

2019 Spring Major Baseball Rules Review

General

1. A game is 6 innings or 2 hours. No new inning may start after time has elapsed. The next inning begins the moment the third out is made in the previous inning. Any inning started before time has elapsed will be competed. The umpire, working with the scorekeepers, will keep the official time. The league official has the discretion of calling a game if the game is "out of hand" or approaching the time limit. No new inning will begin after 9:45 PM. In the event a game is called for curfew, the score will revert back to the last completed inning.
2. There is NO infield practice before the game.
3. Both teams (home and visitors) are responsible for the set-up of the field before the game.
4. At the beginning of each game, both teams will lineup on their respective baselines and recite the Pledge of Allegiance, the Little League Pledge, and the Parent/Volunteer Pledge.
5. Only three (3) managers and coaches may be involved in the game. Coaches and managers may coach bases, but there must be a coach or manager in the dugout at all times. If a provisional coach begins a game as one of the team's 3 manager/coaches, he or she is deemed the coach for that game (q.v. Official Playing Rules, rule 3.09) and may not be substituted if another manager or coach subsequently arrives at the game."
6. Coaches and managers (unless coaching a base or receiving permission from the umpire to come on the field) must stay in the dugout.
7. If ejected, the manager, coach, or parent must leave the park area (can not be in the stands...must leave the entire park facility) immediately. The ejected coach or managers can not be replaced by another adult coach. In addition, any ejected manager or coach will be suspended for the next game, as well as any other disciplinary actions deemed appropriate. The ejected manager/coach cannot be replaced by the provisional coach for the next game.
8. Electronic equipment is allowed in the **dugout** provided these devices are not used for communication.
9. **Appeals** are a request to review judgment calls made by the umpire. A manager or a coach may request an appeal with the "calling" umpire. The umpire, at his discretion, may elect to disregard the appeal or seek consultation from other umpires. Base running errors (for example, missing a base) will not be immediately called by the umpires and must be appealed.
10. **Protests** are requests to review violations of rules and clarification of the rules. Judgment calls by umpires cannot be protested. Protests must be made through the home plate umpire to the league official. Protesting managers must show the rule from the green book or this page to the umpire. The decision of the umpire with consultation from the league official will be made immediately and the decision is FINAL. Games are not played under protest.
11. Infield fly rule applies with less than two outs and runners at first and second; or bases loaded. The judgment of whether a fly ball is catchable, in the field, or if the rule applies on a play is left to the **umpire**.
12. Players are not allowed to play with metal spikes, any jewelry (regardless of composition), or casts.
13. Teams must have 9 players to begin a game. A game will be ruled a forfeit if at any time during the game a team drops below 9 players. If neither team can field 9 players, the game will be declared a "double forfeit" with an L recorded for both teams. There is no grace time for teams to field their teams.
14. Playing requirement: All players must play 6 outs and 1 at-bat (Substitute Players must play 6 consecutive outs and 1 at-bat before being removed). Failure for players not meeting playing requirements will result in the following disciplinary action for the manager:
 - a. Written Warning
 - b. Game Suspension
 - c. Season SuspensionNote: If player does not meet requirements, the player is required to fulfill previous games requirements and current game requirements before being removed from the lineup. In games less than 6 innings there will be no disciplinary action taken.
15. Only a player in the starting lineup who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:
 - a. The substitute has completed one time at bat, and has played defensively for a minimum of 6 consecutive outs.
 - b. A starter (S1) may re-enter the game as a substitute for another starter (S2), but then must fulfill all conditions of a substitute (6 defensive outs, and 1 at-bat), before starter (S2) can re-enter the game.
16. A player may leave the game due to illness, injury, or an emergency. If substitute players are available, then the manager of the injured player can replace injured player with available substitute players. If no subs are available, the opposing manager picks player that will enter for injured player. **Note** – If a player has been determined to sustain a possible concussion, the player must be removed from the game for the remainder of that day. Written

2018 Spring Major Rules

acknowledgement by a doctor that the player has been evaluated and clear, must be obtained before player can resume playing.

17. Player Replacement/Addition. During the season, the Player Agent, Baseball, must monitor teams to ensure rosters are at the proper level. Managers are required to inform the Player Agent, Baseball, if a player has been repeatedly absent.
 - a. Player Absence. If a player misses seven consecutive games, for whatever reason, the manager, prior to the eighth game, must select a player from the available player list and place him/her on the roster.
 - b. Player Replacement/Addition. If a player must be added to the roster as required by ARTICLE I, SECTION C (4), the manager shall review the available player list with the Player Agent, Baseball, and shall select a replacement. The replacement/addition becomes a permanent member of the team, regardless of whether the player who created the opening on the roster returns to the team or not.
 - c. Penalties. Failure by the manager to advise the Player Agent, Baseball, of a player's continued absence or to select a player from the available player list by the eighth consecutive game a player is absent shall result in disciplinary action against the manager, as follows:
 - i. If the manager has not selected a player from the available player list by the eighth consecutive game of a player's absence, the manager shall be suspended for one game.
 - ii. If the manager has not selected a player from the available player list by the ninth consecutive game of a player's absence, the manager shall be suspended for three games.
 - iii. If the manager has not selected a player from the available player list by the tenth consecutive game of a player's absence, the manager shall be suspended for the remainder of the season

Offense

1. There is no maximum number of runs that can be scored per inning. There is no mercy rule.
2. Teams bat 9 players. All other players not in the starting lineup are substitute players.
3. Batting out of order: refer to green book rule 6.07 Batting out of Turn.
4. Batters, runners, and player's coaching bases must wear helmets at all time. Removal of a helmet is cause for ejection from a game but not an automatic out.
5. Stealing is permitted, but a player may not leave the base until the ball has crossed the plate. When a player leaves early, the play will continue and any out recorded will stand. If no out is recorded, the runner(s) return to the original base. (7:13 of green book) lists scenarios for leaving early.
6. A runner must be on the base when the pitcher is in possession of the ball and on the rubber and the catcher is in position to receive the ball. The runner may not leave his base until the ball has crossed the plate.
7. Runners must slide or attempt to slide to avoid a player with the ball. Runners are out when sliding headfirst while moving forward. They may dive back to a base.
8. Interference is when a runner interferes with a defender making a play on a ball. The defender has a "right to the ball". Obstruction refers to a defender obstructing a runner from advancing to a base. Interference and obstruction are judgment calls and placement of the runners and/or outs will be awarded per the umpire's judgment.
9. A runner hit by a batted ball is OUT, even if he is standing on a base. (There is no safe-haven). The exception to this is if the runner is hit by a batted ball after an infielder has had a fair play at the ball. The decision is a judgment call by the umpire.
10. Dropped third strike rule in effect for the whole season. (See definition below).
11. Players are not allowed to swing bats inside or outside the dugout. There is NO on-deck circle.
12. Special pinch runners are permitted once per inning. (7.14 of green book) Players may only be run for once during a game. One special pinch runner per inning. Special pinch runner must not be in the batting order.
13. Only one offensive timeout is allowed per inning.

2018 Spring Major Rules

Defense

1. Players must play six defensive outs.
2. There is no limit to the number of pitchers a team may use in a game.
3. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
4. **Any player who plays in any part of 4 innings as catcher is not eligible to pitch in that game or that entire calendar day.**
5. Pitching eligibility: Provided the pitcher has met the days of rest requirements and is eligible to pitch, a player who is league **age 10 is eligible to pitch 75 pitches in a game.** Players **league age 11-12 are eligible to pitch 85 pitches in a game.** If a pitcher reaches the max pitches while facing a batter, he will be allowed to continue until that batter's at bat is completed.
6. The league official will keep track of pitches and will attempt to inform managers when a pitcher is approaching the limit. However, the manager is responsible for knowing how many pitches a player has thrown and when he must be removed.
7. Pitching violations, going over the limit or using an ineligible player, are protestable and the result of using an illegal player will be a 6-0 forfeit.
8. Days of Rest:

1-20 pitches in a day	0 calendar days of rest
21-35 pitches in a day	1 calendar days of rest
36-50 pitches in a day	2 calendar days of rest
51-65 pitches in a day	3 calendar days of rest
66 or more pitches in a day	4 calendar days of rest

9. It is up to the umpire to decide if a any part of a pitchers attire is distracting. Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. A pitcher shall not wear items on his/her hands, waists or arms which may be distracting to the batter. NOTE: White long sleeve shirts are not permitted (1.11(a)(3)). The pitcher's glove may not, exclusive of the piping, be white or light gray, nor, in the judgment of the umpire be distracting in any manner. No pitcher shall attach to the glove any foreign material of a color different from the glove. The pitcher may wear a batting glove on the non-pitching hand under the pitcher's glove provided the batting glove is not white, gray or optic yellow. No pitcher shall wear sweat bands on his/her wrists (1.15(b/c)).
10. The catcher must wear a cup and a dangling throat guard as part of his protective equipment.
11. There are no balks. Runners are not awarded a base for a balk. Balks are considered illegal pitches. An illegal pitch is a BALL (see 8.05 in the green book).
12. Managers or coaches are permitted to visit the pitcher or catcher during a game after receiving TIME OUT and permission from the umpire. Two visits to the pitcher or catcher are permitted during an inning. On the third visit during an inning, or the fourth visit during a game, the pitcher must be replaced.
13. The pitcher may take signs only from the catcher. Anyone providing signs to the pitcher other than the catcher will be warned and then may be ejected from the game by the umpire.
14. Pitchers are permitted 8 warm-up pitches or one minute between innings.
15. Managers and coaches are NOT permitted to warm up pitchers between innings. Players warming up pitchers must wear a protective mask.
16. If the impact of a runner breaks a base loose, no play can be made on that runner if the player has reached the base safely and is not attempting to advance further. If action continues, the base plate becomes the actual base.
17. Balls thrown out of play: If an infielder throws a ball out of play (1st play), the runners and batter may advance two bases from where they started at the beginning of the play (not where they are when the overthrow occurred). Any other throw out of play after the first play, runner and batters get two bases from where they are at the time of the wild throw. This applies to throw going "out of play" (i.e. under a fence or in a dugout) not to over thrown balls that roll into playable foul territory. Players may advance freely at their own risk for overthrown and passed balls that remain in playable territory. (7.05)

Dropped Third Strike Rule

In most circumstances in baseball, a catcher must catch the third strike for the batter to be put out. This rule applies to any called third strike or swinging third strike against the batter. It does not apply to strikeouts called on a fouled bunt attempt when the batter already has two strikes against him.

Rules for No Runner on First OR Two Outs

When there is no runner on first or when there are two outs, a swinging or called third strike must be “legally caught” by the catcher before hitting the ground. If the catcher is unable to legally catch the ball, the runner can attempt to advance to first base and there is no automatic out. At this point, the batter-runner must be tagged out by the catcher or forced out throwing the ball to a player, who touches first base before the batter-runner reaches the base.

Rules for First Base Occupied AND Fewer Than Two Outs

When first base is already occupied and there are fewer than two outs, the catcher does not have to catch the third strike. In this situation, the batter is automatically called out. This way, a catcher could not intentionally drop a third strike and then attempt to get a double play. Without this rule, a catcher could attempt to throw to second to force the runner from first base, and then have another member of the defense throw to first to force a double play against the batter-runner.