to the umpire's judgment related to interpretation of the rules and his or her judgment.

Without exception: Create a positive experience for every youth involved. We are role models once we take the field. Please do your best to display and encourage sportsmanship and fair play from everyone involved.

Games will be played Tuesdays and Thursdays at 7:00PM. Non-conference games are not to be counted towards your season record. Please communicate with each other concerning time changes, field locations, Scheduling problems or any other issues that may come up.

6 innings - No time limit. Minimum 5 innings must be complete if the game is shortened due to weather or light. If the game cannot be completed the team with the lead after 5 innings will be the winner.

No Tied games extra innings will govern tied games

No run rule per inning.