GENERAL PLAYING RULES
Herriman Little League games will be played according to the rules of baseball and the modifications made by the Cal Ripken and Babe Ruth Association. Coaches and umpires will be provided with rule books.

- Bad sportsmanship, profanity and temper tantrums will not be tolerated from players, coaches or fans. The league presidency/board reserves the right to impose suspensions, or other penalties on those not able to adhere to the rules of good sportsmanship and common sense.
- Each team will play at least 14 games. This means each team may not play every other team in the league the same number of times.
- Make-up games will be played on the Saturday following the delayed game unless arrangements are made by both teams and the league presidency/board to complete it another time. If the make-up game cannot be played because of weather then it will be played the following Saturday, and so on.
- Regular league games may be scheduled on Saturday depending on the number of teams and field availability.
- Games will begin promptly at the time posted on the schedule
- No new inning will be started after the sun has completely disappeared behind the west mountains.
- Team size and distribution will be dictated by the number of players registered. The league presidency/board reserves the right to combine age groups in order to create the most functional organization possible. Every effort will be made to keep the leagues as outlined by Cal Ripken and Babe Ruth.

DRAFT (Pee Wee, Minor, Major and Babe Ruth Leagues)

- All Players previously placed on a team will be placed on the same team. Try-outs will be held for those new to the league. Also, if desired a player can elect to go back into the draft.
- Siblings will be placed on the same team within each league with no penalty to the team during the draft.
- The head coach’s children will be placed on the coach’s team with no penalty to the team during the draft.
- The head coach may choose one official “assistant coach”. If the assistant coach is chosen before the draft and assistant coach’s children are not already on the team, the assistant coach’s children will be placed on the team and the team will lose their right to draft in each odd round beginning with the first round for the number of children of the assistant coach. In other words, for one child of the assistant coach put on the team the team will lose its first round pick, for 2 children the team would loose the first and third round picks.
- Newly formed teams will draft first in the order and will have two consecutive picks in each even round.
- The existing teams will draft in order behind any new teams, beginning with the team with the worst record selecting first.
- Children who do not show up for tryouts will be picked by drawing out of a hat. A hat pick may be selected at any time during a teams turn in the draft.

TEE BALL LEAGUE

- No draft will be held for the Tee Ball Teams, players will be assigned by lot and placed with other players they indicated they wanted to play with on their registration forms. The league will try to limit teams to 6 to 8 players.
- No coach or machine pitch will be allowed. All players must hit from the tee.
- Games will be limited by time therefore games will start promptly on time and end on time. We anticipate three full innings will be completed within the time allotted.
- All players will play on defense, all players are included in the batting rotation.
- One base on an infield hit, two bases on an outfield hit are allowed.
- An inning will end after each batter in the rotation has hit.
- Coaches must encourage players to hustle in and out and keep game moving at a relatively quick pace.

ROOKIE LEAGUE

- No draft will be held for the Rookie League Teams, players will be assigned by lot and placed with other players they indicated they wanted to play with on their registration forms.
- Games will be limited by time therefore games will start promptly on time and end on time. We anticipate three full innings will be completed within the time allotted.
- All players will play on defense. Players must play positions.
- Outs will be enforced and runner will return to their bench. However, a half inning cannot end on outs, every batter will have an opportunity to hit in each inning.
- Three pitches from the pitching machine will be supplied to every batter. If the batter does not hit a fair ball from one of the three machine pitches, the ball will be placed on the tee.
- One base on an infield hit, two bases on an outfield hit are allowed.
• Coaches must encourage players to hustle in and out and keep game moving at a relatively quick pace.

**PEE WEE LEAGUE**

• Time restrictions will be placed on games.
• Games will be at least four full innings unless terminated by time, darkness or the ten run rule.
• 10 players on defense max, the tenth player is an outfielder. All players will be included in the batting rotation.
• Free substitution is allowed, however the batting order will not change once the game has started.
• All players must play at least 2 innings per game on defense.
• Base advancement stops when the ball returns to the infield and base runner must return to base.
• Only one base advance on an overthrow.
• Base runner cannot not advance to second on a walk.
• Stealing is allowed. Runner cannot leave until ball crosses home plate.
• Games will be played with real baseballs used in the pitching machines.
• Batter gets 4 balls or 3 strikes whether using pitching machine or during kid pitch.
• Three innings of machine pitch and one inning of kid pitch will be played until May 9th then two innings of machine pitch and two innings of kid pitch will be played until May 30th and then all kid pitch will be played until end of season.
• Umpires will be provided for each game.
• Inning ends after three outs or 9 batters, whichever comes first. No new inning after 1-hour 20-minutes.
• If there is a play at any base but first, sliding is required.

**MINOR LEAGUE**

• Time restrictions will be placed on games.
• Games will be a minimum of four full innings unless terminated by time, darkness or the ten run rule.
• 9 players on defense max, all players will be included in the batting rotation.
• Free substitution is allowed, however the batting order will not change once the game has started.
• All players must play at least 2 innings per game on defense.
• Base advancement stops when ball is under control within pitchers circle and base runner must return to base.
• Base runner cannot advance to second on a walk.
• Stealing is allowed. Runner cannot leave until ball crosses home plate.
• Pitchers can pitch a maximum of 6 innings per week.
• Umpires will be provided for each game.
• Inning ends after three outs or 9 batters, whichever comes first.
• If there is a play at any base but first, sliding is required.

**MAJOR LEAGUE**

• Games will be six full innings unless terminated by time, darkness, or the ten run rule.
• 9 players on defense max, all players will be included in the batting rotation
• Free substitution is allowed, however the batting order will not change once the game has started.
• Pitching mound will be located 50 feet from home and bases will be spaced 70 feet apart.
• Base runners may lead off and steal therefore pitchers will be required to pitch from the stretch to hold runners on base.
• Pitchers can pitch a maximum of 6 innings per week.
• Umpires will be provided for each game.
• Inning ends after 3 outs.
• If there is a play at any base but first sliding is required.

**BABE RUTH LEAGUE**

• Games will be six full innings unless terminated by time, darkness, or the ten run rule.
• 9 players on defense max, all players will be included in the batting rotation
• Free substitution is allowed, however the batting order will not change once the game has started.
• Pitchers can pitch a maximum of 6 innings per week.
• Umpires will be provided for each game.
• Inning ends after 3 outs.
• If there is a play at any base but first sliding is required.
• 13 year olds will play in prep-league and 14-15 year olds (as of July 31) will play in Babe Ruth League.