

Coats and Erwin Parks & Recreation
Midget League & Little League Rules
Spring 2010

Any rule not specifically covered on these two (2) pages and in the 2010 Tar Heel Leagues, Inc. Rule Book will be governed by the National Federation of State High School Association. Please review pages 21-28 and pages 43-45 of the 2010 Tar Heel Leagues, Inc. Rule Book for rules specific for this league.

Any rule listed below supersedes any rule book as they are local league rules.

1. **CONTINUOUS BATTING ORDER:**

Each team will make up a batting order consisting of all members of the team that are present for the game, regardless of the number of players present for the opposing team. Any players arriving late must be placed at the end of the lineup.

2. **PARTICIPATION RULES:**

- A. Every player on a team roster must play a minimum of six (6) defensive outs per game.
- B. If a player does not fulfill this requirement, the player(s) involved shall start the next game in the field, play any previous requirement not completed, and play the minimum requirement for the current game before being removed from the field (i.e. – a player who played only 3 defensive outs in a game **MUST START** and play until he has played 9 defensive outs before coming out of the game). No games shall be forfeited due to a violation of this participation rule and short games (i.e. – 3 innings due to time limit) shall be taken into consideration. If infractions continue to occur, the necessary actions will be taken with the coach in question.

3. **PITCHING:**

A pitcher, regardless of age, may pitch a maximum of six (6) innings per calendar a week. The calendar week runs Monday through Sunday. This includes any rescheduled and make-up games played during that week.

4. **COURTESY RUNNERS:**

A courtesy runner may be used for the catcher or pitcher for the following half inning at any time but is mandatory for the catcher with two (2) outs. The courtesy runner shall be the **last batter not on base**.

5. **GAMES:**

Games will be six (6) innings, one hour and twenty (1:20) minutes, or the ten (10) run rule after four (4) innings of play (3½ innings if the home team is leading), which ever comes first. If time expires during an inning, that inning shall be completed unless the home team is batting with the lead. A new inning begins when the last out of the previous inning is made.

6. **TIE GAMES:**

If a game is tied at the end of the time limit or six (6) innings, one (1) additional inning will be played in an effort to break the tie. A tie will count as ½ win and ½ loss in the standings.

7. **WIN-LOSS RECORDS:**

Only local league games will count toward a team's record.

8. **THROWN BAT RULE:**

Any batter throwing a bat in a manner which the umpire considers unnecessary or dangerous shall be dealt with as follows:

1st Team Offense – Team shall be warned.

2nd Team Offense – Player shall be declared OUT.

3rd Team Offense – Player shall be declared OUT and RESTRICTED to the dugout for the remainder of the game.

The ball is considered dead and base runners may not advance as a result of the play. This is a judgment call by the umpire; therefore, no protest of this call will be allowed.

9. **CONDUCT RULES:**

Any player, coach, or spectator ejected from a game will serve a minimum suspension of one (1) game with additional games possible at the discretion of the Erwin Parks and Recreation Department. Suspended persons will be suspended from all activities held by the Erwin Parks and Recreation Department until their suspension is fulfilled within the division that the suspension was levied. Any appeal of this decision may be made to the Erwin Parks and Recreation Advisory Board, whose decision will be final.