

Minor Baseball Local and Highlighted Rules

(Local rules supercede Little League rules, when local rules don't apply then consult little league for further rules) Rev 2/08

- 1- All games consist of six innings, with no new inning starting 2 hours after the schedule start time. All teams should conduct their warm-ups and game within the 2 hour time limit. ***If time prohibits the continuation of a game, you will revert back to the last complete inning. If the game has not completed at least 4 innings (The team with the least amount of runs must play 4 innings), then the game will continue on a rescheduled date from where it let off; if the league has room to reschedule. No manager is to exceed the 2 hour scheduled time or allow it to continue into their game time unless there are no teams following their game.**
- 2- Each team will supply 1 new game ball for every game.
- 3- Each Team must field nine players. A loss will be declared on each team that fails to start the game with nine players. A team may reduce to 8 players after the game starts; but not less than that. The Umpire shall declare a forfeit after 15mins from game schedule start. The managers are responsible to utilize the field time and play a scrimmage game. Pitches will count towards a player's chart. Managers should use this opportunity to have others throw that normally may not get the opportunity.
- 4- For the sake of getting a game played; a manager can utilize a player from the opposing team and he can play with them or the opposing team can just supply defensive help only. Any borrowed player should bat last and play the outfield. If a player from the minors is available to fill in; that player may be utilized to play. This player shall not pitch; must play outfield and bat after assigned team players. This game will be a loss to this team for failing to provide 9 players.(Local Rule)
- 5- The Board reserves the right on all final decisions. At game time the plate umpire has the final say.
- 6- The entire roster bats throughout the game, 13 players-13 batters, if a player is unable to fulfill their at bat (sickness, injury or leave early) then you skip over their spot and go to the next batter. If the batter wants, they may be reinserted into their original spot. A player coming late to the game will be inserted at the end of the batting order. Only the players that are present may be listed in the batting order.
- 7- The ball becomes dead when time is granted by the umpire or when the ball is returned to the pitcher on the mound and the catcher is in position to receive the ball. Any runner on base shall immediately return or advance to the next base, any hesitation and the runner shall be called out. Once the runner returns to the base and the pitcher is on the mound with the ball and the catcher is in position to receive the ball, the runner may not leave the base to take a lead until the ball reaches the batter. Contact with the base must be maintained. If a runner leaves early then the runner is out. This is a delayed call. Umpires may confer with each other prior to making the call official. If more than one runner leaves early then the runner closest to home is called out, not both! The remaining runner(s) shall return to the previous base. (Local Rule)
- 8- An inning ends when 3 outs are recorded or 5 runs are scored. A maximum of 5 runs per inning allowed. There is no stealing home if the offensive team is leading by 5 runs and there is no stealing at all if the team is ahead by 10 runs. Runners are allowed to take their leads (after the pitched ball reaches the batter) with the liability to be put out. If a play is made to put the runner out then the runners may advance. When the last inning is declared by the plate umpire (time or darkness) the stealing restriction and 5 run rule limitation is lifted. However if the inning is unable to be completed then the score reverts back to the last completed inning for an official game. A 10 run mercy rule is in effect.
- 9- **If the umpire feels the last inning should be declared (can be prompted by the manager) he/she shall go to the team that is losing and ask if they want to call the last inning. This is to give the losing team a chance to score runs without the 5 run limitation. The stealing limitation still applies!**
- 10- The manager is responsible for tracking and keeping record of every player that pitches. The pitch count shall be the number that is tracked by the field umpire. The field umpire shall announce at the change of the inning the number of pitches thrown by the pitcher and after each pitching change. The manager shall fill in all information and get signature of opposing manager and plate umpire. If no field umpire is present then the Managers may seek someone out to assist (authorized person) or designate a coach to do so. Any questions concerning pitching eligibility will be determined by the plate umpire. There will be no

- arguments or protests, if a team uses an ineligible pitcher, a forfeit will be issued and a win given to the other team. The manager will be issued a warning by the board and subsequent offenses may be subject to suspension.
- 11- Once a pitcher is removed from the mound the player may not return as a pitcher.
 - 12- Protests will not be accepted by Warwick little league Board of Directors.
 - 13- There is no on-deck position. Players must not swing or hold the bat in an unsafe manner. Managers are responsible for the player's behavior at the playing field and at the batting facilities. **(Local Rule)**
 - 14- Players shall remain in the dugout at all times, unless fielding a position or batting. Dugouts shall remain clean at all times. Subsequent teams shall not enter the dugout until the previous team has left. Incoming managers shall leave their equipment outside the dugout until the other team leaves. Only authorized personnel **with an ID Badge**, will allowed in the dugout, (manager, two coaches and they can be supplemented with one designated parent helper who has a League ID Badge. The designated parent helper will NOT be given credit toward volunteer time). One authorized adult must be in the dugout at all times. **Sitting outside the dugout does not count.**
 - 15- Players leaving the dugout will only do so with the manager or coach's permission.
 - 16- Clay areas will be raked after each game or practice by an adult, not the players. **Both teams!**
 - 17- It is the responsibility of both managers to mark the field prior to the start of the game and to close the field at the end. Arrive early to do this. If the manager is not available then send a coach in his place.
 - 18- The equipment box/shed is the responsibility of both managers prior to leaving the field. The equipment shall be put away and locked. **Any equipment missing shall be reported to the league immediately!**
 - 19- No manager or coach is allowed to warm-up the pitcher prior to and during the game. The manager shall designate a player to warm up the pitcher using the little league approved helmet with throat guard. Any pitcher warming up near the park area must be under supervision of an adult (authorized). A player arriving to the park early and not in uniform can be warmed up by a parent as long as it is not within game time.
 - 20- The catcher must wear a catcher's mitt-not any other glove or first baseman's mitt.
 - 21- The official pitching distance is 46ft.
 - 22- There is no head first sliding (**automatically out**) when advancing to the next base.
 - 23- **No player may hinder a runner by blocking a base or baseline unless they have the ball in their possession. Being in the act of fielding a thrown ball does not apply.(see Obstruction 9.01 f)**
 - 24- Each umpire has the authority to disqualify any player, manager or coach or substitute for objecting to decisions or for unsportsmanlike like conduct or language and to eject such disqualified person from the field. (Rule9.01). If for some reason there is a problem with an unruly spectator then the field will be cleared with players going to their own dugouts and a league official(board member, commissioner, manager or coach) shall deal with the spectator. If this can't be resolved then the game will be officially suspended until a later date.
 - 25- There will be no discussion or approaching the umpires unless permission is given by the umpire. Only the plate umpire may be approached or asked for clarification on calls. A student umpire may not be approach by any coach or manager. Student umpires are final. A student umpire can request to consult with the plate umpire. Student field umpires may not eject anyone from the game. This shall be handled by the plate umpire.
 - 26- Local rules shall preside over little league rules. Where local rules do not cover then little league rules shall apply.
 - 27- All managers, coaches and designated parent helpers are a reflection of this league and shall conduct themselves in such a manor. This division is an instructional division and shall be treated as such. Umpire decisions are judgment calls and shall be treated with respect. We are all to conduct ourselves in a manner in compliance to Little League standards. Anyone unable to control this situation may be subjected to a suspension as determined by the board. Any board member on duty may remove an offending person immediately. Failure to comply with board member can lead to immediate termination.
 - 28- All roster players in attendance must participate in a minimum of two consecutive and complete innings, plus one additional inning. Additionally, every roster player must bat at least one time. If a player is

unable to fulfill their obligation due to a shortened game then they must start the following game. This player shall remain in the game and be given the minimum play plus the innings owed to them from the previous game.

- 29- All managers are required to umpire any games where the league could not schedule one. The home team is responsible for the next game on that field. The manager may elect to use a coach or authorized parent helper. A notification should be made to the head of umpires if no umpire is present. At no time shall a student umpire be allowed to be the plate umpire until prior training is received. A board member on duty should use sound judgment when moving umpires if need be.
- 30- Managers are not to cancel any games. They should call their respective commissioners. Managers are to call the rainout number for any cancellations; if this number does not provide the information then they shall report to the field as scheduled. The umpire will wait the allotted 30 mins to declare the game.
- 31- Field supplies should be used wisely. This is one of our most costly expenses. Quick Dri should be used on playing areas only and applied after areas have been swept or water removed. This is not to be used in the dugouts if possible.
- 32- This is a list of some highlighted rules. All managers and coaches are responsible to be aware of these rules listed and the Little League rule book that is issued at the start of the season. You are all responsible for teaching these rules to all the players and hopefully make parents aware as well. Please direct them to the website should they want to inquire further.
- 33- **All managers and coaches should read and inform their players and parents of Rule XIV “Field Decorum”**
- 34- **A pitcher who delivers a single pitch in a game may not play the position of catcher for the remainder of the day. See rule VI pitchers (C).**
- 35- **All pitchers are limited to the following:**
 - 50 pitches for league age 8yr; 75 pitches for league age 9/10; 85 pitches for league age 11
 - LL does not allow 12yrs to pitch in the minor division.
- 36- If a player pitches 40 or less pitches; days rest only applies; however if 41 or more is thrown; then a games rest and days rest must be adhered to. 20 or less pitches requires no rest. **See rule VI Pitching (d)**
- 37- See clarification of Rule 7.08A (1) “Running out of baseline”
- 38- See Rule 7.15 use of double first base
- 39- See Rule 6.02 called strike on batter without pitch thrown.
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The board expects to see every team develop 1st year and 2nd year players for pitching. If we see a team not abiding by our goal of pitching development; the board reserves the right to implement a local rule to see that these goals are met.