

2022

 **Little League**
Official District
California 5

Little League Rules
Clinic

1

Why Do We Do It?



The kids deserve it!



2

***If you have a question during
the presentation that is more
than a Yes/No question,
please text Liz at
916-225-3186.
We will come back and
answer these at the end of the
presentation***

The kids serve it!



3

***Significant Update
for 2022***

Regulation IV(i), Rules 2.00 and 3.03(a), Tournament Rule 9(e) –
Mandatory Play/At-Bat Definition.

Clarifies the definition of at-bat, for the purposes of meeting the requirements of meeting the requirements of Mandatory Play (if applicable), is when a player assumes the position of a batter with no count and one of the following occurs: he/she is retired as a batter-runner; or he/she reaches base and scores; or after he/she reaches base safely, the inning or game ends.



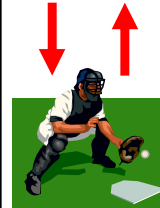
4

Regulations



5

Reg VI: Pitching and Catching



- Pitcher delivers 41+ pitches, he/she is not eligible to catch
 - Restriction is for the whole day, even for double headers
 - Applies at all levels,
 - Catcher - catches any part of four innings in a game, he/she is not eligible to pitch rest of that day
 - One pitch caught in an inning counts as an entire inning.
 - Catcher can catch in 3 innings in game 1 of a double header and 3 innings in game 2 and can come in to pitch in game 2.

6

Reg VI: Pitch Counts

- Pitches in called games count
 - Unless you don't complete 1st inning
 - Pitch count itself does **not** carry over to continued game
 - Rest requirements **must** still be observed
 - Pitches in uncompleted innings under the "revert back" rule **do** count
- Rest requirements:

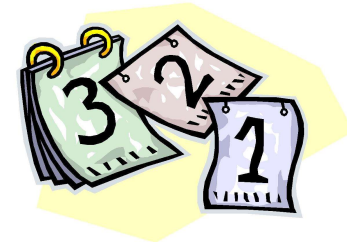
# Days/Age	14 and Under	15 thru 18
Four	66+	76+
Three	51-65	61-75
Two	36-50	46-60
One	21-35	31-45
None	1-20	1-30



7

A pitcher CANNOT pitch for 3 consecutive days.

- Regulation VI(d)
NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.



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Reg VI: Pitch Counts

- Reach max limit while pitching to a batter
 - Can continue until batter reaches base or is put out
 - If third out is recorded on a base, pitcher cannot continue pitching to same batter in next inning

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;
3. The third out is made to complete the half-inning or 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 before delivering a pitch to another batter



9

So, What's a Pitch?

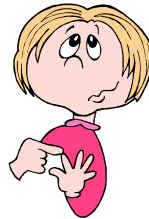
- **2.00 Definition:** A ball delivered by the pitcher to a batter, or not delivered when giving an intentional walk
- **Illegal Pitch (even if a pitch wasn't delivered)**
- **Balk (except on pickoff or pitch not thrown)**
- **Anything else is NOT a pitch!**
 - Warm-up pitches in the bullpen
 - Warm-up pitches between innings
 - Pitches declared "No Pitch"
 - Throws to make plays/appeals
- "Ball" penalty to the batter without a delivered pitch
 - Pitcher licks fingers, delays more than 20 sec, etc.



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Reg VI: Pitch Counts

- **Verify eligibility at plate conference**
 - "Are any of your players ineligible to pitch today"
- **League should designate the counter in its local rules/policies**
- **Identify official counter before the game starts**
 - Only one (1) official counter per game
- **Who keeps the pitch counts?**
 - **Anybody BUT the umpire!**



11

Reg. XIV(e)

The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. Alcohol is prohibited at the game site.



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Reg XIV: Field Decorum

- Only players, manager and 2 rostered coaches allowed on the field, including pregame warm ups
- All game participants must stay in the dugouts/bullpens if not actively participating on the field
- One adult in the dugout at all times
- No alcohol or tobacco anywhere
 - Includes E-Cigarettes
- Adults can not warm up/catch pitchers anywhere during games or practices



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Rule 1.00 Objectives of the Game



14

Rule 1.01

- “Little League Baseball is a game...”
- Teams must have NINE players on field
- Exception: Minor League Instructional divisions may play with less than nine



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Rules 1.04 – 1.08: The Field

- Make sure lines comply with rules
 - Foul lines straight and flush with first and third bases
- Pitcher’s plate should be level with the top of the mound
- On-deck position is NOT allowed on 60’ field
 - Know where leadoff batter may stand
 - No bats allowed to be in players hands unless at bat, walking up to the plate or back to the dugout to put the bat away.



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Rule 1.10: LL Bats

- Baseball bats in baseball, softball bats in softball
- Wood bats are perfectly legal
- Must be smooth and rounded
 - Check with bat ring
 - If cracked, get rid of it!
- Painted bats not allowed



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Rule 1.10: LL Bats

- Majors/below
 - Up to 33" long, shall not exceed 2-5/8" diameter
 - Non-wood and laminated bats must have USA BASEBALL logo visibly marked on the bat
- INT/Juniors
 - Up to 34" long, shall not exceed 2-5/8" diameter
 - Non-wood and laminated bats must have USA BASEBALL logo visibly marked on the bat
- Seniors/Big
 - 36" long, 2-5/8" diameter
 - All bats not made of a single piece of wood shall meet the BBCOR standard and no more than "-3" drop



USA BASEBALL or BBCOR markings MUST BE READABLE on bat or it will not be allowed to be used

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Rule 1.10

- Tee Ball bats must be 26" or shorter, be marked with the USA BASEBALL logo and be marked saying "ONLY FOR USE WITH APPROVED TEE BALLS"
- Tee Ball bats produced before implementation of new bat standard can be certified using an Approved Tee Ball sticker from the USA Baseball Tee Ball Sticker Program.



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Rule 1.10 NOTE 2:

- The use of pine tar or any other similar adhesive substance is prohibited at all levels of Little League Baseball. Use of these substances will result in the bat being declared illegal and removed from play



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Rule 1.11: The Uniform

• What's not allowed:

- Metal cleats (Majors and below)
 - Managers/Coaches may not wear metal cleats at any time
- Exposed white/gray sleeves on pitchers
- Arm/wrist bands on pitchers (must be covered by a long sleeve shirt)
- Frayed/ragged sleeves
- Metal or glass ANYTHING
- Jewelry (including rubber bracelets)
 - Except medical alert information, ask coach or parent to tape it down so it isn't loose
- Casts on field (**even adult base coaches and umpires**)



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Rules 1.12 – 1.15: Gloves/Mitts

- Catcher **must** wear a catcher's mitt
- First baseman may wear glove or first baseman's mitt
- 1B Mitts/gloves cannot exceed 14" in length
- Pitcher's glove restrictions:
 - Any color but white or grey
 - No attachments
 - Batting glove under fielding glove okay
 - Pitcher can wear a batting glove if it is not white, grey or optic yellow
 - Don't let the pitcher rub ball with batting glove on!



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Rule 1.16: Batting Helmets

- Required for all batters, base runners, players/non-adult base coaches, and bat retrievers
- Must be NOCSAE certified
 - Useful life for certification is no more than 5 years
 - Must be recertified or replaced after 5 years
- Must have a non-glare surface
- Chin straps, face guards are optional
 - May be required by League Local Rules
- No cracks or unauthorized paint/decals
 - Any stickers or decals must have a letter from helmet manufacture stating the sticker or decal will not compromise the integrity of the helmet.



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Rule 1.17: Catcher's Gear

- Required: Chest protector, helmet/mask with **DANGLING THROAT GUARD**, and shin guards at all levels of play from T-Ball to Seniors.
 - Skull caps are NOT allowed at any level
- Cup for male catchers
 - Cup not required for warm-up catcher



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Rule 1.17: Catcher's Gear

- Any player standing near someone hitting infield/outfield warmups to catch balls returning to the hitter **MUST** have a catcher's mask with a dangling throat guard.



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Rule 1.17: Catcher's Gear

- **Helmet/mask must:**
 - Be NOCSAE certified
 - Have dangling throat guard (even on hockey-styled mask)
 - Not have cracks or unauthorized paint/decals
 - No missing rivets or screws for mask
- **Helmet/mask is required for:**
 - Player warming up pitcher between innings
 - Player warming up pitcher in the bullpen
 - All catchers during pre-game warm-up



- **Infield AND Outfield**

Correct any violations!

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Rule 2.00 Definition of Terms



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Rule 2.00: Ball



- Pitch that is not in the strike zone
- Pitch that bounces and then goes through the strike zone
- Pitch that hits batter outside of the strike zone but batter does not attempt to get out of the way
- An award due to certain pitching infractions
 - More on that later



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Rule 2.00: Bunt



- A ball that is intentionally met with the bat
- In baseball, the batter does not have to pull the bat back as pitch approaches
 - If the batter keeps the bat over the plate, it's a ball or strike depending on where the pitch was in relation to the strike zone.



29

Do you have to pull the bat back?



30

Rule 2.00: Catch

- What is a Catch?
 - **Secure possession** of ball in hand or glove
 - Fielder must show **complete control**
 - Release must be **voluntary and intentional**



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Rule 2.00: Catch

- What is **NOT** a Catch?
 - Ball hits the ground first
 - Fielder uses any part of uniform or equipment to secure the ball
 - Ball falls out before fielder pulls it out of glove
 - Ball falls out of the glove after the fielder
 - Falls to the ground
 - Collides with another player
 - Collides with the fence
 - There is no time requirement
 - This is not football, there is not a minimum number of steps for it to be a catch and the ground can cause a "fumble".



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Rule 2.00: Catch



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Rule 2.00: Catch

**Must have
secure
possession
in the
hand
or
glove.**



35

Rule 2.00: Force Play

- Runner that HAS to advance because batter-runner is going to first
- Forced runner can be retired by tagging runner or touching forced-to base
- Force is removed when:
 - Batter-runner is retired (all forces removed)
 - A following runner is retired (force is removed on lead runner)
- When force is removed, runners must be tagged



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Rule 2.00: Fair/Fair Territory

- Foul lines, bases, plate, and fair/foul pole are all in fair territory
- Bouncing ball that travels past 1B/3B while in fair territory
- Bouncing ball that travels over any part of the 1B/3B bag
- Untouched ball in flight that lands in fair territory at or beyond 1B/3B
- Ball first touched in fair territory, regardless of fielder's position



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Rule 2.00: Def of Foul/Foul Territory

- Bouncing ball that travels past 1B or 3B while in foul territory
- Untouched ball in flight that lands in foul territory
- Ball first touched in foul territory, regardless of person's position
- Ball which touches anything "foreign to natural ground" in foul territory before 1B/3B
- Batted ball that hits batter while in the box



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Fair or Foul?



39

Fair or Foul?



40

Foul



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Rule 2.00: Foul Tip



- Batted ball that goes sharp and direct from the bat to the catcher's hand or mitt and is legally caught
 - Must hit the hand or mitt first
 - Must be caught by the catcher
 - A short-hop is not a legal catch
- A Foul Tip is a Strike. **Ball is Live** and in play; runners may advance at own peril!

Do **NOT** call "Foul Ball!" or "Foul Tip!"



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Rule 2.00: Infield Fly

- Rule to prevent defense from getting a "cheap" double play
- Must have the following:
 - Less than two outs
 - Runners on 1st and 2nd, or bases loaded
 - Anytime there is a force at 3rd base with less than 2 outs
 - Fair fly ball (not line drive or bunt)
- Ball that **could** be caught by an infielder using ordinary effort
 - Can be caught by an outfielder



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Rule 2.00: Infield Fly

- Umpire should call "Infield Fly" when the ball reaches its apex
- When called, batter is out and force is immediately removed
- If caught, runners must tag up
- If dropped, ball is Live and runners may (but don't have to) advance
 - Ball can be in the outfield and still be an Infield Fly



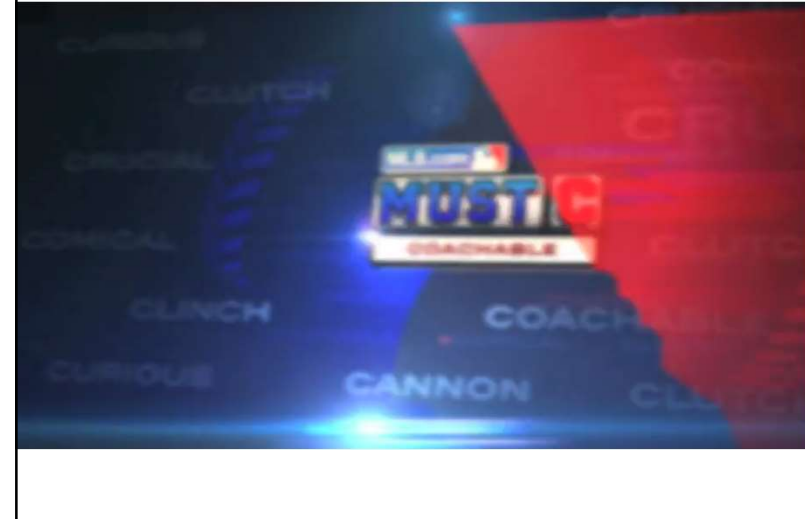
44

(F) INFIELD FLY RULE



45

(F) INFIELD FLY RULE



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Rule 2.00: Infield Fly

- What happens if the umpires forget to call?



- Hopefully fielder catches the ball!
- If not, fix it!
 - Wait until play ends
 - Retroactively rule batter out
 - If runners legally advance, leave them be
- **Do Not** allow the defense to turn a double play!



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Rule 2.00: Inning

- An inning ends the moment the third out is made (for time limit purposes)
- Minors: An inning ends after three outs OR have batted the roster OR five runs are scored
 - Five runs means five runs
 - Can't go beyond 5, even on a home run
 - Limit applies even in the last inning, **unless league adopts 5.07 option**
 - If a team cannot catch up, refer to your league's local rules



	1	2	3	4	5	6	7	8	9
CLEVE	1	0	0	4	0	0	0	1	
BOSTON	2	5	3	5	3	0	3	2	

48

Rule 2.00: Interference

- Interference occurs when someone prevents the defense from making a play
 - Offensive interference
 - Umpire interference
 - Spectator interference
- **Exception:** Defensive interference is when a defensive player prevents the batter from hitting a pitch (Catcher's Interference)



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Interference



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Interference



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Rule 2.00: Interference

- Umpire interference only happens in two ways
 - Base umpire gets hit by a batted ball before it passes an infielder other than the pitcher
 - Plate umpire prevents a catcher from throwing out a base runner
- It's **NOT** umpire interference if
 - Batted ball was deflected
 - Catcher throws out runner
 - Umpire gets hit by a thrown ball
 - Umpire gets in the way of a base runner



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Umpire Interference



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Rule 2.00: Interference

- **Spectator interference**
 - Happens when a fan reaches into the field of play and interferes
 - Could also happen when fan clearly causes a player to react and affect play
 - Can be verbal or visual interference
 - Ball is immediately dead
 - Umpire awards bases/penalties
- **It's NOT interference if ball is beyond field boundaries**



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Rule 2.00: Obstruction

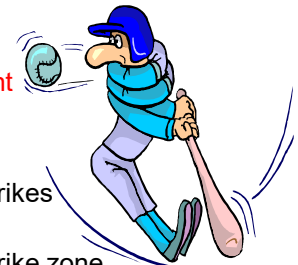
- **Obstruction occurs when a defensive player impedes a runner's progress and:**
 - Doesn't have possession of the ball
 - Is not in the act of fielding a batted ball
- **A fake tag is Obstruction**
- **Much more on this later!**



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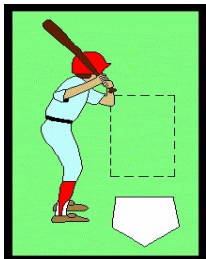
Rule 2.00: Strike

- **"Live Ball" Strikes**
 - Ball swung at and missed
 - Ball not swung at that passes through the strike zone **in flight**
 - Foul tip
- **"Dead Ball" Strikes**
 - Foul ball with less than two strikes
 - Foul bunt
 - Touches batter while in the strike zone
 - Batter swings/attempt to bunt and the ball contacts the batter



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Rule 2.00: Strike Zone



- Area over the plate
 - Any part of the ball over any part of the plate
- Top: batter's arm pits
- Bottom: top of batter's knees
- Batter in "natural" stance
 - "Natural" is the position of the batter as he swings the bat
- Zone doesn't change when
 - He ducks or steps out of the box
 - He moves way up or way back in the box



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Rule 2.00: Tag

- Tag of person and bag are different!
- A person may only be tagged by:
 - Touching him with the ball while holding it
 - Touching him with the glove while the ball is in it
 - Touching him with the hand while the ball is in it
- A bag may be tagged with any part of the body while holding the ball in the hand or glove



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Common Unauthorized Local Rules

- Must slide rule – More on this later
- Thrown bat is an out or ejection
- Slash bunts are not allowed
- Pitcher must be removed after # hit batsmen
- Hockey-style mask doesn't need a throat protector
- Adults can warm up pitchers
- Managers must control their fans
- Umpires can eject fans
- Manager must pay a fee to lodge a protest



59

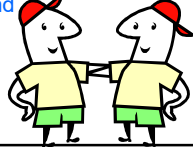
Rule 3.00 Game Preliminaries



60

Rule 3.03: Re-entry Rule

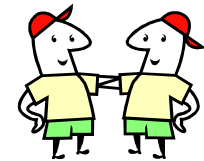
- A sub must play 6 consecutive defensive outs and 1 at bat before starter or another sub removes him/her
 - 1 at bat does not apply under CBO
- Starter **MUST** re-enter in same spot in the lineup
 - Starter and Sub may not be in lineup at same time
 - Once mandatory play is met, a starter and a sub may enter/re-enter for each other as desired.
- **NOTE:** A player who has met the mandatory play requirements and is a pitcher at the time she/he is removed, may be removed for a substitute batter and re-enter the game as a pitcher once, provided the pitcher was not physically replaced on the mound



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Rule 3.03 Re-entry Rule

- If there are no eligible players to re-enter in order to replace an injured or ejected player
 - Opposing manager gets to choose the player who re-enters
 - Ejected players **CANNOT** re-enter



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Rule 3.03: Announcing Subs

- When can a manager make a substitution?
 - Defensive: While on defense
 - Offensive: While at bat or on base
- **Do Not** accept substitutions that violate this
 - Typically done to take advantage of Special Pinch Runner rule
 - Remind managers to make changes at the beginning of the half inning if possible (game speed up issues)



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Rule 3.05: Starting/Sub Pitchers

- Starting pitcher **MUST** pitch to one batter
- Sub **MUST** also pitch to one batter, unless inning ends on a putout
- When removed from the mound, cannot return to pitch
 - Exception: 50/70 & above can return once in the game if not removed from lineup
 - If using CBO, the pitcher must remain on the field to be eligible to return (cannot sit out an inning)



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Rule 3.08: Unannounced Subs

- An unannounced sub is official when:
 - Batter steps in the box
 - Fielder gets in position
 - Runner gets on base
- Unannounced pitcher
 - Delivers a warm-up pitch from the rubber
 - Any player that delivers a pitch from the rubber between innings is in! (Prevent it!)
- No real penalty if sub is eligible to enter



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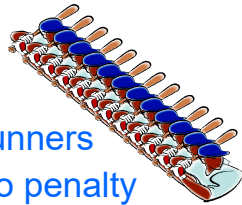
Rule 4.00 Starting and Ending the Game



66

Rule 4.04: Continuous Batting Order

- Mandatory in Minors/below; optional in Majors/above
 - Don't forget Mandatory Play requirement for substitutes
- Cannot use Special Pinch Runners
- Injured player skipped with no penalty
- League needs a local rule to decide when
 - Runner gets injured and cannot continue
 - Batter gets injured during their at-bat and cannot continue



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Rule 4.06: Game Conduct

- Cheering and chants are okay if they are directed to teammates
- Teams should not refer to one another in a derogatory way
- Offense cannot say/do anything to distract pitcher
 - No rule saying they have to stop cheering when pitcher begins to pitch
 - Make sure they do not increase volume when pitcher begins to pitch
- Defense cannot say/do anything to distract batter
- Umpires must judge when cheering gets out of hand



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Rule 5.00 Putting the Ball in Play – Live Ball

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Rules 5.09 – 5.10: Calling Time

- When batter gets hit by pitch
- When someone gets seriously injured
- When manager, coach, player requests it **AND** umpire grants it
- When umpire wants to clean the plate, secure a base, talk to a mgr, etc...
- When lights fail
- So players can tie their shoes
- **Holding up 1 hand to stop pitcher = calling TIME!**

TIME!



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Rules 5.09 – 5.10: Calling Time

WHEN NOT TO CALL TIME

- Between batters / pitches / outs for no real reason
- Coach assists runner (by touching)
- Thrown ball touches base coach
- Head first slide (Majors & below going into a base, returning is fine)
- To give advantage to Offense:
 - Runner not steady or overruns base
- To give advantage to Defense
 - Returning ball to pitcher

TIME!



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Rules 5.09 – 5.10: Calling Time

WHEN TO DELAY CALLING TIME

- Illegal Pitch/Balk (Delayed Dead Ball)
- Catcher Interference (DDB)
- Plate Umpire Interference (DDB)
- Obstruction – No play being made on the obstructed runner (DDB)
- Runner Left Early (DDB if advance)
- Max Runs reached – let play continue
 - May have a force out nullifying one or more runs
- Safety issue

Yawn...**TIME!**



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Rule 6.00 The Batter

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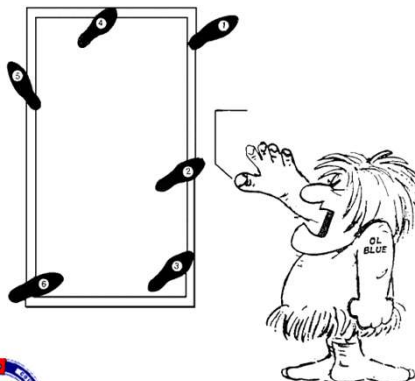
Rules 6.02 & 6.03: Batter and the Box

- Batter must get in the box promptly
 - Both feet must be in the box
 - Foot on the line: Okay
 - Foot over the line: NOT Okay
- Batter leaves the box during the pitch
 - Ball or **STRIKE** as pitch dictates
 - No balk/illegal pitch if pitcher stops
- Batter refuses to get in box: Umpire calls a strike (pitch not required)



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Rules 6.02 & 6.03: Batter and the Box

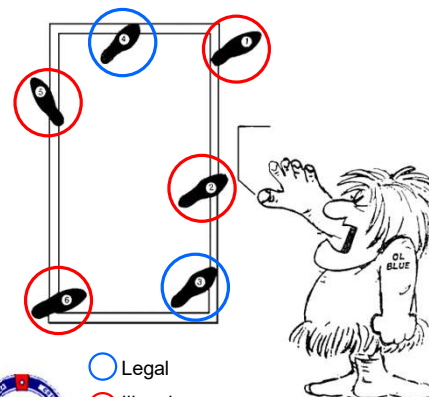


- What's legal and what's not before the pitch?



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Rules 6.02 & 6.03: Batter and the Box



- What's legal and what's not before the pitch?
- Don't let pitcher pitch until batter is in the box.

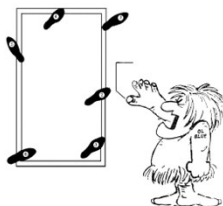
○ Legal
○ Illegal



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6.02(c) Batter's Box

- Regular season optional. **Tournament play this will be mandatory!**
 - If it is not marked it is the umpire's judgement where the box is
- After entering the batter's box, the batter **MUST** remain in the box with at least one foot throughout the at bat unless one of the exceptions apply



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6.02(c) continued

- Exceptions:
 - On a swing, slap or check swing
 - When forced out of the box by a pitch
 - When the batter attempts a "drag bunt"
 - When the catcher does not catch the pitched ball
 - When a play has been attempted
 - When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball from the catcher or the catcher leaves the catcher's box
 - On a three ball count that is a strike that the batter thinks is a ball



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6.02(c) Continued

Penalty

- 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. Any number of strikes can be called on each batter
- Major/Minor Div. – No pitch has to be thrown, the ball is dead and no runners may advance.
- Intermediate/Jr's/Sr's – No pitch has to be thrown **and the ball is live.**

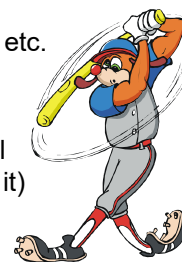
Note: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.



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Rule 6.05: Batter is Out

- Other than the obvious, the batter is out when:
 - In Majors*/above, the third strike is not caught with less than two outs, but a runner is on first
 - The batter swings at a third strike, but the ball hits their hand, wrist, arm, etc. (dead ball strike)
 - They hit an Infield Fly
 - They are touched by their own fair ball (unless a fielder had a chance to field it)
 - The bat hits the ball a second time in fair territory



* Leagues may choose to opt out for regular season for Majors.

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Rule 6.05: Batter is Out

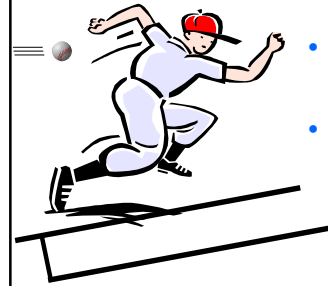
- Other than the obvious, the batter is out when:
 - They intentionally hits/kicks a foul ball that could go fair
 - A fielder touches and intentionally drops fly ball/line drive anytime there's a runner on 1B and less than two outs
 - Not out if ball falls untouched (unless an infield fly)
 - A preceding runner intentionally interferes to break up a double play
 - BR violates the runner's lane rule [6.05(j)]



81

Rule 6.05j: Lane Violation

- Three-foot lane halfway from home to first
- Batter must run completely in lane
- If the batter is out of the lane and prevents the fielder at first from fielding the throw, **interference**



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Rule 6.05j: Lane Violation

- Throw towards first hits batter: **Out**
- First baseman can't catch throw: **Out**
- Catcher doesn't throw: **No penalty**
- Catcher hesitates, then throws late: **No penalty**
- Catcher throws wild and then tries to blame batter: **No penalty**
- Catcher purposely hits batter and ball isn't going towards first: **No penalty**
- Ball thrown towards home hits batter: **No penalty**



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Rule 6.05j: Lane Violation



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Rule 6.06: Illegal Batter Action

- The batter is out when
 - They hit the ball with a foot completely out of the box and on the ground
 - They step from one box to the other when pitcher is ready to pitch
 - They interfere with a play on a runner while at bat



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86

Umpires View of an Illegally Batted Ball



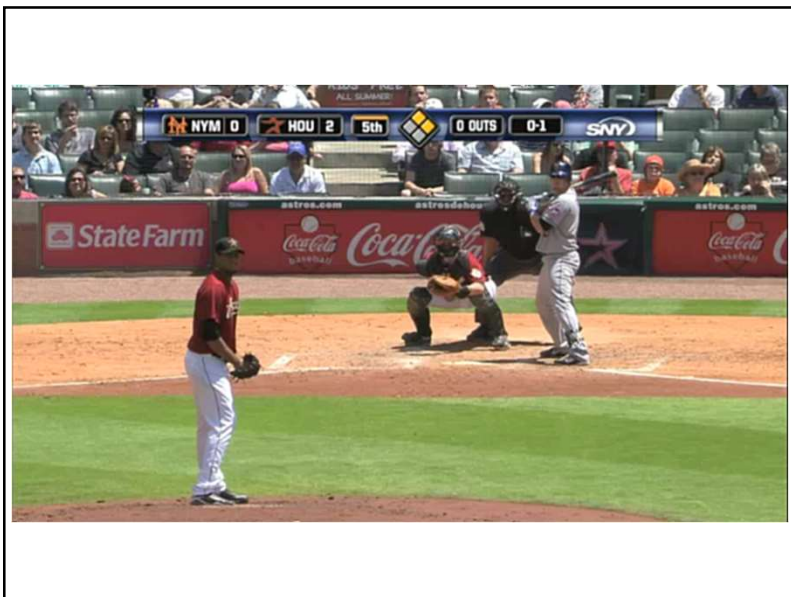
87

Rule 6.06c: Batter Interference

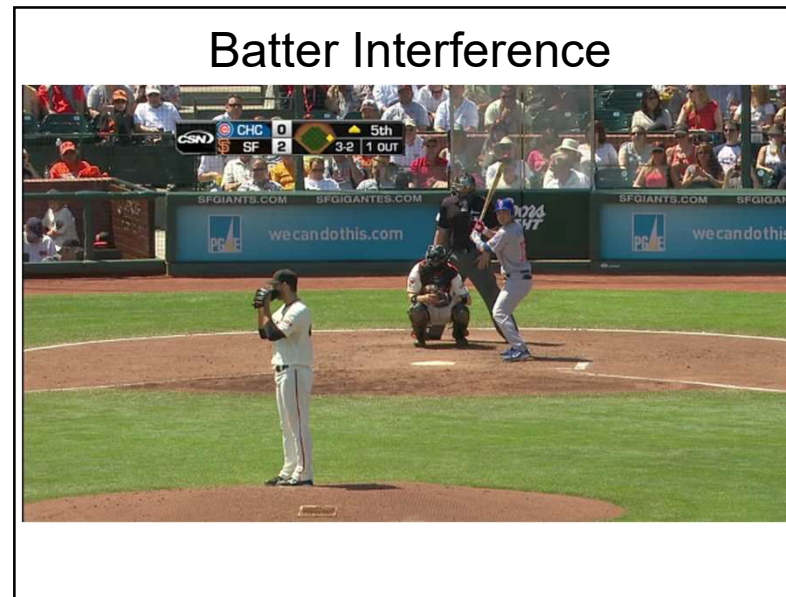
- Steps/stumbles out of the box and impedes catcher's throw to retire a runner
 - Contact does not have to be made
- Stays put in the box and affects a play at the plate
- Intentionally impedes catcher's throw while in the box
- Throws his bat and hinders a fielder



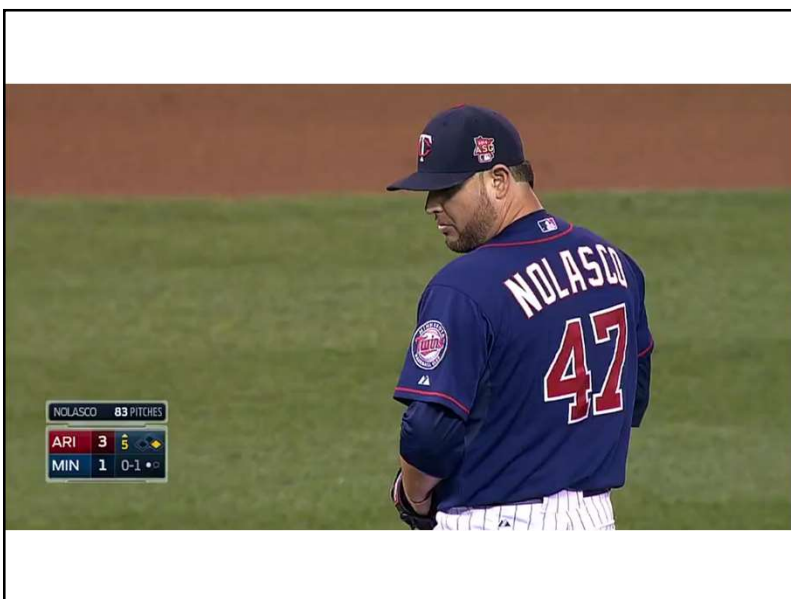
88



89



90



91

Batter Interference



90

Rule 6.06c: Not Batter Interference

- Stays in box and does nothing out of the ordinary if there is not time to clear out of the way of a play
- Backs out and unintentionally kicks a loose ball
- Runner is put out despite the batter's action
- No play being made (dead ball)
- Catcher's throw back to the pitcher hits the batter or bat (live or dead, depending on intent)



92

Rule 6.06d: Illegal Bat

- Before batter steps in or after next batter steps in box:
 - Remove bat only
- After batter steps in box:
 - Batter is out
 - Lose one eligible adult base coach (not ejected)
- After the ball is hit: (Defense has the option)
 - **Defense takes play:**
 - Lose one eligible adult base coach
 - Any advances resulting from use of the illegal bat are **Legal**
 - **Defense takes penalty:**
 - Batter/runner is out
 - Lose one eligible adult base coach
 - Any advances resulting from use of the illegal bat are Nullified



93

6.08(a)(2)

- Minor/Major Div. – The defense can elect to “Intentionally Walk” the batter by announcing such decision to the plate umpire.
- Note 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.
- Note 2: The ball is dead and no other runners may advance unless forced by the batter’s award, pitches will be added to the pitch count that would equal the number of pitches needed to get to a 4 ball count.



94

Rule 6.08c: Defensive (Catcher’s) Interference



- Occurs when catcher or fielder prevents a batter from hitting the pitch
- **Penalty:** Batter gets first, runners advance only if forced or stealing
- If batter:
 - Misses pitch/hits uncaught foul: Call Time, enforce penalty
 - Hits pitch: let play end, manager gets choice of play or penalty,
- If everyone advances one base safely, ignore infraction



95

Catcher’s Interference



96

Rule 6.09b: Third Strike Is Not Caught

- **Majors/above:** The batter may run to first on an uncaught third strike when
 - Nobody on first
 - Runner on first with two outs
- **Can't advance:** "BATTER'S OUT! BATTER'S OUT!"
- Batter can't advance after entering dugout
- Not interference if batter runs when they shouldn't



97

Top Ten Rule Myths Heard at the Little League Park

10. "That's a Strike, Blue! He kept his bat over the plate on the bunt!"
9. "He can't high-five his coach on a home run, Blue!"
8. "He can't go to first, Blue! The pitch bounced before it hit him!"
7. "He caught it, Blue! He held that ball for three seconds!"
6. "He can't be out! He was on the base when the ball hit him, Blue!"
5. "Tag him! He can't turn to the left to go back to first base!"
4. "He broke his wrists, Blue! That's a strike!"
3. "Tie goes to the runner, Blue! He's safe!"
2. "He gets one plus one on an overthrow, Blue!"
1. "The hands are part of the bat!"



98

Rule 7.00 The Runner

Rules 7.01, 7.02, 7.04:

- **7.01:** Runner cannot return to previous base when pitcher is ready – on rubber with ball
- **7.02:** **MUST** touch all bases forwards and backwards
 - Anytime ball is live
 - Anytime bases are awarded
 - When returning to touch missed base
 - Not necessary following foul ball or runners returning following 7.13 violation (leaving early)
- **7.04:** Runners get one base if fielder catches a fly ball then falls in Dead Ball Territory

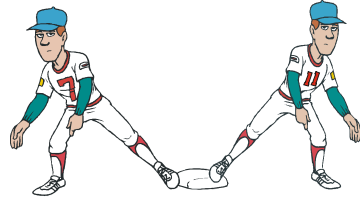


99

100

Rule 7.03: Two Runners on a Base

- When two runners are on the same base, it's not an automatic out
- Defense must tag runner not entitled to the base
 - No force then lead runner is entitled base
 - Force then trailing runner is entitled to base
- If fielder tags both, point to runner who is out to prevent confusion



101

Rule 7.05: Base Awards

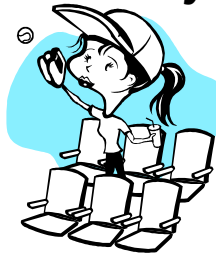
- Four bases:
 - fair batted ball in flight prevented from going over fence by detached equipment
- Three bases:
 - batted ball is touched by detached equipment
- Two bases:
 - Thrown ball is touched by detached equipment
 - Batted bouncing ball goes out of play / stuck in fence
 - Thrown ball by a fielder goes out of play
- One base:
 - Pitched ball goes out of play, stuck in fence or umpire gear (two bases if pushed by catcher/fielder)
 - Pitched ball is touched by detached equipment
 - Pitcher throws ball from rubber out of play



102

Rule 7.05g: Ball Thrown Out of Play

- Have to determine
 - Who threw the ball?
 - If an infielder, was it an “initial” play or “subsequent” play?
 - Where were the runners?
- If “initial” play by infielder
 - Two bases from Time of Pitch
 - Unless **ALL** runners advance safely before ball was thrown
- Any other throw:
 - two bases from Time of Throw
- Award is **NEVER** from when ball goes out of play



103

Rule 7.06: Obstruction

- Fielder without the ball cannot impede a runner
- 7.06a: Obstructed runner being played upon, or batter obstructed before reaching first
 - Immediate dead ball
 - Runners get base they would have achieved had there been no obstruction
 - Obstructed runner gets at least the next base from last one legally touched before the obstruction



104

Is This Obstruction?



105

Obstruction or Nothing?



106

Is There Possession? Obstruction?



107

What About This?



108

And This...Obstruction?



109

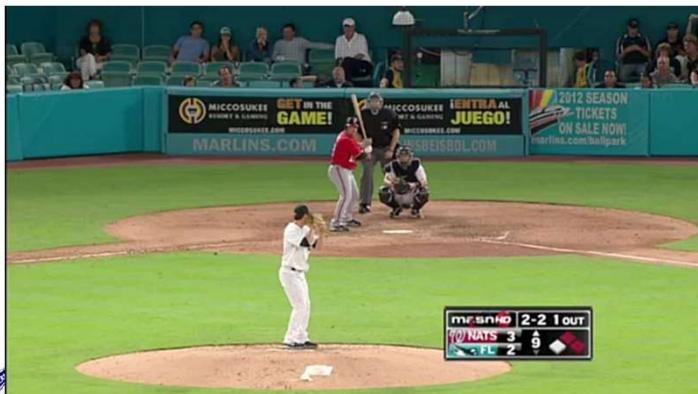
Rule 7.06: Obstruction

- Fielder without the ball cannot impede a runner
- 7.06b: Obstructed runner not being played upon
 - Umpire signals and calls Obstruction
 - Delayed dead ball
 - End of play, umpire awards bases, **IF ANY**, that nullifies the obstruction
 - Obstructed runner could overrun his protection



110

(B) OBSTRUCTION NO PLAY MADE ON RUNNER



111

Can The First Baseman Impede the Runners Progress?



112

Rule 7.08: Runner is Out

- The not-so-obvious, runner is out when he:
 - Avoids a tag by going three feet out of their base path
 - Doesn't slide **OR** attempt to get around a fielder waiting to make a tag
 - Slides headfirst going to a base (Majors/below)
 - Abandons first after touching it
 - Passes a lead runner
 - Runs bases in reverse order (except to correct missed base)
 - Misses home and doesn't return (must be appealed)



113

THE “MUST SLIDE OR ATTEMPT TO GET AROUND” RULE

- There is **NOT** a “Must Slide Rule”!
- Rule 7.08(a)(3)
 - The runner is out if “the runner does not slide **OR** attempt to get around a fielder who has the ball and is waiting to make a tag”
- Be aware of when the fielder receives the ball.



114

Rule 7.09: Runner Interference

- A runner is out for interference when they
 - hinders a fielder attempting to field a batted ball (no intent required)
 - intentionally hinders a fielder's throw
 - A batter hinders a play on that runner at home with less than two outs (if two outs then batter is out – no runs score)
 - A teammate hinders a play on that runner
 - The base coach physically assists that runner



115

Rule 7.09: Runner Interference

- A runner is out for interference when
 - The base coach acts like a runner to draw a throw
 - They are hit by a batted ball before an infielder (other than the pitcher) had a chance to field it
- If interference breaks up double play
 - By runner: They and batter are out
 - By batter-runner: They and runner closest to home are out
- Except for coach's assistance, ball is immediately dead
 - Allows defense to make additional plays after coach's assistance is called



116

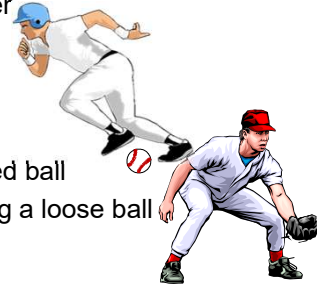
Interference on a double play



117

Rule 7.09: Runner Interference

- A runner is NOT out for interference when:
 - He unintentionally hinders a throw
 - He is hit by a batted ball after it passes all infielders (other than the pitcher) that had a legitimate chance at fielding the ball
 - He is hit by a deflected batted ball
 - He runs into a fielder chasing a loose ball (this is Obstruction)



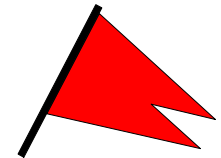
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119

Rule 7.13: Leaving Base Early

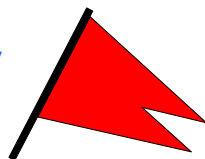
- Runners cannot leave bases once the pitcher and catcher are “ready”
 - Pitcher on the rubber with the ball
 - Catcher behind the plate with mask on
 - Ball is live
- One guilty = ALL guilty
- Let play continue; all outs stand
- Penalty: ALL runners return to the base they occupied at time of pitch unless forced



120

Rule 7.13: Leaving Base Early

- Umpire must judge the “value” of the hit
 - Runners advance no further, no matter what happens during the play
- If batter reaches on an error, nobody gets more than one base
- Bases loaded and batted ball stays in the infield, no runs will score
- Bases loaded, 2 outs, U3K, no runs will score
- Batter is retired during the play, everyone returns!



121

Rule 8.00 The Pitcher

122

Rules 8.01/.02/.03

- 8.01: Pitcher can take signs from anybody
- 8.02a: Pitcher cannot go to mouth while on the rubber
- 8.02c: Pitcher cannot intentionally throw at batter
- 8.03: One minute to warm up between innings (Starts as soon 3rd out of last half inning is recorded)
 - Not more than 8 pitches
 - More if pitcher hasn't warmed up at all previously



Pitcher must pitch within 20 seconds (no base runners)

123

Rule 8.05: Balk/Illegal Pitch

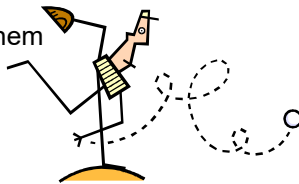
- Balk on big field; Illegal Pitch on small field
- Cannot balk/deliver illegal pitch with no runners
 - Two exceptions in red (always an illegal pitch)
- A pitcher balks/delivers illegal pitch when he:
 - Starts his pitching motion, then stops
 - Throws to a base without stepping towards the base
 - Fakes a throw to first from rubber
 - Throws to an unoccupied base (except during an appeal)
 - Takes signs while not in contact with the rubber
 - Quick-pitches
 - Starts his motion to pitch while not in contact with the rubber



124

Rule 8.05: Balk/Illegal Pitch

- A pitcher balks/delivers illegal pitch when he:
 - Pitches without facing the batter
 - Stands on or next to the rubber without the ball
 - Delays the game
 - Drops the ball while on the rubber
 - Brings his hands together, separates them, then brings them together again



125

Rule 8.05: Balk/Illegal Pitch

- **Illegal pitch penalty (Majors/below)**
 - Dead ball, ball on batter (runners don't advance)
 - If the ball is pitched and batted, let play continue
 - If batter and all runners advance one base safely, ignore the illegal pitch (same if pitch is ball four)
 - If illegal pitch occurs on a throw to a base, ignore if all runners advance; otherwise, enforce penalty
 - Counts as a pitch
- **Manager does not get a choice if the batted ball benefits the offense**



126

Rule 8.05: Balk/Illegal Pitch

- **Balk penalty (INT/Juniors/above)**
 - Dead ball, runners advance one base
 - If the ball is pitched and batted, let play continue
 - If batter and all runners advance one base safely, ignore the balk (same if pitch is ball four)
 - Otherwise, no pitch, and runners advance one base
 - If balk occurs on a throw to a base, ignore if all runners advance; otherwise, enforce balk
- **Manager gets no choice**



127

Rule 8.06: Defensive Conference

- **Manager/coach may visit each pitcher**
 - Twice in one inning
 - On second time out the player must be removed as a pitcher
 - Three times in the game
 - On third visit the player must be pitcher
- **Any/all players may participate**
 - **Manager/coach can visit with any defensive player and be charged a conference to the pitcher.**
- **If catcher visits the pitcher after visiting with the manager/coach, it is counted as a visit to the pitcher.**



128

Rule 8.06: Pitcher Conference

- **It is not a visit:**
 - If the offense asked for Time first
 - During between inning warm-ups if no delay
 - If the manager/coach is checking on an injury
 - Umpire should monitor conversation
 - If the manager replaces the pitcher this will not be counted as a charged conference.



129

Rule 9.00: The Umpire

- **9.03(d): Game Coordinator**
 - **Required when there is not an adult umpire on the field**
 - Cannot be a manager or coach from that game
 - Participates in plate conference with managers
 - Must stay at the field at ALL times (game stops if coordinator leaves until they return or name a replacement)
 - Is solely responsible for judging darkness/weather
 - Has the power to eject!



130

Thank you.

***We will now answer the
questions that were sent to
Liz***



131