

## 2017 Verona Little League Playoffs – Special Rules

### ROOKIES

All regular season rules apply for the Playoffs with the following exceptions.

#### **Pitching Machine**

All pitching machines should be set at 37mph. Coaches can adjust the machine's trajectory if needed, but the speed cannot be adjusted.

#### **Runners Advancing on Batted Balls**

When a player in the outfield releases a ball on a throw toward the infield

- (1) Any base runners occupying a base MUST stay on that base and cannot advance further, and
- (2) Any base runners approaching a base MAY NOT advance beyond that base.
- (3) Once a runner clears a base they can attempt to advance to the next base if the ball has not been released by the player
- (4) A ball hit through the infield to the outfield grass (on the fly or the ground), even if touched by an infielder, shall be deemed a hit to the outfield. Scenarios 1, 2, and 3 above shall apply. For clarity, players may not advance on overthrows regardless of where the overthrow goes, i.e. the outfield.

The rules are in force regardless of the outcome of the throw. The throw does not need to reach the infield or be caught by another player. Under scenario #1 and #2 if a player advances beyond the base they are taking the risk of being tagged out. If they successfully make it to the next base under scenario #1 and #2 once the ball is dead coaches must return the player to the last base before the player attempted to advance.

Regarding scenario #4 above: For example, if a line drive is hit and the shortstop puts their glove out to catch it and the ball deflects off their glove and ends up on the outfield grass, then runners may advance until the ball is fielded and thrown towards the infield. Example 2: a ground ball is hit towards the second baseman and the ball deflects off their glove and the ball rolls to the outfield grass, then runners may advance until the ball is fielded and thrown towards the infield.

#### **Player Rotation Rules:**

- Regular season player rotation rules will be in effect for playoff games.
- Before each playoff game coaches must **meet and** exchange defensive rotations with player names and numbers **AND agree the rotations are in compliance with the rules. Then the game must be played using the agreed upon rotations and results are final. If a question arises, contact the VLL board member on site or call VLL president.**
- If a coach breaks the rotation rules after the start of the game, then it will be an automatic forfeit and the head coach will be suspended by the league for the duration of the playoffs.
- Coaches must notify each other if a rotation issue occurs during the game. If there is an injury, a player must leave the game for any reason or a specific player issue occurs, then the coaches will meet, discuss, and agree to the rotation changes.
- A player can only play a specific defensive position for a maximum of two (2) innings per game.
- A player cannot sit on the bench twice until all rostered players have sat on the bench at least once.
- Every player must play at least twice in the infield in a six-inning game.
- Every player must play in the outfield either during or before the 4th inning.
- **Every player must play in the outfield at least twice during a six-inning game.** If a team is using more than one substitute then they must rotate a different player into the outfield each inning of the game. If you have all 13 rostered players in attendance, **2** players will not be able to play outfield twice.
- Coaches can set their batting order for each game. The rotation batter order is not in effect for the playoffs.
- Runner may not leave the base until the ball crosses home plate. Runners that leave the base early will be called out without a warning.

### Misc. Rules:

- The coach of the home team should pick up new game balls from the concession stand. If a ball becomes defective during play then it should be exchanged. Rookie coaches make sure you grab the Rookie baseballs.
- 10 Run Rule applies for all games after 4 full innings, 3 ½ if home team is ahead
- All Playoff games other than Championship Game(s) - No new inning after 1 hour 20 minutes
- No time limit on Championship Game(s)
- The max runs per inning rules are the same as regular season (5 for Rookies)
- Teams are seeded by regular season record. Tiebreakers are (1) head to head record and (2) runs allowed per game during the regular season
- Higher seed is the home team (1 v 8, 1 is home team) except for the 1<sup>st</sup> Championship game where team in the winner's bracket is the home team. If a 2<sup>nd</sup> Championship game is required (both teams have one loss) the higher seed is the home team
- **EXTRA INNINGS:** In the event that a game is tied after 6 innings and/or the time limit has been exceeded, both teams will start the next inning with a runner at 2<sup>nd</sup> base and have one out. That runner will be the last out from the previous inning.
- **Substitutions:** All games require a minimum of 7 of a team's own players (not substitutes) to start a game. There will be an automatic forfeit if a team does not start with at least 7 of its own players. At no time will more than 2 substitutes from other teams be allowed to play for a team. If a team has met this requirement at the start of the game, and one or more players is hurt or needs to leave for any other reason, then that team may still continue to play with fewer players, but is never allowed more than 2 substitutes from other teams in any game. If a player exits the game for any reason (injury, illness, etc.) their turn in the batting order is skipped and will not be charged an out. If you need a substitute, please email [vllpresident@gmail.com](mailto:vllpresident@gmail.com) as soon as possible. The Board has established a method for assigning substitutes during playoffs that is as fair as possible. We will email both coaches for any game where subs are assigned. If you have doubts that you will have nine players available to start the game, we suggest that you request a substitute to cover your team. That sub may not play if 10 of your own players are available and that should be understood by the sub. We can't guarantee that a last minute request for a sub can be filled so do everything you can to avoid being short a player. You will not be able to randomly grab a sub at game time. Teams using subs cannot have more than 10 players in the game for Rookies. These replacement players are to wear their own regular season team's uniforms and are to be used in the outfield and batted at the bottom of the batting order.
- **Pitcher Positioning:**
  - On Frank and Homan and Lund Fields: The pitcher must have at least one foot on the dirt of the circular part of the pitcher's mound (not including the worn in path in front of the mound).
  - On Heartland: The pitcher must have at least one foot inside a 5-foot radius around the pitching machine. Coaches should work cooperatively to enforce the rule.