

An aerial photograph of a lush green golf course. The grass is a vibrant green, and a central path or fairway runs through the middle of the frame. The lighting is bright, creating a clear and detailed view of the terrain.

District 30
2022 Rules Clinic

1. Little League Mission Statement:

Little League believes in the power of youth baseball and softball to teach life lessons that build stronger individuals and communities.

2. Some Important safety tips:

☐ Rule 1.17

- ☐ All male players must wear an athletic supporter.
- ☐ All catchers must wear a dangling throat guard.
- ☐ A catcher cannot be behind the plate without a throat protector.

3. Three Rules to Live by:

- ❑ Hands are not part of the bat
- ❑ Tie does not go to the runner.
- ❑ No must slide rule.



Pitching Information & Starting Game

4. Pitching requirements:

Regulation VI rule C & D– Pitchers

The manager must remove the pitcher when that pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

- Age 6-8 = 50 pitches per day
- Age 9-10 = 75 pitches per day
- Age 11-12 = 85 pitches per day

5. Pitcher to Catcher

Regulation VI rule C Note:

- ❑ If a pitcher reaches 40 pitches while facing a batter the pitcher may continue to pitch and maintain eligibility to play catcher.
- ❑ A pitcher who delivers 41 or more pitches and is not covered by the threshold rule, they are not eligible to play catcher

6. Catcher to Pitcher

Regulation VI rule A

A catcher can move to pitcher if the catcher has caught for less than 4 innings.

- ❑ Approved Ruling (AR) The catcher receiving one pitch the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

7. Warm up pitches between innings: **Rule 8.03**

- ❑ Each pitcher is allowed up to eight pitches between innings.
 - ❑ The time between each inning is 1 minute
 - ❑ Most pitchers will get in about 4 to 6 pitches.
 - ❑ The more pitches you allow between innings the longer the game.

8. How many visits do the pitchers receive: Rule 8.06

- ❑ Minors Leagues (AA, AAA) each pitcher receives 2 visits per inning and 3 visits per game.
- ❑ Majors Leagues each pitcher receives 1 visit and 2 per game.
 - ❑ A visit to any defensive player is considered a visit to the pitcher.
 - ❑ Injury visits are not counted towards a pitcher unless strategy is discussed.
 - ❑ Umpires will monitor and decide.
- ❑ Offense receives one time out per inning to discuss strategy.
 - ❑ Time outs to ask questions to umpire are not considered visits.



9. Starting the Game: Rule 5.01

- ❑ When the game is to begin the plate umpire will have the defense take the field, with 8 players in fair territory, pitcher on the pitcher's plate, catcher in the catcher's box, the first batter will enter the batter's box, and two base coaches. Then, the umpire will call "play". This will indicate the game has started.
- ❑ After play has started and any umpire has called for "time", the plate umpire **MUST** call "play" to restart the game.
- ❑ Either umpire can call "Time".
 - ❑ Only the plate umpire can put the ball back in play

10. When to call “TIME” Rule 5.10

- ❑ An umpire is to call time when an accident incapacitates a player or an umpire. **Rule 5.10(c)**. Allow the play to finish before calling time out unless the injury is severe or when a play is being attempted on an injured runner. This is a time when you will need to “Umpire”.
- ❑ When a manager requests “time” for a substitution or for a conference with one of the players **Rule 5.10(d)**.

Time is not guaranteed when requested by the manager. It must be granted.



An aerial photograph of a lush green lawn, showing a pattern of light and shadow from trees or buildings. The text "Important Definitions" is centered in white.

Important Definitions

11. Strike Zone Rule 2.00

- ❑ The strike zone is the space over the plate which is between the batter's armpits and the top of the knees when the batter swings at the pitch.
- ❑ It is common for the strike zone to be expanded from just the plate to at least one ball inside the plate, to one or two balls outside the plate.

12. What is a catch? Rule 2

- ❑ A catch is the act of a fielder getting secure possession in the hand or glove of the ball and prove complete control of the ball with a voluntary release. If the ball is caught then dropped due to the fielder running into an offensive player, defensive player or any other object and drop the ball, this is not a catch.
- ❑ It is a catch when the fielder, in securing the catch, drops the ball when attempting to retrieve the ball from the glove in an effort the throw to another fielder.

13a. FAIR ball: Rule 2

- ❑ A fair ball is a batted ball that settles on fair ground between home and first base, or between home and third base, or over fair territory when hit to the outfield past first or third base (in or on the foul lines).
- ❑ It is a fair ball when the ball hits any part of first, second or third base and then goes into foul territory. This includes a ball touching any person (umpire or player) in fair territory then going into foul territory.



13b. FAIR ball: Rule 2

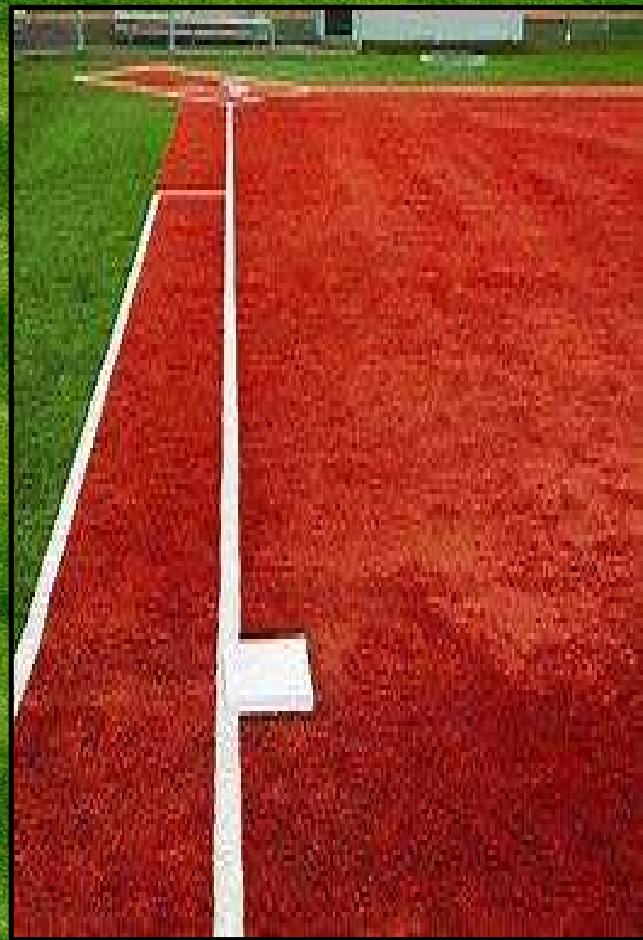
- ❑ A ball that bounces in fair territory then bounces over first base or third base is a fair ball.

Note – A fair or foul fly ball should be judged according to the position of the ball and foul line, including the foul pole and not if the fielder is on fair territory or foul territory at the time the fielder **touches** the ball.



14. What is a FOUL ball? Rule 2

- ❑ A foul ball is a ball that settles in foul territory between home plate and first base or third base or that passes first or third base in foul territory. A fly ball that lands in foul territory past first or third base is also a foul ball.
- ❑ Any batted ball that touches a person or object in foul territory is automatically a foul ball.



15. FOUL TIP: Rule 2

- ❑ A foul tip is a batted ball that goes sharp and direct from the bat to the catcher's hand or glove and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike. It is not a catch if it is not first touched by the hand or glove.
- ❑ A foul tip is a live ball.
- ❑ If the ball is not caught, it is a foul ball.



16. Obstruction: Rule 2.00 and 7.06

- ❑ Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner.
- ❑ Obstruction shall be called on a defensive player who blocks off a base/plate, or runner's path from a runner without possession of the ball.
 - ❑ A thrown ball that carries a fielder (without the ball) into the path of runner, is obstruction.
 - ❑ Obstruction is intentional or unintentional.
 - ❑ A fake tag that forces a runner to slide or stop his progress is considered obstruction

17. Interference: Rule 2.00 and 7.09

- ❑ The penalty for interference is the play is immediately dead, runner who interfered is out, and no runs can score.
- ❑ If in the judgement of the umpire, a runner or batter-runner intentionally or unintentionally interferes with a fielder making a play on a batted ball.
 - ❑ If the act disrupts a double-play then two outs can be called.
- ❑ A base coach physically assists a runner in returning or leaving a base.

❑

18. Batter's Interference: Rule 2.00 and 6.06

- ❑ Interfering with the catcher's fielding or throwing by:
 - ❑ Stepping out of the batter's box
 - ❑ Distracting the catcher in any way while he is attempting to make a play.
 - ❑ Failing to make a reasonable effort to vacate the area when there is a throw to home plate and there is time for the batter to move out of the way.

EXCEPTION – the batter is not out if any runner trying to advance is thrown out or if the runner is called out for batter's interference.

19. Catcher's Interference: Rule 6.08

- ❑ The catcher interferes with the batter.
 - ❑ This is a delayed dead ball.



- ❑ If a play follows the interference the offensive manager may choose to accept the play or take the penalty.
 - ❑ If the batter reaches first base safely and all other runners advance at least one base, the play continues with the interference.

20. The Base Path

- ❑ A base path is the path that a runner takes that is between two bases.
 - ❑ This path does not have to be a direct path until a play is being made on that runner.
 - ❑ Once a play is being made on a runner, an imaginary path is created between the runner and a direct path to the next base.



- ❑ The runner then has a three-foot distance on either side to reach the next base.
 - ❑ If the runner goes outside that area **“when a tag is being attempted”** the runner will be out.
 - ❑ Umpires use a “step and reach” philosophy to this rule.

A high-angle, close-up photograph of a well-maintained green lawn. The grass is vibrant green and shows subtle patterns of light and shadow, suggesting a sunny day. The text 'Important Rules' is centered in the middle of the frame in a clean, white, sans-serif font.

Important Rules

21. Protests Rule 4.19

- ❑ Only the manager can protest a game.
- ❑ If a manager wishes to protest a game, then just let them and move on.



22. When the 3rd out is a Force. Rule 4.09

- ❑ If the third out is made at any base during a force play, the run cannot be scored



23a. A batter is out when: **Rule 6.05**

- A fly ball is caught in fair or foul territory.
- A third strike legally caught or a foul tip
 - Majors division, the batter is out on an uncaught third strike with less than two outs and first base occupied.
 - Minor divisions the batter is out and may not advance on an uncaught third strike.
- Bunting foul on a third strike.
 - The ball is dead, the batter is out, and no runners may advance.

23b. A batter is out when: **Rule 6.05**

- ❑ The batter swings at a third strike and is hit by the ball.
- ❑ A fair ball touches the batter before reaching a fielder.
 - ❑ If the batter is still in the batter's box, then it is a foul ball.
- ❑ After hitting or bunting the ball, the bat hits the ball a second time in fair territory.

Approved Ruling (AR) – If a bat is thrown into fair or foul territory and interferes with a defensive player attempting to make a play interference should be called whether it is intentional or not.

24. A batter is out for illegal action when: **Rule 6.06**

- ❑ Hitting a ball with one or both feet on the ground and completely outside the batter's box.
- ❑ Any contact with the bat is an out.



25. Running bases in order: Rule 7.02

- ❑ A runner shall touch all bases in order.
- ❑ If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead (foul ball or time). In the case of a dead ball the runner may return directly to their entitled base.



26. Two runners may not occupy a base: Rule 7.03

- ❑ If, while the ball is live, two runners touching the same base, the following runner will be out “if tagged”.
- ❑ If the runners are forced to advance, then the lead runner is out if tagged.



THE RUNNER MUST BE TAGGED TO BE
CONSIDERED OUT.

27a. A runner is out when: Rule 7.08

- ❑ A runner does not attempt to avoid a tag.
 - ❑ Player can slide, go around, or surrender.
- ❑ Sliding headfirst into any base (majors and below).
 - ❑ It is legal to slide headfirst when going back to a base.
- ❑ Intentionally interferes with a thrown ball or hinders a fielder from making a play on a batted ball.

27b. A runner is out when: **Rule 7.08**

- ❑ Failing to legally retouch a base after a fair or foul ball is caught.
 - ❑ Appeal Play
- ❑ Being hit/touched by a fair ball while in fair territory before the ball is touched by a defensive player.
 - ❑ If the runner is on a base the runner is still called out.
 - ❑ No safe-haven.
 - ❑ The ball is dead, and no runners can advance or score.
- ❑ Passing a preceding runner.



28. Leaving early: Rule 7.13

- ❑ Leaving early is when a runner leaves any base before the pitched ball reaches the batter.
 - ❑ All runners are affected by any runner leaving early.
 - ❑ The umpires determine the value of the hit not including any errors or overthrows.
- ❑ No runner can advance beyond a base that the runner is forced to acquire.
- ❑ No runners can score on an infield hit with leaving early.

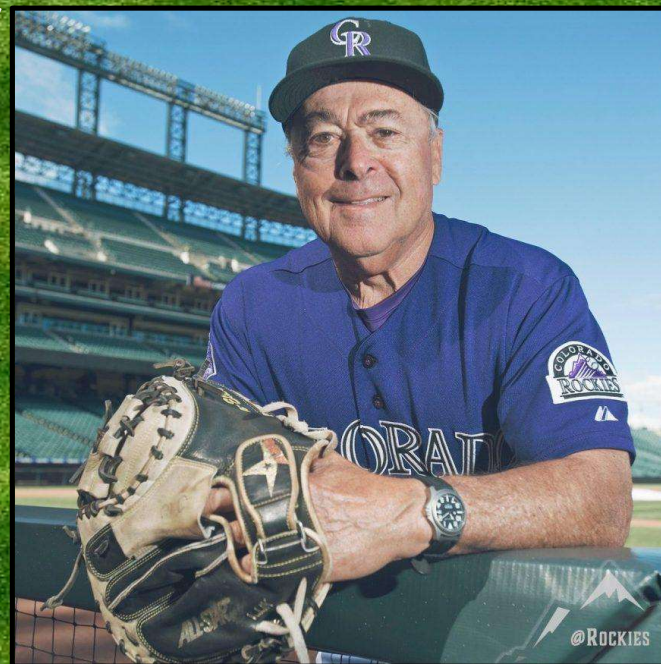
Game Management

29. Use of the “courtesy runner” Rule 3.04 and 7.14(b)

- ❑ District 30 permits the use of a “courtesy runner” to run for the catcher or the pitcher of record when there are two (2) outs.
- ❑ The courtesy runner will be the offensive player who made the last out

30. Managers and coaches warming up players: Rule 3.09

- ❑ Managers or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may, however, stand by to observe a pitcher during warm-up in the bullpen.
- ❑ This includes warming up any other players on the field during the game.



Have the coaches coach and kids play

31. How many coaches allowed per team: **Rule 3.17**

- ❑ Each team is allowed one manager and no more than two additional coaches on the field/dugout during the game.

If for any reason a manager or coach is removed from the game, no additional coaches may enter the field/dugout.



32. Local League Rules (bylaws) Rule 3.13

- ❑ Local leagues will establish ground rules to be followed by all teams in the league.
- ❑ Approved Ruling (AR) – Local ground rules should pertain to particular situations or filed conditions that are not specifically covered in the rulebook, but at no time should they supersede or change the rulebook.

33. Managing the game:

- ❑ When the crowd gets angry do your best to ignore them.
 - ❑ If they become too stressful, call time and remove all players from the field. Then get a board member to help you.
 - ❑ Umpires cannot eject people watching the game.
- ❑ When a coach gets out of control:
 - ❑ Let them know you have made the call and it's over.
 - ❑ You can eject them.
 - ❑ Do your best not to do this.
 - ❑ Get a board member to assist you in calming the situation.
 - ❑ If you cannot control the situation, you can simply walk off the field and let the league's board handle the situation.
 - ❑ Umpires do not need to be yelled at and disrespected.

34. No umpire can overrule another umpire

- ❑ If a coach asks an umpire to talk to their partner, it is up to that umpire in question to ask for assistance.
- ❑ If you are sure about your call, advise the the coach you have the call.
- ❑ If you think you made a mistake then check with your partner.
- ❑ If the umpire who made the call does not want to change his call, they do not have to.



LET'S GET THE RIGHT CALL



Questions and Answers



Thank you

Read the Rule Book