



Local Playing & Game Rules for 2018 Spring Season

The purpose of this document is to set forth for the Spring season the Bedford Little League (BLL) Local Playing & Game Rules. Certain of the rules mentioned below are consistent with, and do not amend or alter, the Rules, Regulations and Policies of Little League International (LLI) and are not meant to be viewed as different local rules. Rather, BLL believes that it is important to call attention to certain Rules, Regulations and Policies of LLI for the benefit of Managers, Coaches, the parents/guardians of the players and spectators. BLL also has the discretion to adopt alternatives for certain rules, which are also addressed in this document. Unless as otherwise stated in this document, the Rules, Regulations and Policies as published by LLI will govern; however, the contents of this document are not meant to conflict with the Rules, Regulations, and Policies of LLI. Please refer to the official Little League rulebook as needed.

Divisions:

Majors

Minors Triple-A

Minors Double-A

Minors Single-A (coach pitch)

Beginner Baseball (includes coach pitch, but tees will be used)

Tee Ball (tees will be used and will not include coach pitch)

Contacts for each Division: See

<https://leagueathletics.com/Contacts.asp?n=65358&org=BEDFORDLL.COM>

RULE 1 – PLAYING TIME (Majors, Minors Triple-A, Minors Double-A & Minors Single-A) - Players must not sit out TWO consecutive innings on defense. Every attempt must be made to ensure that each player on a team gets to start at least every other game. At the discretion of the Manager, a player may not benefit from this mandatory play rule because of excessive absences from games and/or practices or because of a disciplinary problem (Managers are to review any disciplinary problems with the BLL Board of Directors before deciding not to adhere to this RULE for such reason.)

RULE 2 – CONTINUOUS BATTING ORDER - (All Divisions) - Every player on the roster is placed in the batting order and must bat in rotation for the entire game. See LLI Rule 4.04 for reference. **Exception: Since a team's at bat in the Tee Ball and Beginner Baseball will not end when 3 outs are recorded (see RULES 28 and 29 below for specific playing Rules for each such Division) and will end when every player present for a team has batted, a Manager may (but is not required) to change the continuous batting order each inning so a different player may bat last each inning.** The special pinch runner may not be utilized with a continuous batting order. See LLI Rule 7.14 for reference.

RULE 3 – END OF TEAM'S AT BAT (Minors Triple-A & Minors Double-A) – A team's at bat during an inning ends upon the earlier to occur of the following: (a) 3 outs are recorded, (b) all players on the roster and present have batted one time during the half inning and (c) 5 runs are scored. See LLI Rule 5.07 and the definition of "INNING" in LLI Rule 2.00 for reference.

RULE 4 – MERCY RULE (Majors, Minors Triple-A & Minors Double-A) - There is a 10 run mercy rule in effect at the completion of 4 innings (or 3 ½innings if the home team is ahead by 10 or more runs). See LLI Rule 4.10(e) for reference.

RULE 5 – GAME TIME LIMIT (Tee Ball & Beginner Baseball) – No Tee Ball or Beginner Baseball game will last longer than 1 hour regardless of the number of innings played.

RULE 6 – GAME TIME LIMIT (Minors Triple-A, Minors Double-A & Minors Single-A) - No inning shall start after 1 hour and 45 minutes from the start of any regular season game. An inning starts immediately after the end of the home half of the preceding inning. A regulation game is six (6) innings and an official game is 4 innings (3½ innings if the home team is ahead after 3½ innings). **There will be no time limit for any playoff game, if any, in each such Division. Nothing herein shall prevent the Umpire-in-Chief (i.e., the home plate umpire) from calling a game in accordance with the Rules, Regulations and Policies of LLI (e.g., as a result of darkness).**

RULE 7 – GAME TIME LIMIT (Majors) – Time limits may not be imposed on Majors division games; however, when more than one game is scheduled on the same day on the same field, no inning shall start after 1 hour and 45 minutes from the start of any regular season game. See LLI Regulations VII(h) and X(c) for reference. An inning starts immediately after the end of the home half of the preceding inning. A regulation game is six (6) innings and an official game is 4 innings (3½ innings if the home team is ahead after 3½ innings). **There will be no time limit for any playoff game. Nothing herein shall prevent the home plate umpire from calling a game in accordance with the Rules, Regulations and Policies of LLI (e.g., as a result of darkness).**

RULE 8 – SUBSTITUTIONS (Majors, Minors Triple-A, Minors Double-A & Minors Single-A) - Free substitutions during a game shall be permitted with the following exceptions:

(a) a pitcher previously removed shall not again pitch in such game,

(b) a player who plays the position of catcher for 4 or more innings in such game (catching for a single pitch in an inning constitutes catching for a full inning) may not play the position of pitcher in such game, and

(c) a pitcher who delivers **41 or more** pitches cannot play the position of catcher for the remainder of the day in which such game is played. See LLI Regulation VI(c) for reference. **Please note that the number of pitches thrown before starting an at bat by a player is irrelevant and not applicable for purposes of applying the rule described under this subsection (c) and LLI Regulation VI(c); in other words, if a Manager wants a player to be available to catch in a game after such player pitches in such game, then such player must be removed from pitching before the 41st pitch is delivered, even if during an at bat. Otherwise, the player will not be available to catch during such game.**

RULE 9 – PROTECTIVE EQUIPMENT (All Divisions) - All male players must wear an athletic supporter and are encouraged to wear a cup. In any Division utilizing a catcher, such catcher must wear a cup and use a dangling throat guard from the catcher's mask. Also, all catchers must use a catcher's mitt for safety reasons. This means no regular fielding gloves and no first baseman mitts when catching!

RULE 10 – INTENTIONALLY OMITTED.

RULE 11 – NO ON DECK (All Divisions) - **There will be NO on deck batter's box or circle.** The next batter MUST remain in the dugout or on the bench without a bat in hand until it is such batter's time to take position in the batter's box. At no time will players in the dugout or on the bench be in possession of a bat.

RULE 12 – OBSTRUCTION & SLIDING (All Divisions) – A runner is out when the runner does not slide or attempt to get around a fielder **who has the ball and is waiting to make the tag.** **There is no “must slide rule”.** See LLI Rule 7.08(a)(3) for reference. **Remember that LLI Rule 7.08(a)(3) applies to all bases (including home plate) and not just home plate.** If the defensive player blocks the base, plate or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and a delayed dead ball shall be called. See LLI Rule 7.06 for reference. A player is automatically out if the player slides head first while advancing. See LLI Rule 7.08(a)(4) for reference. A player may slide head first when not advancing to a base (e.g., retreating to a base).

RULE 13 – FIELD PREPARATION (All Divisions) – Both teams are responsible for preparing the field prior to the game by raking and/or dragging the infield and pitcher’s mound and lining the first and third base lines and batter’s boxes. Both teams are responsible for raking and/or dragging the infield and pitcher’s mound following the game. **All raking and dragging of the infield should be done PARALLEL to the grass and not perpendicular to the grass.** Raking and/or dragging into the grass creates lips and additional expense for BLL to have the fields repaired.

RULE 14 – UMPIRES (Minors Double-A) – In the absence of an umpire assigned by BLL for a game, the home team provides the home plate umpire for such game, and the visiting team provides the bases umpire for such game.

RULE 15 – DUGOUTS AND BENCHES (All Divisions) - It is each team's responsibility to clean up its dugout or bench area after every game. No food or glass containers are allowed in the dugout or on the benches. Visiting team must occupy the 3rd base dugout/bench and the home team must occupy the 1st base dugout/bench.

RULE 16 – CALLING, HALTING OR RESUMING A GAME (Majors, Minors Triple-A & Minors Double-A) - The umpires and both Managers may decide if a game should be canceled prior to the start of the game. The decision to call, halt or resume the game after it begins will be the sole responsibility of the umpires. See LLI Rule 4.01(d) for reference.

RULE 17 – NO WALKS (Minors Double-A) – If a player pitcher pitches four balls to a batter, then such batter will not draw a base on balls (i.e., walk) and the Manager or a Coach from the batting team will continue to pitch to such batter until such batter reaches base safely or is legally put out, including as a result of a strikeout (swinging or looking). When pitching, a Manager or Coach can be no closer than the front of the pitcher’s mound and must pitch overhand.

RULE 18 – BASE RUNNING RESTRICTIONS (Minors Double-A) – No stealing and no advancing on (a) passed balls, (b) wild pitches, (c) overthrows or errant throws from the catcher back to the pitcher after a pitch is delivered and not put in play (i.e., ball is dead after every pitch unless hit and put in play) or (d) overthrows or errant throws from any player back to the pitcher while on or near the pitcher’s mound after a play naturally comes to an end. As a result of overthrows to a base that would otherwise be a live ball in play, offensive players may take only one additional base and the ball shall be dead at that point until the next pitch is delivered and put in play. Managers and Coaches should be instructing defensive players to return the ball to the infield in a manner that reduces the chance for more throwing errors.

RULE 19 – NO BASE RUNNING RESTRICTIONS (Minors Triple-A) – SAME RULES AS MAJORS! There are no base running restrictions even if the batting team is leading by a certain amount of runs. The five run per inning and the mercy rule are still in effect. See RULES 3 & 4 above.

RULES 20 – NO SLASHING (All Divisions) – While the pitcher has the ball and is ready to make a pitch, or while the pitcher is in the process of delivering a pitch, the batter is prohibited from showing bunt and then swinging. or appearing to ready to swing, at such pitch (i.e., fake bunts are prohibited). The home plate umpire will immediately call time; the ball will be dead regardless of whether the ball is offered at or hit; base runners may not advance; and any such pitch that is actually delivered will not be counted as part of the official pitch count. The Manager and/or Coach(es) of each team shall instruct all of their players that fake bunts are prohibited in BLL games. The home plate umpire may call out any batter for a repeated offense.

RULE 21 – PITCH COUNTS (Majors, Minors Triple-A & Minors Double-A) - The Manager must remove the pitcher when said pitcher reaches the limit for his/her age as set forth below, but the pitcher may remain in the game at another position:

- 11 -12 yrs. old: 85 pitches per day limit
- 9-10 yrs. old: 75 pitches per day limit
- 7-8 yrs. old: 50 pitches per day limit

Exception: If a pitcher reaches the limit imposed above while facing a batter, then the pitcher may continue to pitch until any one of the following conditions occurs: 1) The batter reaches base; 2) The batter is put out; and 3) The third out is made to complete the half inning or game.

See LLI Regulation VI(c) for reference.

In the absence of an official pitch count person and scorekeeper the home team score book will be the official book of record.

RULE 22 – DAYS OF REST (Majors, Minors Triple-A and Minors Double-A) - Pitchers age 14 and under must adhere to the following rest requirements:

- 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar days of rest are required.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, then the pitcher may continue to pitch until any one of the following conditions occurs: 1) The batter reaches base; 2) The batter is put out; and 3) The third out is made to complete the half inning or game. The pitcher is only required to observe the calendar day(s) of rest for the threshold the pitcher reached during that at bat provided the pitcher is removed or the game is completed before delivering a pitch to another batter.

See LLI Regulation VI(d) for reference.

RULE 23 – INFIELD FLY IN EFFECT (Majors and Minors Triple-A) – See LLI Rule 6.05(d) and the definition of INFIELD FLY in LLI Rule 2.00 for reference. Since an Infield Fly is a fair fly ball that must be caught by an infielder with ordinary effort, BLL believes that an Infield Fly will not need to be declared during games for the Minors Double-A, Minors Single-A or Beginner Baseball. The Infield Fly rule is not applicable to Tee Ball.

RULE 24 – LEAVING A GAME (All Divisions) - Any player who leaves the playing field, dugout or bench during a game for any purpose other than going to the bathroom or due to an injury shall not be allowed to return to the current game.

RULE 25 – GAME INFORMATION (Majors, Minors Triple-A & Minors Double-A) - It is the responsibility of each Manager to input on BLL’s website the score, pitchers’ names and pitch counts for a game within 24 hours of the completion of such game.

RULE 26 - DROPPED THIRD STRIKE (Majors) - A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out. See LLI Rule 6.05(b)(2) for reference. This means a batter is not out when a third strike is not caught by the catcher when first base is not occupied or when first base is occupied with two outs.

RULE 27 – ASSISTANT COACHES (Majors and Minors) – Each team will have one Manager and no more than two (2) “rostered” Coaches. See LLI Rule 1.01 for reference. However, a team may have an “Assistant Coach”, which will not be considered a “rostered” Coach and may not be considered as a Manager or Coach for a LLI tournament team (i.e., 9/10 District team, 10/11 District team and 11/12 District team) unless otherwise permitted by the District Administrator.

RULE 28 – SPECIFIC PLAYING RULES (Tee Ball)

The main purpose of the Tee Ball Division is to introduce the players to the very basics of baseball. A strong emphasis will be placed on the fundamentals of throwing, catching and hitting. No score shall be kept for any Tee Ball game. Games will consist of:

“Offense”

- Every player on a team bats each inning and reaches first base only after each at bat.
- As a result of a player batting any baserunner will advance only one base regardless of the play.
- No advancing on overthrows.
- The last player up on the team in each half-inning hits a “grand slam”, and then the half-inning ends.
- Every player must hit off of the tee regardless of skill level. Coach pitch is not permitted in the Tee Ball division.

“Defense”

- Every player on the defensive team should be spread out and placed at “positions” and introduced to fielding positions.
- Managers and Coaches should teach players to field the ball and throw to first base and introduce players to getting an out.
- Players should move around positions every inning so every player gets a chance to try new and different positions throughout the game and the season.

RULE 29 – SPECIFIC PLAYING RULES (Beginner Baseball)

The main purpose of the Beginner Baseball Division is to continue to build strong fundamentals of throwing, catching/fielding and hitting. No score shall be kept for any Beginner Baseball game. Games will consist of:

“Offense”

- Every player on a team bats each inning with a coach pitching from the batting team. The coach pitching should be a safe distance from the batter and on one knee (the safe distance should take into consideration the skill level of the player hitting).
- If a player swings and misses at a third strike, then the player must hit from the tee.
- The player reaches first base only after each at bat.
- As a result of a player batting any baserunner will advance only one base; however, if an out is made at any base other than first base, then the baserunner shall be removed from the base and introduced to being out.
- No advancing on overthrows, and the ball will be dead in such instance.
- The last player up on the team in each half-inning hits a “grand slam” or “walk-off” homerun, and then the half-inning ends.

“Defense”

- Every player on the defensive team should be spread out and placed at “positions” with fielding positions reinforced.
- Managers and Coaches should teach players to field the ball and throw to first base and reinforce getting an out. Managers and Coaches should teach players to get outs at bases other than first. If an out is made at a base besides first base, then the baserunner shall be removed from the base and informed of being out.
- Players should move around positions every inning so every player gets a chance to try new and different positions throughout the game and the season.
- There are no catchers until the last three games of the season.
- There shall be no stealing or advancing on passed balls or wild pitches.

*****The last three games of the season the two teams should try and play by the rules of Minors Single-A (see RULE 30 below).*****

RULE 30 – SPECIFIC PLAYING RULES (Minors Single-A)

The main purpose of the Minors Single-A Division is to continue to build strong fundamentals of throwing, catching/fielding and hitting. In this Division, the players will also be introduced to more rules of the game such as balls/strikes and outs/innings with the intent of preparing players for Minors Double-A the following season. No score shall be kept for any Minors Single-A game. Games will

consist of:

“Offense”

- Each team will use the continuous batting order for the entire game. See RULE 2 above.
- A team's at bat during an inning ends upon the earlier to occur of the following: (a) 3 outs are recorded and (b) each player bats once.
- Every player on a team bats with a coach pitching from the batting team. The coach pitching should be a safe distance from the batter and on one knee (the safe distance should take into consideration the skill level of the player hitting). Generally, coaches should be further back and at a greater distance from every batter when compared to the general distance used for Beginner Baseball.
- A coach from the batting team should stand a safe distance behind the catcher and let the batter know if the pitched ball is a ball or strike. No player will walk or strike out looking, but a player shall strike out if swinging.
- A batter may only advance to first base; however, if such batter hits the ball into the outfield where an **outfielder has to field the ball**, then such batter and any other baserunner may take two bases at such player's risk of being put out.
- There shall be no stealing or advancing on passed balls or wild pitches.
- No advancing on overthrows, and the ball will be dead in such instance.

“Defense”

- 9 players should be placed in the actual positions, including the outfield and a catcher. The pitcher should stand on the glove side of the coach pitching at the normal distance of the pitching mound.
- Catchers shall attempt to receive the ball, but then roll the ball behind them to the back stop.
- Managers and Coaches should teach players to field the ball and throw to first base and reinforce getting an out. Managers and Coaches should teach players to get outs at bases other than first.
- Managers and Coaches should introduce the defensive team to warming up before each half-inning with the pitcher throwing no more than 5 pitches to the catcher from a distance where the pitcher can throw the ball to the catcher's mitt on the fly.
- **A pitcher MUST NOT pitch to a batter during any Minors Single-A game.**