

**ULLL 2019 Spring Rules – AAA, AA and Rookies Divisions**

**LOCAL PLAYING RULES – Pitching Rules**

**VI – PITCHERS**

(a) Any player on a regular season team may pitch. *Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.*

Note: 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 one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half – inning or game; or (4) 5th run scores to complete the half – inning or game.

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age	11-12	85 pitches per day
	9-10	75 pitches per day
	7- 8	50 pitches per day

**Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of following conditions occurs:

1. That batter reaches base.
2. That batter is put out.
3. The third out is made to complete the half – inning.
4. 5<sup>th</sup> run scores to complete the half - inning.

Note 1: A pitcher who delivers 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half – inning or game; or (4) 5th run scores to complete the half – inning or game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of the day.

(d) Pitchers league age 12 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Note: Under no circumstances shall a player pitch in three (3) consecutive days.

**Exception:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is retired;
3. The third out is made to complete the half-inning;
4. 5<sup>th</sup> run scores to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

**ULLL 2019 Spring Rules – AAA Division**  
**LOCAL PLAYING RULES**

**ULLL Local Rules for the AAA Division (Updated – 4 Feb 2019):**

1. Each team will be limited to five (5) runs per inning or three (3) outs whichever occurs first.
2. There is a continuous batting order.
3. If a player is late for the start of the game, s/he should be added to the bottom of the batting order (at the manager's discretion).
4. Mandatory Playing Time – Based on a six (6) inning game...
  - a. No player may sit out defensively more than one (1) inning at a time.
  - b. All players must play at least one (1) inning in the infield.
  - c. For teams with 12 or 13 players:
    - By the end of the 5<sup>th</sup> Inning, all players must sit out at least one (1) inning.
    - Unless there is a player injury or disciplinary issue, players may sit out NO MORE than two (2) innings.
    - **One exception:** If the starting pitcher is still pitching in the game at the beginning of the 5<sup>th</sup> inning, they may continue to pitch and remain in the game **only** as the pitcher. When they have completed their time as pitcher, they must sit out for three (3) consecutive outs before re-entering the game.
  - d. For teams with 11 players, all players must sit out at least one (1) inning and unless there is a player injury or disciplinary issue, players may sit out NO MORE than two (2) innings. **One exception:** If the starting pitcher is still pitching in the game at the beginning of the 5<sup>th</sup> inning, they may continue to pitch and remain in the game **only** as the pitcher. When they have completed their time as pitcher, they must sit out for three (3) consecutive outs before re-entering the game.
  - e. For teams with 10 players, unless there is a player injury or disciplinary issue, players may sit out NO MORE than one (1) inning.
5. No new inning may start after two (2) hours from the scheduled starting time of the game.
6. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

**Exceptions:**

  - a. On a swing, slap, or check swing.
  - b. When forced out of the box by a pitch.
  - c. When the batter attempts a "drag bunt."
  - d. When the catcher does not catch the pitched ball.
  - e. When a play has been attempted.
  - f. When time has been called.
  - g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
  - h. On a three ball count pitch that is a strike that the batter thinks is a ball.

**Penalty:** If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance. NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.
7. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.
8. Each AAA team must play at least twelve (12) complete regular season games to be eligible for participation in the ULLL's End-of-Season AAA Division tournament.

**ULLL 2019 Spring Rules – AA Division**  
**LOCAL PLAYING RULES**

**ULLL Local Rules for the AA Division (Updated – 4 Feb 2019):**

1. Each team will be limited to five (5) runs per inning or three (3) outs whichever occurs first.
2. There is a continuous batting order.
3. If a player is late for the start of the game, s/he should be added to the bottom of the batting order (at the manager's discretion).
4. Mandatory Playing Time – Based on a six (6) inning game...
  - a. No player may sit out defensively more than one (1) inning at a time.
  - b. All players must play at least two (2) innings in the infield.
  - c. For teams with 12 or 13 players:
    - By the end of the 5<sup>th</sup> Inning, all players must sit out at least one (1) inning.
    - Unless there is a player injury or disciplinary issue, players may sit out NO MORE than two (2) innings.
    - **One exception:** If the starting pitcher is still pitching in the game at the beginning of the 5th inning, they may continue to pitch and remain in the game **only** as the pitcher. When they have completed their time as pitcher, they must sit out for three (3) consecutive outs before re-entering the game.
  - d. For teams with 11 players, all players must sit out at least one (1) inning and unless there is a player injury or disciplinary issue, players may sit out NO MORE than two (2) innings. **One exception:** If the starting pitcher is still pitching in the game at the beginning of the 5<sup>th</sup> inning, they may continue to pitch and remain in the game **only** as the pitcher. When they have completed their time as pitcher, they must sit out for three (3) consecutive outs before re-entering the game.
  - e. For teams with 10 players, unless there is a player injury or disciplinary issue, players may sit out NO MORE than one (1) inning.
5. No new inning may start after two (2) hours from the scheduled starting time of the game.
6. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

**Exceptions:**

  - a. On a swing, slap, or check swing.
  - b. When forced out of the box by a pitch.
  - c. When the batter attempts a "drag bunt."
  - d. When the catcher does not catch the pitched ball.
  - e. When a play has been attempted.
  - f. When time has been called.
  - g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
  - h. On a three ball count pitch that is a strike that the batter thinks is a ball.

**Penalty:** If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance. NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.
7. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.
8. Each AA team must play at least twelve (12) complete regular season games to be eligible for participation in the ULLL's End-of-Season AA Division tournament.

**ULLL 2019 Spring Rules – AA Division**  
**LOCAL PLAYING RULES**

**ULLL Local Rules for the AA Division (cont.):**

9. In any half-inning in which a pitcher has thrown "ball four" to any batter, a base coach from the offensive team (positioned on one knee, approx. 6-10 ft down the appropriate baseline in foul territory) shall provide a maximum of three (3) soft toss pitches to that batter until s/he either hits the ball fair or strikes out. Note the ball is "dead" when the umpire calls "time" or signals to a base coach for soft toss. The umpire will continue calling strikes, where each soft toss pitch that is not hit into play (i.e., a fair ball) will be considered a strike. A "third strike" miss or foul ball will result in the batter being called out. Soft toss pitches thrown by the offensive team shall not count toward the pitcher's pitch count. Batters cannot bunt soft toss pitches, nor can base runners steal on soft toss pitches. Batters who intentionally bunt the ball on soft toss pitches and/or runners who steal on soft toss pitches will be called "out." The pitcher shall continue to play the defensive position standing no more than three (3) feet directly in front of the pitcher's rubber until the ball is hit. The catcher must be positioned as if they are receiving a pitch from the mound. Note: If a batter is hit by a youth-pitch, the batter will be awarded first base regardless of the count that inning. If the batter is hit by a soft-toss pitch from the offensive team, the batter will not be awarded first base. This rule is in effect until the end of the day on the last day of April.
  
10. No offensive team will be allowed to steal second base. A steal is any base advance that did not begin with a batted ball and includes wild pitches, passed balls and straight steals. This rule is in effect until the end of the day on Mother's Day.

**ULLL 2019 Spring Rules – Rookie Division**  
**LOCAL PLAYING RULES**

**ULLL Local Rules for the Rookie Division (Updated – 4 Feb 2019):**

1. Each team will be limited to five (5) runs per inning or three (3) outs whichever occurs first.
2. There is a continuous batting order.
3. If a player is late for the start of the game, s/he should be added to the bottom of the batting order (at the manager's discretion).
4. Mandatory Playing Time – Based on a six (6) inning game...
  - a. No player may sit out defensively more than one (1) inning at a time.
  - b. All players must play at least two (2) innings in the infield.
  - c. For teams with 12 or 13 players:
    - By the end of the 5<sup>th</sup> Inning, all players must sit out at least one (1) inning.
    - Unless there is a player injury or disciplinary issue, players may sit out NO MORE than two (2) innings.
  - d. For teams with 11 players, all players must sit out at least one (1) inning and unless there is a player injury or disciplinary issue, players may sit out NO MORE than two (2) innings.
  - e. For teams with 10 players, unless there is a player injury or disciplinary issue, players may sit out NO MORE than one (1) inning.
5. No new inning may start after two (2) hours from the scheduled starting time of the game.
6. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.  
**Exceptions:**
  - a. On a swing, slap, or check swing.
  - b. When forced out of the box by a pitch.
  - c. When the batter attempts a "drag bunt."
  - d. When the catcher does not catch the pitched ball.
  - e. When a play has been attempted.
  - f. When time has been called.
  - g. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
  - h. On a three ball count pitch that is a strike that the batter thinks is a ball.**Penalty:** If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance. NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.
7. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.

**ULLL 2019 Spring Rules – Rookie Division**  
**LOCAL PLAYING RULES**

**ULLL Local Rules for the Rookie Division (cont.):**

8. A coach from the offensive team will provide all pitching in the 1<sup>st</sup> and 2<sup>nd</sup> innings. The team manager or coach will pitch to his own team's batters.
  - a. Pitches will be delivered overhand from the coach pitch mark, 10 feet closer to home plate than the major league rubber.
  - b. A maximum of seven (7) pitches or three (3) strikes will be allowed for each batter. If the batter has not advanced within the seven (7) pitches, the batter will be called out. A seventh pitched foul ball does not award the batter another pitch.
  - c. The umpire will call strikes only when the player swings. Note: A "third strike" coach pitched foul ball awards the batter another coach pitch until the 7<sup>th</sup> pitch is reached.
  - d. Batters cannot intentionally bunt coach pitches. Batters who intentionally bunt the ball on coach pitches will be called "out."
9. During coach pitched innings, the pitcher shall be positioned with one foot on either side and adjacent to the pitching mound, even with or just behind the pitching plate.
10. During coach pitch innings, the catcher shall wear all regulation protective gear including a catcher's glove and be positioned properly behind the plate in the catcher's box.
11. During the 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> or 6<sup>th</sup> inning, in any half-inning in which a pitcher has thrown "ball four" to any batter, a base coach from the offensive team (positioned on one knee, approx. 6-10 ft down the appropriate baseline in foul territory) shall provide a maximum of three (3) soft toss pitches to that batter until s/he either hits the ball fair or strikes out. Note the ball is "dead" when the umpire calls "time" or signals to a base coach for soft toss. The umpire will continue calling strikes, where each soft toss pitch that is not hit into play (i.e., a fair ball) will be considered a strike. A "third strike" miss or foul ball will result in the batter being called out. Soft toss pitches thrown by the offensive team shall not count toward the pitcher's pitch count. Batters cannot bunt soft toss pitches, nor can base runners steal on soft toss pitches. Batters who intentionally bunt the ball on soft toss pitches and/or runners who steal on soft toss pitches will be called "out." The pitcher shall continue to play the defensive position standing no more than three (3) feet directly in front of the pitcher's rubber until the ball is hit. The catcher must be positioned as if they are receiving a pitch from the mound. Note: If a batter is hit by a youth-pitch, the batter will be awarded first base regardless of the count that inning. If the batter is hit by a soft-toss pitch from the offensive team, the batter will not be awarded first base.
12. In addition to the pitch count limitations imposed by Little League, players in the Rookie Division are limited to pitching in one (1) inning per game. Delivery of a single pitch constitutes having pitched in an inning. Any pitcher that is removed from the mound and replaced by another pitcher is not eligible to return to the mound during the same game. The required rest period for Rookie Division pitchers will be governed by the Little League pitch count rules discussed above.
13. During kid pitch innings, no offensive team will be allowed to steal second base. A steal is any base advance that did not begin with a batted ball and includes wild pitches, passed balls and straight steals.
14. During coach pitch innings, runners are not permitted to steal.