

# Summer Baseball Rules

## Little League Baseball Local Rules: 2013

### COMMON RULES - ALL LEVELS:

- Weeknight Games: All games will begin at 6pm

AA – plays Tuesday & Thursday

AAA- plays Monday & Wednesday

Majors- plays Monday & Thursday

- Continuous Batting Order – every player that shows up to play will bat in a set sequence throughout the game
- The Umpire (in coordination with the Umpire Advocate if the Umpire is under 18 years old) will have ultimate authority regarding the suspension of a game due to darkness or inclement weather. IF the game is called in the middle of an inning, the score will revert back to the score at the end of the last completed inning.

### AA – RULES SPECIFIC TO AA GAMES

- Four (4) consecutive walks in an inning and the coach will finish pitching the inning.
  - The pitcher will remain in the pitcher's position to field the ball and catch throws back from the catcher for the coach to pitch
  - A player batting against a coach pitching will continue batting until they strike out or get a hit (they may not walk or advance if they've been hit by a pitch thrown by a coach)
- Teams must use a minimum of three (3) pitchers per game but no pitcher may exceed the standard pitch count (assuming a complete game). Each pitcher should attempt to pitch at least one (1) inning (3 outs)
- All pitchers will throw from 46 feet. For safety reasons, they must pitch from the rubber
- Two (2) successful steals allowed per half inning.
- No stealing home.
- Runners can only steal when the catcher catches the ball or the ball drops in front of them
- Runners can advance one(1) base on an overthrow
- During a live ball (non-steal) situation, runners can advance to any base (single or multiple, including home) on an overthrow from any player.
- Runners can advance only one base on an attempted steal
- Runners cannot advance on a catcher's throwback to the pitcher
- Five (5) run limit per half inning (all innings)
  - If the 5<sup>th</sup> run scores in the middle of a play, let play continue to avoid injuries
  - If 6 or more runs score, only five runs are counted
  - Third base coach should be aware of numbers of runs and hold runners as appropriate
  - Even if the home team may be losing by more than five runs going into the bottom of the sixth inning, they must complete their at bats

- Ten run rule is not being used.
- Pitch count rule remains in effect without the new Exemption clause.

### **AAA – RULES SPECIFIC TO AAA GAMES**

- Teams must use a minimum of three (3) pitchers per game but no pitcher may exceed the standard pitch count (assuming a complete game). Each pitcher should attempt to pitch at least one (1) inning (3 outs)
- Unlimited steals; no stealing home
- Runner can only advance one (1) base on an attempted steal.
- During a live ball (non-steal) situation, runners can advance to any base (single or multiple, including home) on an overthrow from any player. This includes arrant throws from the catcher to pitcher.
- Five (5) run limit per half inning (all innings)
  - If the 5<sup>th</sup> run scores in the middle of a play, let play continue to avoid injuries
  - If 6 or more runs score, only five runs are counted
  - Third base coach should be aware of numbers of runs and hold runners as appropriate
  - Even if the home team may be losing by more than five runs going into the bottom of the sixth inning, they must complete their at bats
- Ten run rule is not being used.
- Pitch count rule remains in effect without the new Exemption clause.

### **MAJORS – RULES SPECIFIC TO MAJORS GAMES**

- Reiterate: Continuous Batting Order – see COMMON RULES
- The Standard Little League 10-Run Rule does NOT apply. The game will not be called after the 4<sup>th</sup> inning when one team is ahead by 10 or more runs. [As a development league we want the players to get playing time and coaches to manage their game with a strategy that avoids a 10-run mercy situation.]
- Uncaught Third Strike: New to the 2012 Little League Rules
  - Uncaught Third Strike rule:
    - If the catcher doesn't catch a called 3<sup>rd</sup> strike, the batter becomes a runner
  - This only applies if:
    - 1<sup>st</sup> base is unoccupied (open), or
    - 1<sup>st</sup> base is occupied with two outs
  - Play the uncaught 3<sup>rd</sup> strike as if the ball were actually hit by the batter (live ball)
  - If bases are loaded with two outs, the catcher need only touch home plate to get the runner out coming from third base (force out)
  - The batter forfeits his/her opportunity to advance to first base when they enter the dugout or other dead ball area.
- Pitch count rule remains in effect without the new Exemption clause.

- • **Sportsmanship Expectations for Players/Coaches/Spectator:**

- Arguing with an Umpire is strictly forbidden!
- Judgment calls by the umpire are final and may not be challenged. Judgment calls include, but are not limited to:
  - Balls/Strikes
  - Fair/Foul
  - Safe/Out
  - Missed Bases
- If an umpire makes a call (correctly or incorrectly) which results in the cessation of play, the play cannot be “relived” and thus the dead-ball call will stand and cannot be overturned. Coaches will not question these calls.

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- **Sportsmanship Expectations for Players/Coaches/Spectator (continued):**

- If there is a rule interpretation issue, a Manager/Coach must ask for time and be granted it. At that point, **both** Coaches will approach the umpire (and Umpire Advocate/Team Coordinator) to discuss the rule. Coaches should be ready to identify where that ruling is in the book to support their case.
- Coaches are not to make calls from the dugout or coach’s box. Let the umpire make the call with no outside influence. Coaches making calls is also confusing for players.
- For safety reasons, players must be taught NOT to throw the bat
- Throwing a helmet, bat or other piece(s) of equipment in anger may cause ejection due to unsportsmanlike conduct. If ejected, a player will miss the rest of that game and the next game.
- There is a **Zero Tolerance Policy** regarding unruly behavior by all attending or participating in a Little League game. Should a Manager, Coach, Spectator or Player become unruly, the Umpire will:
  - Make the sole determination as to the definition and severity of the abuse resulting in:

- Warning

1. The Umpire will halt the game and notify the Manager on the side of the field where the abuse is taking place, asking the Manager to give the Spectator/Player their first and only warning
2. Should the abuse persist, the Umpire will halt the game until the Manager removes the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field)

- Immediate Removal

1. Halt the game and notify the Manager to remove the Spectator/Player from the game. The Spectator/Player must leave the game area (outside of earshot and visibility from the playing field)
- Should a Manager/Coach become unruly, the Umpire will:
    - Make the sole determination as to the definition and severity of the abuse resulting in:

- Warning

1. The Umpire will halt the game and notify the Manager/Coach that they are receiving their first and only warning
2. Should the abuse persist, the Umpire will halt the game and notify the Manager that they must leave the game area (outside of earshot and visibility from the playing field)

- Immediate Removal

1. Halt the game and notify the Manager/Coach to leave the game. The Manager/Coach must leave the game area (outside of earshot and visibility from the playing field)

## **Little League Baseball Local Rules: 2013**

### **GAMES TIME**

#### **• Players:**

- Players must stay inside the fence for the length of the game, unless provided approval from the Manager for necessary health/safety reasons. No players shall be allowed to practice outside the fence during the game
- Bullpen warm-up catchers must have mask. A spotter with a glove and protective helmet must be in place during in-game bullpen warm-ups to keep the pitcher/catcher from being hit by a ball
- Players warming up the pitcher or acting in the capacity of a catcher (catching balls thrown in from a fielder and tossing them to a coach to hit) must wear a mask with a hinged throat guard
- Catchers must wear shin guards, a chest protector and a catcher's mask with throat guard. Male catchers must also wear a hard cup-type athletic supporter.
- Catchers must use a catcher's mitt (Rule 1.12)
- Player/Base Coaches must wear a helmet
- Injured Base Runner – The offensive player who made the last out shall be the replacement for an injured runner
- Once a pitcher has been removed, he CANNOT return to pitch in the game. (Exception Juniors: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.)
- A pitcher who delivered 41 or more pitches in a game CANNOT play the position of catcher for the remainder of the day
- Players are NOT allowed to slide head-first while advancing into any base. (for Majors level and below) (Rule 7.08 a (3) & (4))
- Close plays: the player must slide or avoid the defensive player. In the event of a standup collision, the runner will be called out if the fielder had the ball in his glove prior to contact. If the fielder does not have the ball in their glove prior to contact, the fielder will be called for obstruction. This is a safety rule. Avoiding collisions at any base is the responsibility of both offensive and defensive players.
- A fielder may not block access to any base if he does not have POSSESSION of the ball
- The runner may not contact the fielder if he has the ball, other than by sliding feet first to the base.
- Players arriving late will be added to the bottom of the continuous batting order line-up (they cannot be slotted in the batting order until they arrive at the field)
- There are no automatic outs for players that leave early.

#### **• Equipment:**

- Bats used in any game or practice MUST have the following label: 1.15 BPF. Bats without a 1.15 BPF CANNOT be used in any game or practice per Little League International rules. Failure to comply could open the league and the Manager/Coach to liability issues in the event of an injury (Rule 1.10)
- Composite bats MUST be approved by league officials and receive a sticker prior to game or practice play. Composite bats are a serious safety concern.
- A hard cup-type athletic supporter is required for all male players (Rule 1.17)