



**Huntley Futures Summer Classic
2022 Special Games Rules of Play
Baseball**
www.huntleylittleleague.com



Updated June 1, 2022

If there are any protests, rule questions, or rule violations, please alert the umpire, and then contact the Tournament Director.

	Todd Doyle, President HLL (847) 902-0127 - cell
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Reference

The most current edition of Little League Baseball Official Regulations & Playing Rules available shall be used to rule and officiate all tournament games played except where such rules are in direct conflict with the amendments listed herein. In such cases the amendments listed herein shall supersede.

Amendments

Game Length:	<ul style="list-style-type: none">• All games shall be six (6) innings in duration.• No new inning may start after the time limit elapses. The standard time limit is 1 hour 45 minutes from the time of the first pitch of the game to the last out of an inning. Games can go into extra innings as long as the time limit has not expired. Pool play games can end in a tie. If the time limit is reached during an inning, that inning will be the last one of the game. If the home team is winning after the top half of that last inning, they will be declared the winner of the game and will not hit in the bottom half. If the home team is trailing and must hit in the bottom half of the last inning, the game will end at the moment the home team scores the winning run or at the moment of their third out. If the time limit is reached during the bottom half of an inning and the home team is winning at that moment, we will let the current batter complete the at-bat and then the game will end.• No inning will begin after 1 hour 45 minutes of play.• All games must complete at least 4 innings (or home team ahead after 3 ½ innings) to be considered complete.
Equipment:	<ul style="list-style-type: none">• Baseball: A standard Little League Hard Ball shall be used.
Ejection/Suspension Policy:	<ul style="list-style-type: none">• Managers/Coaches: Managers or coaches (or scorekeepers or anyone else that is in the dugout or on the field during a game) that are ejected from a game (either by an umpire or by a Huntley Little League Baseball Official) must leave the facility immediately and will automatically be suspended for 1 additional game. The Tournament Director may also lengthen the suspension to more games or even expulsion from the facility for a period of time.• If a manager or coach is ejected from a game twice during the same tournament, they will be suspended for the remainder of the tournament.• If a player is ejected from a game they will automatically be suspended for 1 additional game.• If a fan or parent is ejected from a game (either by an umpire or a Huntley Little League Baseball Official), they must leave the facility immediately and will be suspended for the remainder of the event.
Slaughter Rule:	<ul style="list-style-type: none">• No slaughter rule at this level of play.
Participation:	<ul style="list-style-type: none">• No player shall sit out two consecutive innings. All players must sit at least one inning prior to any player sitting a second inning.• All players must play at least six (6) defensive outs (not necessarily consecutive) per game.• All players are required to play at least one inning in an infield position and one inning in an outfield position by the 4th inning. An infield position is Pitcher, Catcher, Shortstop, 1st, 2nd & 3rd Base• No player shall play the same position for more than three (3) innings in the same game.• Four players will be allowed in the outfield.• A game may proceed with as few as eight (8) players on either team. If by five (5) minutes after the appointed game time a team has less than eight (8) players the game will be ruled a forfeit for the

	purpose of standings. The game should be played for experience if possible.
Base Running:	<ul style="list-style-type: none"> • Players must attempt to avoid contact with other players in tag-out situations. If, in an umpire's judgment, there is intentional contact, that umpire may call the runner out on that play. If the contact is judged as intentional and malicious, that umpire may also eject the player from the game. If a player is ejected for this reason, they may face suspension for their team's next game with the possibility of further sanctions as well. The Tournament Director on-site will make the final ruling on a possible suspension. • On force out situations, if the runner slides, they must slide directly into the base. A slide that is not directly into the base is grounds for an interference call (umpire's judgment) and the runner could be declared out. In this instance, the batter/runner could also be declared out if the fielder was attempting to make a play on that batter/runner. It is important to note that if the runner makes a legal slide directly into the base and contact is made with the fielder, interference will not be called. • Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. If the fielder is not laying on the ground, any jump/hurdle/leap by the baserunner over the torso of the fielder will result in the baserunner being called out. The baserunner will not be ejected unless the jump/hurdle/leap is deemed malicious. • Sliding - Base runners shall slide feet first to avoid contact at 2nd base, 3rd base & home plate. There is no sliding into 1st base. If a player slides head first or runs into a fielder or slides into 1st base the player is called out. If the player slides head first or runs into a fielder, the player is deemed out. • Overthrows – A dead ball shall be called and the runner shall not advance • No lead-offs. Teams will receive one (1) warning for a runner leaving the base early and the runner will be sent back to the base occupied prior to the pitch. A second (2nd) offense is an automatic out. • No runner shall advance to an additional base after an infielder has control of the ball in the infield. The runner shall be able to advance to the base he/she is going to. **** Key point of emphasis here. We do NOT want anyone trying to "Run up the Score". If the infield has control of the ball the runners cannot advance. Our umpires will call out "Infield has control, runners stop!" • Runners will be allowed to advance on a passed ball only when there are 2 outs in the inning. • Runners may only advance to the base they are attempting to steal. They may not advance an extra base on an overthrow by the defense. • Runners may not steal home or advance home from 3rd base on a passed ball. Runners may only advance home on a ball put into play by the batter, on a bases-loaded walk or a hit-by-pitch when the bases are loaded. • Runners are prohibited from stealing bases during coach pitch.
Batting:	<ul style="list-style-type: none"> • Bunting is allowed. Bunting is not allowed during coach pitch. • Bunting – Once a bunt is shown, a player may not swing at the ball. The penalty will be the player being called out. • Each batter will receive three (3) strikes as normal. If ball 4 is reached a coach from the offensive team, regardless of the count, will throw 3 pitches. If the player fails to put the ball in play on the 1st or 2nd pitch, the third pitch will be handled as strike three where foul balls are considered. If the batter does not swing at the 3rd pitch the umpire will call the pitch a ball or a strike. If a strike is called on the 3rd pitch the batter is out. If a ball is thrown on the 3rd pitch, or after, the coach will throw another pitch and the same rules will apply as did on the 3rd pitch. • Walks – No walks are awarded at this level • No throwing of bats by any player will be allowed. Each team will be allowed one warning. On additional occurrences, a batter will be called out. If the Umpire deems the incident intentional or malicious, the player may be ejected from the game. • Runs – A maximum of five (5) runs per half inning will be allowed. • The 5 run rule will be suspended during the last inning (last inning to be determined by umpire) • Late arrivals to a game will be placed at the end of the batting order. • If a player is injured and cannot bat for his designated spot in the order, he must leave the game and no out will be recorded. Exception: If there are only 8 players left in the lineup, an out will be recorded for the 9th spot. Also, if a player is ejected, an out will be recorded when his turn comes up, regardless of the amount of batters in the lineup still remaining.
Batting Order:	<ul style="list-style-type: none"> • A continuous batting order will be utilized
Pitching & Defense:	<ul style="list-style-type: none"> • During coach pitch-the coach must pitch with one knee on the ground. No coach is allowed to pitch

	<p>from the upright (standing) position. The penalty is an automatic strike against the batter.</p> <ul style="list-style-type: none"> • During coach pitch, no high-arc (rainbow) pitches are allowed. Coaches must pitch in a straight line. The penalty is an automatic strike against the batter. The umpire has sole discretion to determine the arc of the coach pitch. • Little League pitching rules and limits will be followed • The pitching rubber/plate will be set at 42 feet from the back of home plate to the front of the pitching rubber/plate. • Players may not pitch more than three (3) innings or 50 pitches in a given game. • If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1). The batter puts the ball in play or; 2). Coach pitch occurs • A pitcher who delivers <u>41 or more pitches</u> in a game cannot play the position of catcher for the remainder of that day. • Pitchers league age 14 and under must adhere to the following rest requirements: <ul style="list-style-type: none"> • If a player pitches 36 or more pitches in a day, two (2) calendar days of rest must be observed. • If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed. • If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required. • If at any time a pitcher has hit two (2) batters in an inning, or three (3) batters in a game, the pitcher shall be replaced. • Mound visitation will take place at the mound or the foul line. • The Pitcher must have one foot within 5 feet of the pitching rubber/plate while the coach pitches • A pitcher removed from pitching cannot be brought back to pitch during the same game. • A pitcher will be allowed six (6) warm-up pitches in the first inning and four (4) warm-up pitches each of the following innings. New pitchers entering during an inning will be allowed six (6) warm-up pitches. • Any infielder who fake tags a runner when no throw is made will receive a team warning. Subsequent occurrences will result in the fielder being removed from the game. • Pitchers may not wear white wristbands, a white batting or fielder's glove or a white long sleeved undergarment (which may distract the batter). • Ten (10) players will be utilized- four (4) outfielders, four (4) infielders, a pitcher and a catcher.
Infield Fly Rule:	<ul style="list-style-type: none"> • The infield fly rule is not in effect at this level.
Coaches:	<ul style="list-style-type: none"> • Defense – No coaches allowed on the field. • Offense – In the event that ball four is reached, the batter will receive three additional pitches from the coach. In the event that the coach pitches he/she must pitch from the pitching rubber overhand and with no arc. Additional coaches at first and third bases are allowed as well. The Manager or Coach assigned to pitch will come in from the sidelines after ball four has been reached. This individual must be ready to enter as ball four is reached.
Score:	<ul style="list-style-type: none"> • The Manager or Head Coach of both teams will report the final score of the game, pitchers used, as well as their pitch count, using the official score reporting template immediately following the game to the official scorekeeper.
Awards:	<ul style="list-style-type: none"> • Standings will be kept for seeding purposes only.

General Rules

- All coaches must check in at least 45 minutes prior to their first game at the designated tournament headquarters located at Tomaso Park in the center of the 4 fields.
- A player may not be a member of more than one team.
- No additions will be made to the team roster unless approved by the Tournament Director.
- The Tournament Director will have final say and determination on the playability of the fields based on weather conditions or other circumstances.
- The Tournament Director reserves the right, in the best interest of the tournament, to change the game schedule, time limit, match-ups and/or any other operational aspect of the event if poor weather or daylight conditions interfere with the established game schedule or time capacity.
- In the event of rain, a tournament official will notify each manager via cell phone and e-mail. The tournament web site will be updated as soon as practical.
- Huntley Little League will supply an umpire for each game. Coaches should treat them with respect. With regard to on-field calls, the decision of the umpires shall be final.
- There will be no infield practice. Teams are allowed to play catch in the outfield area if the time allows. Never do flip drills into fences or step on foul lines.
- Line-ups must be turned in 15 minutes prior to each game. Changes can be made to a line-up prior to the start of the game.
- Cooking out in the parking lot or in the vicinity of the parks is not allowed.

Pre- & Post-Game Conduct and Spectators

- Teams will play at designated fields and timeslots as directed by the established tournament schedule.
- Proper, matching game attire must be worn by every player on the rostered team. This includes:
 - Matching uniforms including hat, jerseys, pants and socks
 - Baseball glove/mitt, bat, helmet, baseball cleats
 - Athletic cup supporter
 - No jewelry of any kind unless medical related will be allowed
- All teams must be ready to play 30 minutes prior to the start of their scheduled game. Games may begin early if the field is prepared and both teams are ready to begin the game.
- You may hit in the outfield grass or away from populated areas (using nets, etc.) This is for safety reasons as the parks will be heavily congested with players, coaches, families and fans. *Failure to comply with this rule may result in a forfeiture and possible disqualification.*
- Spectators will not be allowed to sit directly behind the backstop and will be moved at the discretion of the field umpire or tournament director.
- After completion of a game, please exit the dugouts quickly so that the field maintenance crews can begin preparing for the next scheduled game if applicable and the next game's participants can get organized. Team meetings can be conducted away from the field after the dugouts are cleaned.
- Please refrain from eating in the dugouts. Please pick up all bottles and trash after your game and dispose of it in one of the provided trash cans.

Game Conduct

- All manager and coaches are responsible for the conduct of their players, parents and fans. All conduct will be carried out in sportsman-like manner; serious offenses will result in disqualification and removal from the tournament grounds. Use of foul language, alcohol and noisemakers will not be tolerated. Removal from the games will be left to the discretion of the umpire. Should any player, coach or fan be removed from the game, it is up to the umpire and/or Tournament Director if that individual needs to leave the park.
- Chanting, singing or other distracting noises during the pitcher's wind-up are NOT allowed. Normal "positive" cheering from the bench is allowed and encouraged.
- Players will not throw bats, helmets or any other equipment to display anger, frustration or displeasure. Violators may be removed from the game, at the discretion of the umpire, for flagrant violations.
- Swearing by managers, coaches, players or parents, on and off the field, during games or warm-ups, will be strictly prohibited. Violations during a game will result in immediate ejection.
- Influencing the umpires, for example, yelling "safe" or "out" before the umpire makes a call or openly questioning or complaining about the umpire's call, will not be tolerated and are subject to removal from the tournament grounds.
- Tobacco products are not allowed on tournament grounds.
- Only adult coaches will be allowed to coach in the coaching box and must remain in the coaching area when coaching the base paths.

- For pool games, a coin flip prior to the game will determine the home team. For the single elimination games, the home team will be the higher seed.
- The home team will be designated the official scorekeeper. Both teams are to confirm the score and pitch count every ½ inning.
- Game record forms will be provided at check-in. Additional forms will be available at tournament headquarters. The game record form will be completed by the home team and must be submitted to the tournament headquarters within 15 minutes of game completion. Failure to do so may result in a forfeiture. Each completed form must contain:
 - Full team names, field game was played at and scheduled start time of game
 - Final game score
 - A record of all pitchers used and innings pitched
 - Winning coach signature
 - Losing coach signature
- Protests will not be allowed. All decisions made by the umpire(s) will be final.
- No new inning may begin after 1 hour and 45 minutes in pool play and playoff games. Championship/Consolation games will not be affected by time limits.
 - A game tied at the end of the allotted time in pool play shall end in a tie.
 - During Pool Play, if the game has not reached its final inning per the rules and the time limit expires, the current inning shall be played to completion. Ex: The game is currently in the 5th inning with the visiting team at-bat when the time limit expires. The home team must have their at-bats, regardless of the score, until there are 3 outs. *Teams will not be allowed to stop play to artificially affect runs allowed or run differential for pool play.*
 - A game tied at the end of the allotted time in the single elimination or Championship/Consolation game shall use the rules below for completion.
 - Should any game be tied at the end of regulation, the following shall occur:
 - The game will be played to its conclusion with a winner declared.
- If, in the judgment of the umpire, a team is attempting to delay the game in order to reach the game time limit, the following penalties may be assessed:
 - 1st Offense: A warning will be given to the manager.
 - 2nd Offense: An automatic out will be recorded in the offending team's next at-bat.
 - 3rd (and final) Offense: Game forfeit.
- If a game is called due to darkness, and it has reached official game status, the final score will be the score at the last completed inning.
- A forfeited game will be recorded as a 7-0 shutout.
- Weather permitting; each team will play a minimum of 4 games.
- Any team forfeiting a pool game will automatically be disqualified from participating further.

Tie-breakers

- Tie-breakers for all seeds from pool play will be determined in the following order:
 - Head-to-head result (if only 2 teams are tied after pool play)
 - Total runs allowed
 - Run differential (runs scored – runs allowed = run differential)
 - Total runs scored
 - Coin flip

Field Locations—2022 Baseball Futures Tournament

Tomaso Sports Complex

11950 Ackman Rd

Huntley IL 60142

