

# ROCKCASTLE LITTLE LEAGUE - Major/Minor League

## Baseball Rules

### Only Head coach to draft

#### Objective:

The goal of major league play is to advance baseball skills in preparation for middle school and high school baseball participation. Players will learn the skills of pitching, catching, and hitting in this league.

Section 1: The Offensive team SHALL bat all players present; however, they must bat a minimum of nine (9). In the event a team does not have 9 or more players present at game time, that team may start with 8 players. In the Event that a team does not have 8 players and the opposing team has a full roster they may ask to borrow players to start the game. Teams must start the game with a player in the pitcher and catcher position. The remaining players positions are as desired on the field of play, provided that they do not violate any other rule in the program. Teams may use allotted time to scrimmage, but not exceed time limit. All player must bat and play defense.

Section 3: Batting: The batter will receive 3 strikes or 4 balls for a walk. A 3rd pitch can be fouled and continues the at bat. The batter shall take their position within the lines of the batter's box. Throwing the bat is not allowed. Each team will be given 1 warning per game. This is a TEAM warning, not an individual and will be determined by the umpire. On a 2<sup>nd</sup> event of a thrown bat batter will be declared out.

A. The batter shall not have their entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit. EFFECT: Out is call on batter.

B. The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch. EFFECT: The ball is dead, the batter is out, and base runners may not advance.

C. The batter must take their position within ten (20) seconds after the umpire has called "play ball". They must

have both feet within the lines of the box be-fore the start of the pitch. They may touch the line, but no part of their foot may be outside of the lines prior to the pitch.

EFFECT: The ball is dead. The umpire will call a strike on the batter and will also issue a warning to the batter to take their position or risk being called out. If the batter refuses to take their position after the warning they will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by that player will result in an out being called.

D. The batter may not intentionally wipe out any portion of the lines of the batter's box.

EFFECT: The umpire will call a strike.

Section 3A: Each player of the side at bat shall become a batter in the order which their name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain to the home plate umpire. The batting order must be followed throughout the entire game unless a player is substituted for. When this occurs, the substitute must take the place of the player they are replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn in the preceding inning.

**EFFECT:** Batting out of order is an appeal play which may be made by the defensive team only.

1. If the mistake is caught WHILE the wrong batter is up

**Action:** The "Proper Batter" (the one who was supposed to be up) replaces the "Improper Batter."

**Penalty:** None.

**Result:** The Proper Batter simply takes over the current count (balls and strikes). Any bases stolen or runs scored on wild pitches while the wrong batter was up are legal.

2. If the mistake is caught AFTER the at-bat (but before the next pitch)

If the defense appeals after the wrong batter finishes their at-bat, but before a pitch is thrown to the next batter:

**The Out:** The Proper Batter (the one who was skipped) is called out.

**The Result:** The Improper Batter's action is nullified. If they hit a home run, it doesn't count. If they were put out, that out is erased.

**Next Up:** The batter following the Proper Batter (who was just called out) comes to the plate. If this happens to be the same kid who just batted improperly, they actually get to bat again "correctly."

Note: At any time during the at bat if a foul tipped ball goes above the batter's head and caught by the catcher the batter is declared out; if the 3<sup>rd</sup> strike is foul tipped by the batter and caught by the catcher batter is declared out.

Note: At any time during an at bat if the catcher interferes with an at bat, the batter is awarded 1<sup>st</sup> base. (bat hitting catchers' equipment during a swing)

**Section 4:** 9-10 year olds cannot pitch more than 75 pitches in one day and 11-12 year olds cannot pitch more than 85 pitches in one day.

1-20 Pitches	21-35 Pitches	36-50 Pitches	51-65 Pitches	66+
0 rest days	1 day of rest	2 days of rest	3 days of res	4 days of rest

Only 5 warm up pitches per inning per pitcher are allowed. On 5<sup>th</sup> pitch catcher will bring the ball down to 2<sup>nd</sup> base. A player who is pitching must keep one foot in contact with the pitching rubber at all times while in the act of pitching.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

**EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

Note: If a pitching change is going to be done before the next inning of defensive play the pitcher shall use the bull pen area to get ready for the next inning of play.

**Section 4A:** Pitching distance 46ft, bases are 60ft. Three out or 5 runs an inning, 6 inning or 90 minutes. The official Baseball used in the little league program shall be the 9-inch Baseball. Once an inning begins, it must be finished even if the time limit has expired. No new inning will start after time has expired unless there is a tie, game will continue International rule inning will start runner on 2 base. Runner is last record out. Inning will start with 1 out.

**Section 4B:** Regulation game in case of inclement weather is 3 ½ innings if home team is ahead or 4 innings if the visiting team is ahead. If games are called in less than 3 innings and are to be continued, they will be

continued from point of curtailment. If a team is ahead by 7 runs going into the last inning or 13 runs going into the 5<sup>th</sup> inning, the game is called. A team will be charged a forfeit if less than 8 players at game time. Teams may scrimmage but not exceed time limit.

**Section 4C:** If a ball hits the umpire in the field of play, the ball is considered live and play should continue. Games should start on time. Second game teams should be ready to play when the first game ends. Stretching and warming up arms should be done prior to the end of the first game. A brief infield warm up will be permitted at the discretion of the umpire.

**Section 4D:** Offensive Interference: If a player, coach, or team member standing outside the dugout intentionally or unintentionally hinders a live ball, the ball is dead and the umpire may rule the runner closest to home out.

Defensive Interference: If the ball hits a defensive player or coach that should not be there, it is usually ruled a dead ball, and the runners are awarded a base.

Safety: All players that are not at bat or up to bat are to remain safely inside the dugout, as standing outside, near the entrance, makes them vulnerable to live balls.

**Section 5:** 10 defensive players are permitted. Before the ball is batted, no more than six players may take a defensive position on the infield. Unlimited defensive substitutions are permitted. Players may only sit out 2 inning's per game

**Section 6:** Bunting, slapping (chop swing), or half swing are permitted.

**Section 7:** The infield fly rule is in effect. The ball remains alive after infield fly has been called by Umpire. Runners are in jeopardy of being put out at their own risk.

A. Drop third strike is in effect **ONLY FOR MAJORS**. As long as 1<sup>st</sup> base is not occupied. In the event of 2 outs batter can advance to 1<sup>st</sup> base on a dropped 3<sup>rd</sup> strike at the risk of being tagout or thrown out at first base. Runners may advance at own risk.

Note: In the event of bases loaded with 2 out and dropped 3<sup>rd</sup> strike occurs; the catcher can tag batter, throw to first base or step on home plate.

Note: In the event of dropped 3<sup>rd</sup> strike if the batter leaves the batter's box and moves toward the Dug out the Umpire will make a judgement call of out will be declared on the batter. Other Runners may advance at the own risk.

**Section 8:** On an overthrown ball in fair or foul territory, all runners may advance at their own risk, until lead runner is stopped.

**Section 10:** Runners may not lead off. They can steal once the ball has been pitched and crosses the plate. If the ball is batted into play on the ground, the runner may continue to the next base without tagging up. Unless it is a pop fly or line catch has been made, then runners can tag up to go to the next base. Runner may steal bases at own risk of being put out. Runners may not interfere with a fielder fielding the ball – interference results in runner being out.

**Section 11:** Courtesy Runner maybe used for your pitcher and catcher.

Note: Courtesy Runner will be your last recorded out. In the event of no outs recorded then it will be last runner scored.

**Section 12:** Catcher's protective equipment must be used, helmets with mask chest protector shin guards. all offensive players must wear helmets while on the field.

**Section 13:** In the event of a close play at home plate or any other base runners are required to slide to avoid injury with the catcher or any other defensive player. Failure to slide will be the Umpire judgement to declared an out on the play.

**Section 13B:** Any runner is out if they slide head-first while advancing to a base.

**The Penalty:** The runner is called out immediately, and the ball remains live.

**Exception:** A runner is permitted to slide head-first when returning to a base they previously occupied.

**Section 14:** Each team must have a scorekeeper. The home team will be the official scorekeeper. The umpire will refer to the home team scorekeeper for questions. At the end of the game the home team is required to hand in the official score book to the ump. All information must be kept including pitchers and pitch count.

**Section 15:** Absolutely No Steel or Metal Cheats will be used in league play or practice.

Umpires will report the outcome of the game and the score at the end of the night to league commissioner. Each team must have a scorekeeper. The home team will be the official scorekeeper. The umpire will refer to the home team scorekeeper for questions.

**Section 16 A Field Keeping:** Both teams of the last game is responsible for dragging the field and putting up score board. Each team is responsible for cleaning their dugout. Throw away all bottles and paper in the trash cans provided. Get the dugout prepared as quickly as possible for the next team coming in to play.

**Section 17:** Coaches and volunteers must have a background check to be on the field or in the dugout.

One 1<sup>st</sup> base coach and one 3<sup>rd</sup> base coach are permitted on the field but must remain near the respective base during play.

Other coaches must remain in the dugout or area during play.

It is Coaches responsibility to keep players in the dugout during there at bat. Teams shall have one player at the plate, one player in the on-deck area.

Sportsmanship—Coaches should...Demonstrate sportsmanship, expect sportsmanship from your players, and Encourage sportsmanship from the parents and fans.

Cursing and aggressive behavior will not be tolerated from coaches, players, or fans. You will be given a warning. In the event warning is not expected violator will be asked to leave. Coaches will be asked to help in situation if violator still does not comply then that team will be declared a forfeit. The Board will handle each situation on a case by case basis.