

2014 SUMMER BASEBALL FRIENDSHIP LEAGUE RULES

1. No stealing, no advancement on passed balls, wild pitches, or over-throws to the pitchers from the catcher after a pitch, and no balks. Players on base may leave the base when the ball crosses the plate (no leading before the pitch crosses plate) but they may not advance to the next base unless a pick-off attempt is made and the throw gets by the fielder (runner advances at his or her own risk) or until ball is hit into the field of play by batter or until forced ahead by a walk or hit batter. No stealing but players may leave the base as ball crosses the plate. Player leaving the base may not advance but does so at his own risk and may be picked off (a runner may advance on an over-throw on the pick-off attempt). A player can't just take off for the next base on a pick-off attempt. He must attempt to return to the base and may advance only if the throw gets by the fielder.
2. Bunting is NOT allowed.
3. Infield fly rule does not apply and will NOT be called. Tagging up on a fly ball is allowed. Runner advances at his own peril.
4. "Full Roster Batting". All teams will use a "Complete Team Batting Order". That is, every player attending the game bats in turn, regardless of whether he or she is playing in the field or on the bench. If a player is injured and misses a turn at bat, he is removed from the game and may not return. Only batters that cross the plate count as runs scored. See Rule 6 below. The batting order is "restarted" at the beginning of each game and is not continued from game to game.
5. Free substitution. Ten players in the field at a time (6 traditional infielders and 4 outfielders). Players may be moved in and out of the field positions at will, except for the pitcher. Once removed as a pitcher, a player may NOT pitch again in that game but may play any other position in the field. See Pitching Rules.

New 2012: All players must play a minimum of nine (9) defensive outs in the field.

New 2013: Although Players and spectators may cheer for their team and team mates, there is no chanting or singing. "organized songs" or "organized cheers" are not permitted. This is a matter *that must* be resolved between the Managers. Remember we are the adults and they are only 8. The reason for the rule comes from recent experience. It's one thing to cheer and encourage the batter or pitcher it's another to make so much noise that he or she can't think...this applies offensively and defensively but will most likely be the offensive team from their bench. PLEASE USE YOU BEST DISCRETION AND ERR ON THE SIDE OF CAUTION WITH THIS... WE WILL BE EXTREMELY SENSITIVE TO ISSUES OR COMMENTS WE RECEIVE ON THIS TOPIC.

6. Batter Limit Per Inning. A team's inning at bat will end after three (3) outs are recorded, or after every player in the line up has batted in an inning. If one team has more players than the other at the game, each team will be allowed to bat the higher number of players in an inning, if the three outs are not recorded in the inning.
Last batter rule: The Manager of the batting team will approach the umpire to quietly state that it is the last batter. This is to prevent the runners from taking additional bases/running off of the field.

BY DESIGN, THERE IS NO SLAUGHTER RULE (OTHER THAN THE ONCE AROUND THE BATTING ORDER RULE). HOWEVER, WE EXPECT MANAGERS TO BE REASONABLE AND REMEMBER THE PURPOSES OF THE LEAGUE. YOU CAN'T TELL AN 8 YEAR OLD NOT TO SWING OR TO INTENTIONALLY MAKE AN OUT. HOWEVER, YOU CAN USE A LESS SKILLED PITCHER IN A BIG LEAD SITUATION AND LET THE OTHER TEAM HAVE SOME AT BATS, REST YOUR ACE(S) AND GIVE OTHER PLAYERS THE CHANCE TO PITCH!!! STOP YOUR RUNNERS AT THIRD. WHATEVER YOU CAN THINK OF TO KEEP THE SCORES CLOSE.....WE

LOVE 19-18 GAMES!!! LOTS OF HITTING PLAYS BEING MADE OR AT LEAST ATTEMPTED DEFENSIVELY, LOTS OF THINKING ABOUT THE GAME (IF YOU CAN GET THAT))THERE ARE OTHER WAYS TO ADDRESS THIS. WE HATE LOP-SIDED SCORES AND IF WE OBSERVE ANY TENDENCIES FOR TEAMS TO PRODUCE LOP SIDED SCORES, IT WILL BE ADDRESSED.

7. Dead Ball when "Mounded". The ball is dead, when it is HELD on the mound area by any player. Runners advancing will be returned to the last base touched, (if they are halfway or less to the next base). Umpire's judgment.
8. Four (4) outfielders are allowed on the field. They must play the outfield, no short fielders. (left, left center, right center, right fielders). Regular infield positions. No additional in-fielders.
9. Sliding. No head first sliding. "Slide or Avoid" Rule applies. If a play is being made on a runner he must either slide or avoid contact. NO CRASHING THE BASE MAN/CATCHER. Umpire's discretion. If a play is being made on a runner with no slide and contact is made, Runner is out!!

PITCHING

10. A pitcher may pitch a maximum of two (2) consecutive innings in a game (they must be consecutive), and a maximum of six (6) innings per pitcher in a week (A "week" starts on Sunday and ends on Saturday). Delivery of one single pitch constitutes an inning! Once a pitcher stops being the pitcher (regardless of whether or not it is at the end or in the middle of an inning or he goes to the bench or another position in the field), he cannot return to the game as a pitcher. **There is no pitch count!** A pitcher may appear as a pitcher only in two consecutive innings. (If he throws one pitch in relief in the second, he may pitch the entire third inning but must be removed after the third inning).

Pitchers may not pitch on consecutive days. Caution, this applies to make-up games!!! Make sure you schedule your makeup games accordingly. Pitching Rules may be "re-set" for play-offs at League's discretion.

11. A pitcher must be removed after hitting two (2) batters in an inning or three (3) in a game.
12. Pitchers will throw from a throw down pitching rubber (anchored if possible) placed approximately three (3) feet closer to home than the normal distance for a Little League pitching rubber or 43 feet from the "back" or peak of the plate (normal little league pitching distance is 46 feet). Managers should agree on pitching rubber location prior to the game. A manager may elect to have his pitcher pitch from the 46' distance but this must be announced before the game and all pitchers for that team must pitch from the 46' distance for the entire game. **In all Play-off Games, all Pitchers shall pitch from the 43' Distance. No exceptions.**

Regulation and age appropriate Little League or Cal Ripken approved baseballs must be used. Each team provides one new ball per game. No "soft" or "t-balls" allowed.

13. In addition to a first base coach and third base coach, the only coach allowed on the field of play is to be positioned behind the catcher to return passed balls. The defensive team should supply this coach each inning. He is needed in order to speed up the game to retrieve balls that get by the catcher, but should not instruct, direct or otherwise coach the players from that position. This coach must stay to the left or right of the catcher, not directly behind the catcher. One coach is allowed on the bench to keep score, keep kids in line and maintain batting order.
14. Umpiring should be done from behind the catcher. Home team provides the umpire(s) at its expense. Please make sure Managers and Umpires review the Friendship League "Special Rules" and local ground rules before the game. We ask that young umpires be supervised by an adult and adult umpires must be used in

the play-offs.

15. There is no two hour rule (no time limit) and there are no extra innings (except play-offs). Regular season games are played so as to complete a regulation Game, if possible, meaning 6 innings or less due to inability to play due to weather conditions or darkness. Except in the play-offs, if it rains or gets dark, you have a regulation regular season game after 4 full Innings or 3 and ½ if the home team is ahead after 3 1/2 innings. If you don't have a complete or regulation game Little League rules for completion of games applies. If there is a tie after a complete or regulation game it goes into the books as a tie. NO EXTRA INNINGS!! (Except in play-offs.)
16. Unlike regular season games, all play-off games must be played the full six (6) innings (5 1/2 if home team is ahead). Play-off games not completed must be played to completion the next night.
17. Except as herein provided, the Rules of Play shall be governed by the Little League Baseball Rules in force and effect for the applicable season (2014). 2014 Little League Baseball Rules apply unless covered by Rules 1-16 above.