

4/12/2019



## Fairport Little League Local Rules



12U Umpired Baseball & Softball | Tom Caputo, Exec 12U Director



# Table of Contents

<b>Common League Rules</b>		<b>3</b>
1	Length and Pace of Play	3
2	Batting Order	3
3	Minimum Number of Players to Start Game and Substitutions	3
4	Bunting & Sliding	4
5	Overthrows & Bullpen Area on the Field	4
6	Pitchers & Catchers	5
7	Runners & Fielders	5
8	Coaches & Dugout Decorum	5
9	Umpire Appeals	6
10	Protests	6
11	Miscellaneous	6
<b>12U Baseball Specific</b>		<b>7</b>
1	Pitcher Specific Rules	7
2	Bat Regulations	8
<b>Bronco (Majors) League Specific</b>		<b>9</b>
1	Playing Time	9
2	Run Limit	9
3	Dropped Third Strike	9
<b>International (Minors) League Specific</b>		<b>10</b>
1	Playing Time	10
2	Run Limit	10
<b>Cardinal (Minors) League Specific</b>		<b>10</b>
1	Playing Time	10
2	Run Limit	10
<b>Mustang (Minors) League Specific</b>		<b>10</b>
1	Player Positions & Player Rotation	10
2	Run Limit	11
3	Base Running and Stealing Bases	11
4	Pitching	11
<b>Rookie (Minors) League Specific</b>		<b>11</b>
1	Hitting	11
2	Running	12
3	Fielding	12



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

<b>Cricket (Minors) League Specific</b>		<b>12</b>
1	Hitting	12
2	Running	13
3	Fielding	13
<b>12U Softball Specific (For extended Season/Summer Only)</b>		<b>14</b>
1	Pitcher Specific Rules	
<b>GSB Majors League Specific</b>		<b>15</b>
1	Player Rotation	15
2	Run Limits	15
3	Game Play	15
<b>GSB Minors League Specific</b>		<b>15</b>
1	Player Rotation	15
2	Run Limits	15
3	Game Play	15
<b>Revision History</b>		<b>16</b>



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)



### Common Local Rules (Applies to All Leagues)

#### 1. Length and Pace of Play

- 1.1. There is a 2 hour time limit for games when another game follows (applies to weekends); an inning cannot start after the 2-hour limit.
- 1.2. Weeknight games start at 6:00PM sharp except for Bronco and GSB Majors which starts at 6:15PM; a 15 minute grace period will be allowed only if a team does not have enough players to start.
- 1.3. In the event of darkness, umpires will stop play and call the game in consultation with the Director on Duty (DoD). The decision of the DoD to stop play due to darkness is a complex wide decision, all games must stop at the complex at that time.
- 1.4. The time allowed between innings to get on the field & warm-up shall be limited to 2 minutes. Umpires will enforce this limit to speed up the game by allowing 3-4 pitches for returning pitchers and 6-8 pitches for new pitchers on the mound.

#### 2. Batting Order

- 2.1. Batting is continuous – all players on the roster who are present for the game will bat in continuous order, whether in the field or not. Free defensive substitution (except pitching – see specific league sections below).
- 2.2. Managers will exchange batting orders (rosters) before the game.
- 2.3. In the event of injury or leaving early, that batter's position in order is skipped, no out will be recorded for the skipped at bat. Injured players returning to the lineup simply return to their original place in the order.
- 2.4. In the event of a late arrival, that batter can hit in their pre-game batting order provided their spot has not already passed in the order; otherwise they get added to the bottom of the order.
- 2.5. Managers must notify the opposing manager of injuries, late arrivals, or kids leaving early.

#### 3. Minimum Number of Players to Start Game and Substitutions

- 3.1. A game can begin with 8 players; there is an automatic out (to prevent the automatic out, see rule 3.5 below).
- 3.2. If a team has less than 8 players at the game start time and the team that is short expects a player to show, the umpire shall wait up to 15 minutes after the scheduled start time before calling a forfeit.
- 3.3. If a team has less than 8 players it is a forfeit. Suggest having a scrimmage, so the kids can play.
- 3.4. Umpires shall officiate scrimmage games in the event of a forfeit.



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

- 3.5. Substitute players for teams with less than 8 players can only be made from a lower league with a player that is age eligible for the league where being substituted. A team can substitute with as many players as necessary to get to 9 players. Note Bronco players cannot sub on any lower league.
4. Bunting & Sliding
  - 4.1. No head first slides are allowed, except when diving back to a base. The runner is “out” if a head first slide is used illegally.
  - 4.2. There is no “MUST SLIDE” rule in Little League; however rule 7.08a in the Official LLI Rule Book states: “A runner is out when: (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.” Notes of importance on this rule:
    - 4.2.1. The intent of this rule is to protect both the fielder and runner from serious injury due to physical collisions.
    - 4.2.2. The fielder waiting to make a tag MUST be in possession of the ball.
    - 4.2.3. The runner has a right to the base/plate and baseline if the fielder does not have the ball or is not in the act of fielding a batted ball (i.e. a fielder cannot block the base/plate or baseline waiting for a throw). See rule LLI 7.06 and rule 2.00 (Definition of Obstruction).
    - 4.2.4. If in the judgment of the umpire, the runner intentionally collides or makes contact with a fielder who is blocking their path without the ball, the umpire has the authority to eject such player from the game for unsportsmanlike conduct after the play is over; the umpire’s decision is final. THE PURPOSE OF THIS RULE AND THE POSSIBLE PENALTY IS TO PREVENT SERIOUS INJURIES AND TO PROMOTE GOOD SPORTSMANSHIP.
    - 4.2.5. The best way for a runner to avoid contact with a fielder making a tag is to slide. If a runner does not slide, the umpire’s decision shall stand regarding whether the runner attempted to get around a fielder making the tag.
5. Overthrows & Bullpen Area on the Field
  - 5.1. If the ball goes over, under, or gets stuck in a fence, or goes into the dugout or stands, the ball is dead and the dead rule applies (see rule LLI 7.05 (g) and (h))
    - 5.1.1. Exception: If a ball pitched to the batter, or thrown from the pitcher on the pitcher’s rubber to a base to catch a runner goes over, under, or gets stuck in a fence, or goes into the dugout or stands, the ball is dead and runners advance one base only (see rule 7.05 (h) in Official LLI Rule Book)
  - 5.2. The bullpen area is “out of play”; any ball hit into the bullpen is out of play; any ball caught or fielded while standing in the bullpen is out of play. However, if the momentum of a player while catching or fielding a ball carries them into the bullpen the ball is “in play”.



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

### 6. Pitchers & Catchers

- 6.1. If a pitcher hits 3 batters in an inning, or 5 in a game, the pitcher MUST be removed.
- 6.2. Pitchers cannot wear sweat bands or use gloves that are white or light grey in color (see rule 1.15 in Official LLI Rule Book).
- 6.3. Pitchers cannot go to the mouth while on the mound.
- 6.4. If a pitcher is warming up in the bullpen during a live game, the pitcher's team must supply a spotter at the bullpen to defend against foul balls coming into the bullpen.
- 6.5. Catcher's masks must have a "dangling" type throat guard (dangler), see rule 1.17 in Official LLI Rule Book.
- 6.6. Male catchers must wear a cup. Male and female catchers must wear an approved long or short model chest protector, see rule 1.17 in Official LLI Rule Book.
- 6.7. The catcher must use a catcher's mitt, see rule 1.12 in Official LLI Rule Book.
- 6.8. Players warming up pitchers must wear a catcher's mask.

### 7. Runners & Fielders

- 7.1. No leading. Runners can advance when the pitch reaches the batter; see rule 7.13 in Official LLI Rule Book for penalty on players who leave the base early.
- 7.2. See Mustang, GSB Minor, and GSB Major League specific rules for stealing in those leagues.
- 7.3. A defensive player (fielder) not in possession of the ball, or not in the act of fielding a batted ball CANNOT IMPEDE THE PROGRESS OF A RUNNER. If obstruction occurs, the umpire can award the runner the next base or bases that the umpire judges the runner could have made without the obstruction (see rule 7.06 and 2.0 obstruction in Official LLI Rule book).

### 8. Coaches & Dugout Decorum

- 8.1. Coaches must be in the dugout when not coaching bases (must be standing on concrete).
- 8.2. There is a limit of 4 adults in the dugout; this includes the team manager and three coaches (or scorekeeper). An alternate for an absent manager or one of the coaches can be designated, but must have submitted a Little League Volunteer form.
- 8.3. Players, coaches, scorekeeper, the officiating crew (umpires), and league officials are the only people allowed in the dugout during a game at any time. Friends, family members and others not on the team are not allowed in the dugout.
- 8.4. Coaches are not allowed to warm up pitchers (including behind the plate or in the bullpen), see rule 3.09 and Regulation XIV (f) in Official LLI Rule Book. This rule applies to all adults including parents of players.
- 8.5. Players warming up pitchers must wear a catcher's mask.
- 8.6. Coaching bases - if players are helping, they must wear batting helmets.



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

### 9. Umpire Appeals

- 9.1. Umpire appeals are permissible (see Official LLI rule 7.10). The Umpire has the final say in all appeals.

### 10. Protests

- 10.1. In the event a game is played under protest, a Protest Committee, comprised of appropriate board members, shall be formed to determine if the protest is allowed. See Rule 4.19 in the Official LLI Rule book.
- 10.2. If the Protest Committee allows the protest, the following actions shall be taken.
  - 10.2.1. If it is found that an ineligible player was used in a game, regardless whether this was by accident or intentional, the penalty against the offending team shall be a forfeit.
  - 10.2.2. If it is found that the offending team willfully used an ineligible player, the offending manager shall be suspended for one game. "Willful use" shall be determined by the Protest Committee based on input from appropriate directors, coaches, and umpires.
  - 10.2.3. For all other kinds of protest due to rules violations the Protest Committee shall have the power to determine the actions and penalties. The only exception is for use of an illegal bat which is covered in Rule 6.06(d) in the Official LLI Rule book.
- 10.3. The decisions and actions of the protest committee are binding and final.

### 11. Miscellaneous

- 11.1. Players may not wear shorts for games; no exceptions.
- 11.2. Metal cleats are not allowed on the fields.
- 11.3. Players may not wear jewelry during games (see Official LLI rule 1.11(j)). This rule applies regardless of the composition of such jewelry and includes titanium sports necklaces. Exception is given only for jewelry that alerts medical personnel to a specific medical condition.
- 11.4. There shall be no Batting Practice (Batters taking pitches from a player, coach, or machine) or "Soft Toss" anywhere on the field with less than 30 minutes prior to the scheduled start time of any games. Batting practice is not allowed on weekends when there are games scheduled (this includes early Saturday mornings when Sandlot and Instructional leagues play). Hitting sticks and whiffle balls are permitted during the No-BP period; the player must wear a helmet.
- 11.5. No batting practice allowed on any adjacent field where games are being played.



### 12U Baseball Specific

#### 1. Pitcher Specific Rules

- 1.1. 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; see Regulation VI (a) in Official LLI Rule Book.
- 1.2. Any pitcher once removed from the mound cannot return as a pitcher; see Regulation VI (b) in Official LLI Rule Book.
- 1.3. Maximum pitch count (by age group); see Regulation VI (c) in Official LLI Rule Book:
  - 11-12 85 pitches per day
  - 9-10 75 pitches per day
  - 7-8 50 pitches per day
  - **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; or (3) the third out is made to complete the half-inning or the game. 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.
- 1.4. Rest periods for pitchers (pitch count/day); see Regulation VI (c) in Official LLI Rule Book:
  - 66 or more four (4) calendar days of rest
  - 51-65 three (3) calendar days of rest
  - 36-50 two (2) calendar days of rest
  - 21-35 one (1) calendar days of rest
  - 20 or less zero (0) calendar days of rest
- 1.5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day; see Regulation VI (c) in Official LLI Rule Book.
- 1.6. No curveballs; ruling is illegal pitch. It is the umpire's decision whether the pitcher is snapping their wrist to get the ball to curve.
- 1.7. The umpire shall give the pitcher a warning on the first occurrence of an "illegal pitch" (see rule 8.05 in Official LLI Rule Book for definition of an illegal pitch). Subsequent occurrences of an illegal pitch are ruled a ball. See exceptions in "PENALTY:" section of rule 8.05(k) in Official LLI rule book.
- 1.8. Changeups and knuckleballs are allowed.
- 1.9. Violation of the mandatory rest rules for pitchers and catchers will result in a one game suspension of the manager.
- 1.10. Consistent with the Little League International League rule implemented in 2017: prior to a pitch being thrown, the defense elects to "Intentionally Walk" the batter by announcing such decision to the plate umpire.
  - 1.10.1. Such notification must be made by the defensive manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defense's intent to walk the batter.



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

- 1.10.2. The ball is dead and no other runners may advance unless forced by the batter's award. Four (4) pitches will be added to the pitch count.
2. Bat Regulations
  - 2.1. Effective on January 1, 2018, Little League Baseball® will adhere to the new USABat standard. No bats previously approved for use in Little League play (Junior League Baseball and below) will be permitted to be used in any Little League game or practice, or other Little League function, event, or activity. As of January 1, 2018, USABat Standard bats must be used in the Little League Major Baseball Division and below. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, visit [www.usabat.com](http://www.usabat.com).
  - 2.2. An ILLEGAL BAT is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used.
  - 2.3. A batter is OUT for illegal action when the batter enters the batter's box with an illegal bat or is discovered to have used an illegal bat prior to the next player entering the batter's box (see rule 6.06(d) in Official LLI Rule Book)
    - 2.3.1. An illegal bat that is found must be removed from the dugout by the manager of the offending team.
    - 2.3.2. If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, the manager of the defense may advise the plate umpire to decline the penalty and accept the play.
    - 2.3.3. For the first violation of using an illegal bat, the offensive team will lose one eligible adult coach from the dugout for the duration of the game.
    - 2.3.4. For the second violation of using an illegal bat, the manager of the team will be ejected from the game.
    - 2.3.5. Any subsequent violation will result in the newly designated manager being ejected from the game.



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

### Bronco (Majors) League Specific

#### 1. Playing Time

1.1 Each player must play at least 4 innings in the field. Visiting team should meet as much of this requirement as they can by the end of the 5<sup>th</sup> inning (at least 9 of 11 players on team). This is a competitive league and kids should be placed where their skill sets best help the team. Rotate the kids so that everyone sits out one inning

1.2 A game can begin with 8 players. There is no automatic out. If players show up late, add them to the bottom of the order. If a team has less than 8 players at the start time, it is a forfeit. Suggest having a scrimmage, so the kids can play.

#### 2. Run Limits

2.1. Maximum of 6 runs per inning, except in the 6<sup>th</sup> inning or later (unlimited).

2.2. If a team is behind by 10 runs at the end of the 4<sup>th</sup> inning, the losing manager has the right to call the game, but every player must have batted at least once. Suggest doing a scrimmage at that point so the kids can play baseball.

#### 3. Dropped Third Strike

3.1. The batter may advance to 1B on a dropped 3<sup>rd</sup> strike. A batter is out when – a 3<sup>rd</sup> strike is not caught by the catcher when 1B is occupied with less than 2 outs.

#### 4. Pitching

4.1. Pitchers Maximum pitches per day:

4.1.1. 85 for 11-12 yr olds

4.1.2. 70 for 10 yr olds

4.2. Batting team keeps pitch count of opposing pitcher. Check in after each inning. If the maximum daily count is reached while pitching to a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) that batter reaches base; or 2) that batter is put out.

4.3. Pitcher Rest Days

4.3.1. 66 + pitches = 4 days rest

4.3.2. 51 to 65 pitches = 3 days rest

4.3.3. 36 to 50 pitches = 2 days rest

4.3.4. 21 to 35 pitches = 1 days rest

4.3.5. 1 to 20 pitches = 0 days rest

4.4. 12 innings per week limitation To calculate this, use fractions of innings. The pitching week is Monday through Sunday. Ages need to be recorded on the pitcher eligibility form.

4.4.1 This rule does NOT apply during playoffs.

4.5. Curve balls may be thrown

#### 5. Batters

5.1. Keep One Foot In Batter's Box: batters must keep one foot in the batter's box throughout their at-bat, barring

5.1.1. Eight exceptions provided in the rule book, during regular season games.

5.1.2. 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.

5.1.2.1. Any number of strikes can be called on each batter.

5.2. This rule is mandated during tournament play, barring the eight exceptions provided in the rule book

#### 6. Practices



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

6.1 Please conduct at least one practice per week – it is where the kids learn the skills. A good number of kids play in both the Bronco and travel leagues at the same time, but practices make a big difference.

### 7. Games Scheduling

- 7.1. Home teams must reschedule their games within one week after a game is postponed.
- 7.2. The goal is to have every team play 14 regular season games.

## International (Minors) League Specific

### 1. Playing Time

- 1.1. Each player must play at least 4 innings in the field

### 2. Run Limits

- 2.1. Maximum of 5 runs per inning, except in the 6th inning or later (unlimited). If a team is behind by 10 runs at the end of the 4th inning, the manager of the team with the least runs shall concede the victory to the opponent, the game is over, see Official Rule 4.10 (e).

## Cardinal (Minors) League Specific

### 1. Playing Time

- 1.1. Each player must play at least 4 innings in the field
- 1.2. Each player must play at least 2 complete innings in the infield (P, C, 1B, 2B, 3B, SS)
- 1.3. No player will sit two innings until all players have sat 1 inning

### 2. Run Limits

- 2.1. Maximum of 5 runs per inning, except in the 6th inning or later (unlimited). If a team is behind by 10 runs at the end of the 4th inning, the manager of the team with the least runs shall concede the victory to the opponent, the game is over, see Official Rule 4.10 (e).

### 3. Practices

- 3.1. League practices will be held the first 4 weeks of the season which all teams and coaches must attend and participate on 2 fields.

### 4. Pitching

- 4.1. During the regular season, pitchers have a 3 inning pitching limit.
- 4.2. No inning pitching limit during the playoffs. Must still follow Little League pitch count rules.

## Mustang (Minors) League Specific

### 1. Player Positions & Player Rotation

- 1.1. Ten defensive players (4 outfielders: LF, LC, RC, RF).
- 1.2. An outfielder cannot make a traditional infield play (cover a bag on a force or steal) or catch a fly ball on the infield dirt. They can throw to a bag where a true infielder is covering for a force or tag out.
- 1.3. Each player must play at least 4 innings in the field.
- 1.4. Each player must play at least 2 complete innings in the infield (P, C, 1B, 2B, 3B, SS)



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

- 1.5. A player can play the same position with no limit of innings, except for pitcher or catcher and while not over-riding rules c and h. Regarding pitcher, see pitch count limit herein 12U Baseball -League Specific Local Rules 1.0. A catcher who catches four innings, cannot pitch (remember, 1 pitch = 1 inning).
- 1.6. Players cannot change positions within the same inning other than to replace the pitcher or an injured player; multiple substitutions can be made when a pitcher or injured player is being replaced. (Example: you can't just switch Johnny from SS to 3B to potentially cover a steal at 3B).
- 1.7. No more than 7 pitchers can be used in one game.
- 1.8. No player will sit two innings until all players have sat 1 inning
2. Run Limits
  - 2.1. Maximum of 5 runs per inning, except in the 6th inning or later (unlimited). If a team is behind by 10 runs at the end of the 4th inning, the manager of the team with the least runs shall concede the victory to the opponent, the game is over, see Official Rule 4.10 (e).
3. Base Running and Stealing Bases
  - 3.1. Players can steal any 1 base but home. There will be no running after the initial stolen base on thrown balls that get by the fielder.
  - 3.2. A team ahead by 7 or more runs cannot steal.
  - 3.3. There will be no stealing allowed until the last 3 games of the regular season
    - 3.3.1. Once stealing is allowed, 3.1 and 3.2 are in effect.
4. Pitching
  - 4.1. First third of the season will begin with "Coach-assisted" pitching. When a player throws four balls, a designated coach from the offensive team will finish the at-bat.
    - 4.1.1. The number of strikes on the batter will carry over to portion of the at-bat in which the coach pitches
    - 4.1.2. Players may not collect a base on balls, but can still strike out whether swinging or player takes third strike.
  - 4.2. Coach-assisted pitching will continue for the first third of the regular season (specific date to be communicated by league director).
    - 4.2.1. When coach-assisted pitching is suspended, rules 4.1.1 and 4.1.2 no longer apply and batter can walk and strikeout
5. Practices
  - 5.1. League practices will be held the first 4 weeks of the season which all teams and coaches must attend and participate on 2 fields.

### Rookie League Specific:

1. Hitting
  - 1.1. All players will hit in rotation versus pitching by their own coach to another coach on the hitting team.
    - 1.1.1. Half the team hits in an inning with the remaining half hitting the following inning.
  - 1.2. No player strikes out or walks.
    - 1.2.1. If after 8 good pitches the batter does not hit the ball, then a hitting tee will be placed on home plate for the player to hit.
2. Running



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

- 2.1. Runners advance only 1 base on balls hit to the infield.
3. Fielding
  - 3.1. All players play in the field.
    - 3.1.1. All players must play a minimum of 2 innings in the outfield and 2 innings in the infield.
    - 3.1.2. Players must rotate positions each inning and may not play the same position 2 innings in a row.
    - 3.1.3. No more than 6 players may play in the infield.
  - 3.2. Coach pitching is not allowed to field the ball.
    - 3.2.1. If hit with a line drive, let the ball fall to the ground.
4. Practices
  - 4.1. At least 1 practice per week should be had in the preseason.
  - 4.2. Focus on fundamentals of throwing, fielding, and hitting.

### Cricket League Specific:

1. Hitting
  - 1.1. There are no paid umpires in Cricket League. The coaches of the offensive team will act as the “Umpire” for that half inning. Those coaches will be responsible all calls in the field.
    - 1.1.1 The manager or coach will use a pitching machine and pitch to their own players.
    - 1.1.2. The Pitching machine settings and placement on the mound will be standardized. It is imperative that they not be altered.
    - 1.1.3. A manager or coach should be in the coaches’ box at 1st and 3rd base.
  - 1.2. Each batter will receive up to eight pitches in order to encourage kids to swing. If the last pitch is a foul ball, the batter will receive an additional pitch until the ball is hit or the player swings and misses.
    - 1.2.1. For the first **FOUR** games of a team’s season: A batting tee will be used after three swings without striking the ball (Foul balls will not count as strikes), no matter the “experience” of the hitter. If only one of the two teams involved in the contest is within their first four games, both teams will continue to use the batting tee.
    - 1.2.2. Starting with the **FIFTH** game of the season: a batting Tee will no longer be used and three swings without striking the ball is an out (Foul balls will not count as strikes).
  - 1.3. The batting team’s half inning is over when three outs are recorded, or five runs are scored, regardless of the number of outs. The five-run rule does not apply to the sixth inning or extra innings. The sixth inning and any inning after will be unlimited runs.
    - 1.3.1. A continuous, rotating batting order will be used each game, consisting of all players present for each game. Late arriving players may be added to the bottom of the line-up.
    - 1.3.2. The Infield Fly Rule is not in effect
    - 1.3.3. Any ball hit into fair territory is considered playable. The ball does not have to travel any designated distance in fair territory to be considered a legitimate hit.
    - 1.3.4. The ball must be cleanly hit off the tee. If the Tee is hit first, and the ball falls off the tee it will be considered a foul ball
    - 1.3.5. Neither walking, nor bunting is allowed.
    - 1.3.6. The coach operating the pitching machine must make every attempt to get out of the way of batted balls so the defensive team has an opportunity to play the ball. Batted



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

balls that strike the machine or the manager or coach who is pitching will be an automatic re-do (The count will be reset at this point).

1.3.7. Throwing the bat: First offense will result in a warning to the offending player. Second offense will result in the batter being called out, with all base-runners returning to their original base.

1.3.8. The batter, base-runners, and players in the coaches' box must wear helmets.

### 2. Running

#### 2.1. Play is over when:

2.1.1. The ball is in the hands of an infielder and said player has control of the ball.

2.1.2. A ball is thrown out of the playing area while a play is being attempted on a runner at 1st, 2nd, 3rd, or home plate.

2.1.3. The ball has been returned to the infield on a hit to the outfield. If a ball is hit into the outfield the players may attempt to advance as many bases as possible until the ball is returned to the infield. Coaches should stop those kids at the base they are advancing to when the ball hits the infield.

#### 2.2. Payers will not Advance on an overthrow to a base:

2.2.1. Encourage the kids to make the throw to the base to try achieve an out.

2.2.2. There will be no "running of players" on the bases.

#### 2.3. No stealing or leading off. Base runners must remain on the bases they occupy until the ball is struck by the batter.

### 3. Fielding

3.1. All players must be used by the defensive team each inning up to a maximum of 11. The infield will consist of no more than six players: a 1st baseman, a 2nd baseman, a shortstop, a 3rd baseman, a catcher, and a pitcher.

3.1.1. The catcher must wear a mitt (does *not* have to be a catcher's mitt), shin guards, chest protector with groin protector, helmet with throat protector (dangler), and protective cup.

3.1.2. The pitcher must occupy a position on the dirt area surrounding the pitching rubber (at least one foot in the dirt) while the Manager or Coach is operating the pitching machine. The pitcher may not play in front of the machine. Once the ball is released from the machine he/she may advance.

3.1.3. All remaining players will assume an outfield position and play no closer than the edge of the outfield grass.

3.1.4. Outfielders cannot cover bases for infield plays. For example, if a grounder is hit to the shortstop, the centerfielder is not allowed to take the throw from the shortstop, making a put-out at 2nd base.) However, all outfielders can throw to any infielder and make an out. Outfielders are encouraged to learn how to back up throws from all infield possibilities.

3.2. All players present at the start of the game must play a minimum of two innings in the infield (which may include the catcher position) and two innings in the outfield during the game. No player can play the same position for more than two innings. It is incumbent upon the managers of both teams to insure this rule is not violated. If a team knowingly breaks the rule, it shall forfeit the game. Managers should exchange lineups before each game begins.

3.3. A SINGLE manager or coach will be allowed on the field with the defensive team. He or she must assume a position in the outfield area. All remaining coaches must occupy a position in the dugout (on the concrete) while their team is in the field.



### 12U Softball Specific (For extended Season/Summer Only)

#### 1. Pitcher Specific Rules

- 1.1. There is no pitch count specific to girls' softball; however, there is a maximum number of innings a player can pitch in a one week period and in a game.
  - 1.1.1. A pitcher is limited to a maximum of six (6) innings per week for Minors [ages 9-10] and 18 innings per week for Majors [ages 11-12]; a week period starts on Sunday and ends on Saturday. One pitch in an inning of a game constitutes an inning pitched
  - 1.1.2. Players may pitch a max of four (4) innings per game.
  - 1.1.3. Players are required one (1) day of rest regardless of how many innings were pitched.
  - 1.1.4. Pitchers must use a legal pitching motion, whether a windmill or underhand toss, as described in the Official LL Softball rule book. Manager protest will be addressed between innings and not during the time playing on the field. It is the umpire's decision if there is a need for correction, the plate umpire will inform the manager of the team in violation and expect the player to correct the motion in subsequent innings. If the motion is not corrected, the game will proceed and the league director will be notified.
  - 1.1.5. Any pitcher once removed from a game cannot return as a pitcher

#### 1.2. Bat Regulations and Penalty for Using an Illegal Bat

- 1.2.1. The bat must be a softball bat which meets all Little League specifications and standards as defined in rule 1.10 of the Official LLI Rule Book.
- 1.2.2. The bat shall not exceed thirty-three (33) inches in length nor more than two and one-quarter (2-1/4) inches in diameter.
- 1.2.3. Non-wood bats must be labeled with a BPF (bat performance factor) of
- 1.2.4. 1.20 Or less.
- 1.2.5. An ILLEGAL BAT is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used (see rule 2.00 in Official LLI Rule Book).
- 1.2.6. A batter is OUT for illegal action when the batter enters the batter's box with an illegal bat or is discovered to have used an illegal bat prior to the next player entering the batter's box (see rule 6.06(d) in Official LLI Rule Book).
  - 1.2.6.1. An illegal bat that is found must be removed from the dugout by the manager of the offending team.
  - 1.2.6.2. If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, the manager of the defense may advise the plate umpire to decline the penalty and accept the play. iii. For the first violation of using an illegal bat, the offensive team will lose one eligible adult coach from the dugout for the duration of the game. iv. For



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

the second violation of using an illegal bat, the manager of the team will be ejected from the game.

- 1.2.6.3. Any subsequent violation will result in the newly designated manager being ejected from the game.

### GSB Majors League Specific

1. Player Rotation
  - 1.1. Each player must play at least 4 innings during a game.
  - 1.2. Each player must play 1 inning in the infield.
2. Run Limits
  - 2.1. Maximum of 6 runs per inning, except in the last inning or later (unlimited).
  - 2.2. If a team is behind by 10 runs or more at the end of the 4th inning or 3-1/2 innings with the home team winning, the game will be called.
3. Game Play
  - 3.1. Drop third strike rule is in effect.
  - 3.2. Players are allowed to steal any base. Players may leave the base on the pitchers release.
  - 3.3. A batter/runner can advance beyond 1B at their own risk when walked by the pitcher provided the ball is still "in-play" (on a "dead-ball" the batter/runner gets 1B only).

### GSB Minors League Specific

1. Player Rotation
  - 1.1. Each player must play at least 4 innings during a game.
  - 1.2. Each player must play 1 inning in the infield.
2. Run Limits
  - 2.1. Maximum of 4 runs per inning, except in the last inning or later (unlimited).
  - 2.2. If a team is behind by 10 runs or more at the end of the 4th inning or 3-1/2 innings with the home team winning, the game will be called.
3. Game Play
  - 3.1. Overthrows made by the infielders (including pitchers and catchers) to any base to make a play on the base runner will result in all base runners being able to advance to the next base at their own risk.
  - 3.2. When a batted ball hit into the outfield is retrieved by an outfielder, base runners may continue to advance to as many bases as they choose at their own risk, until the ball is secured by an infielder, regardless of where the infielder is on the field of play.
  - 3.3. Players are allowed to steal and must wait for the ball to reach the batter before attempting to steal. If the pitch results in a passed ball by the catcher, then the base runner must return to the previous base without penalty. The base runner will not be allowed to advance home on overthrows or defensive errors.



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

- 3.4. A team ahead by 7 or more runs will no longer be allowed to steal.
- 3.5. Delayed stealing or stealing of home is not allowed.
- 3.6. Each player will be allowed one successful bunt per game. A successful bunt is a bunt attempt that results in a fair ball whether or not the batter is called out on the play.
- 3.7. The Infield Fly rule DOES NOT apply in this league.

### Revision History

Date	Rev	Author	Change Description
09/09/2011	1.0	J. Nashburn	<ul style="list-style-type: none"> <li>Initial version from Aug-2011 Rules Committee meeting.</li> <li>Participants were Jim Brekovsky, Larry Grouse, Bill Hartnett, Dave Winn, Rick Vice, Larry Miller, Mike Sabatine, Jim Nashburn, Alexander Hoffarth, John Mattia, Brian Clapp, and Neil Parry.</li> </ul>
09/27/2011	1.1	J. Nashburn	<ul style="list-style-type: none"> <li>Added 7.0 (d) to Runners &amp; Fielders section of Common Rules.</li> </ul>
12/29/2011	2.0	J. Nashburn	<ul style="list-style-type: none"> <li>Added changes for 2012 season including Common Rules [10.0 (c)], Bat Regulations &amp; Penalty for Using an Illegal Bat, and Dropped 3rd Strike for Bronco League.</li> </ul>
1/4/2012	2.1	J. Nashburn	<ul style="list-style-type: none"> <li>Changed start time for weeknight games to 6:00PM prior to Memorial Day in section 1.0 Length &amp; Pace of Game (b) per Exec-Board approval.</li> <li>Changed wording for Bronco League – 3.0 (a) Dropped Third Strike per Bill Hartnett request.</li> </ul>
1/12/2012	2.2	J. Nashburn	<ul style="list-style-type: none"> <li>Added “Notes of importance” section to Common Local Rules 4.0 (c) “Bunting &amp; Sliding”.</li> <li>Changed Mustang League Local Rules per Mike Sabatine/Larry Miller request.</li> </ul>
1/13/2012	2.3	J. Nashburn	<ul style="list-style-type: none"> <li>Removed local rule requiring pitchers to wear batting helmet when warming up between innings per request from league directors and 12U Exec Board member.</li> </ul>
1/25/2012	2.4	J. Nashburn	<ul style="list-style-type: none"> <li>Updated “Notes of importance” section to Common Local Rules 4.0 (c) “Bunting &amp; Sliding” per Rules Committee direction.</li> <li>Updated GSB Majors Local Rules per Rick Vice/Lou Bianco direction.</li> </ul>
2/28/2012	2.5	J. Nashburn	<ul style="list-style-type: none"> <li>Changed 1.0 (b) to reflect weeknight start time of 6:00pm during the entire regular season.</li> </ul>
5/22/2012	2.6	J. Nashburn	<ul style="list-style-type: none"> <li>Added 3.0 (g) to the GSB Minor league section; Infield Fly rule does not apply in GSB Minors.</li> </ul>



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)



<b>3/26/2013</b>	3.0	J. Nashburn	<ul style="list-style-type: none"> <li>Updated for 2013: Input from league directors, Official Little League rule changes, added Cardinal League.</li> </ul>
<b>5/21/2013</b>	3.1	J. Nashburn	<ul style="list-style-type: none"> <li>Added text “an inning cannot start after the 2-hour limit” to Common Local Rules 1.0 (a).</li> </ul>
<b>4/20/2014</b>	4.0	J. Nashburn	<ul style="list-style-type: none"> <li>Removed Cardinal League for 2014 season.</li> </ul>
<b>4/25/2014</b>	4.1	J. Nashburn	<ul style="list-style-type: none"> <li>Changed max runs for Mustang league from 4 to 6 per inning except for 6th inning, unlimited per direction from Mike Sabatine (Mustang Director).</li> </ul>
<b>4/1/2015</b>	2015.1	J. Nashburn	<ul style="list-style-type: none"> <li>Updated Common Local Rules 6.0 (i), male catchers can now wear short model chest protectors per LLI Rule 1.17, GSB Majors Local Rule 3.0 (c), a batter that is walked can now advance to 2B on a steal.</li> </ul>
<b>4/9/2015</b>	2015.2	J. Nashburn	<ul style="list-style-type: none"> <li>Updated from Rules Committee meeting; participants were Chuck DiPiazza, Jim Nashburn, John Mattia, Larry Miller, Mike Sabatine, Sean McElveney, Patrick Burns.</li> </ul>
<b>6/18/2015</b>	2016.1	J. Nashburn	<ul style="list-style-type: none"> <li>Added Common Local Rules 10.0 Protested Games based on input from Protest Committee comprised of the FLL President, Chuck DiPiazza, 12U Exec Director of Baseball, Larry Miller, 12U Player Agent, Mike Sabatine, Co-Director of Umpires, Jim Nashburn, Director of Bronco, Bill Hartnett, and Lou Bianco.</li> </ul>
<b>4/25/2016</b>		B. Clapp	<ul style="list-style-type: none"> <li>Fairport and Pittsford created their own local rules, don’t need local rules for regular season anymore (highlighted in red, may need them for extended season/summer ball).</li> <li>Mustang stealing rules updated, no stealing until May 21st. Penalty for violation of pitchers/catchers rest rules added, in effect for all leagues.</li> </ul>
<b>4/26/2017</b>		B. Clapp	<ul style="list-style-type: none"> <li>Updated local Mustang stealing rules, changed the date stealing is allowed from May 21st to May 20th at request of Mike Finn.</li> </ul>
<b>3/3/2018</b>	2018.1	B Talbot	<ul style="list-style-type: none"> <li>Re-formatted numbering system from 1.a.i to 1.1.1</li> <li>Removed restriction on intentional walks</li> <li>Updated Baseball rules to be consistent with LLI on Intentional walks (1.5)</li> <li>Updated Baseball Bat Regulations consistent with new USA Bat Standard</li> <li>Bronco Rule 3.2 removed (no longer inconsistent with LL rule book)</li> <li>Re-added Cardinal League with new rules</li> </ul>



## Fairport Little League Local Rules (12U Umpired Baseball & Softball)

			<ul style="list-style-type: none"> <li>• Updated Mustang playing time requirements to 2 innings in the infield for each player</li> <li>• Updated Mustang Stealing rule to indicate date allowed is “the middle of the regular season” to allow for flexibility as discretion of league director</li> <li>• Dropped maximum runs per inning Mustang from 6 to 5</li> <li>• Added Mustang rule 4: Coach-assisted pitching</li> </ul>
<b>4/12/2019</b>	2019.1	T Caputo	<ul style="list-style-type: none"> <li>• Updated Bronco rules to include curve balls</li> <li>• Instilled a 12 innings per week pitching restriction in Bronco</li> <li>• Added league practice weekly minimums for Bronco, Cardinal, Mustang, Rookie, and Cricket leagues</li> <li>• Updated Mustang and Rookie base running with allowing only one base on bad throws in the infield.</li> <li>• Added Rookie League Specifics per T Halter</li> <li>• Added Cricket League Specifics per L Rossetti</li> </ul>