

## **LITTLE LEAGUE RULES AND INTERPRETATIONS OF NOTE**

**Baseballs** licensed by Little League will be printed with one of two designations: “RS” (for regular season play) or “RS-T” (for regular season and tournament play).

**1.1.5 (a)- (a)** The pitcher's glove shall be of one solid color other than white or gray, or if multi-colored, white and light gray shall not be included in the colors

**1.16-** Each league shall provide in the dugout or bench of the offensive team (seven (7) protective helmets which must meet NOCSAE specifications and standards. Use of the helmet by the batter, all base runners and base coaches is mandatory. Use of a helmet by an adult base coach is optional. Each helmet shall have an exterior warning label. The helmets provided by each league must meet NOCSAE specifications and bear the NOCSAE stamp as well as an exterior warning label as noted above. Note: Helmets may not be painted and may not contain tape or decals unless approved in writing by the helmet manufacturer

### **Rule 1.17**

All male players must wear athletic supporters. Male catchers must wear the metal, fibre or plastic type cup. Catchers must wear approved long or short model chest protectors. All catchers must wear chest protectors with neck collar, throat guard, shin guards and catcher's helmet, all of which must meet Little League specifications and standards. Catcher's helmet must meet NOCSAE specifications and standards and bear the NOCSAE stamp. All catchers must wear a mask, “dangling” type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games. NOTE: Skull caps are not permitted.

“Hockey-style” catcher's mask must also have the dangling throat protector. (Little League Casebook and Rules Instruction Manual (2004))

All players standing next to coach hitting infield must also have a mask on whenever there is a bat present. (RIM)

**2.00-OBSTRUCTION** is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (**NOTE:** Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball.)

### **Rule 3.03 - Substitutions**

A player in the starting line-up who has been removed for a substitute may reenter the game once, in any position in the batting order, provided:

1. His or her substitute has completed one time at bat and;
2. Has played defensively for a minimum of six (6) consecutive outs;
3. Pitchers once removed from the mound may not return as pitchers; **Junior/Senior/Big League** - A pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once in the same inning as he/she was removed.
4. Only a player in the starting line-up may re-enter the game;
5. A starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (once at bat and six defensive outs) before starter (S2) can re-enter the game.

**NOTE 1:** When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such player's positions in the team's batting order and the umpire-in-chief shall notify the official scorer. The umpire-in-chief shall have authority to designate the substitute's places in the batting order, if this information is not immediately provided.

**NOTE 2:** If during a game either team is unable to place nine (9) players on the field due to illness, injury or ejection, the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

### **Rule 4.04**

The batting order shall be followed throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order except as covered by Rule 3.03. A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game batting in order. If this option is adopted, each player would be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play. **NOTE:** If adopted and a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/ she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup (see Rule 4.01 **NOTE**), he/she would be added to the end of the current lineup

### **Rule 4.07**

When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his

or her team's next physically played game and may not be in attendance at the game site from which they are suspended.

**4.10 (e)-** If after five (5) innings - four 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: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning. (2) The Local League may adopt the option of not utilizing this rule

**Rule 4.16**

If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. **NOTE:** A game may not be started with less than nine (9) players on each team.

**Rule 4.17**

If during a game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. If no players are available for reentry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision. NOTE: A game may not be continued with less than nine (9) players on each team

**Rule 4.19- PROTESTING GAME**

- (a) Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. Equipment which does not meet specifications must be removed from the game.
- (b) The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). However, the manager or acting manager may not leave the dugout until receiving permission from an umpire.
- (c) Protests shall be made as follows:
  - (1) The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
  - (2) Following such notice the umpire shall consult with the other umpire(s). If the umpire is convinced that the decision is in conflict with the rules, the umpire shall reverse that decision. If, however, after consultation, the the umpire is convinced that the decision is not in conflict with the rules, said umpire shall announce that the game is being played under protest. Failure of the umpire to make such announcement shall not affect the validity of the protest.
- (d) Protest made due to use of ineligible pitcher or ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible

player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.

- (e) Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the Local League president within 24 hours. The umpire-in-chief shall also submit a report immediately.
- (f) A committee composed of the president, player agent, league's umpire-in-chief and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest as above, including playing rules. If the protest is allowed, resume the game from the exact point when infraction occurred.

**NOTE:** (1) This rule does not pertain to charges of infractions of regulations such as field decorum or actions of the league personnel or spectators which must be considered and resolved by the Board of Directors.

**NOTE:** (2) All Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offenders should be notified immediately. Example: Should a manager, official scorer, league official or umpire discover that a pitcher is ineligible at the beginning of the game, or will become ineligible during the game or at the start of the next inning of play, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred. However, failure of personnel to notify the manager of the infraction does not affect the validity of the protest.

***Tournament Play- All protests must be resolved prior to play resuming.***

**Rule 7.14**

Once each inning a team may utilize a player who is not in the batting order as a special pinch runner for any offensive player. The player for whom the pinch runner runs is not subject to removal from the lineup. If the pinch runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch runner while in the batting order. However, if removed for another substitute that player or any player not in the line up, is again eligible to be used as a pinch runner

2004 Change-Aany player who is not currently in the lineup to act as a Special Pinch Runner, even if he or she had appeared in the lineup earlier. Prior to this season, once a player had appeared in the lineup, he or she could not be used as an SPR for the duration of the game. Thus, for example, a starter who has been removed for a substitute may be used as an SPR while he or she is on the bench, or a substitute who has entered and then left the game may be used for an SPR thereafter

**Rule 8.01 - Legal pitching delivery**

There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

Pitchers shall take signs from the catcher while standing on the pitcher's plate. Pitchers may disengage the pitcher's plate after taking their signs but may not step quickly onto the pitcher's plate and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the pitcher's plate, he/she must drop the hands to the sides.

**Rule 9.01(f)**-Umpires may order both teams into their dugouts and suspend play until such time as League Officials deal with unruly spectators. Failure of League Officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date