

MINOR
**2013 BASEBALL RULE CHANGES
CLARIFICATIONS & POINTS OF EMPHASIS
(Little League Baseball Inc.)**

Regulation VI: (d) exception: If a pitcher reaches a day of rest threshold while facing a batter, he/she will only be required to observe the calendar day(s) of rest reached during that at bat, provided that pitcher is removed before delivering a pitch to another batter.

A pitcher, who delivers 41 or more pitches in a game, cannot play the position of pitcher for the rest of the day.

A player, who has played the position of catcher in four (4) or more innings in a game, is eligible to pitch on that calendar day.

Change in the rest requirements for pitchers and
elimination of the prohibition of pitching in consecutive
games. League age 14 and under.

66 or more pitches	=> 4 days of rest
51 to 65 pitches	=> 3 days of rest
36 to 50 pitches	=> 2 days of rest
21 to 35 pitches	=> 1 day of rest
1 to 20 pitches	=> 0 days of rest

Rule 1.10: The use of any composite-barreled bat is prohibited unless specifically allowed by waiver from Little League International.

Rule 6.05: Major League only: A batter may advance on a dropped third strike, providing 1st base is unoccupied or when there are 2 outs.

HADDAM/KILLINGWORTH MINOR LEAGUE BASEBALL RULES

EFFECTIVE 4/13

These rules will apply to ALL Minor League games played in the Towns of Haddam and Killingworth. It is expected that each coach will conduct him/herself in a manner appropriate in dealing with children. There should be courtesy shown between coaches. The development of technical skills and good sportsmanship shall be first and foremost for our players. Coaches should consider ways to reduce embarrassment to another team in the event the score is widely disproportionate, such as removing your top pitcher or refraining from taking extra bases. There is no point in demoralizing the players when a game is out of hand. Good luck and have fun!

1. Unless otherwise specified, the rules in the official Little League rulebook will apply.
2. Minor league players shall be 8 to 11 years old prior to May 1st of the current year (i.e. "Little League Age").
3. The players will pitch all six (6) innings of the game. There is no limit to the number of pitchers a team may use in a game. A player may pitch in only one game a day.
4. 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: **EXCEPTION: SEE NOTE #1.**

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

NOTE #1 If the pitcher reaches his/her limit while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out or the third out is made on the bases to complete the half-inning.

NOTE #2 A PITCHER who delivers 41 or more pitches in a game cannot play the position of CATCHER for the remainder of the day.

5. Each pitcher must adhere to the following rest requirements:

66 or more pitches in a day	=>	four (4) calendar days of rest
51 – 65 pitches in a day	=>	three (3) calendar days of rest
36 – 50 pitches in a day	=>	two (2) calendar day of rest
21 – 35 pitches in a day	=>	one (1) calendar day of rest
1 –20 pitches in a day	=>	no (0) calendar day of rest

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NOTE # 3 A pitcher once removed from the mound cannot return as a pitcher.

NOTE # 4 A player, who has played the position of catcher in any part of four innings in a game, is not eligible to pitch on that calendar day.

6. Only one (1) "stolen" base of home, due to a passed ball or wild pitch is allowed per inning. Advancing to home on any other legal play is unlimited. Base stealing of 2nd base and 3rd base is unlimited. A runner may advance to 2nd or 3rd base or home on the throw from the catcher to the pitcher. There is no leading; the runner must not leave the base until the pitched ball has passed the batter.
7. Other than first base, base runners must avoid contact or slide if a play is going to be made at that base. No head first slides into a base. Offending runner is called out.
8. Each team may field 4 outfielders, 10 players total until April 26th, after which 3 outfielders shall be used. Any game may be played with less than 10 players, as long as both coaches are in agreement. No game shall be started with less than 9 players.
9. All rostered players on a team will bat in the batting order, including players not playing in the field. Free substitution of players is allowed except for the pitcher; once removed from the mound, a player may not return to pitch later in the game.
10. The required playing time dictates that no player shall play more than one inning less than any other player per game and that no player shall play more than one inning more than any other player per game.
11. A five (5) run limit is to be imposed, which would complete the half inning. If during a play the number of runs scored exceeds five, the half inning is over at the completion of the play and only five runs are counted for that half inning. The five-run rule shall be suspended in the last half inning for either team. No new inning shall start 1-1/2 hours from the start of the game.
12. Adults may coach at one or both bases, but at all times an adult must be in the dugout/bench.
13. The home team will supply 2 new and 1 good used ball for each game.
14. In the absence of a previously assigned umpire, the home team will supply at least one adult umpire and the umpire's equipment for each game.
15. Scheduled weekday games will start at 5:30PM. The visiting team will warm up at 5:00 PM and the home team will warm up at 5:10 PM. Weekend games will start at the scheduled time,

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with preference being given to 9:30 AM starting times on Saturdays, and 4:00 PM starting times on Sundays.

16. Rained out games will be rescheduled, as fields become available. The home team will contact their Field Coordinator with information of the rained out game. There will be a 2-hour time limit if there is a second game waiting to be played. All games must be made up within two weeks unless permission for an extension is obtained from the local league President (permission from both league Presidents is required in the case of an interleague game).
17. Rain out decisions are in the hands of the home team coach until the start of the game. Once the game begins; any decision on stopping the game will be up to the umpire. If the game is to be canceled before it starts, the home team coach must notify the visiting team coach and umpire (or Umpire Coordinator) by 4:00 PM when possible.
18. The batter's box, foul lines, and the 1st base running lane must be lined by the home team prior to the game.
19. All players must be off the field and in the dugouts/benches when not playing or coaching in the game. Dugouts/benches should be kept clean at all times. Only 3 adults are allowed in the dugout during a game, the Manager and his 2 coaches.
20. There are no on deck batters, only the batter at the plate should have a bat in his/her hands. The offending player shall miss his/her turn at bat and that team shall be charged with an out.
21. Through May 31st, a new inning cannot be started after 7:30 P M. From June 1st on, a new inning cannot be started after 8:00 PM. The umpire's watch is the official watch and he/she makes the call.
22. If a game is terminated due to darkness or rain, it shall be considered a complete game if 3 ½ innings have been played and the home team is winning, or 4 innings have been played and the home team is losing.
23. Pitchers will be allowed 8 warm-up pitches for the start of the game or when they are first brought in as a relief pitcher. Five pitches will be allowed between innings. Warm-up pitches will not consume more than one minute of time.
24. The infield fly rule applies only when there are fewer than 2 outs and there are runners on first and second base, or the bases are loaded (not when there is only a runner on first).
25. Only a player on the team roster may warm up a pitcher anywhere on the field. A player warming up a pitcher must wear a catcher's mask at all times. This includes catching for infield/outfield practice.

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26. The manager of the home team will be responsible for providing the official pitch count recorder.
27. The batter must keep at least one foot in the batter's box throughout the time at bat.

EXCEPTIONS: A batter may leave the batter's when:

- a. the batter swings at a pitch,
 - b. the batter is forced out of the box by the pitch,
 - c. the batter attempts a drag bunt,
 - d. the pitcher or catcher feints or attempts a play at ant base,
 - e. the pitches leaves the dirt area of the mound,
 - f. a member of either team is granted time,
 - g. the catcher leaves the catcher's box,
 - h. the catcher does not catch the pitched ball.
-
28. At all Minor League Baseball games played at Sheldon Park in Killingworth the outfield boundary will be marked at 200 feet. A batted ball that goes over that line in the air will be a home run. A batted ball that bounds over that line after touching the ground will be considered - a modified ground rule double. The umpire will award two bases beyond the base the batter runner acquired when the ball crossed the 200 foot outfield line.
 29. Bats shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2-1/4) inches in diameter. Non-wood bats must be printed with a BPF (bat performance factor) of 1.15 or less. **The use of any COMPOSITE BARRELED BAT is prohibited unless specifically allowed by waiver from Little league International.**

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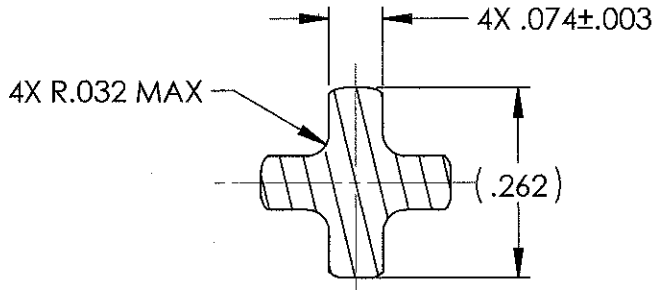
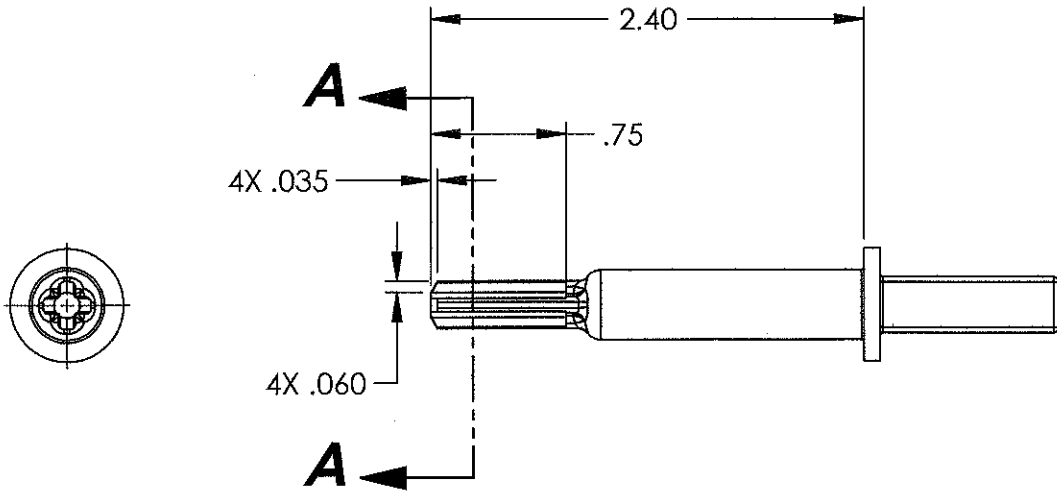
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REVISION HISTORY				
ZONE	REV	DESCRIPTION	NAME/DATE	APPD/DATE
	X1	ORIGINAL RELEASE	4/10/2013	—

REV
X1

DWG No. PP1736_97-0774TEST

B



SECTION A-A
SCALE 4 : 1

NOTES:

1. BREAK ALL SHARP EDGES.
2. PART TO BE FREE OF BURRS.
3. FOR DIMENSIONS NOT SHOWN REFER TO DRAWING 97-0541TAB.

A

MATL	97-0774-00	MAKE FROM 97-0541		
INTERPRET DRAWING PER ANSI Y14.5M-1994		DRAWN BY/DATE VB 4/10/13	SARGENT ® SARGENT Manufacturing Company 100 Sargent Drive New Haven, CT 06511	
UNLESS OTHERWISE SPECIFIED ALL DIMENSION ARE IN INCHES.		CHECKED BY/DATE	ART. UNIVERSAL EXIT TRIM	
TOLERANCE	.XX ±.01 .XXX ±.005	MFG ENG/DATE	TITLE: SPINDLE, UNIVERSAL EXIT TRIM	
ANGLE	+1°	FNL APPROVAL/DATE		
FRACTION	+1/64	FNL APPROVAL/DATE		
CONFIDENTIAL		FNL APPROVAL/DATE	SIZE	DWG No. PP1736_97-0774TEST
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			SCALE: 1:1	SHEET: 1 of 1

Form Rev. 30 Jan 2006

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Little League -- Baseball Game Pitch Log

Team _____ Opponent _____ Date _____

Pitcher's Name	Uniform Number	League Age	Cross out the number as that pitch is thrown.																																								
			Circle the number for the last pitch thrown in each half-inning.																																								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35									
			36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70						
			71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105						
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						36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70			
						71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105			
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									36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70
									71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105
									1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
36	37	38										39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70
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			36	37	38							39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70
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36	37	38										39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70
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						71	72	73				74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105

Pitching eligibility varies by the league age of the pitcher, which is the pitcher's age as of May 1 of the current year. The pitching eligibility regulation is Regulation VI (see current rule book for details). A blank electronic version of this form is available for free download at www.littleleague.org.

Little League -- Baseball Pitcher Eligibility Tracking Form

Division _____ **Team** _____

Date of Game	Pitches Thrown	Pitcher's Name	Unif. No.	League Age	Tm. Manager's Signature *	Opp. Manager's Signature *	Scorekeeper/Ump Signature *	Eligible to pitch again on (date)

Pitching eligibility varies by the league age of the pitcher, which is the pitcher's age as of May 1 of the current year. The pitching eligibility regulation is Regulation VI (see current rule book for details). An electronic version of this form is available for free download at www.LittleLeague.org.

* Note: These signatures may be optional as determined by the local league.

Ground Rules for Jail Hill Road Ball Fields

1. Both fields are totally enclosed with the exception of a "pass through" opening on either side. If a live ball goes into or through this opening, the ball will become dead, and book rule will be used to award bases.
2. If a live ball gets stuck in, or goes under the outfield fence, or under the gate in the right corner, the defensive player should raise his hand high in the air. The umpire will declare the ball dead and go out and check the ball. If the player starts to dig for the ball, it will remain live and in play.
3. The batter on deck is responsible for retrieving the bat of the player batting in front of him. This should not be done until all play has stopped. The batter advancing to 1st base on a base on balls, or a hit batsman should drop his bat in or by the batter's box and not deliver it to his dugout. He must not leave the baseline.
4. If a live ball enters the dugout area, the umpire will declare it a dead ball and book rule will be used to award bases. A white line will mark the live ball/dead ball area at the opening of the dugout.
5. There is no on-deck circle. The on-deck batter must stay in the dugout until his time at bat.
6. Players must remove all jewelry. Medical Alert bracelets may be worn if taped to the body.

7. The throwing of a bat or helmet, or the use of any foul language by any player or coach will be grounds for ejection from the game.
8. The manager shall immediately notify the umpire-in-chief of any substitutions, and shall state to the umpire-in-chief the substitutes place in the batting order.
9. No one except eligible players, the manager, and a maximum of two coaches are allowed in the dugout. If the team roster has 12 or fewer players at the start of the game only the manager and one coach is allowed in the dugout. The team's scorebook must be kept hi the dugout by one of the coaches. There must be at least one adult in the dugout at all times.
10. Once the game has started, no player is allowed to leave the confines of the playing field.
11. A manager or coach may not leave the dugout for any reason during the game without receiving permission from an umpire.
12. When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch a maximum of 8 preparatory pitches to the catcher, or the teammate acting in the capacity of the catcher. Such preparatory pitches shall not consume more than one minute of time from the time the last out was **made**.
13. Base coaches shall not leave their respective dugouts until the pitcher has completed his preparatory pitches to the catcher.

14. Managers or coaches must not warm up a pitcher at home plate, in the bullpen, or anywhere else at any time.
15. No manager, coach, or player, shall at anytime, whether from the bench, playing field, or elsewhere, use language which will in any manner refer to or reflect upon opposing players, manager, coach, or umpire.
16. No player, coach or manager may leave the dugout during a live ball for an unauthorized reason. Examples of unauthorized reasons include congratulating a teammate who has scored, retrieving equipment and questioning an umpire's decision. The first offense results in a team warning. Subsequent violators will be ejected.
17. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager or coach shall object to or argue any such judgment decisions.

MANAGER'S GAMETIME RESPONSIBILITIES

CONCESSIONS: SUPPLY ADULT TO WORK CONCESSION STAND => GAME WILL NOT BEGIN UNTIL CONCESSION STAND IS MANNED

LINE FIELD: FOUL LINES, BATTER'S BOX AND 3-FOOT RUNNING LANE.

PITCH COUNT: SET OUT PITCH COUNT TABLE, ASSIGN PITCH COUNT OFFICIAL, DELIVER PITCHER TRACKING FORM TO OFFICIAL

DUGOUT: HAVE BATS AND HELMETS OUT FOR UMPIRE INSPECTION, INCLUDING PERSONAL BATS AND HELMETS 15 MINUTES BEFORE GAME

MAXIMUM OF 3 ADULTS IN DUGOUT; 1MANAGER, 2 COACHES

NO CELL PHONES OR TOBACCO: PENALTY => EJECTION

NO FOOD IN DUGOUT

NO PARENTS VISITING DUGOUT

ONCE GAME STARTS PLAYERS NOT ALLOWED TO LEAVE DUGOUT WITHOUT UMPIRE'S PERMISSION: PENALTY => EJECTION

HAVE PLAYERS REMOVE ALL JEWELRY, EXCEPT MEDICAL

FIELD: INFIELD WARMUP: AWAY TEAM 30 MIN; HOME TEAM 20 MIN. BEFORE GAME

PLATE CONFERENCE: 10 MINUTES BEFORE GAME; UMPIRES AND MANAGERS ONLY, NO COACHES

GAME: MANAGERS NOT ALLOWED TO ARGUE JUDGEMENT CALL, CAN ASK FOR EXPLAINATION OR INTERPERTATION OF RULE.

MANAGERS NOT ALLOWED TO LEAVE DUGOUT DURING LIVE BALL UNLESS REQUEST GRANTED BY THE UMPIRE. PENALTY => EJECTION

MANAGERS NOT ALLOWED TO ASK FOR SECOND OPINION OR APPEAL TO SECOND UMPIRE

COACHES ARE NOT TO INTERACT WITH UMPIRES, ONLY MANAGERS. COACHES ARE TO COACH THE PLAYERS. PENALTY => EJECTION

MYTHS REGARDING CERTAIN RULES

MYTH #1 *"The hands are part of the bat."*

If a batter is hit on the hands while swinging at a pitch, or while his hands are in the strike zone, it is a strike. OTHERWISE, it is a hit batter and he gets first base. In all cases the ball is dead and no runners may advance. See Rule 2.00 BALL, PERSON STRIKE (e), (f), TOUCH, also Rule 6.08(b). **THE HANDS ARE PART OF THE PERSON.**

MYTH #2 *"He held the ball for 2 seconds before he dropped it. That's a catch. "*

The length of time the ball is held has nothing to do with the determination of a catch. The release of the ball must be **VOLUNTARY** and **INTENTIONAL**. See rule 2.00 CATCH. The fielder must prove that he had **COMPLETE** control of the ball before releasing it.

MYTH #3 *"The catch was made on the outfield grass hump, that's not an Infield Fly. "*

Infield fly is a judgment call. It is based on whether the ball can be caught with **ORDINARY** effort. See Rule 2.00 INFIELD FLY.

MYTH #4 *"He gets 1 plus 1 on an overthrow."*

There is no such thing. Awards of bases can be 1, 2, or 3 bases depending on the circumstances. The award can be based on where the runners are physically standing, or in MOST cases, from where they are at the time of the pitch. It makes no difference in which direction he is running. If a runner is being chased back towards first from second and the ball is thrown out-of-play, he is awarded **THIRD**. Two bases closer to home, from where he stood at the time the throw was **RELEASED**. See Rule 7.05(g).

MYTH #5 *"The batter turned to the left after crossing first, he's out when tagged "*

The runner is out only if the umpire judges that he made an **ATTEMPT** to go to second. No place in the rule does it say that a runner must turn to the right. See Rule 7.08(c) **EXCEPTION** and Rule 7.10(c).

MYTH #6 *"The ball is dead on a foul-tip."*

A foul-tip is a ball that goes **SHARP** and **DIRECT** from the bat to the catcher's glove, **AND IS CAUGHT**. If it is not caught it is a foul ball and the ball is dead. If it **IS** caught, it is a **STRIKE** and the ball is alive. See Rule 2.00 **FOUL TIP**.

MYTH #7 *"The ball is dead when a balk occurs. "*

When a balk is called, if the pitcher does not pitch, the umpire will call "Time." If the pitch is thrown, it is a delayed dead ball. That means the ball is alive until any play is completed. See Rule 8.05 **PENALTY**.

MYTH #8 *"On that throw to home, the catcher was blocking the base path before he caught the ball. Call Interference!"*

When the defense blocks the base path without having possession of the ball, or is not "in the act of fielding a ball", it is called **OBSTRUCTION**, not interference. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position in order to receive the ball, he may be considered "in the act of fielding a ball." See Rule 2.00 **OBSTRUCTION**. Also, see Rule 7.06(a) and (b).

MYTH#9 *"The batter who batted out of order is out. "*

After the incorrect batter completes his at-bat, and an appeal is made, the PROPER batter is out (the one who would have batted). The improper batter (the one who did bat) is removed from base and any advance made by runners because of his batted ball, is nullified. The next batter due up is the one who follows the PROPER batter. See Rule 6.07.

MYTH #10 *"The batter isn 't out for interference with the catcher if he stays in the batter's box. "*

This is a tough call. If the batter has just swung at a pitch and is off-balance and unavoidably interferes with the catcher, he should not be called out. If he had just let a pitch go and he had an opportunity to avoid the catcher's play but didn't, he interfered. See Rule 2.00 INTERFERENCE and Rule 6.06(c).

MYTH #11 *"The batter backed out of the box as the pitch was coming to the plate. That's an automatic Strike."*

If the offense is stalling and the batter refuses to get in the box after the umpire tells him to do so, then the umpire will tell the pitcher to pitch and call each pitch a strike. However, if he is in the box and then steps out during the wind-up or the pitch, the umpire will call the pitch as he sees it. See Rule 6.02(b).

MYTH #12 *"The pitch hit the ground before the batter hit it. The ball is dead. "*

If a pitch touches the ground before entering the strike zone and is not swung at, it is a "ball." If it bounces up and hits the batter, the batter is awarded first. If it is hit, it is ruled like a normal pitch. See Rule 2.00 IN FLIGHT.

MYTH #13 *"The base coach touched the runner. The runner is out."*

This is a judgement call by the umpire. If the coach obviously and intentionally physically stops a runner or helps him up after falling the runner is out. Merely touching him as he goes by or making an incidental touch as the runner is stopping is not grounds for an out call. See Rule 7.09(1).

MYTH #14 *"Half of the batter 's foot was outside the box when he hit the ball. He's out."*

A batter is out when he makes contact with a pitch when his foot is ENTIRELY outside the lines of the batter's box. He is out on either a fair or foul ball. The ball is dead. He is NOT out if he swings and misses or if he does not swing. See Rule 2.00 ILLEGALLY BATTED BALL and Rule 6.06(a).

MYTH #15 *"The batted ball hit the plate first, that's a foul ball."*

Home plate is positioned BETWEEN the first and third base foul lines. It is in FAIR territory. Therefore, a ball that hits it, or comes to rest upon it, is a fair ball. All bases are in fair territory, therefore any batted ball that touches a base is considered a fair ball, regardless of where it bounces after touching the base. See Rule 2.00 FAIR BALL and FAIR TERRITORY.

MYTH #16 *"Holding the bat over the plate constitutes an attempt to bunt the ball. "* **BASEBALL ONLY**

To constitute a bunt, the ball must be intentionally met with the bat. The mere fact of holding the bat across the plate does not constitute a bunt attempt. See Rule 2.00 A Bunt.