



Exhibit 3.0 R1.0

HERSHEY LITTLE LEAGUE POLICY & PROCEDURES – *Supplement Game Rules & Team Responsibilities*

Last Rev. Date: 12/8/2024

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A. Purpose

This Exhibit provides Hershey Little League (HLL) Team responsibilities and game rules that supplement those in the Little League International Rule Book. These HLL Supplemental rules cannot conflict with, or supersede, Little League International Rules. HLL may modify their rules annually. It is the responsibility of each HLL Coach, Commissioner and Board member to be familiar with these rules.

Commissioners will distribute and review this Exhibit with the division Coaches and direct them to the copy posted on the HLL website prior each season.

B. General Rules

1. Alcohol & Tobacco

- a. The use of alcohol or tobacco products is strictly prohibited on Derry Township, Derry Township School District properties and during any HLL event or activity.
- b. The use of e-cigarettes or vaping is prohibited on Derry Township, Derry Township School District properties and during any HLL event or activity.

2. Equipment

- a. Equipment will be purchased and bagged for each team by the HLL Board designated Equipment Leader in accordance with HLL Constitution Article IX, Section 4 and as defined under **Exhibit 12**. Commissioners will distribute the equipment to the HLL designated Head Coach of each Team. Each head coach will receive a full bag of equipment and are responsible to keep track of their equipment during the year and return it along with used game balls at the end of the season.
- b. Coaches at the Teener and Legion levels are required to purchase their own Coaching Helmets

3. Coach Conduct

- a. It is important to allow the kids to make decisions and mistakes, thereby Coaches should attempt to minimize the amount of In-game technical instruction. The yell results in tentative players. There is an old baseball adage “Practices are for coaches; Games are for players.” The time for instruction is before the play by asking where the play is or when they come off the field in a non-embarrassing, private and constructive manner. No child likes being yelled at or yelled to, in front of friends. Rather, take the opportunity when they come off the field to ask him “Do you know what you did wrong?”
- b. Coaches shall lead their teams in compliance with all League Rules, policies and procedures. Failure to do so, especially when a Coach deliberately or willfully breaks League Rules, will be subject to immediate disciplinary action.
- c. Coaches shall display good sportsmanship at ALL times while representing HLL.
- d. Coaches shall respect the umpires and their decisions thereby setting an example for others.
- e. Coaches will be responsible for having their dugout clean of all garbage.

- f. Coaches are expected to comply with all Little League International and HLL Rules, Policies and Procedures.
- g. Coaches are expected to teach players in a manner consistent with the mission of Little League International, Positive Coaching Alliance (PCA) and the developmental philosophy of HLL.
- h. Coaches are to conduct post-field maintenance activities.

4. **Umpires and Game Balls**

- a. Umpire fees and game balls are provided by HLL.
 - b. It is the home team's responsibility to provide two game balls and pay the umpire the established fee.
 - c. HLL provides funding for all Umpire fees.
 - d. It is the home team's responsibility to Pay umpires BEFORE the game starts.
 - e. In the event of a partial game, the umpire must be paid in full for the resumption of the game. The time resets for the resumption game. The Home team will be charged umpire fees if the Umpire Coordinator is not notified of a rescheduled or canceled game (including obvious rainouts).
 - f. It is the Home Teams responsibility to contact Umpire(s) regarding change of game schedule or cancellation.
- 3.0 Teeners (A-Suburban, B & C)
- g. HLL teams at 13U, 14U and 15U and above will compete in the appropriate Dauphin County leagues.
 - h. HLL will field an appropriate number of Teener teams, contingent upon Registration.
 - i. There will be assessments for 13, 14, 15 & 16 and above age players for appropriate assignment to Legion, Senior Teener, Suburban Teener and Teener levels. Players will be eligible to "play up" levels based upon skill assessment and input from the Division level coaches.
 - j. The Legion Team shall be assembled to represent the most skilled players. Teener rosters shall include "Swing Players," subject to Dauphin County Rules & Regulations.
 - k. Players 13, 14 and 15 yrs of age or older may try out for higher level teams, but such players must be drafted onto that higher level team or they will fall back to their age appropriate level, unless otherwise selected by another Level above their age. Players selected to play up and are rostered as such, are not permitted to play down as a Swing Player, pursuant to applicable Dauphin County Rules & Regulations.
 - l. Majors, Minors and Colts assessments shall be completed by the first week of March. Majors and Minors drafts shall be completed within one week of assessments at maximum, but preferably the day after assessments. Majors and Minors practices shall start the second week of March with games beginning the first week of April. Colts practices shall start the third week of March with games beginning the first week of April.

C. Majors and Minors Supplemental Rules

1. Playing Up

- a. Parents of players 12 years of age or younger may elect to play their child at a level higher than his or her age group. In all such matters, the safety of the child will be the determining factor and HLL reserves the right to make a final determination if a child is eligible to play up at a higher level. Children who choose to play up MUST attend assessments in order for a proper evaluation of their skill level to be completed.

2. Playing Time

- a. Players shall play at least 9 defensive outs (3 innings) and bat at least once. This rule does not apply if the game ends early.
- b. No inning shall start after 1hr and 45 minutes. In the event of a suspended game, the time resets to zero. This rule applies for regular season and playoff games. It does **NOT** apply for the Championship game.
- c. Regular Season Games can end in a tie if time expires.
- d. There are no ties in playoffs. There is no time limit for the Championship game.
- e. In Minors, players shall not sit more than 1 consecutive inning.

3. Batting Order

- a. A team must bat the whole lineup consecutively. There are no pinch hitters or designated hitters. Once a game begins, a player's position in the batting order may not be altered for any reason except for injury, illness or other inability to complete the game in which case he may be removed. **If a player is removed after a plate appearance, the batting order is to collapse down one spot (i.e., if the 5th hitter has to leave the game, the 6th hitter becomes the 5th; the 7th becomes the 6th and so on).** Under no circumstances shall there be more than two players sharing a batting position.
- b. It is required for a team to bat their entire lineup. Once the player leaves the game, he cannot be reinserted into the batting order if the order has already been collapsed.
- c. For Minors, the entire lineup will bat for the entire season, including playoffs. .

4. Stealing Bases (Applies to Minors Only)

- a. Prior to the First Sunday in May, or other date as determined and communicated by the Division Commissioner and OPS Committee, runners may steal only one base per pitch.
 - *Example: A runner attempts to steal 2nd base on a pitch. The catcher throws down to second but the ball gets past the infielders and sails deep into center field. The runner must remain at 2nd base. He/she cannot advance to 3rd base until the subsequent pitch.*
- b. Prior to the First Sunday in May, or other date as determined and communicated by the Division Commissioner and OPS Committee, runners may not steal home. This includes attempting to score on a passed ball/wild pitch, or executing a double steal on a throw to second or another base. A runner may only score on a ball hit in play or by being forced to advance on a walk, hit batter or catcher's interference.
 - The goal is to help with the development of catchers, giving them the opportunity to make

throws to second and less occurrences of having to “eat it” after a passed ball.

5. Dropped 3rd Strike (Applies to Majors Only)

- a. Batters may advance to 1st Base, if unoccupied and less than two outs, on a dropped third strike by the catcher. The dropped 3rd strike can be either a called or swinging 3rd strike.
- b. For a dropped 3rd strike, the runner advances to 1st base and a play may be made by the fielding team.
 - *For example, the runner can be tagged prior to reaching 1st Base or can be thrown out at 1st Base by tagging 1st Base prior to the batter reaching it.*
- c. The play is alive on a dropped 3rd strike and runners are free to advance at their own risk.
- d. If there is a runner occupying 1st Base at the time of the dropped third strike, the batter cannot advance to 1st Base.
- e. If there are 2 outs and first base is occupied, on a dropped 3rd strike, the batter can advance to first base and the play must be made by the defensive team to complete the out.
 - *For example, if bases are loaded and there are 2 outs, and the 3rd strike is dropped; the catcher can simply touch home plate prior to the runner from 3rd base to record the out. The catcher can also make the play to first base to try and record the out.*

6. Run Rule and 12/10/8 Rule (applies to all divisions unless specifically noted)

- a. For regular season Minors games, a 5 run maximum will apply to every inning up to and including the 4th inning. The inning is over as soon as the 5th run is scored. If more runs cross the plate because of a continued play or homerun, the batter will be credited with the appropriate hit, but only the 5 runs will count. After the 4th inning, the 5 run rule no longer applies and is to be considered an open inning.
- b. If after three (3) innings, one team is ahead by twelve (12) runs, the manager of the team with the least runs shall concede victory. If after four (4) innings, three and half innings if the home team is ahead, one team is ahead by ten (10) runs, the manager of the team with least runs shall concede victory to the opponent. If after five (5) innings, four and a half innings if the home team is ahead, one team is ahead by eight (8) runs, the manager of the team with the least runs shall concede victory to the opponent. See LL Rule 4.10(e)

7. Bunting

- a. Bunting is permitted in Minors Division and above. Colts players are not permitted to bunt as they should be encouraged to swing the bat and learn to hit live pitching. A Colts player who attempts to bunt shall have a strike called on them, unless the play results in the hitter being retired.
- b. In Minors Division, once a player positions themselves to bunt during a pitch, they may not pull the bat back and swing away at that pitch (i.e. no “slash bunts”).
- c. Any attempt to slash bunt in Minors will result in the batter being called out and all runners returning to their previous base.
- d. Slash bunt plays are permitted in Majors and above.

8. Regular Season Inter-League Play

- a. For regular season inter-league games, the house rules of the home team shall prevail in the case of a rules conflict. All Little League and HLL player-oriented rules such as those related to pitch counts,

minimum play, batting and conduct apply regardless of the location. Game-oriented rules including but not limited to run or duration rules are determined by the league rules of the hosting team.

- b. Games will not count toward league standings.
- c. Make up games do not have to be rescheduled and played.

9. **Call-ups**

If it appears that a team will have 10 or fewer players at the start of a game, it may request call-ups from the lower league (Majors from Minors, Minors from Colts, Teener C from Majors, Teener B from Teener C etc.). A list of eligible players will be established by the League Commissioner in conjunction with league coaches of players being competitively suited to play up one league. Call-up participation will be assigned and tracked by the League Commissioners. No preference, team affiliation or affinity will be considered when assigning call-ups. The League Commissioners will track call-ups to ensure a rotational assignment.

10. **Call-up Protocol**

- a. Upon request and with adequate lead time, the team in need of a player will contact their Commissioner who will forward the request to the "lower" Commissioner.
- b. Once the candidates are selected based on a "next in line" basis, the parents will be contacted by the Commissioner or their child's coach to verify their willingness to play and availability for that game. The details of the time and location will be provided.
- c. Once confirmed, those names will be passed on to the requesting coach. It should not be necessary for the requesting coach to contact the call-up unless in the event of a change.
- d. A call-up is subject to the minimum play rules.
- e. A coach may not initiate call-ups directly. He may contact the call-up in the event of a schedule change.
- f. A coach may not pull a child from the stands in lieu of an official call-up without approval from the opposing coach. If down one player, you may borrow a player from the other team if a call-up cannot be provided.
- g. A call-up may not pitch or catch.
- h. A call-up may not start the game, unless no other players are available to fulfill the minimum. The Call-Up must play no more than the minimum play time if there are 9 rostered players present.
- i. A player may not be called up if it conflicts with a game of his regular team.
- j. A player may not "Play Down" from one division to a lower division.
- k. Each team from Colts and higher shall designate at least 3 players (if possible) who the Coach believes would be able to play at a higher level if necessary. The list of call-ups shall be compiled by the Commissioners and submitted to the OPS Committee for approval prior to any player being permitted to be called up.
- l. Once a Commissioner is provided notice of the need for a call up, they shall proceed down the list until they find an available player. They will then provide contact information to the Commissioner and Coach in the higher league. Notation shall be kept beside all players contacted and whether they

- were passed because of unavailability or because the Commissioner did not make contact.
- m. Once a player has played up, they shall be moved to the bottom of the list and shall not be eligible to be called up again until all other players on the list have had an opportunity to be called up.
 - n. For information purposes only, Commissioners shall maintain a list of call ups and order of players to be called up which is accessible by the "higher" league. Coaches are not permitted to contact players from the list themselves, this is only for purposes of ensuring that protocols are followed.

11. **Coaches and Scorekeepers**

- a. A maximum of 3 volunteers may be in the dugout during the game.
 - i. Head Coach
 - ii. 2-Assistant Coaches
- b. All volunteers associated with HLL must be complete a criminal background and child abuse check in compliance with the *Little League Child Protection Program and any State or Local regulation*.
- c. Coaches are required to use the website's scoring, to report scores, maintain player statistics, pitch counts and scheduling changes. While *GameChanger* or other scoring apps may feature standings and statistics, the league website is the official repository for such information. Coaches must ensure that statistics are uploaded to the website if the scoring app does not offer full integration.
- d. Pitch Counts must be kept by both teams and should be compared each inning for accuracy.
- e. The home team is the Official Game Scorer, which manager must enter the score into the website.
- f. Both coaches must enter pitch counts into the website for their respective teams within 24 hours from conclusion of game.
- g. In the event of a conflict over the official number of pitches thrown, the count as recorded by the home team scorekeeper is to be honored.
- h. Home Team operates the scoreboard including shut down and proper storage of the case. If a suitable adult volunteer cannot be found, someone from the coaching staff must operate the scoreboard. Report scoreboard problems to the league Commissioner as soon as possible.
- i. Home Team turns on and turns off the field lighting for evening games.

D. **Tee Ball Supplemental Rules**

- 1. Tee Ball is designed to teach new players the fundamentals of the game and keep them engaged in Little League so that they can participate in more competitive divisions as they get older. This division shall have two practices of 60 minutes duration per week with a game on Saturday mornings. Later in the season, teams may have extra games scheduled in lieu of extra practices, in order to ensure that sufficient games are played during the season. Each team's practices shall be on an established day and time per week (i.e. Team 1 shall practice on Mondays and Wednesdays at 6 pm). Practice fields shall be Koons Park (lower), Palmdale and Shank Park, if needed. Games shall be at North Field or Koons Park.
- 2. Games will be 1 hour and 15 minutes. In the event there are Tee Ball games scheduled consecutively on the same day at the same field, there shall be a 15 minutes transition period between the end of one game and the start of the next. The intent of this is **not** to extend the first game but to provide adequate

time to exit the field and bench areas.

3. Tee Ball practices shall start the first week of April, with games beginning at the end of the second week of practices. The Season shall run until the second week of June. Final games may be played at Koons Field if HLL Tournaments cause conflicts with North Field.
4. Home team takes the bench on the first base line and warms up first.
5. 10 players play every inning (put the extras in the outfield)
6. All players play all positions with no player playing the same position for more than 1 inning in a game. Exceptions are for safety reasons only, they should be rare, and must be pre-discussed with the parent.
7. Players alternate starting at infield and outfield
8. The entire lineup bats in each inning.
 - a. The batting order should be adjusted each inning to allow players to bat in all parts of the lineup.
 - b. The goal is to have an equal number of at bats for all players and avoid batting the same players first.
9. No scores are kept and no team "wins" the game. Outs should be called when made, but the hitter/runner is permitted to stay on base. As the season progresses, fielders should be encouraged to make outs by throwing to a teammate rather than "racing" to tag runners or the base.
10. Games are the lesser of 3 innings or 1hr 15 mins long. Innings are over after the entire lineup bats. The final batter of each half inning shall be permitted to hit a "homerun" and circle the bases after they put the ball in play.
11. There are no extra base hits (advance one base at most per hit).
12. A player cannot strikeout (everyone gets a hit)
13. There is no sliding or stealing.
14. Tees shall be used exclusively for the first four (4) games. After the (4th) game, coaches shall introduce soft toss in at least one inning, working their way up to full soft toss.
 - a. After 3 soft tosses, the ball will be placed on the tee.
15. Coaches may be on the field.
16. There shall be no on deck batter. Most injuries in tee ball are siblings hit by an on-deck player.
17. There are no umpires. The team coach will put the ball on the tee and the base coaches will ump bases.
18. Reduced Injury Factor (RIF 5) balls shall be used, as provided by HLL.
19. There is no requirement to makeup rainouts, but efforts should be made to make them up during the week, in place of late-season practices. League Commissioner and OPS shall assist in scheduling.

E. Colts Supplemental Rules

1. The commencement of Colt "games" shall coincide with the start of the Minor and Major regular seasons. Colts teams shall have two practices a week during weeknights and shall play games on Friday nights and Saturday afternoons/evenings at North Field and Koons Park. Colts practices shall take place at Koons Field (Upper), Gelder Park and Palmdale park. Make-up games during the week shall either be at Koons Field or Gelder Park.
2. Home team takes the bench on the first base line and warms up first.
3. Games are 6 innings or at the conclusion of any inning which started prior to game time reaching 90

minutes, whichever comes first. No new inning may begin after 90 minutes have elapsed.

4. A half inning ends when there are 3 outs or 4 runs are scored, with exception to the final inning where a maximum of 8 runs/team may be recorded.
5. Field 10 players on defense (with 4 outfielders).
6. A maximum of 2 *defensive* coaches are permitted on the field (one positioned behind home plate to retrieve passed balls and one a minimum of 10 feet into the outfield grass behind 2nd base)
7. One offensive coach is permitted on the field of play (to be positioned directly behind the pitcher) and will be responsible for calling balls and strikes and all outs, unless there is an umpire for that game. If the game has an umpire, offensive coaches may only serve as base coaches.
8. Equal play time and position rotation is of utmost importance. Specifically:
 - The entire lineup bats (i.e. no pinch hitters).
 - Batting should start about where it left off from game to game.
 - The goal is to have an equal number of at bats for all players and avoid batting the same players first.
 - No player shall sit more than 1 consecutive inning. The strongest players shall also sit.
 - No player shall start on the bench more than 1 consecutive game.
 - Where appropriate, Players alternate starting at infield and outfield
 - Every effort should be made to provide experience to all players at all positions; however, player safety is of highest priority and positional assignments are at the discretion of the head coach.
9. Score will be kept but no standings maintained. Sliding
 - Sliding will be permitted with the exception of 1st base. Sliding into 1st base will be result in an out. Emphasis should be placed on sliding as a means to reduce injury and the potential for collisions.
10. Pitching:
 - Machine Pitch – The first four innings of the game will consist of pitching from a machine. There will be no walks. Each batter will receive 5 pitches in which to either put the ball in play or strikeout. A hitter shall not strikeout if they foul off the 5th pitch seen. They shall continue to receive pitches until they either put the ball in play or swing and miss. The machine shall be set to 3,3,3 unless a different setting is agreed upon by the Commissioner and Coaches to provide a better pitch.
 - The final two innings shall be “kid pitch.” If a player pitcher throw four balls before the batter puts the ball in play or strikes out, then the offensive coach shall take over as pitcher for that batter. One strike shall be removed from the count, and the at-bat shall continue. If the batter has not put the ball in play (or struck out) by the 4th Coach pitch, they shall be called out, even if the Coach does not throw hittable pitches.
 - Pitching distance is 40 ft from the back of the plate and no closer. If a player cannot throw the distance, they may not pitch due to safety reasons. Coaches may pitch closer, but not less than 30 feet. As the season progresses, coaches are encouraged to give players the opportunity to pitch from 46 feet (i.e. from the top of the mound).
 - A player may pitch no more than 2 innings or 50 pitches per 5 days. Balls and strikes must be

recorded as well as pitch count.

- If a pitcher hits 2 batters, they are done pitching for the day.
- There are no walks. Exceptions permitted for hit batters that are afraid to continue.
- The strike zone is from shoulders to the middle of the shins and 3" each side of the plate. Players should be encouraged to swing.
- Prior to the second Sunday in May, (around the 4th or 5th game) , machine pitch shall occur on a 4/2 ratio to kid pitch. After that time, the ratio should be adjusted to 3/3 or 2/4. Coaches may agree on the split after the middle of the season. At minimum, each team must go at least one time through the lineup with the machine, in order to allow weaker hitters the opportunity to get practice hitting "live" pitches.
- In games with Umpires: during machine pitch innings, umpires should position themselves behind first base or second base similar to a "field umpire" in a 2-Umpire setup. During kid pitch innings, the umpire shall be behind the pitcher to call balls and strikes, unless they have equipment to call the game from behind the plate.

11. Base Running

- There is no stealing. There will be no leading, stealing or advancing on balls past the catcher or on overthrows back to the pitcher. Runners are allowed to lead off the base once the ball reaches the batter to begin training the players how play at upper levels.
- Runners may continue to advance on safe hits to the outfield, until the ball is under control by a player who is on the infield dirt. A hit reaching the outfield may be in the air or on the ground, if it "touches grass" runners may advance at their own risk.
- Runners between bases at the time the ball is brought under control in the infield may only attempt to advance to the next base or retreat to the previous base and are at risk of being put out. (It does not matter if are half way or not.)
- Runners who reach a base safely, may not advance beyond that base regardless of reason EXCEPT if the ball goes out of play. Then runners will be awarded one additional base.
- If two runners are between the same two bases and entitled to the same base per this rule, the base will be awarded to the lead runner and the trailing runner will be place one base back.

12. On deck batters are not permitted. Most injuries in youth baseball are teammates hit by bats.

13. Accidentally Thrown Bats

- FIRST and SECOND offense in a game – Warning is issued to the hitter.
- THIRD offense in a game by same player – PENALTY APPLIED
 - (a) The coach will immediately call TIME and stop the play.
 - (b) The batter will be declared out.
 - (c) All runners are returned to their base.
 - (d) The offending player shall not be allowed to bat the rest of the game. They may continue to play defense.
 - (e) If their turn comes up again in the batting order, the batter will be skipped without penalty

14. Regulation baseballs shall be used, as provided by HLL

F. In-House Umpire Program

1. Hershey Little League shall implement an In-House Umpire Program which is open to any person 12 years of age or older. There is no requirement that a participant be a player within Hershey Little League or subject to the boundary restrictions of Hershey Little League.
2. The purpose of this program is 1) To expose community members to umpiring in order to foster experience and development of needed umpires for older age groups in the future; 2) To provide experience to Colts Players and coaches of “competitive” environment that they will face as they proceed to higher divisions; 3) To ensure that HLL Minors games and summer tournaments have sufficient umpires.
3. In-House umpires shall be paid a “per game” payment for umpiring Colts games during the Spring season as set by the Board. The Fall Ball Commissioner and/or OPS Committee may extend the program to appropriate home games in the fall if interest and or need warrant such an extension.
4. HLL shall provide training and uniforms to all In-house Umpire Programs. The Board may choose to utilize an outside party (such as local umpires’ group) to provide training, or may choose to provide such training in house. However, In-House Umpires shall be employees of HLL and not any outside group.
5. Umpire Coordinator shall set training for Umpires and set schedules of the umpires. Umpire Coordinator shall be a member of the OPS Committee and shall work with OPS to determine qualifications, selection and training of the Youth Umpires.
6. All other regulations related to payment, scheduling and treatment of Umpires that are present in other rules and regulations of HLL shall apply to the Youth Umpires.

G. Responsibilities

1. HLL League Commissioners are responsible for ensuring all Coaches understand these supplement rules and conditions.
2. Coaches are accountable for adhering to the rules as defined herein, and/or as otherwise agreed upon and approved by HLL.
3. All HLL Commissioners and Coaches must adhere to these conditions and guidelines.

Approved By: Hershey Little League Baseball Operations Committee – December 8, 2024

Revision History

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