



Exhibit 3.0 R1.0

# HERSHEY LITTLE LEAGUE POLICY & PROCEDURES – *Supplement Game Rules & Team Responsibilities*

Last Rev. Date: 11/1/2015

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## 1.0 Purpose

This Exhibit provides Hershey Little League (HLL) Team responsibilities and game rules that supplement those in the Little League International Rule Book. These HLL Supplemental rules cannot conflict with, or supersede, Little League International Rules. HLL may modify their rules annually. It is the responsibility of each HLL Coach, Commissioner and Board member to be familiar with these rules.

Commissioners will distribute and review this Exhibit with the division Coaches and direct them to the copy posted on the HLL website prior each season.

## 2.0 Scope

- **Alcohol & Tobacco**

- The use of alcohol or tobacco products is strictly prohibited on Derry Township, Derry Township School District properties and during any HLL event or activity.
- The use of e-cigarettes or vaping is prohibited on Derry Township, Derry Township School District properties and during any HLL event or activity.

- **Equipment**

- Equipment will be purchased and bagged for each team by the HLL Board designated Equipment Leader in accordance with HLL Constitution Article iX, Section 4 and as as defined under **Exhibit 12**. Commissioners will distribute the equipment to the HLL designated Head Coach of each Team. Each head coach will receive a full bag of equipment and are responsible to keep track of their equipment during the year and return it along with used game balls at the end of the season.
- Coaches at the Teener and Legion levels are required to purchase their own Coaching Helmets

- **Coach Conduct**

It is important to allow the kids to make decisions and mistakes, thereby Coaches should attempt to minimize the amount of In-game technical instruction. The yell results in tentative players. There is an old baseball adage "Practices are for coaches, Games are for players". The time for instruction is before the play by asking where the play is or when they come off the field in a non-embarrassing, private and constructive manner. No child likes being yelled at or yelled to, in front of friends. Rather, take the opportunity when they come off the field to ask him "Do you know what you did wrong?"

- Coaches shall lead their teams in compliance with all League Rules, policies and procedures. Failure to do so, especially when a Coach deliberately or willfully breaks League Rules, will be subject to immediate disciplinary action.
- Coaches shall display good sportsmanship at ALL times while representing HLL.

- Coaches shall respect the umpires and their decisions thereby setting an example for others.
  - Coaches will be responsible for having their dugout clean of all garbage.
  - Coaches are expected to comply with all Little League International and HLL Rules, Policies and Procedures.
  - Coaches are expected to teach players in a manner consistent with the mission of Little League International, Positive Coaching Alliance (PCA) and the developmental philosophy of HLL.
  - Coaches are to conduct post-field maintenance activities.
- **Umpires and Game Balls**
    - Umpire fees and game balls are provided by HLL.
    - It is the home team's responsibility to provide two game balls and pay the umpire the established fee.
    - HLL provides funding for all Umpire fees.
    - It is the home team's responsibility to Pay umpires BEFORE the game starts.
    - In the event of a partial game, the umpire must be paid in full for the resumption of the game. The time resets for the resumption game. The Home team will be charged umpire fees if the Umpire Coordinator is not notified of a rescheduled or canceled game (including obvious rainouts).
    - It is the Home Teams responsibility to contact Umpire(s) regarding change of game schedule or cancellation.
- 3.0 Teeners (A-Suburban, B & C)
- HLL teams at 13U, 14U and 15U and above will compete in the appropriate Dauphin County leagues.
  - HLL will field an appropriate number of Teener teams, contingent upon Registration.
  - There will be assessments for 13, 14, 15 & 16 and above age players for appropriate assignment to Legion, Senior Teener, Suburban Teener and Teener levels. Players will be eligible to "play up" levels based upon skill assessment and input from the Division level coaches.
  - The Legion Team shall be assembled to represent the most skilled players. Teener rosters shall include "Swing Players", subject to Dauphin County Rules & Regulations.
  - Players 13, 14 and 15 yrs of age or older may try out for higher level teams, but such players must be drafted onto that higher level team or they will fall back to their age appropriate level, unless otherwise selected by another Level above their age. Players selected to play up and are rostered as such, are not permitted to play down as a Swing Player, pursuant to applicable Dauphin County Rules & Regulations.

#### 4.0 Majors and Minors Supplemental Rules

- **Playing Up**
  - Parents of players 12 years of age or younger may elect to play their child at a level higher than his or her age group. In all such matters, the safety of the child will be the determining factor and HLL reserves the right to make a final determination if a child is eligible to play up at a higher level.
  
- **Playing Time**
  - Players shall play at least 9 defensive outs (3 innings) and bat at least once. This rule does not apply if the game ends early.
  - No inning shall start after 1hr and 45 minutes. In the event of a suspended game, the time resets to zero. This rule applies for regular season and playoff games. It does **NOT** apply for the Championship game.
  - Games can end in a tie if time expires.
  - There are no ties in playoffs. There is no time limit for the Championship game.
  - In Minors, players shall not sit more than 1 consecutive inning.
  
- **Batting Order**
  - A team must bat at least 10 if 10 are present at the start of the game. If more than 10 are present, 2 players must take turns as a designated hitter in the order. A player's position in the batting order may not be altered for any reason except for injury, illness or other inability to complete the game in which case he may be removed. If a player is removed after a plate appearance, the batting order is to collapse down one spot (i.e., if the 5<sup>th</sup> hitter has to leave the game, the 6<sup>th</sup> hitter becomes the 5<sup>th</sup>; the 7<sup>th</sup> becomes the 6<sup>th</sup> and so on). Players sharing a position in the batting order must continue sharing that spot in the batting order if they have both made plate appearances. If one of the two players sharing a spot has not come up to bat, that player may be moved into the batting position vacated by the removed player. Players must continue to alternate plate appearances for the entire game. Under no circumstances shall there be more than two players sharing a batting position.
  - It is permissible for a team to bat their entire lineup. Once the player leaves the game, he cannot be reinserted into the batting order if the order has already been collapsed or if someone has batted for him; unless he is sharing a spot in the batting order.
  - For Minors, the entire lineup will bat for the entire regular season. Coaches have option of sharing line ups spots or batting the entire line up during playoffs.
  
- **Stealing Bases (Applies to Minors Only)**
  - Prior to the First Sunday in May, runners may steal only one base per pitch.
    - *Example: A runner attempts to steal 2<sup>nd</sup> base on a pitch. The catcher throws down to second but the ball gets past the infielders and sails deep into center field. The runner must remain at 2<sup>nd</sup> base. He/she cannot advance to 3<sup>rd</sup> base until the subsequent pitch.*

- The purpose of the rule is to help with the development of less experienced catchers, giving them the opportunity to make more throws to second and less occurrences of having to “eat it” after a passed ball. Also, prior to the First Sunday in May, runners cannot steal home. Runners can advance to home plate only on a batted ball, or when forced in by a walk, hit batsmen or catcher’s interference.

- **Dropped 3<sup>rd</sup> Strike (Applies to Majors Only)**

- In accordance to the Little League International rule change for 2012, batters may advance to 1<sup>st</sup> Base, if unoccupied and less than two outs, on a dropped third strike by the catcher. The dropped 3<sup>rd</sup> strike can be either a called or swinging 3<sup>rd</sup> strike.
- For a dropped 3<sup>rd</sup> strike, the runner advances to 1<sup>st</sup> base and a play may be made by the fielding team.
  - *For example, the runner can be tagged prior to reaching 1<sup>st</sup> Base or can be thrown out at 1<sup>st</sup> Base by tagging 1<sup>st</sup> Base prior to the batter reaching it.*
- The play is alive on a dropped 3<sup>rd</sup> strike and runners are free to advance at their own risk.
- If there is a runner occupying 1<sup>st</sup> Base at the time of the dropped third strike, the batter cannot advance to 1<sup>st</sup> Base.
- If there are 2 outs and first base is occupied, on a dropped 3<sup>rd</sup> strike, the batter can advance to first base and the play must be made by the defensive team to complete the out.
  - *For example, if bases are loaded and there are 2 outs, and the 3<sup>rd</sup> strike is dropped; the catcher can simply touch home plate prior to the runner from 3<sup>rd</sup> base to record the out. The catcher can also make the play to first base to try and record the out.*

- **Run Rule and Mercy Rule**

- For regular season Minors games, a 5 run maximum will apply to every inning up to and including the 4th inning. The inning is over as soon as the 5th run is scored. If more runs cross the plate because of a continued play or homerun, the batter will be credited with the appropriate hit, but only the 5 runs will count. After the 4th inning, the 5 run rule no longer applies and is to be considered an open inning.
- If the home team is winning by 10 runs after three and one-half innings, the game will be called. If after batting in the bottom of the third, the home team extends a lead to 10 runs, the game will conclude once the margin reaches 10 and the 4<sup>th</sup> inning will not be started.

- **Regular Season Inter-League Play**

For regular season inter-league games, the house rules of the home team shall prevail in the case of a rules conflict. All Little League and HLL player-oriented rules such as those related to pitch counts, minimum play, batting and conduct apply regardless of the location. Game-

oriented rules including but not limited to mercy, run or duration rules are determined by the league rules of the hosting team.

- Games will count toward league standings.
- Make up games must be rescheduled and played at one of the original host's fields and cannot be moved to one of the visitor's fields. i.e., Rain out in Palmyra should not be rescheduled in Hershey.
- **Call-up's**

If it appears that a team will have 10 or fewer players at the start of a game, it may request call-ups from the lower league (Majors from Minors, Minors from Colts, Teener C from Majors, Teener B from Teener C etc.). A list of eligible players will be established by the League Commissioner in conjunction with league coaches of players being competitively suited to play up one league. Call-up participation will be assigned and tracked by the League Commissioners. No preference, team affiliation or affinity will be considered when assigning call-ups. The League Commissioners will track call-ups to ensure a rotational assignment.

Call-up Protocol

1. Upon request and with adequate lead time, the team in need of a player will contact their Commissioner who will forward the request to the "lower" Commissioner.
2. Once the candidates are selected based on a "next in line" basis, the parents will be contacted by the Commissioner or their child's coach to verify their willingness to play and availability for that game. The details of the time and location will be provided.
3. Once confirmed, those names will be passed on to the requesting coach. It should not be necessary for the requesting coach to contact the call-up unless in the event of a change.
  - A call-up is subject to the minimum play rules.
  - A coach may not initiate call-ups directly. He may contact the call-up in the event of a schedule change.
  - A coach may not pull a child from the stands in lieu of an official call-up without approval from the opposing coach. If down one player, you may borrow a player from the other team if a call-up cannot be provided.
  - A call-up may not pitch.
  - A call-up may not start the game, unless no other players are available to fulfill the 9-minimum. The Call-Up must play no more than the minimum play time if there are 9 rostered players present.
  - A player may not be called up if it conflicts with a game of his regular team.
  - A player may not "Play Down" from one division to a lower division.
  - Player call-up selection process is at the discretion of the League Commissioner and subject to Parent responsiveness.

- **Coaches and Scorekeepers**

- A maximum of 3 volunteers may be in the dugout during the game.
  - Head Coach
  - 2-Assistant Coaches
- All volunteers associated with HLL must be complete a criminal background and child abuse check in compliance with the *Little League Child Protection Program and any State or Local regulation*.
- Coaches are required to use the website's scoring, to report scores, maintain player statistics, pitch counts and scheduling changes.
- Pitch Counts
  - must be kept by both teams and should be compared each inning for accuracy.
  - The home team is the Official Game Scorer, which manager must enter the score into the website.
  - Both coaches must enter pitch counts into the website for their respective teams within 24 hours from conclusion of game.
  - In the event of a conflict over the official number of pitches thrown, the count as recorded by the home team scorekeeper is to be honored.
- Home Team operates the scoreboard including shut down and proper storage of the case. If a suitable adult volunteer cannot be found, someone from the coaching staff must operate the scoreboard. Report scoreboard problems to the league Commissioner as soon as possible.
- Home Team turns on and turns off the field lighting for evening games.

#### **5.0 Tball Supplemental Rules**

- ❑ Games will be 1 hour and 15 minutes. In the event there are Tball games scheduled consecutively on the same day at the same field, there shall be a 15 minutes transition period between the end of one game and the start of the next. The intent of this is **not** to extend the first game but to provide adequate time to exit the field and bench areas.
- ❑ The commencement of Tball "games" will coincide with the start of the Minor and Major regular seasons. Those Tball games occurring during April will be considered "controlled scrimmages." Tball "regular season games" will occur during May and June.
- ❑ Home team takes the bench on the first base line and warms up first.
- ❑ 10 players play every inning (put the extras in the out field)
- ❑ All players play all positions with no player playing the same position for more than 1 inning in a game. Exceptions are for safety reasons only, they should be rare, and must be pre-discussed with the parent.
- ❑ Players alternate starting at infield and outfield
- ❑ The entire lineup bats.
  - Batting should pickup about where it left off from game to game.

- The goal is to have an equal number of at bats for all players and avoid batting the same players first.
- ❑ No scores are kept and no team “wins” the game.
- ❑ Games are the lesser of 4 innings or 1hr 15 mins long. Innings are over after 3 outs or the entire lineup bats.
- ❑ There are no extra base hits (advance one base at most per hit).
- ❑ A player cannot strikeout (everyone gets a hit)
- ❑ There is no sliding or stealing.
- ❑ Tees shall be used exclusively for the first seven (7) games. After the (7th) game, it is permissible for the coach to soft toss.
  - After 3 soft tosses, the ball will be placed on the tee.
  - There is no requirement to soft toss.
- ❑ Coaches may be on the field.
- ❑ There shall be no on deck batter. Most injuries in tball are sblings hit by an on-deck player.
- ❑ There are no umpires. The team coach will put the ball on the tee and the base coaches will ump bases.
- ❑ Reduced Injury Factor (RIF 5) balls shall be used, as provided by HLL.
- ❑ There is no requirement to makeup rainouts.

## 6.0 Colts Supplemental Rules

- ❑ The commencement of Colt “games” will coincide with the start of the Minor and Major regular seasons. Those Colt games occurring during April will be considered “controlled scrimmages.” Colt “regular season games” will occur during April, May and June.
- ❑ Home team takes the bench on the first base line and warms up first.
- ❑ Games are 6 innings or 90 mins, whichever comes first.
- ❑ A half inning ends when there are 3 outs or 4 runs are scored, with exception to the final inning where a maximum of 8 runs/team may be recorded.
- ❑ Field 10 players on defense (with 4 outfielders).
- ❑ A maximum of 2 *defensive* coaches are permitted on the field (one positioned behind home plate to retrieve passed balls and one a minimum of 10 feet into the outfield grass behind 2<sup>nd</sup> base)
- ❑ One offensive coach is permitted on the field of play (to be positioned directly behind the pitcher) and will be responsible for calling balls and strikes and all outs.
- ❑ Equal play time and position rotation is of upmost importance. Specifically:
  - The entire lineup bats.
  - Batting should pickup about where it left off from game to game.
  - The goal is to have an equal number of at bats for all players and avoid batting the same players first.
  - No player shall sit more than 1 consecutive inning. The strongest players shall also sit.

- No player shall start on the bench more than 1 consecutive game.
- Where appropriate, Players alternate starting at infield and outfield
- Every effort should be made to provide experience to all players at all positions; however, player safety will be of highest priority and positional assignments will be at the discretion of the head coach.
- Score will be kept but no standings maintained. A team may record a maximum of 4 runs per inning with a maximum of 8 runs/team recorded in the final inning
- Sliding
  - Sliding will be permitted with the exception of 1<sup>st</sup> base. Sliding into 1<sup>st</sup> base will be result in an out. Emphasis should be placed on sliding as a means to reduce injury and the potential for collisions.
- Pitching:
  - Pitching distance is 40 ft from the back of the plate and no closer. If a player cannot throw the distance, they may not pitch due to safety reasons. Coaches may pitch closer, but not less than 30 feet.
  - A player may pitch no more than 2 innings or 50 pitches per 5 days. Balls and strikes must be recorded as well as pitch count.
  - At four balls, the coach pitches (the strike count carries to the coach). The player is out on the 3<sup>rd</sup> strike or the 4<sup>th</sup> coach pitch (even if the coach throws no hittable pitches).
  - If a pitcher hits 2 batters, they are done pitching for the day.
  - There are no walks. Exceptions permitted for hit batters that are afraid to continue.
  - At 3 strikes the batter is out (player and coach pitch total).
  - The strike zone is from shoulders to the middle of the shins and 3" each side of the plate. Players should be encouraged to swing.
  - Prior to May 10<sup>th</sup>, kid pitch will occur for a minimum of 2 innings. Additional kid pitch innings can be mutually agreed upon by opposing coaches prior to game inception; following May 10<sup>th</sup>, all innings will be kid pitch unless a team does not have adequate pitching.
- Base Running
  - There is no stealing. There will be no leading, stealing or advancing on balls past the catcher or on overthrows back to the pitcher. Runners are allowed to lead off the base once the ball reaches the batter to begin training the players how play at upper levels.
  - Runners may advance on safe hits to the outfield, until the ball is under control by a player who is on the infield dirt.
  - Runners between bases at the time the ball is brought under control in the infield may only attempt to advance to the next base or retreat to the previous base and are at risk of being put out. (It does not matter if are half way or not.)



- Runners who reach a base safely, may not advance beyond that base regardless of reason EXCEPT if the ball goes out of play. Then runners will be awarded one additional base.
- If two runners are between the same two bases and entitled to the same base per this rule, the base will be awarded to the lead runner and the trailing runner will be place one base back.
- On deck batters are not permitted. Most injuries in youth baseball are teammates hit by bats.
- Accidentally Thrown Bats
  - FIRST and SECOND offense in a game – NO PENALTY
  - All runners are returned to their base.
  - The pitch will be considered a foul ball.
  - THIRD offense in a game by same player – PENALTY APPLIED
    - (a) The coach will immediately call TIME and stop the play.
    - (b) The batter will be declared out.
    - (c) All runners are returned to their base.
    - (d) The offending player shall not be allowed to bat the rest of the game. They may continue to play defense.
    - (e) If their turn comes up again in the batting order, the batter will be skipped without penalty
- Reduced Injury Factor (RIF 5) balls shall be used, as provided by HLL

**There is no requirement to makeup games for T-Ball.**

### **3.0 Responsibilities**

HLL League Commissioners are responsible for ensuring all Coaches understand these supplement rules and conditions.

Coaches are accountable for adhering to the rules as defined herein, and/or as otherwise agreed upon and approved by HLL.

### **4.0 Forms Used**

NA

### **5.0 Procedure**

All HLL Commissioners and Coaches must adhere to these conditions and guidelines.

### **6.0 References**

Little League International

Hershey Little League

**7.0 Related Procedures**

**8.0 Records**

NA

**9.0 Approval and Revision History**

**Written By:**

*Indicate the person(s) who was primarily responsible for developing this document*



11/1/2015

\_\_\_\_\_  
*Signature*

\_\_\_\_\_  
*Date*

Secretary

**Approved By:**

*This document should be reviewed upon completion of the initial draft by competent HLL Board Executive Members.*

**HLL MANAGEMENT:**

**HLL Board Representatives:**

\_\_\_\_\_  
*Signature*

\_\_\_\_\_  
*Date*

**Title**

\_\_\_\_\_  
*Signature*

\_\_\_\_\_  
*Date*

**Title**

*Management signature signifies that the plan has been approved by the Hershey Little League Board of Directors and Management. Signature means that management has accepted responsibility for content and will ensure necessary resources are available to allow staff to comply with the plan.*

## Revision History

Revision No.	Description of Change	Page #	Date
1	Original issue		03/08/09
2	Updated & Reformatted	1-11	02/24/15
3	Revised & Updated	1-11	11/1/15

FINAL