



Horner Park North-West Little League

2018 League Playing Rules

Horner Park North-West Little League (HPNWLL) is 501(c)3 non-profit organization affiliated with Little League International. The purpose of Horner Park North-West Little League is the desire to expand and improve the opportunities for wholesome and healthful activities for members of the organization.

Exceptions to these rules can only be made by order of the Horner Park North-West Little League Board of Directors ("Board").

I. HPNWLL DIVISIONS

Minor C Ages 4-6	Minor B Ages 7-8	Minor A Ages 9-10	Major Ages 11-12	Juniors 13-14	Seniors/Big 15-18
---------------------	---------------------	----------------------	---------------------	------------------	----------------------

*Players' ages are determined by how old they are on August 31, 2018.

II. GROUND RULES

- No soft toss or hitting into fence unless whiffle balls are use.
- No warming up on the playing field
 - Teams can do warm-up in outfield grass on their side of the field.
- Foul balls must be returned to umpire (if it goes on your side of the field please send a parent, player, or volunteer to retrieve the baseball).
- After the game make sure your dugout and area outside of dugout is cleaned. If we see that team not picking up after the games we will fine the team \$50.
- Four coaches maximum in the dugout. (Please keep parents who are not coaching outside the dugout to help coaches and players concentrate on the game).
- The four coaches in the dugout must have an approved HPWNLL ID from this year and must be visible at all times. (upper left chest)
- Bats – must be stamped with USA stamp or be a wood bat (Juniors can use BBCOR) All BPF 1.15 bats will be prohibited beginning with the 2018 season
- WINNING team must put bases away in the drop box after the last game of the day. Failure to do so may result in forfeiting your game. Bases should be pulled straight up with two hands to try to keep stud on base.

III. PITCH MANAGEMENT

Maximum Pitches Allowed Per Game:

Division	
Minor B	1 inning per game*
Minor A	75
Major	85
Juniors	95

of pitches required for rest (all ages)

1-20 Pitches	No Rest Required
21-35 Pitches	1 Days
36-50 Pitches	2 Days
51-65 Pitches	3 Days
66 or more pitches	4 Days

*Minor B only players are only allowed to pitch 1 inning per game. Pitchers must receive 1 calendar day rest before pitching the next game and cannot pitch on consecutive games.

- Days' rest are calendar days.
- Pitchers cannot pitch in more than one (1) game in a day.
- Pitchers can only pitch on consecutive days if less than twenty (21) pitches were pitched the previous day. (Except Minor B)
- A pitcher that delivers forty-one (41) or more pitches in a game cannot play catcher for the remainder of that day.
- If the pitcher reaches the limit imposed for his/her division while facing a batter, then the pitcher may continue to pitch until that batter reaches base or is putout.

- Withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
- A pitcher once removed from the mound cannot return as pitcher. However, in Major & Juniors Division, a pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- When a pitcher starts pitching to a batter, then that pitcher must complete pitching to that batter unless he/she sustains an injury or illness that incapacitates the pitcher from further play. In other words, unless injury or illness occurs, you cannot use multiple pitchers for one (1) batter during a single at-bat.
- Pitches delivered in games declared "Suspended" shall be charged against the pitchers' eligibility. Pitchers in such game can continue to pitch when the game is continued to the extent of their eligibility for the suspended game, unless they would be ineligible otherwise.
- Each team must designate the scorekeeper or another game official as the official pitch count recorder. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or Umpire. However, the manager is responsible for knowing when his/her pitcher must be removed. The official pitch counter must inform the Umpire when a pitcher has delivered his/her maximum limit of pitches for the game. However, failure of such notification does not relieve the manager of his/her responsibility to remove a pitcher from the game when that pitcher is no longer eligible.

IV. DIVISION SPECIFIC RULES

If there is a conflict or unaddressed issue(s) within these rules, then Little League, Incorporated ("Little League") rules apply, if and when necessary and applicable.

Senior/Big Division League

- Ages: 15 – 18
- Senior/Big League will follow Illinois High School Association ("IHSA") rules.

Juniors Division Rules

- Ages: 13-14
- Innings per game: Seven (7)
- Base paths: Ninety feet (90')
- Pitcher's mound: Sixty feet and six inches (60'6")
- Diagonal: One hundred and twenty seven feet and three and five-eighths inches (127' 3 5/8")
- Maximum outs a catcher is allowed to catch: No maximum
- Game must start with nine (9) players on the field and you can finish with eight (8) due to player injury.
- Bunting and fake bunting with swings are Not allowed.
- Lead-offs and stealing are allowed.
- Balks are enforced.
- Cleats: Metal spikes are allowed to be worn by the players only.
- On-deck batters are allowed on the field in the designated on-deck area.
- Batting order: A nine-man batting order will be maintained during the regular season, and any player playing a defensive position must be used within this nine-man batting order.
- Bat rules: Maximum length is thirty-four inches (34") with the maximum diameter of two and five eighths inches (2 5/8") for non-wood bats. For a wood bat, the diameter cannot be less than fifteen-sixteenths inches (15/16") in diameter (seven-eighths of one inch (7/8") for bats less than thirty inches (30") long) at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard or USA baseball logo, and such bats shall be so labeled with a silkscreen or other permanent certification mark.
- The maximum amount of pitches allowed in one (1) game is ninety-five (95) pitches. See the Pitch

Management section of this rulebook for more details.

- Time Limit – no inning shall start after 2 ½ hours after game start time
- Slaughter rule – 12 runs after 4 innings 10 runs after 5 innings

Majors Division Rules

- Ages: 11-12
- Innings per game: Six (6)
- Base paths: Seventy-Five feet (70')
- Pitcher's mound: Fifty feet (50')
- Diagonal: One hundred and six feet and three-quarters of one inch (106' ¾")
- Game must start with nine (9) players on the field and you can finish with eight (8) due to player injury.
- Maximum outs a catcher is allowed to catch: 3 innings or maximum outs a catcher is allowed to catch is nine (9) outs per game.
- Catchers catching forty-one (41) or more pitches are not allowed to pitch on that day.
- Bunting and fake bunting with swings are not allowed.
- Lead-offs and stealing are allowed.
- Balks are enforced.
- Cleats: Metal spikes are not allowed.
- **No** on-deck batters are allowed on the field or in the designated on-deck area.
- Batting order: A nine-man batting order will be maintained during the regular season, and any player playing a defensive position must be used within this nine-man batting order. A 10th batter maybe used (EH extra hitter) this player is the extra hitter for the whole game and cannot play the field for the rest of the game.
- Bat rules: The maximum length shall be thirty-three inches (33") and the maximum diameter shall be two and five eighths inches (2 5/8"). The bat shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season.
- Each player must play a consecutive minimum of 3 innings. *(Substitutions take place in the 4th inning – any player starting the game must remain in the game until they play 3 consecutive innings, except for injury).
- The maximum amount of pitches allowed in one (1) game is eighty-five (85) pitches. See the Pitch Management section of this rulebook for more details.
- Pitcher pitching 41 or more pitches cannot play the position of catcher for the remaining of the game.
- Head-first sliding is not allowed. Penalty for infraction is the runner is called out. (NO WARNING)
- Pool play teams are allowed to use 3 players maximum, they must bat at the bottom of the order and play outfield only.
 - Coaches are required to use pool players from the opposing team first if they have enough players to allow. If the opposing team has nine (9) players only, coaches are allowed to use pool players from other teams.
 - If a player from your team arrives late to the game and you are using a pool player, the pool player is only allowed to play 3 inning of the game.

Minor A Rules

- Ages: 9-10.
- Innings per game: Six (6)

- Base paths: Sixty-five feet (65')
- Pitcher's mound: Forty-six feet (46')
- Diagonal: Ninety-one feet and eleven and one-eighths inches (91' 11 1/8")
- Game must start with nine (9) players on the field and you can finish with eight (8) due to player injury.
- The maximum outs a catcher is allowed to catch is 3 innings or nine (9) outs per game.
- Catchers catching forty-one (41) or more pitches are not allowed to pitch on that day.
- Bunting and fake bunting with swings are Not allowed.
- Lead-offs and base stealing allowed only when the pitched ball passes the home plate.
 - When a runner leaves his/her base too soon, and the batter does not hit the ball, then they must go back. If a play is made and he/she is out, then the out stands. If he/she reaches the next base safely, to which he/she is advancing, then he/she must return to the base he/she occupied before the pitch was made and no out results.
 - When a runner leaves his/her base too soon, and the batter hits the ball, the runner(s) are permitted to continue. If a play is made and the runner(s) are putout, then the out(s) will stand. If there is not a putout, then runners must return to their original base or bases or to the unoccupied base nearest the one (1) that was left. In no event shall the batter advance beyond 1B on a single or an error, 2B on a double, nor 3B on a triple. The Umpire shall determine the base value of the hit ball.
 - When any base runner leaves his/her base too soon and the batter bunts or hits the ball within the infield, no run shall be allowed to score. If three (3) runners were on the bases and the batter reached 1B safely, then each runner shall advance to the base beyond the one (1) he/she occupied at the start of the play, except the runner who occupied 3B. Said runner shall be removed from the base without a run being scored.
 - In addition to nullifying the effects of a runner leaving base early, the Umpire shall warn the violating team, and any subsequent violations will result in the runner(s) being called out, regardless of whether a play was made on him/her.
- Balks will be called under the umpire's discretion.
- Cleats: Metal spikes are not allowed.
- The on-deck position is not permitted. The on-deck batter must remain off the field until time to bat.
- Hit by pitch – Batter has to attempt to move – cannot just stand there to get hit by pitch – failure to do so will be a strike called
- Batting order: All players on the roster, in attendance for a game, must be used in the batting order for the entire game.
- Each player must play a consecutive minimum of 3 innings. *(Substitutions take place in the 4th inning – any player starting the game must remain in the game until they play 3 consecutive innings, except for injury).
- Bat rules: The maximum length shall be thirty-three inches (33") and the maximum diameter shall be two and five eighths inches (2 5/8"). The bat shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season.
- The maximum amount of pitches allowed in one (1) game is seventy-five (75) pitches. See the Pitch Management section of this rulebook for more details.
- Pitchers pitching forty-one (41) or more pitches in the game are not allowed to play of the position of catcher for the remainder of the game.
- A dropped third strike shall have no effect.
- Head-first sliding is not allowed. Penalty for infraction is the runner is called out. (NO WARNING)
- Pool play teams are allowed to use 3 players maximum, they must bat at the bottom of the order and play outfield only.

- Coaches are required to use pool players from the opposing team first if they have enough players to allow. If the opposing team has nine (9) players only, coaches are allowed to use pool players from other teams.
- If a player from your team arrives late to the game and you are using a pool player, the pool player is only allowed to play 3 inning of the game.

Minor B Rules

- Ages: 7 – 8
- Innings per game: Six (6)
- Base paths: Sixty feet (60')
- Pitcher's mound: Forty-four feet (44')
- Diagonal: Eighty-four feet and ten and one-quarter inches (84' 10 ¼")
- Game must start with nine (9) players on the field and you can finish with eight (8) due to player injury.
- Maximum outs a catcher is allowed to catch is three (3) innings or nine (9) outs per game.
- Each player must play a consecutive minimum of 3 innings. *(Substitutions take place in the 4th inning – any player starting the game must remain in the game until they play 3 consecutive innings, except for injury).
- Bunting and fake bunting with swings are not allowed during player pitch nor Tee Ball.
- Lead-offs and base stealing are not allowed.
- Balks are not enforced.
- Cleats: Metal spikes are not allowed.
- The on-deck position is not permitted. The on-deck batter must remain off the field until time to bat.
- Batting order: All players on the roster, in attendance for a game, must be used in the batting order for the entire game.
- Bat rules: The maximum length shall be thirty-three inches (33") and the maximum diameter shall be two and five eighths inches (2 5/8"). The bat shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season.
- Players are only allowed to pitch 1 inning per game. Pitchers must receive 1 calendar day rest before pitching the next game and cannot pitch on consecutive games.
- A dropped third strike shall have no effect.
- Head-first sliding is not allowed. Penalty for infraction is the runner is called out. (NO WARNING)
- The Infield Fly Rule does not apply.
- The first three (3) innings is kid pitch and innings 4, 5, and 6 is tee ball. (Tee Ball Rules Apply)
- On ball four (4), on kid pitch batter receives one (1) swing off the tee.
- Hit by pitch – Batter has to attempt to move – cannot just stand there to get hit by pitch – failure to do so will be a strike called
- If the batter is hit by kid pitch, the batter will assume the strike count and finish his at bat (example – hit by pitch with 1 strike, batter will get 2 swings off the tee – hit by pitch with no strikes he gets 3 swings – foul ball or missed ball on strike 3 will be an out (just like tee time)
- The dead ball ("kill the play") rule applies.
- Other than the exceptions aforementioned, during player-pitch, baseball rules apply, and Tee Ball rules apply during Tee Ball and while the tee is in use.
- Pool play teams are allowed to use 3 players maximum, they must bat at the bottom of the order and play outfield only.

- Coaches are required to use pool players from the opposing team first if they have enough players to allow. If the opposing team has nine (9) players only, coaches are allowed to use pool players from other teams.
- If a player from your team arrives late to the game and you are using a pool player, the pool player is only allowed to play 3 inning of the game.

Tee Ball Rules Used for Minor B & Minor C

- The Infield Fly rule does not apply.
- Lead-offs and steals are not allowed.
- Any combination of three (3) foul balls or strikes will constitute an out.
- Bunting is not allowed. Only full swings will be permitted. A strike will be called as a penalty.
- Practice swings are not allowed by the batter once the batter is set inside the batter's box.
- The pitcher must keep a foot in contact with and in front of the pitching rubber until the ball is hit.
- The Umpire will place the ball on the tee only after asking if the batter is ready.
- Once the batter indicates that he/she is ready, then the batter's back foot can only move during the batter's backswing. This rule shall be enforced to prevent batters from re-positioning themselves after they indicate they are ready, which deceives the defense; prevents batters from taking "running" starts to hit the ball off the tee; and prevents batters from taking a step back to "load" before their swing, which may cause the batter to re-position themselves.
- Any ball hit off the tee, into fair territory, must go past a line drawn across the infield, twenty feet (20') from home plate, to be considered Live/In Play. Foul balls caught on the fly will be ruled out if caught between the foul line and out of play boundary lines.
- A rubber plate shall be installed under the batting tee at the start of the game. Once the ball is hit off the tee and put into play, the Umpire shall remove the batting tee.
- Prior to the start of each game, a line will be drawn across the infield from a point located forty-four feet (44') for MB or forty-two (42') for MC down the 1B line from home plate to a point located forty-four feet (44') for MB or forty-two (42') for MC down the 3B line from home plate. Before the ball is hit, all defensive players except the catcher must be positioned behind the forty-four foot (44') line. Penalties are listed below:
 - If the ball is hit by the batter and the batter/runner is put out, then the batter/runner will be ruled safe.
 - If the batter misses the ball, then the strike will not count. If a batter/runner reaches any base safely, then the play will stand and there will be no penalty.
- The play ends with the ball in the possession of a defensive player in contact with the rubber.
- When the play ends, if a runner, in the **judgment of the Umpire**, is more than halfway between bases, then he/she shall be awarded the next base.
- A play cannot be killed/ruled dead until: an out is made, batter/runner has reached 1B, or other forced runner(s) have advanced.
- When a fielder reaches the pitching rubber while possessing the ball, and the runner has not reached 1B, it shall have no effect on the runner going to 1B.
- A runner has to either make it to 1B or an out recorded before the play can be ruled dead/killed.
- The play ends (Kill It) with the ball in the possession of a defensive player in contact with the rubber.

Minor C Rules

- Ages: 4-6
- Innings per game: Six (6)
- Base paths: Fifty feet (50')
- Pitcher's mound: Forty-two feet (42')

- Diagonal: Seventy-four feet and ten and one-quarter inches (74' 10 ¼")
- Maximum outs a catcher is allowed to catch is 3 innings consecutively.
- No Minor C team shall be scheduled for more than one (1) game per day.
- Game must start with nine (9) players on the field and you can finish with eight (8) due to player injury.
- The entire game is Tee Ball and Tee Ball rules apply.
- Cleats: Metal spikes are not allowed.
- The on-deck position is not permitted. The on-deck batter must remain off the field until time to bat.
- Batting order: All players on the roster, in attendance for a game, must be used in the batting order for the entire game.
- Each player must play a consecutive minimum of 3 innings. *(Substitutions take place in the 4th inning – any player starting the game must remain in the game until they play 3 consecutive innings, except for injury).
- Bat rules: The maximum length shall be thirty-three inches (30") and the maximum diameter shall be two and five eighths inches (2 5/8"). The bat shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season.
- The on-deck position is not permitted. The on-deck batter must remain off the field until time to bat.
- Head-first sliding is not allowed. Penalty for infraction is the runner is called out. (NO WARNING)
- Pool play teams are allowed to use 3 players maximum, they must bat at the bottom of the order and play outfield only.
 - Coaches are required to use pool players from the opposing team first if they have enough players to allow. If the opposing team has nine (9) players only, coaches are allowed to use pool players from other teams.
 - If a player from your team arrives late to the game and you are using a pool player, the pool player is only allowed to play 3 inning of the game.

Division – Specific Summary Chart

Divisions	Minor C Ages 4-6	Minor B Ages 7-8	Minor A Ages 9-10	Majors Ages 11-12	Juniors Ages 13-14	Senior/Big Ages 15-18
Innings Per Game	6	6	6	6	7	***
Base Path's	50'	60'	65'	70'	90'	***
Pitcher's Mound	42'	44'	46'	50'	60'6"	***
Diagonal	74' 10 ¼"	84' 10 ¼"	91' 11 1/8"	106' ¾"	127' 3 5/8"	***
Maximum outs a catcher is allowed per game	9	9	9	9	No Maximum	***
Bunting	Not Allowed	Not Allowed	Allowed	Allowed	Allowed	***
Lead-Offs	Not Allowed	Not Allowed	Not Allowed	Allowed	Allowed	***
Base Stealing	Not Allowed	Not Allowed	Allowed**	Allowed	Allowed	***
Balk	N/A	N/A	****	Enforced	Enforced	***

**Lead-offs/base stealing pitched ball passed the plate.

***Senior Big/League will follow the IHSA rules.

*****Umpire Discretion**

****2018HPNWLL Rules are subject to change.***

Revised May 2018