



MONOMOY LITTLE LEAGUE RULES ABSTRACT

All Managers and Coaches must become acquainted with the Official Little League Rule Book; a current copy has been distributed to all Managers. These are the principal playing rules under which our league operates. In addition to the rules contained in the Official Rule Book, the following are intended to supplement and/or vary the Official Rules, or highlight fundamental or commonly misunderstood Official Rules. Special Single A Rules of Play are also attached.

General

1.01, 4.16 & 4.17. There must be at least, but no more than, 9 defensive players (AA & Majors).

4.10.a, b & c. Six (6) innings are played in AA/ Majors. An "official game" is four (4) innings (3 ½ innings if the home team is leading when the game is called). There is no "slaughter" rule.

- Extra innings will only be allowed at the discretion of the umpire, if time allows and if conditions (light, weather, etc.) allow for safe play.
- No new inning may be started after 7:30 PM.

Pitching

2.00, 4.03.a&b, & 8.05. No "balks" will be called; an "illegal pitch" will be called a ball. An "illegal pitch" includes a "quick pitch," and a pitch delivered to the batter where the pitcher's pivot foot is not in contact with the rubber.

MLL 805.05 (n) 1. Pitchers may only throw fast balls or straight change ups. Knuckle balls, split fingers, fork balls and curve balls are not permitted.

IV.k. A pitcher cannot pitch in more than one game per day.

VI.b. A pitcher removed as a pitcher from a game cannot return as a pitcher in that game.

VI.c & d. Pitch count limits & required rest days. **(See Chart, attached)**

VI.e. It is the umpire's duty to keep a pitch count, provide the count to managers both between innings and when a pitcher has been removed, and advise managers when a pitcher is about to reach the maximum pitch count.

8.06. A manager may visit the mound up to two (2) times/inning, three (3) times/game. The third mound visit in a game cannot be made while the same batter is at bat. The manager shall remove the pitcher during visits in excess of these maximums. However, visits to remove a pitcher, or visits on account of pitcher injury, do not constitute mound "visits" for purposes of this rule.

Catching

XIV.f. Managers/ coaches may warm-up pitchers until the catcher is suited safely and ready to play.

VI.a. If a player catches 4 or more innings of a game, he/she cannot pitch on that day.

VI.c.3. If a pitcher pitches 41 or more pitches, he/she cannot catch that day.

Running/ Stealing

A catcher may be replaced with a pinch runner when there are two outs, in order to allow a catcher to suit for the defensive half of the inning. No other use of pinch runners is allowed, except in the event of injury.

5.09.f. & 7.08.f. A runner, whether standing on base or not, hit by a batted ball in fair territory is out unless: the infield fly rule has been called and the batter is hit while on a base, or a batted ball has passed by an infielder, is not playable by that infielder, and hits a runner, in which case the batted ball will be live and the hit runner is not out.

7.08.a.3. A runner must try to avoid a tag, or be called out. Sliding is evidence that a player has attempted to avoid a tag.

- Head first slides are prohibited, unless a player is returning to a base.
- Sliding into first base is allowed.

7.05.g. Runners typically advance two bases on an overthrow out of play, based on the position of the runner(s) at the time of the overthrow. However, there is only one base advanced in the case of an overthrow out of play during a pitcher's pick-off attempt, or during the first defensive play of a fielder to first base.

the pitcher is in contact with the rubber in possession of the ball, prior to a pitch being delivered.

7.08a.1. A runner running outside the baseline (i.e. more than 3 feet to either side of the baseline) to avoid being tagged is out, unless the runner runs out of the baseline to avoid interfering with a play by a fielder.

7.08.c. A runner may over-run or over-slide first base so long as he/she returns immediately to first base, and does not make an attempt to advance to second base.

7.13 A runner may not advance or lead while

- A runner may not steal/ advance/ lead until the pitch reaches the batter.
- For AA play, for the first two weeks of the season there will be no stealing, or advancing on passed balls and wild pitches. This is to allow time to teach players to slide and steal safely, and to allow time for catchers and infield and outfield players to learn defensive positions.

All Managers will be so advised/ reminded by the AA League Commissioner at the time when stealing/ advancing begins.

(NEW) Once stealing begins the following rule applies in AA:

- A base runner on first or second base may attempt to steal the next base on any pitched or thrown ball during play, including wild pitches, passed balls, the catcher's throws back to the pitcher, etc.
- Each offensive team may steal second or third base unlimited times. If a runner steals second or third base successfully, the runner may not advance any further on that play.
- If a player proceeds past the stolen base in a steal situation (despite the fact that he is not allowed to advance beyond one stolen base) then that player may be tagged out at any time unless and until he makes it safely back to the stolen base.
- There is no stealing of home.

Batting

Home plate is in fair territory; a batted ball is not foul merely by virtue of hitting the plate.

1.08.Note 1: The on deck position is not permitted

6.08.b. Hit batsmen.

- A batter hit by a pitched ball in the strike zone is not awarded first base; the pitch is a strike.
- If a batter is hit by a pitch, but has swung at the pitch, the pitch is a strike.

A pitch that hits the dirt before crossing the plate is a ball. If such a pitch then hits the batter, and the batter has not swung at the pitch, the batter shall be awarded first base.

A batter may swing at a pitch that has bounced in the dirt prior to crossing the plate. Such a pitch is a live ball and may be hit. If it is hit, it is treated the same as any batted ball.

Bunting is allowed in AA & Majors.

- No "slashing" allowed; batter will be called out.
- Squaring to bunt does not necessarily constitute a bunt attempt.

3.03, 4.04, 5.07. Continuous Batting Order: All players on the roster present for a game will be entered in the batting lineup, whether or not they are playing a defensive position.

5.07 – When 3 offensive players are legally put out, the team takes the field and the opposing team becomes the offensive team (side retired).

NEW(AA) Minor League: With the exception of the 6th inning and beyond; The side is retired when 3 offensive players are legally put out, called out by an umpire or when all players on the roster have batted one time in the half inning, or when the offensive team scores five (5) runs.

(A) Tee Ball: The side is retired when three offensive players have been legally put out, called out by the umpire or when all players on the roster have batted one time in the half inning.

- See special playing rules for Single A, attached.

6.05.b. The batter is out and cannot advance on a “dropped” third strike.

6.07. In AA & Majors, no batting out of turn is allowed; the batter is out if timely appealed. A timely appeal can be made to the plate umpire prior to the subsequent play, after the incorrect batter completes his turn.

SINGLE A DIVISION

Special Playing Rules

The basic goals are to keep kids safe and to have fun learning the elements of baseball: catching, throwing, fielding, batting, running and playing base and field positions. Give a lot of praise and have fun doing this—if you’re having fun, the kids will too. In particular, batters have varied skill levels that need to be accommodated, especially at the beginning of the season. There are several Special Rules to help this process along:

- There can be nine or more defensive players on the field at one time, such additional players in excess of nine defensive players to be placed as additional outfielders.
- The pitching is done by a coach to his own team.
- On the mound with the coach-pitcher is the player-pitcher. The safety of the position of the player-pitcher should be determined based on skill-level by the player-pitcher’s coach. The player-pitcher makes defensive plays.
- The catching is done by a coach from the team at bat and the coach-catcher gives the ball to the player-catcher to throw back to the coach-pitcher.
- The player-catcher must wear all required catcher gear. Any defensive plays at home plate are to be carried out by the player-catcher.
- A coach may also determine, based on skill level, if a player-catcher may receive the pitched ball from the coach-pitcher, with back-up from the coach-catcher.
- At least one defensive team coach must be in the field to instruct and encourage the team’s fielders (the main task is to keep players up and focused on the game).
- Game length should be four innings, or an hour and a half, whichever comes first.
- No bunting.
- No infield fly shall be called.
- All players present for a game are placed in the batting order.

The side is retired after the team has gone once through the batting order regardless of the # of outs.

- Each batter gets three strikes. There are no walks. At the determination of the pitcher-coach a struggling batter may be given a few additional strikes (not more than a total of eight).
- No stealing, leading, or advancing on wild pitches or passed balls is allowed in Single A. A runner may advance only one base on an error by a baseman or a throw missed by baseman.

Pitch Count/ Rest Day Rules

The Maximum Pitch Count for 11-12 years old is: **85** per day (*Usually Majors*)

The Maximum Pitch Count for 9-10 years old is: **75** per day (*Usually AA*)

The Maximum Pitch Count for 8 -9 years old is: **50** per day

If a pitcher reaches the pitch limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is out.

If a player pitches **66** pitches or more in a day: **4 calendar days of rest**

If a player pitches **51-65** pitches in a day: **3 calendar days of rest**

If a player pitches **36-50** pitches in a day: **2 calendar days of rest**

If a player pitches **21-35** pitches in a day: **1 calendar day of rest**

If a player pitches **1-20** pitches in a day: **0 calendar days of rest**

- **A pitcher that delivers 41 pitches or more in a game cannot play the position of catcher for the remainder of the day.**
- **Any player who has played the position of catcher for four (4) or more innings in a game, is not eligible to pitch that calendar day.**