

# **Olentangy Braves and Bears Little League**

General Local Rules and Playing Rules as of May 2020





## Olentangy Braves and Bears Little League

### Description of Document

This document is intended to describe local modifications to the official Little League rules for intramural baseball divisions only.

Both spring and fall intramural season rules are covered in this document. There is no longer a separate document for each season.

For general rules, please refer to the official Little League rule book (the "Green" book). For any situations not contemplated in this document, refer to the Green book. Note that if a rule is not included in this document nor in the Green book, the rule does not exist.

In any situation in which a modification noted in this document needs to be interpreted, the modification should be interpreted in such a manner as to promote and safeguard the integrity of the intramural program and to, as much as possible, benefit all players regardless of skill level.

This document acts as General Local Rules and Playing Rules of the Olentangy Braves and Bears Little League. It has been reviewed by the Rules Committee and approved by the current Executive Board.

# Significant Changes for 2020

Significant changes will be identified by a shaded background.

## Division Rules

"Junior" Tee Ball Division: Batting order should be all players and rotated each game. Page 17.

"Senior" Tee Ball Division: Batting order should be all players and rotated each game. Page 19. Depending on team size, teams may bat half or a minimum five (5) players per inning provided each team has a similar number of players. The next half or group of five (5) players would hit in the second inning. Managers need to use discretion and work together. Page 19.

There should be only one infielder playing the pitcher position and they must start within 3 feet of the pitching rubber until the ball is hit. Page 20.

"AA" Minor Division: Each player must play at least two innings in the infield (this can include pitcher or catcher). Page 21.

All infielders must start their play within 3 feet but not directly inside the base path, until the ball is hit in play. Page 22.

The player pitcher will play the pitcher position and must start within 3 feet of the pitching rubber until the ball is hit. Page 23.

Major Division: Dropped 3rd Strike rule is in effect. Page 26.

# Pitching Restrictions Summary Sheet

All children who are enrolled in the Olentangy Braves and Bears Little League Baseball programs will be required to comply with the following pitching restrictions and mandatory rest periods detailed in this section.

Pitching Week is considered **Sunday – Saturday**.

## Pitch Counts

League Age	Pitches Allowed Per Day
11 - 12	85 Pitches
9 - 10	75 Pitches
7 - 8	50 Pitches

## Rest Periods

Number of Pitches Thrown in One Day	Mandatory Rest Period
66 or More Pitches Thrown	Four Calendar Days
51-65 Pitches Thrown	Three Calendar Days
36-50 Pitches Thrown	Two Calendar Days
21-35 Pitches Thrown	One Calendar Day
1-20 Pitches Thrown	Zero Calendar Days

**Exception:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.”

## Additional Restrictions

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. This includes players “drafted” up.
- A player who has played the position of catcher for four (4) or more innings cannot pitch on that day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
  - **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
- A player may pitch in a second game in a day if they remain at or under 20 pitches in the first game. Their pitch count shall then resume in the second game where they left off in the first game. At no time will a player pitch in more than two games.
- Effective pitching eligibility based on pitches thrown or innings played at catcher shall also be enforced across games pitched with other Travel and Interleague programs.
  - Managers for intramural teams and managers for travel and interleague teams must share pitch count and catching innings information so that the appropriate rest and eligibility can be enforced.
  - If a player pitches or catches in an Olentangy Braves and Bears Little League intramural program game, the effective rest and pitcher eligibility should apply to any subsequent external travel or intra-league game played.
  - If a player pitches or catches in an external travel or intra-league game, the effective rest and pitcher eligibility should apply to any subsequent Olentangy Braves and Bears Little League intramural game played.

# General Rules - All Divisions

Below are the "local playing" rules of Olentangy Braves and Bears Little League (BLL). These rules are specific for this league only. Whatever rules not covered here, refer to the Official Williamsport Little League Rule Book (commonly known as the "Green" book).

Unless specified, rules shall apply for both Spring and Fall Intramural Seasons. Division specific rules documented in the next section after will supersede general rules for that division.

## Pre-Game and Field Preparation

- The home team manager and coaches are responsible for preparation of the field before each game.
- Both teams shall have an equal amount of infield practice prior to a game. The visiting team shall take infield first, followed by the home team. As time permits, each team should have an equal amount of infield time.

## Starting the Game

- Home team gets 3rd base dugout.
- Forfeit time will be 15 minutes after the scheduled starting time.
- A team that cannot field eight players at forfeit time will forfeit the game. Injury only after the start of a game causing seven players is permissible. Less than seven players is considered a forfeit, for "AA", "AAA", and Major divisions.
- Both teams are responsible for ice packs and ice must be present before a game may start. Line-ups must be exchanged before the game starts and are "frozen" after the first pitch. A player must be "on the bench" in order to be in the submitted lineup. Late arriving players must be inserted at the end of the lineup. Scorebooks must clearly indicate for each player the number of innings pitched, fielded, and times at bat.
- Each competitive team in "AA" Minor Division and higher may only have 1 Manager and 3 coaches in the dugout. No parents, siblings or friends are allowed in the dugout. In "AAA" and Major divisions, no manager or coach may be on the field during live play unless coaching a base. The manager or coach must remain in the dugout.
- BLL encourages the use of bench players as a first base coach. Teams may have a manager or coach share the first base coach's box with a bench player. Any player acting as a first base coach must wear a batting helmet.
- Managers are to perform a pitch-count reconciliation after each half-inning and agree on final pitch counts at the conclusion of each game.

## Post-Game

- Each team is responsible for cleaning its dugout area at the conclusion of each game, including removal of all trash.
- The visiting team manager and coaches are responsible for maintenance of the field after each game. This includes dragging the field and locking away all bases and equipment.
- Post-game report, including finals scores, pitch-counts, umpire evaluations, and other required administrative tasks as required/instituted by the league and/or Division Commissioner must be submitted and entered into the league website by the both Team Managers (or someone they designate) by midnight on the day of a scheduled game.
  - If the game score and pitch counts are not entered into the league website by the midnight time limit, the maximum pitches allowed per day will be entered into the system for all pitchers and the affected players must rest for four calendar days.

## Time Limits (General)

- No inning may start more than one hour and forty-five minutes (1:45) past the time of the first pitch of the game. Any inning started will be allowed to complete unless called for darkness or weather-related conditions.
- Any inning that has started prior to the time limit will be played to completion, if possible.
- The umpire will notify the managers as to the exact starting time of the game.
- Evening games continue until the umpire declares darkness. Rules for suspended games apply if darkness prevents the official completion of a game.
- Playoff and Championship games will go the full 6 innings (5 ½ if the home team is ahead). No time limits will be effect for either the playoff or Championship games.

## Time Limits (Doubleheaders)

- A doubleheader is a weekend game where two games are played back to back and the scheduled start time of the second game is within 2 ½ hours (or less) of the scheduled start of the first game.
- The time limit for the first game of the doubleheader shall be no inning may start one hour and forty-five minutes (1:45) past the **scheduled start of the game**.
  - **Exception:** Any game where the starting time is delayed by weather or a late arrival by the umpire will revert to normal time limit rules as based on the actual start time for the game.
- The second game is subject to normal time limit rules.

## Official Game

- Refer to Official Williamsport Little League Rule Book.
  - **Rule 4.10 c:** If a game is called, it is a regulation game:  
(1) If four innings have been completed;

- (2) If the home team has scored more runs in three and one-half innings than the visiting team has scored in 4 completed half innings;
- (3) If the home team scores one or more runs in its half of the fourth inning to tie the score;
- Mercy Rule: refer to Official Williamsport Little League Rule Book, for "AAA" and Major divisions only.
  - **Rule 4.10 e:** If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: if the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

## Suspended Games

- Refer to Official Williamsport Little League Rule Book for procedures regarding resuming or restarting a game.
  - **Rule 4.12:** TIE games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game.
  - During the regular season, a suspended game will be played until an official game is completed.

## Umpire Procedures

- For Tee Ball and "AA" Minor divisions, when playing "games" managers will designate an umpire from their own coaching staff to officiate when their team is in the field.
- Umpires must be notified of weather-related cancellations at least 30 minutes prior to game time, if possible, or a "travel fee" is incurred. The Division Commissioner must be informed and shall contact the Umpire-In-Chief or Umpire Dispatcher regarding any cancellations or schedule changes.
- If no umpire appears by game time, wait 5 minutes and then start the game using any mutually acceptable adult who will umpire from behind the pitcher. Please make sure that the volunteer umpire is willing to work the entire game before starting. If the assigned umpire appears late, then he/she should assume his/her duties at the beginning of an inning. If no volunteer is available, then the game must be rescheduled.
- All serious complaints about an umpire should be reported to the respective Division Commissioner who should then notify the Umpire-in-Chief.

## Rescheduled Games

- All such games must be arranged through the Schedule Coordinator.
- Games may be rescheduled only due to **conflicts with school functions or inclement weather.** (No Exceptions!)



## Discipline

- Refer to the Olentangy Braves and Bears Little League "Code of Conduct" to which every player and parent agrees during the registration process.
- All Managers, official coaches, unofficial third coaches and any volunteers age 18+ in contact with players must have a background application completed and approved by the board of the directors prior to participating in practice or games with the team. No person under the age of 18 may be an official or unofficial coach.
- "Crowd-Control" — the manager is responsible for his/her teams' spectators' behavior. After a warning to the manager, the umpire may eject the spectator, eject the manager or forfeit the game.
- Division Commissioners, upon advice from the affected manager and confirmed by the umpire, may declare a suspended game or forfeit if "unsportsmanlike" tactics are employed. Examples include (but are not limited to) stalling tactics, bench jockeying, and intentional or unintentional wild pitching in the final inning being played which the umpire deems as stalling tactics.

## Safety and Equipment

- Please see the Olentangy Braves and Bears Little League Safety Manual as required to be distributed and to all individuals who volunteer within the BBL. This safety manual can be found under the *Coaches* tab of the League Web site.
- Batters, runners, must wear helmets at all times. All equipment will be kept off the playing field in an area near the bench. Personal helmets need not be shared with team members.
- The use of "safety bases" in all divisions through the "AAA" Minor Division is mandatory.
- On-Deck batters are permitted.
  - The next batter up must be in the on-deck circle, and this is the only player who should be there (i.e., not more than one player at a time).
  - The On-Deck Batter shall position his or her self in the on deck circle so that the batter's back is to them. If there is a right-handed batter at the plate, the On-Deck Batter should be in the 3rd base on deck circle. If there is a left-handed batter at the plate, the On Deck Batter should be in the 1st base on deck circle.
  - At no time can a bat be swung during a game except in the On-Deck circle or the batter's box.
- The "*Pete Rose Rule*" will be enforced when a runner does not slide and contact is made with a fielder attempting to make a tag. The fielder must have possession of the ball to attempt a tag. The runner will be called out and if, in the umpire's opinion, such action prevented a double play, the umpire shall call a second out on the other player involved. A runner who deliberately runs into a fielder holding the ball will also be ejected from the game.
  - **Note:** the runner does not have to slide but rather he/she must avoid contact.

- Batters shall exercise safety when releasing control of the bat after hitting a ball into play.
  - If the umpire feels that a batter has "thrown" his or her bat as he or she leaves the batter's box in such a manner that it has, or could have caused injury had it made contact with another player, coach, umpire, or spectator, he/she shall issue a warning to the team at bat at the conclusion of the play.
  - Each subsequent similar offense by that team in that game will result in the offending batter being immediately called out and the ball dead. All runners must return to their bases.
  - If a catcher or other fielder hit by a "thrown" bat is unable to make a play on a batted ball or throw because he or she has been injured, the batter is immediately called out for interference, even if this was the first offense. The ball is dead and runners return to their bases.
- No slash bunting allowed in any division
  - Any batter who executes a slash bunt (square to bunt, pull the bat back, then swing away attempting to put the ball in play) shall be ruled out, the ball is dead, and all base runners return to the last safely occupied base at the time of the pitch.
  - Definition- The 'slash bunt' is defined as a half or full swing or an attempt at a half or full swing after the player assumes a bunting stance (either squaring or pivoting). If at any time while in the batter's box the batter squares or pivots as if to bunt, the batter must bunt, or attempt to bunt the ball or let the pitch go.
  - Players are allowed to square and pull back to take the pitch.
- If a player hits a ball with an illegal bat, the batter is out and the ball is dead. The bat must be removed from the game. This rule shall apply only if the legality of the bat is challenged before the next batter comes to bat.
- Use of USABat compliant bats in all competitive divisions is mandatory during all games and practices.
  - Refer to Official Williamsport Little League Rule Book and Little League Website for procedures regarding the specification and eligibility of permitted bats.
    - **Rule 1.10:** The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).
    - **Little League Website:** Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (5070) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season.
    - **Minor/Major Divisions:** It shall not be more than 33 inches in length; nor more than 2<sup>5</sup>/<sub>8</sub> inches in diameter, and if wood, not less than fifteen-

sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

- NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.
- **Exception:** Wood bats used in any division may not exceed 2¼ inches in diameter.

## Pitching Rules

- Violation of any pitching rule shall result in automatic forfeiture of the regular season game(s) if the infraction is discovered before any playoffs begin.
  - See Olentangy Braves and Bears Little League (BLL) Pitching Rules Summary Sheet, Page 4.
- During the playoffs, forfeiture shall result if discovered before the following round begins.
- Teams in the "AAA" Minor and Major Divisions are permitted one intentional walk per game per team. The pitches do not have to be thrown, but 4 pitches shall be added to the pitch count.
- Any player on a regular season team may pitch subject to the pitching restrictions above.
- All restrictions regarding pitching and catching apply to players "called up"
  - Example: a player cannot throw 45 pitches in a game for his/her "AAA" Minor team and then catch for a Major team later in the day.
- Mound visits: refer to Official Williamsport Little League Rule Book
  - **Rule 8.06:** This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.
    - (a) A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed two visits in that inning before being removed on the third visit.
    - (b) A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed three visits in that game before being removed on the fourth visit, subject to the limits in (a) above.
    - (c) The manager or coach is prohibited from making a third visit while the same batter is at bat.
    - (d) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

A.R. 1 — At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

A.R. 2 — A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

## Call-Up Rules

- Teams in all competitive divisions, may "call up" players to prevent the likelihood of a forfeit:
  - The Player Agent must notify players that are eligible for call up before the season begins.
    - **Note:** called up players must be chosen from a list created by the Player Agent prior to the start of the season.
  - A manager may call up only when he/she expects 7, 8 or 9 players of his/her own at game time.
  - Once a player is called up, he/she must be allowed to play in the game subject to the call-up rules.
  - A maximum of two (2) players may be called up for a game and the Player Agent must be notified.
  - A team may not call up nor, in any way, use the same player more than once during the season without the permission of the Player Agent.
  - Called up players must bat at the end of the lineup.
    - **Exception:** players arriving at a game after it starts must be placed after the called up player(s)
  - Called up players must play any scheduled or make-up game that day with their regular team from start to completion.
  - No called up player shall pitch.
  - No called up player may play more innings than regular team players present at game time.
  - Called up players must play the minimum innings and consecutive defensive outs required per rules in each division.
- Violations of any call up rules will result in a forfeit and the manager may be suspended by the Board of Directors.

## Minimum Play

- All Divisions: All team members shall follow a continuous batting order (universal batting) and shall play at least six (6) consecutive defensive outs.
- Tee Ball and "AA" Minor Divisions: Placement of players at the 1<sup>st</sup> base and Pitcher positions will be at the discretion of the manager.

- **Note:** all players are to be provided the opportunity to play all positions unless there is a safety concern.
- No player may sit the bench more than one inning, unless all other players have been on the bench for an inning.
- Managers not adhering to the minimum play rules will be referred to the Board of Directors for discipline which may include forfeiture of the game.
- If a player is removed due to injury or sickness while at bat then the next player in the order assumes the "count."
  - If he/she reaches base, the order continues.
  - If not, then the player bats again before the order continues.
- If a player is not present for his at bat, no out shall be called. Rather, the batting order shall continue with the next batter.
  - Managers are encouraged to make the opposing manager and the home plate umpire aware of any players who will be leaving.
  - Any manager deemed to be abusing this rule to gain an advantage by not having a weaker batter come to bat shall be subject to disciplinary action up to, and including, removal.
- Once a half-inning begins, fielding positions may not be changed with the exception of injury or pitching change.
- If a pitcher is replaced during an inning by a player from the bench, the pitcher must take that player's place on the bench. The removed pitcher may not move to another position in the field with that player leaving the game.
  - **Note:** The removed pitcher may sit out the following inning without violating the consecutive inning restriction.
  - The player who replaced the pitcher may not sit out the following inning.
  - The pitcher may stay in the field if he/she is replaced by a player already in the field. In that situation, the pitcher, fielder and other players already in the field may swap positions.

## Standings

- All Competitive Divisions: Two points will be awarded for a win and one point for a tie.

## Standings Tiebreakers

- **First:** The team with the better record against the other ("head-to-head") will be declared the winner.
  - Best records in games played against each other will separate "three-way" ties.
- **Second:** If still tied, the teams will then compare records against the team with the best record in the division (not including themselves).
  - If still tied, the same process will continue- comparing records against teams-one at a time-with the next best records in the division. "Skip" any comparison if uneven numbers of games were played with the tied teams.

- Ties between teams not in playoff/trophy contention will be broken (only if needed) according to the tiebreaker sequences.
- Do not compare records against the "playoff" tied teams in the second sequence.
- **Third:** If still tied, a coin toss will be the deciding factor.

## Playoff Structure

- One-division leagues: All teams shall participate based on regular season final standings. The structure will be as follows:
  - 10-team division:
    - Round 1:
      - 7 vs. 10, the winner becoming the 7th seed.
      - 8 vs. 9, the winner becoming the 8th seed.
    - Then follow rules for 8-team division below.
  - 9 team division:
    - Round 1:
      - 8 vs. 9. Winner of this game is now the 8th place team.
      - Then follow rules for 8-team division below.
  - 8 team division:
    - Round 1:
      - 8 vs. 1.
      - 7 vs. 2.
      - 6 vs. 3.
      - 5 vs. 4.
    - Round 2:
      - The winner of the 8 vs. 1 game from round one will play the 5 vs. 4 winner.
      - The other two winners will also similarly play each other.
    - Championship
      - Two remaining winners play.
  - 7 team division:
    - Round 1
      - 1st place team draws a bye.
      - 7 vs. 2.
      - 6 vs. 3.
      - 5 vs. 4.
    - Round 2
      - The 1<sup>st</sup> place team will play the 5 vs. 4 winner.
      - The other winners similarly play each other.
    - Championship
      - Two remaining winners play.
  - 6 team division:

- Round 1:
  - First and Second place team receive byes
  - 3 vs. 6
  - 4 vs. 5
- Round 2:
  - 1st place plays the winner of the 4 vs. 5 game.
  - 2nd place plays the winner of the 3 vs. 6 game.
- Championship
  - Two remaining winners play.
- 5 team divisions:
  - Round 1:
    - 5 vs. 4. Winner of game is now 4th place team.
  - Then proceed as in 4-team division.
- 4 team division:
  - Round 1:
    - 4 vs. 1.
    - 3 vs. 2.
  - Championship
    - Two remaining winners play.
- The 3 and 4 team division playoff structure may be modified at the discretion of the Division Commissioner and VP.
- Fall playoffs may be modified at the discretion of the Division Commissioner and VP.
- Every round, the highest seed team will always be the home team with 3rd base dugout.

## All-Star Game Procedures – Spring Competitive Divisions Only

- Date of game determined by BBL Board.
- Each division shall field all-star teams based on the number of teams in the division.
  - If there are less than 6 teams in the division, two teams shall be formed.
  - If there are more than 6 teams in the division, four teams shall be formed.
- Each Manager shall nominate the same number of players. Each regular season team must have at least one player selected to an All-Star team and final approval of the teams by the Division Commissioner/VP and President is required.
- The All-Star Team Managers shall be the managers of the top teams per standings at a date to be determined by each Division Commissioner based upon the date of the All-Star game.
  - The Team Managers of the other teams in the division shall serve as the All-Star team coaches.
  - **Note:** Unless expressly authorized by the Division Commissioner, no other regular season official or unofficial coach shall coach an All-Star team.

- For divisions with an even number of teams, the players from half of the teams in the division shall form one All-Star team with the remaining players forming the other All-Star team
- For divisions with an odd number of teams, half of the players from each regular team shall form one All-Star team with the remainder of the players forming the other All-Star team.
- All-Star teams should be constructed to ensure that both teams have adequate pitching and that, on paper, the teams are equal
- All games are 6 innings.
- For all divisions, pitchers may pitch a maximum of 1 innings or BBL pitch limit whichever comes first.
- A Division Commissioner may reduce the number of All-Star Players with the approval of the VP.



# Division Rules

## “Junior” Tee Ball

- This is a non-competitive instructional division.
- All rules in this section apply for both Spring and Fall Seasons.

### Division Overview/Summary

Bases Distance:	50 Feet
Innings Played:	2 Innings
Ball Type:	Soft Tee Ball
Bat Type:	USABat Compliant (see General Rules pages 10-11)
Batting Order:	All players
Outfielders:	As needed
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No

### Structure and Division Specific General Rules

- Batting tee will be used for the entire season.
- **No child or adult will pitch** under any circumstances.
- Soft Tee balls will be used.
- A safety base must be used at first base.
- Players fielding the pitcher position must wear a batting helmet.
- Time for each scheduled session should allow for 30 minutes of instruction and 90 minutes of “game” play.

### Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Leading is **not** permitted. Runners must remain on base until ball is put into play.
- Bunting is **not** permitted.

### Game Play and Minimum Play

- All games will be 2 innings in length and will not exceed 90 minutes.
- **Batting order should be all players and rotated each game.**
- All players will bat once per ½ inning.

- Any batted ball that travels into fair territory, but less than 10 feet, shall be declared a foul ball.
- 3 defensive outs do **not** end an inning.
- All players must rotate and play equally in “pitching”, infield and outfield positions throughout the season, except for safety concerns.
  - All Players will play in the field each inning.
  - There will be no catcher position.
- Base runners may advance one (1) base at a time on any ball in play.
- The opposing team does NOT leave the field until the final runner has crossed home plate.

### Standings/Playoff Structure

- No records/standings are kept.
- No playoffs are played.
- All players will receive participation trophies.

## “Senior” Tee Ball

- This is a non-competitive instructional division.
- All rules in this section apply for both Spring and Fall Seasons.

### Division Overview/Summary

Bases Distance:	60 Feet
Innings Played:	4 innings
Ball Type:	Soft Tee Ball
Bat Type:	USABat Compliant (see General Rules pages 10-11)
Batting Order:	All players
Outfielders:	As needed
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No

### Structure and Division Specific General Rules

- Coaches **only** will pitch throughout the season.
  - **Note:** Coaches should strive to pitch from the batter’s height, i.e. pitch from their knees or from a seated position on a bucket.
  - The coach will pitch a maximum of **4 pitches**, then the batting tee must be used.
  - There are no strikeouts. A player will have unlimited amount of swings once the batting tee is used.
- Soft Tee balls to be used.
- A safety base must be used at first base.
- Players fielding the pitcher position must wear a batting helmet.

### Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Leading is **not** permitted. Runners must remain on base until ball is put into play.
- Bunting is **not** permitted.

### Game Play and Minimum Play

- All games should play four (4) innings minimum.
- **Batting order should be all players and rotated each game.**
- **Depending on team size, teams may bat half or a minimum five (5) players per inning provided each team has a similar number of players. The next half or group of five (5)**

players would hit in the second inning. Managers need to use discretion and work together.

- All players must rotate and play equally in “pitching”, infield and outfield positions throughout the season, except for safety concerns.
- All players will play in the field each inning.
- Any batted ball that travels into fair territory, but less than 10 feet, shall be declared a foul ball.
- Base runners may advance one (1) base at a time on any ball in play hit the infield.
- Base runners may advance two (2) bases from the start of the play if the ball is clearly hit into the outfield.
- If the defensive team makes an out, the player declared out must return to the bench.
- The opposing team does **not** leave the field until the final runner has crossed home plate.
- Infielders may **not** play in more than 5 feet from the closest point on the baseline.
- There should be only one infielder playing the pitcher position and they must start within 3 feet of the pitching rubber until the ball is hit.
- Outfielders must be least 10 feet from the closest point on the baseline.

### Standings/Playoff Structure

- No records/standings are kept.
- No playoffs are played.
- All players will receive participation trophies.

## "AA" Minor Division – Coach Pitch

- This is a competitive division.
- All rules in this section apply for the Spring and Fall Seasons.

### Division Overview/Summary

Pitching Distance:	36 feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules pages 10-11)
Batting Order:	All players
Outfielders:	Four (4)
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Safety base:	Yes
Tagging up:	No
Intentional Walks:	No

### Structure and Division Specific General Rules

- When playing "games" managers will designate an umpire from their own coaching staff to officiate when their team is in the field.
- Minimum play rules detailed in the General Rules section (pages 12-13) are in effect for this division. In addition, the following rules apply:
  - Each player must play at least one inning in the outfield.
  - Each player must play at least two innings in the infield (this can include pitcher or catcher).
  - No player may play the same position more than twice in a game.
- Standings, Playoffs and All-Star Game procedures are in effect for this division as described in the General Rules section (pages 13-16).
- A safety base must be used at first base.
- No Infield-fly rule.
- No tagging up.
- There will be three (3) outs per inning or a maximum number of six (6) runs scored in any given half-inning.
  - **Note:** As soon as six (6) runs have been scored in any given inning, the team at bat will move to the field even if there are less than three outs at the time the sixth run is scored.

- **Exception:** The last official inning shall not be subject to a run limit.
  - **Note:** The uncapped run limit inning should be announced by the umpire prior to the start of the inning.
- If at any time one team has a lead of eighteen (18) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- All infielders must start their play within 3 feet but not directly inside the base path, until the ball is hit in play.
- Maximum of four (4) infielders (excluding the pitcher and catcher).
- All infielder positions (including catcher) must be filled before the outfield.
- All outfielders (4) must start their play in the outfield grass.
- On a routine out from an infield batted ball on the ground, runners on base may advance only one (1) base from their original bases.
  - Once the runners have advanced one (1) base, the ball is considered dead and no further advancement is allowed.
- On an infield batted ball hit that does not result in a routine out, the runners and batter may advance only one (1) base. **There will be no extra bases.**
- On a batted ball that reaches the outfield grass:
  - The batter and any runners on base may advance as many bases as they can (at their own risk) until the ball is returned to infield and an infielder is in possession of the ball.
  - Once the ball is returned to the infield and an infielder is in possession of the ball, the ball is considered dead and no additional advancement is allowed.
    - **Note:** Runners not on base may be tagged out, including force-outs.
  - No additional advancement is allowed even if there is a resulting error or wild throw on the play.
  - **Example:** With a runner on second base the batter hits a ground ball past the shortstop into leftfield. The runner on second is able to reach third before the shortstop standing on the infield receives the throw from the leftfielder. The runner on third may advance to home at their own risk, while the batter may advance to second at his/her own risk. The shortstop attempts to make a play at home but the throw is errant and the runner scores from third. At this point the play stops and the batter may not advance farther than second base.
- Any batter or runner who **safely** advances too far on any play will be returned to the prior base once the ball has been declared dead.

### Stealing/Leading/Bunting

- Stealing is **not** permitted.
- Secondary leading is permitted.
  - Runners must remain on the bag until the ball crosses the plate.
  - If the runner leaves the bag too early a warning shall be issued to the team.

- If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is **not** permitted.
  - A bunted ball is considered dead.
  - All runners return to their original bases.
  - No ball or strike is charged to the batter.

## Pitching

- Coaches **only** will pitch throughout the season.
  - Coaches pitch from 36 feet to their own team.
  - The coach will pitch a maximum of **6 pitches**.
    - A pitched ball which hits the batter will not count against the pitch limit and such a pitch shall not cause the runner to advance to first base.
    - **Note:** If the 6<sup>th</sup> pitch is hit foul, the coach will continue pitching until the batter misses a pitch or puts the ball into play.
  - The player pitcher will play the pitcher position and must start within 3 feet of the pitching rubber until the ball is hit.
  - If a batted ball hits a coach pitcher, the batter is awarded first base and each runner on base can only advance one base.

## "AAA" Minor Division – Player Pitch

- This is a competitive division.
- All rules in this section apply for the Spring and Fall Seasons.

### Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules pages 10-11)
Batting Order:	All players
Outfielders:	Three (3)
Stealing:	Yes (see details below)
Bunting:	Yes (see details below)
Infield Fly rule:	Yes
Safety base:	Not Required
Tagging up:	Yes
Intentional Walks:	Yes (see details below)
Walk Count:	4 Balls

### Structure and Division Specific General Rules

- Minimum play rules detailed in the General Rules section (pages 12-13) are in effect for this division.
- Standings, Playoffs and All-Star Game procedures are in effect for this division as described in the General Rules section (pages 13-16).
- Infield-fly rule applies, must be called by the umpire.
- Tagging up is permitted.
- Maximum of four (4) infielders (excluding the pitcher and catcher).
- All outfielders (3) must be at least 30 feet from the closest point on the baseline.
- First 50% of scheduled games – **no advancement on overthrow from catcher**
  - There will be no extra bases given if the catcher attempts a throw to any base. The ball will be declared dead after the tag has been attempted or if the ball is not secured by the infield player due to error or an errant throw.
- Last 50% of games, plus playoffs
  - The ball will not be declared dead if the catcher attempts a throw to any base. Normal live ball rules are in effect.
- Batters will be encouraged to stay in the batter's box for the duration of their at-bat.



## Stealing/Leading/Bunting

- Stealing is permitted.
  - Unlimited stealing – 2<sup>nd</sup> and 3<sup>rd</sup> base only.
  - Stealing of home is **not** permitted.
    - **Note:** during the last 50% of games and playoffs, runners on third may advance home if the defensive team makes an attempt at a base. This includes an attempt at 2<sup>nd</sup> base on a steal & an overthrow of a steal attempt at 3<sup>rd</sup> base.
  - A "walked" batter may **not** steal 2nd base until after the next pitch.
  - Double steals are permitted.
  - Delayed steals are **not** permitted.
    - A "delayed" steal is on the return throw from the catcher to the pitcher.
    - This includes bad or overthrows from the catcher to the pitcher.
- Secondary leading is permitted.
  - Runners must remain on the bag until the ball crosses the plate.
  - If the runner leaves the bag too early a warning shall be issued to the team.
  - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is permitted.
  - **Note:** slash bunting is strictly prohibited as detailed in the General Rules Safety and Equipment section (page 10)

## Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 4-5) are in effect for this division.
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- Intentional walks are permitted.
  - **Note:** One (1) walk per team per game. In the interest of time, the pitches do not have to be thrown, but 4 pitches shall be added to the pitch count.

## Major Division – Player Pitch

- This is a competitive division.
- All rules in this section apply for only the Spring Season.

### Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant (see General Rules pages 10-11)
Batting Order:	All players
Outfielders:	Three (3)
Stealing:	Yes (see details below)
Bunting:	Yes (see details below)
Infield Fly rule:	Yes
Safety base:	Not Required
Tagging up:	Yes
Intentional Walks:	Yes (see details below)
Walk Count:	4 Balls
Dropped 3rd Strike:	Yes

### Structure and Division Specific General Rules

- Minimum play rules detailed in the General Rules section (pages 12-13) are in effect for this division.
- Permitted bats are subject to Williamsport Rulebook **Rule 1.10** detailed in the General Rules section (pages 9-11).
  - **Note:** Wood bats are additionally restricted to 2¼ inch barrels.
- Standings, Playoffs and All-Star Game procedures are in effect for this division as described in the General Rules section (pages 13-16).
- Infield-fly rule applies, must be called by the umpire.
- Tagging up is permitted.
- Maximum of four (4) infielders (excluding the pitcher and catcher).
- All outfielders (3) must be at least 30 feet from the closest point on the baseline.
- Optional Catcher Courtesy Runner- with two (2) outs, when catcher is on base, the catcher may have a courtesy runner.
  - The courtesy runner must be the last batted out.
  - If the speed up rule is used, the replaced runner must catch the next inning, otherwise, the game is subject to forfeit.

- Batters will be encouraged to stay in the batter's box for the duration of their at-bat.

### Stealing/Leading/Bunting

- Stealing is permitted.
  - Unlimited stealing – 2nd, 3rd, and Home.
  - Delayed steals are permitted.
    - A "delayed" steal is on the return throw from the catcher to the pitcher.
    - **Exception:** Delayed steals of home are **prohibited**.
- Secondary leading is permitted.
  - Runners must remain on the bag until the ball crosses the plate.
  - If the runner leaves the bag too early a warning shall be issued to the team.
  - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is permitted.
  - **Note:** slash bunting is strictly prohibited as detailed in the General Rules Safety and Equipment section (page 10)

### Pitching

- Mandatory rest requirements detailed in the Pitching Restriction section (pages 4-5) are in effect for this division.
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- Unlimited walks.
- No balks will be called, but the pitcher must start with his/her pivot foot "on" the rubber and take only one step back and/or forward with his/her free foot. (No "running" starts).
- Intentional walks are permitted.
  - **Note:** One (1) walk per team per game. In the interest of time, the pitches do not have to be thrown, but 4 pitches shall be added to the pitch count.

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