



Mountain House Little League House Rules

Division: Majors

“Green Book” Little League Rules & Regulations for Baseball Divisions - 2024 apply, UNO in MHLL local rules as listed below.

Game Play:

1. Games are limited to 6 innings.
2. No new inning shall begin after 2.5 hours from the start time.
3. If the “last” inning begins before the time limit, that inning shall be completed.
4. No single inning run limit
5. Games can end in a tie. League record will be calculated with a ½ game credit for each team.
6. Games called by the umpire due to time limit, darkness, or elements will be considered a complete game if 4 innings (or 3.5 if home team is ahead) have been completed. All incomplete games will be played the next available day as determined by the President. The incomplete game will pick up where it left off, assuming at least 1 full inning was completed.
7. 15- run mercy rule after 3 innings. 10- run mercy rule after 4 innings. The home team must bat in its half of the inning if trailing.
8. Intentional Walk: Defensive teams will be able to elect to intentionally walk a batter by being granted time, then announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead, and no other runners may advance unless forced by the batter’s award of first base. Once the award is granted, four pitches will be added to the defensive pitcher’s official pitch count.
9. – Rule 6.08(a)(2): This revises the intentional walk rule so that a player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game
10. ILLEGAL PITCH: All balks are to follow blue book rules. (No balks in Majors, but umpires can inform coaches and pitchers if it is happening)
11. The batter and base runners will always wear batting helmets. If a player voluntarily removes his helmet, the player will be called out.
12. Catcher must wear facemask, cup and throat protector always including pitcher and infield warm-up.
13. Coaches warming up of a pitcher on the sidelines or the mound **is** permitted.
14. Mandatory play requirements. Continuous batting order applies (mandatory), meaning all players bat whether they are playing a defensive position or on the bench. Regulation IV- Every rostered player at the start of a game will participate in each game for a minimum of six (6) defensive outs. A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply: 8-to10-Year Old Division, 9-to11-Year Old Division, Little League: Pitchers once removed from the mound, may not return as pitchers. If a player does not play (6) defensive outs the player must start the next game on defense. The manager will be warned the first time, suspended the 2nd time, and then face possible removal from managerial duties if a 3rd time occurs, as subject to the discretion of the Executive Review Board.

15. The Batter will get 1 warning for throwing a bat. The Batter will be called out for throwing a bat a second time. The umpire shall declare the ball dead.
16. BATTERS BOX RULE IS IN EFFECT see Green Book.
17. No on deck batters are permitted outside of the dugout.
18. Bunting is allowed.
19. SLASH BUNTING: Not allowed. Ball will be called a strike on the first offense. The Managers of both teams will be warned. A second offense by either team will result in the offending player being called out.
20. Sliding is permitted. First base included. Sliding headfirst will be called out, unless returning to the bag.
21. Uncaught third strike rule applies.
22. Stealing base is allowed.
23. Base runners are not allowed to lead off.
24. (a) when a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results;
25. (b) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left; In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The Umpire-in-Chief shall determine the base value of the hit ball.
26. (c) when any base runner leaves the base before the pitched ball has reached the batter and the batter bunts, hits a ball within the infield or advances on an uncaught third strike, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.
27. "Hurry up" rule will be in effect. If the catcher of the next inning is on base with 2 outs, a substitute runner shall be used. Said runner shall be the player who made the second out. This will allow the catcher to put on all safety equipment prior to the end of the inning.
28. All defensive subs must play 6 consecutive defensive outs and must remain in the same position in the batting order.
29. If a player is recorded in the line-up at the start of the game and the player is absent when it is time to bat, it shall be recorded as an out each time it is that player's time to bat.
30. If a player is injured, or becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up, without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.
31. If a player arrives late to the game the manager may put him at the end of the batting order without penalty (4.04). There must still be enough game time left for the player to play 6 defensive outs (4.01d).
32. If a player does not play 6 consecutive defensive outs (two innings), that player must START the next game. The manager will be warned the first time, suspended the 2nd time, and then face possible removal from managerial duties if a 3rd time occurs, as subject to the discretion of the Executive Review Board.
33. Make-up games will be played due to rainouts only. Make up games must be made up within 7 days (weather pending) by agreement of the coaches. If the coaches cannot come to an agreement, the Board and/or President of the league will make the final decision.
34. If a team is short one player to field a total of 9 players, the manager can ask the opposing team for one player to play on defense only. (Note the opposing manager has the ability to refuse to lend a player to the opposing team). This player will not play the position of pitcher, catcher, or infielder.
35. If a team does not have a minimum of 8 players and it has been 15 minutes after the scheduled start time the umpire shall declare a forfeit.
36. "Infield fly" rule applies.
37. "Un-caught 3rd strike" rules (6.09b) applies.

Coaches:

1. A maximum of three (3) adults will be permitted to act as manager/coaches on the field per team/game.
2. Two adult or one adult and one player (player must wear batting helmet) base coaches are allowed on offense. No coaches are allowed on the field on defense. One bench coach is required. There must be always at least one adult in the dugout.
3. Swearing, foul language, derogatory or inflammatory statements by Managers, Coaches, players, or parents is grounds for immediate ejection and suspension. If you observe any of these occurring, please notify a manager/coach or contact a member of the Mountain House Little League at www.mountainhouselittleleague.com and we will deal with these issues.
4. Home team provides an "official" Scorekeeper to track: Innings, outs, runs, line-up, & pitch counts.
5. The home team is responsible for keeping the official score of the game. Scorekeeping will not be kept on the field or in the dugout. It is the manager's responsibility to have a scorekeeper. If there is no scorekeeper, the manager or assistant coaches will have to keep score outside of the field of play.
6. Line-up cards will be used and distributed to the other team, the official scorekeeper and umpire prior to the start of the game. Once the line-up has been submitted, it is official.
7. Managers are required to send an email to the Major's Player Agent with updated scores and player pitch counts no later than midnight on game day. If scores and pitch counts are not sent in, the pitchers rest period will be set to the maximum rest days.

Field Setup/Cleanup:

1. The home team will be required to prep the field for the game.
2. The visiting team will put away the bases after the game and all field equipment.
3. If there is no field umpire the visiting team will be responsible for providing one.

Not putting the equipment away results in major losses of our equipment yearly. It is everyone's responsibility to maintain the league's property. If you notice that equipment is not properly put away, put it away or contact someone on the Board to secure the equipment.

Edited: 2/23/2022