



2016 RWCLL UMPIRING MADE EASY

SAFETY

1. There is no on deck batting in AAA and Majors. Swinging bats prior to coming up to the plate for an at bat is not allowed. (This also includes the first batter of the inning.)
2. Players should not wear jewelry of any kind. No bracelets, rings, necklaces, ear rings, etc should be worn while playing a game. (Medic alert bracelets are allowed if taped down on arm.) All players should wear an athletic supporter.
3. Catchers should always wear a catcher's helmet **with throat guard**, chest protector, a cup, catcher's mitt and shin guards while catching. No first baseman's mitt or fielder's glove should be used. (Rule 1.12)
4. Only players may warm up a pitcher and must be wearing a cup and a catcher's helmet **with throat guard** and using a catcher's mitt. No coach or any other adult can warm up a pitcher at any time.
5. In pregame warm ups, coaches may hit balls to players but any player receiving return throws for the coach who is batting must wear a catcher's helmet.
6. All spectators must be in dead ball territory during the game.
7. Dugout gates to the field must be closed while ball is in play.
8. All players must remain in dugouts during the game unless given permission to use restroom or is leaving the game.
9. Bats must be Little League Approved bats 2 1/4", BPF 1.15 without dents or cracks.
10. Bat donut weights are not allowed in Little League.
11. All helmets must have no cracks, all pads, with no player applied stickers, decals, or paint, and a NOCSAE imprint.
12. Chest protector worn by a male player must have lower extension flap.
13. A Game Coordinator must be chosen prior to the start of the game if there are only youth umpires present to officiate the game. Home team is responsible for designating a Game Coordinator other than the Manager or Coach. They will serve as adults in charge of maintaining good behavior on the field by manager, coaches, fans and players and may eject players and coaches as well as delay or end games to do weather or darkness. Game Coordinator must be on site for entire game.
14. Umpires will discuss ground rules, safety rules, and umpire game administration at pregame meeting.

BATTING (Section 6.0)

1. White-colored Bats are prohibited.
2. A base is not awarded to a batter hit-by-pitch if the batter is swinging at the ball (strike is called), if he is hit on a part of his body that is in the strike zone (strike is called) , or does not attempt to get out of the way of the pitch (strike or ball called where pitch would have passed the plate). Ball is dead immediately when a batter is hit by a pitch (Rule 6.08 b)
3. If a pitch bounces in front of the plate it is a ball, unless the batter chooses to swing at it, then it is a strike, or in-play just like any regular pitch. If it hits the batter he takes 1st base just like any hit-by-pitch. A ball cannot bounce up through the strike zone and be called a strike.
4. In AAA, batters are out on a 3rd strike whether the catcher catches the pitch or not. Catcher does not have to hold on to the 3rd strike in AAA. (Rule 6.05 b) In Majors, if first is not occupied and there are less than 2 outs, or if there are two outs and first is occupied or not, if a third strike is dropped, the batter must be put out at first for an out to be recorded. (Other runners may advance at their own peril.)
5. Batter is out if he bunts the ball foul with 2 strikes, it is considered the 3rd strike. (Rule 6.05 c).
6. Batter is out if either foot is totally out of the batter's box as the batter hits the ball. (Rule 6.06 a)
7. Batter is out if a fair ball hits the batter before touching any fielder and if the batter is out of the batter's box. (Rule 6.05 f)
8. If batted ball hits the batter while in the batter's box is it a foul ball.
9. If batted ball hit overhead netting or fence in foul territory, it is a foul ball.
10. Catcher Interference: The batter is awarded 1st base if the batter hits the catcher's glove while swinging. This is not awarded if the bat hits the catcher only on his follow through of his swing.



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11. **Infield Fly Rule** – If runners are on 1st and 2nd or the bases are loaded and there are less than 2 outs, the batter hits a fair pop-up to the infield that can be caught with “normal” effort, the umpire shall call out “Infield Fly-Batter is out”, which makes the batter out and immediately removes the force for all runners. **This rule is rarely called in AAA, but often in Majors.** Runners may proceed at their own risk as with any fly ball, tagging-up after a catch or not if it is dropped. (Rule 6.05 d)
12. If the batter hits the ball off Home Plate and it bounds into fair territory, it is in play. Home plate and all the bases are 100% in fair territory.
13. If the ball rolls against the bat in fair territory and it was not intentional by the batter, the ball is alive and in play still. If intentional, the batter is called out for interference. (Rule 6.05 g)
14. **Batters interference** is called and the batter is out if he interferes with catcher’s fielding or throwing motion. It is the batter’s responsibility to get out of the fielder’s way, just like any runner. If the batter interferes with a play at Home Plate, then the runner is out due to batter interference. The batter continues his at-bat. (Other runners return to original bases.)
15. Batter is also out if any of his runners interfere with a fielder making a catch or throw in making a play on the batter. [Example: The runner going from 1st to 2nd base on a ground ball cannot intentionally interfere with the fielder relaying the throw on to 1st base to break up the double play.]
16. **Batting Out of Order** – (Rule 6.07)
 - A.) If his own manager or the opposing manager realizes the wrong batter is up, the correct batter is simply sent-up to bat to replace the incorrect batter, but he must assume the ball/strike count of the incorrect batter.
 - B.) Opposing manager must appeal while incorrect batter is up or at latest before the next batter sees a pitch;
 - C.) If incorrect batter completes the at-bat and the pitcher throws one pitch to the next batter – whatever the incorrect batter did stands and we move on to the next batter in the order.
 - D.) If proper appeal is made in B above after the incorrect batter has batted, the batter who was skipped is declared out. The batter who follows that skipped batter in the batting order is now the proper batter.
17. Intentional walks are allowed only in Majors, but the pitcher must throw 4 pitches out of the strike zone, which count in the Pitch Count. No intentional walks in AAA.
18. ONE offensive time-out only is allowed per inning. If an offensive coach walks his batter to the plate talking to him or leaves the coach’s box to talk to his batter that may be interpreted by the umpire as an offensive time out. (Rule 5.10 d)
19. **Majors** - Batter may advance to 1st base after a dropped 3rd strike - unless 1st base is occupied with less than 2 outs.
20. **AAA Intro to Player Pitch:** After ball four, the batter is given three pitches from his/her Manager or Coach thrown from the pitcher’s mound. If the batter does not put the ball in play by the third pitch, the batter is called out on strikes. Pitcher remains in the game to play defense, lining up adjacent to the pitching slab. Manager or Coaches performing this function are part of fair territory and any batted balls that strike the Manager or Coach are live. Interference shall be called by the umpire for any attempt to touch a batted ball or interfere with a player attempting to make a play.

PITCHING (Section 8.0)

1. Pitchers may throw a MAXIMUM of 85 pitches per game if 11/12, 75 if 10 or 9, and 50 pitches if 8 years old. You may finish pitching to the batter if you reach your maximum limit of 20/35/50/65/75-85. If pitcher goes beyond this, team is subject to forfeit of game and will be reviewed by the Competition Committee.
2. Managers **MUST** rest the pitcher per the schedule below:

1-20 Pitches:	No Rest required
21-35 Pitches:	1 Calendar day of rest
36-50 Pitches:	2 Calendar days of rest
51-65 Pitches:	3 Calendar days of rest
66 or more:	4 Calendar days of rest required



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3. If a pitcher throws 41 or more pitches, he may not play the catcher position afterward.
4. If a catcher catches 4 or more innings, he cannot move to the pitcher position for the rest of the game. If one pitch or more is thrown in a pitcher's 1st or 4th inning is considered a full inning.
5. If a pitch slips out of the pitcher's hand or otherwise does not make it to home plate it is a "No Pitch", not a "ball". (Rule 8.01 d)
6. If a pitcher intentionally tries to "Quick Pitch" a batter before he is ready, it is an illegal pitch and a "ball" is called. (Rule 8.05 e)
7. If a pitcher licks his fingers while on the 10 foot pitching circle, he will initially be warned once, any further violations of this rules will be called and it is illegal pitch and a "ball" will be called.
8. If pitcher drops ball while on the pitchers plate an "Illegal pitch" will be called an a "ball" is called.
9. Pitcher must be touching the pitchers plate while delivering the ball to the batter unless field conditions (ie. A hole in front of the pitchers plate) make it difficult or impossible. This is an "illegal pitch" and a "ball" will be called.
10. In all Divisions coaches may now meet with any/all players at the mound. (Rule 8.06)
 - Upon 3rd visit to see the same pitcher in one inning, the pitcher must be replaced.
 - After the 4th visit to see the same pitcher in a game, the pitcher must be replaced.
11. Pitcher's undershirt arm must be one uniform color, but not grey or white.
12. Pitcher's glove can be multi colored, but not grey or white.
13. Pitchers cannot wear anything on arms including sweat bands or bracelets.
14. Balks are not called in Little League, however they are called illegal pitches and are called a ball.
15. If a pitch bounds off the home plate umpire, it is alive and in-play just like any pitch. Umpires are part of the field.
16. Pitchers have one minute to warm-up with a maximum of (8) warm-up pitches for a new pitcher and 5 for a returning pitcher. Ask the pitcher if he is ready after 3-4 pitches. The goal is to turn-around a team's at-bat in 90 seconds each time & keep the game moving. (Rule 8.03)
17. Once a pitcher is removed from the mound, he cannot go back in as pitcher the rest of that game.
18. Catcher must wear a catcher's mitt for protection, not a fielder or 1st baseman's glove. (Rule 1.12)

FIELDING

1. Fair/Foul Ball: The important factor is where the ball is relative to the 1st or 3rd baselines or 1st or 3rd base.
 - A) On a dribbler that does not reach 1st or 3rd base, the ball is fair or foul based on where it ends up. It may roll foul, then fair, then into foul territory again. It is determined by where the ball is when it stops rolling or is touched by a fielder (it has nothing to do with whether the fielder stands in fair or foul territory). If it stops touching any of the baseline it is FAIR.
 - B) On a ball hit in the air past the base, it is determined by whether it lands in foul or fair territory;
 - C) On a ball hit on the ground past the base, it is determined by where it is when it passes-by the base. If it hits and crosses into foul territory before the base, it is foul. If it hits the ground and goes over or inside the base in fair territory, it is a fair ball. Remember, the bases and baselines are in fair territory, so if a ball hits 1st or 3rd base it is always a fair ball.
2. Catchers must always wear a helmet, mask, throat protector and cup, even during warm-ups or infield practice. Catchers **MUST** also use a catcher's mitt for protection, not a fielder's glove. (Rule 1.12)
3. A catch is possession of the ball in the hand or glove before it touches the ground. Fielders cannot use their cap or pin the ball against their body with their arms or legs—it is not a catch and the ball is in play.
4. If a throw accidentally hits a base coach or umpire the ball is alive and in play. If a base coach interferes in any way, even if unintentional, the runner involved can be called out. It is the base coaches' responsibility to get out of the way.
5. If a batted or thrown ball hits an umpire, the ball is live and in-play; the umpire is considered part of the field. (Rule 6.08 d)



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6. A fielder/catcher cannot block a base without the ball; if he does the runner is safe (obstruction). Fielders must stay out of base path—even if reaching for a throw. If they collide with a runner without the ball, the runner is always safe.
7. If the initial fielder over-throws the ball out-of-play, batter and runners advance two bases from where they were when the pitch was thrown. On later overthrows it is two bases from the last base passed when the throw was made. (Rule 7.05 g)
8. If a following runner is put out on a force play, the force is removed and the lead runner(s) must be tagged-out.
9. If the batter interferes with the catcher on a play at home plate, the runner coming home will be declared out. (Rule 6.06 c)
10. If the home plate umpire interferes with the catcher's throw on a steal attempt, the runner must return to the base. (Rule 5.09 b)
11. If a batted ball hits the pitcher's rubber without being touched, and bounds into foul territory, it is a foul ball.
12. An Infielder CANNOT intentionally drop a pop-up or line-drive with runners on base to gain advantage, the batter is automatically out, the ball is dead, and the runners return to their bases. (Rule 6.05 k)
13. If dead ball territory is defined by an imaginary line extending out from the dugout fences. A ball crossing the line is out of play as with any overthrow, and the batter is not out if left/right fielder steps past this line and catches a foul ball. However, if a player catches the ball in foul territory and then steps into dead ball territory, batter is out and ball is live and in play. (Catch and carry.)
14. If ball rolls under or past a fence, this is a dead ball. Base awards will be made by the umpire. Ball put in play on infield, and overthrow occurs on first attempt at putout, then award would be two bases from time of pitch. Otherwise award would be two bases from time of the throw.

BASE RUNNING

1. Runners on 3rd base may attempt to come home on a passed ball/wild pitch or on a delayed steal.
2. Runners may attempt to advance on return throws or over-throws to the pitcher.
3. Once a live ball has been returned to the pitcher and the pitcher is on the pitcher's plate and a catcher is behind the plate ready to receive a pitch (not necessarily in a crouch), the runners MUST return to their bases.
4. No leading-off a base. The runners may not leave the base until the pitch has crossed the plate or is hit by the batter. If the runner leaves early, he may not benefit unless forced forward.
 - A) If pitch is not hit into fair territory or called a ball, runners return to their original bases.
 - B) If pitch is hit into outfield, umpire will determine value of the hit and give runners only the bases that the runners are forced forward. If batter is thrown out trying to stretch a single to a double or a double to a triple then runners are returned to their original bases.
 - C) If pitch is hit into the infield and batter reaches first safely, then runners can only advance one base. However, if bases loaded, any runner leaves early, batter reaches 1st base – runner who started on 3rd base is removed, no run scores.
 - D) If any other things occur during the play (for example errors such as overthrows) do not reward a team these bases, return batter base to value of original batted ball and advance runners only as far as they are forced forward (Rule 7.13)
5. Head-first slides are not allowed for safety reasons; the runner will be called out regardless. However, you may dive back into a legally acquired base head first. (Rule 7.08)
6. If a fielder is holding a ball and ready to make a tag, runners cannot crash into fielders at bases and try to knock the ball loose. If they do they will be automatically called out. They must either run around the person with the ball, avoid contact, or slide into the base. If a runner inadvertently bumps into a fielder and it does not affect the play, he should not be called out. (Rule 7.08)
7. Runners Interference - If a runner interferes or hinders a fielder making a play on a ball, the runner is out and the ball is dead. The runner must get out of the way of fielders (usually by running behind them), even if it means running out of the base-path, which is OK in this case. The other runners



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- are returned to the last base they had reached when the interference occurred. Batter is awarded 1st base. (Rule 7.09 j)
8. The base path is 3 feet to either side of a straight line the runners position and base he is running towards. If he runs out of the base path to avoid a tag, the runner is out. A runner may only run outside the bath path to avoid a fielder making a play, not to avoid a tag. (Rule 7.08)
 9. Umpires **should not** call runners out for being slightly outside the base path if it has no effect upon the play.
 10. When running to 1st base, the batter must stay between the 1st base line and 3 feet to its right (in the runners lane). If he runs to the left (fair side) of the first base line and he interferes with a fielder or his throw to 1st base, the batter is out. (Rule 6.05 j)
 11. Runners must “tag-up” after a fly ball or line-drive is caught and may leave the base as soon as a fielder touches the ball, whether he eventually catches it or not. (Rule 7.08 d)
 12. Runner hit by a batted ball is out, even if he is standing on a base, unless the ball has already gone by or through an infielder, then the ball is alive and in-play. The base is not a safety-zone. If a batted ball hits a runner, the runner is out – the ball is dead – other runners return unless forced forward– and the batter is awarded first base. (Rule 7.08 f)
 13. If two runners end up at one base, the lead runner is entitled to the base and the 2nd runner can be tagged-out. (Rule 7.03) If a following runner passes another preceding runner, following runner is out.
 14. After safely crossing 1st base the runner may turn to either side as long as he returns directly to 1st base and makes no effort to go to 2nd base. He may not be tagged out for simply turning to the left – only if he makes an attempt to go to 2nd base. (Rule 7.08 j)
 15. **Obstruction**– If the runner is obstructed by a fielder who is not involved in making a play, the umpire should call out “That’s obstruction.” When the play is completed the umpire calls time and awards runner the base that umpire believes he would have advanced to had the obstruction not occurred. (Rule 7.06) If the obstruction is obstructed by a fielder involved in the play, the ball is immediately dead, and the runner is awarded at least one base or more if the umpire believed that the runner would have advanced to if the obstruction did not occur.

GENERAL RULES

Players

1. All players must play the field **2 consecutive innings** and bat once. If not due to a shortened game, they must start the next game. During the playoffs, violations of this rule will be reviewed by the Competition Committee for review for possible penalties in both AAA and Majors.
2. A player may leave the game for any reason without penalty. The manager must notify the home plate umpire and the opposing manager prior to the departure. His place in the order is skipped in Minors, no out is called. In Majors, player is replaced by a sub.
3. Any player arriving late, after the first pitch is thrown, must be placed last in the batting order in AAA (4.04), and a substitute in Majors. Umpire and opposing manger should be notified of his arrival and entry into the game.
4. Every player must play the minimum 2 consecutive innings in the field and bat once. (AAA & Majors).
5. Thrown Bats: In Majors games, the home plate umpire has the authority to do whatever he feels is necessary to maintain a safe playing environment (Rule 9.01C). For AAA games, we recommend that the player & his manager be warned upon the first dangerously thrown bat, and the batter be removed from the batting order as a safety precaution if he does it again. The player is NOT considered ejected from the game and may still play in the field.
6. Players are NOT allowed to play if wearing any kind of cast, it is a safety issue. Any coach or player wearing a cast MUST remain in the dugout during the game. (Rule 1.11 k)
7. Teams are required to have 9 players to start or continue a game. If at anytime they only have 8, the game is forfeited. (Rule 4.16 - 4.17)



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Scoring

1. In event of rain or darkness, it is a Complete Game after 4 innings or 3 1/2 if the home team is ahead. If a game is called before this or after with the score tied, the game resumes right where it left off if it is replayed. When resumed, any players who missed the earlier game may come into the resumed game. (Rule 4.10 c,d)
2. If the third out is a force-out of batter or base runner, the run does not count even if the runner from 3rd base scores before the out. If the third out is made on a non-force-out play, the run counts if the runner crosses home before the third out is made.

Managers/Coaches/Fans

1. Managers cannot object to any "Judgment Call" such as whether pitch was a ball/strike, whether runner was out/safe, or ball was fair or foul. Managers can only question rule interpretations or application.
2. Players, coaches, and parents are not allowed to heckle or yell at players on the other team or the umpires. Cheering for the batter can continue throughout the pitch must not ramp up as pitcher delivers the ball.
3. Bad behavior by a player or coach will not be tolerated – umpire warns the team's manager and if it continues the umpire may remove the person from the game and the field. Play will not begin again until ejected coach is out of sight of umpire or ejected player is in dugout on bench.
4. Any coach or player ejected from a game is also automatically suspended for the team's next game (Rule 4.07).
5. Adults are never allowed to warm-up a pitcher on the field or along the sideline, a player must do it.
6. 2 Adults may coach the bases in all divisions provided there is a coach in the dugout to supervise the team. If a team only has 2 coaches, a player shall be the other base coach. (Rule 4.05 - 2) A base coach must stay in the coach's box during entire inning or he can be restricted to the dugout for the remainder of the game.
7. Players and coaches of the team at-bat must vacate any space needed by a fielder to field a batted or thrown; otherwise interference will be called and the batter/runner upon whom the play is being made will be declared out.
8. All managers and coaches must stay in the dugout area with the gate closed unless they are base coaches. No managers or coaches should be standing on anything to increase their height over the fences (such as on ball buckets.)
9. Under no circumstances may a coach or manager mingle with, sit in stands with or talk to spectators. They are restricted to dugout or designated dugout area if there are no proper dugouts.
10. Teams may have 3 coaches maximum on the bench. 2 Adults may coach the bases, provided there is a coach on the bench. (Rule 4.05 - 2) Official Scorekeeper, batboys, additional parents or additional coaches are not allowed in the dugouts during the game.



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SPECIFIC INFORMATION FOR AAA

1. AAA Division is divided into two separate levels:
 - A) Intro to Player Pitch: Intended to introduce players to live pitching by players
 - B) Select: Intended for more advanced players who are not drafted into Majors
2. For the AAA Intro to Player Pitch Division ONLY, there are no walks. After ball four, the batter is given three pitches from his/her Manager or Coach thrown from the pitcher's mound. If the batter does not put the ball in play by the third pitch, the batter is called out on strikes. Pitcher remains in the game to play defense, lining up adjacent to the pitching slab. Manager or Coaches performing this function are part of fair territory and any batted balls that strike the Manager or Coach are live. Interference shall be called by the umpire for any attempt to touch a batted ball or interfere with a player attempting to make a play.
3. Free Substitutions. All players may be taken out and put back into any position later, except for the pitcher. Once removed from the mound, a pitcher cannot come back in and pitch again. All players must play at least 2 innings on defense.
4. There are NO PINCH RUNNERS in AAA, except for a courtesy runner for an injured player.
5. In the AAA Regular Season, no new inning may start after 1:45 hours have expired from the 1st pitch to start the game. The time is checked after the last out in a completed inning (bottom of inning.). Also, the entire inning is played with both teams having their at-bats, regardless of score. However, if there is a following game on the same field, there is a 2:00 maximum limit on the game.
6. In the AAA playoffs, there will be no time limit for the completion of a game. If field conditions do not allow safe completion of an inning, the game can be called by the umpires or the game coordinator and if the game has gone at least of regulation game minimum length of 4 innings the score will revert the score at the end of the previous inning. If that score is tied then the game must be completed the next day.
7. There is a 5-Run maximum per inning rule in AAA for the first 5 innings if the 10 run Mercy Rule is not applicable (see rule 7). After the 5th run in an inning scores, the at-bat is over. Also in the 6th inning and after there is no limit on the number of runs scored.
8. The 10 run Mercy Rule will be used in the AAA playoffs. If after their at bat in the 4th or 5th inning, any team is behind by less than 10 runs, the game will continue. If after their at bat, any team is behind by 10 or more runs, the game will end.
9. In the event that darkness approaches in the 4th or 5th inning, and that inning has been declared the last inning by the umpires, if a team is behind by more than 10 runs before their at bat starts, that team will be allowed to score the no. of runs they are behind +1 in that inning. In the 6th inning and beyond unlimited runs can be scored. (*Local Rule*)
10. AAA uses a Continuous Batting Order. All (9-12) players at the game must be in the batting order in AAA, not just those in the field. There are no pinch hitters.
11. Intentional Walks Are NOT Allowed in AAA.
12. Generally in AAA, the Infield Fly Rule will not be enforced. It is, however, up to the umpire's discretion.



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SPECIFIC INFORMATION FOR MAJORS

1. Substitutions in Majors– You may substitute out starters at any time. The 9 starters may reenter the lineup one time only, once their replacements play their minimum mandatory play requirements (2 consecutive defensive innings and one at bat). A substitute may not be removed from the game prior to completion of their mandatory play requirements. (Rule 3.03). The starters may return in any part of the lineup after the minimum play requirements of their replacements have been met. Only the starters may re-enter. Substitutions should be announced to the plate umpire and to the scorekeepers.
2. **There is no time limit in Majors**-games are played until there is a winner after completion of six innings or extra innings. If a game is called due to darkness, weather, or bad field conditions, the game can be called by the umpires and the score shall revert to the score at the end of the last completed inning. An official regulation game must go at least 4 innings.
3. Teams will bat only the 9 players playing the field, NOT continuous batting of all players on the bench. All players must meet their minimum play requirements.
4. The 10 Run Mercy rule after 4 innings applies. There are **NO 5-Run inning limit** rules in Majors. Extra innings are played until a winner is determined.
5. A runner on 3rd base may attempt to score on a passed ball/wild pitch or delayed steal in Majors.
6. On a thrown bat, the home plate umpire may take whatever action is required to maintain safety.
7. Batters or coaches may not argue strike calls or otherwise display bad sportsmanship. The home plate umpire may warn the player or his manager or eject them from the game for bad behavior. Anyone ejected from a LL game is also suspended automatically for the next game also. (Rule 4.07)
8. Special Pinch Runners: Once each inning a Majors team may utilize a pinch runner. (Rule 7.14)
 - A) If pitch is not hit into fair territory or called a ball, runners return to their original bases.
 - B) A player may only be pinch-run for once a game.
 - C) Any player on the bench & not in the batting order may serve as the pinch-runner.
 - D) A sub may pinch-run more than once in a game and is eligible anytime he is out of the lineup.