



DISTRICT 55 LITTLE LEAGUE

2025 Baseball Rules Instruction





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AGENDA



- **Significant Changes for 2025**
- **Definitions 2.00**
- **Umpire 9.00**
- **Runner 7.00**
- **Batter 6.00**
- **Pitcher 8.00**
- **Game Management 1.00, 3.00, 4.00, and 5.00**



2025 SIGNIFICANT CHANGES

“When baseball is no longer fun, it’s no longer a game.”

Joe DiMaggio

2025 BASEBALL CHANGES RULES



- **Rule 1.10 A.R.2** - Clarifies that products including choke-knobs, choke-up assists and thumb protectors are considered alterations to the bat and are not permitted.
- **Rule 1.11(a)(3)** – Neoprene Sleeves: Permits neoprene sleeves to be worn without being covered by an undershirt, provided the neoprene sleeve is a solid color and not white or gray.
- **Rule 1.11(j)** – Jewelry: Removes Rule 1.11(j); thus permitting jewelry to be worn.
- **Rule 1.16** – Helmet Stickers: Permits the use of helmet stickers or decals, provided that such usage is not excessive.
- **Rule 2.00** – At-Bat (Note 1 and Note 2): Clarifies that when using the continuous batting order, you can use curtesy runner for pitcher and/or catcher in first at-bat.

2025 BASEBALL CHANGES RULES



- **Rule 2.00** – Courtesy Runner, Rule 3.04, Rule 7.14(b), Clarifies that when using the continuous batting order, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time when there are two outs.
- **Rule 3.01** – Pregame Equipment Inspection: Removes the requirement for umpires to check equipment prior to the start of the game by placing responsibility for legal and proper equipment on the manager.
- **Rule 3.17** – Electronic Devices: This change permits a team to use one-way communication to the catcher while the team is on defense.
- **Rule 6.06(d)** – Use of an Illegal Bat: This change updates the penalty:
 - Batter who used the illegal bat and Manager are ejected, team loses 1 adult base coach for the remainder of the game, and the bat is removed from the game.

REGULAR SEASON LEAGUE OPTIONS



- Local League/Inter-League Options
 - **3.03 or 4.04**, Batting Order, Continuous Batting Order (CBO) – Recommend Opt In
 - **3.04 and 7.14(b)**, Allowance of courtesy runners for pitchers and catchers – Recommend Opt In
 - **4.10(e) Note 2**, Mercy Rule, 8 runs, 10 runs, 15 runs – Recommend Opt In
 - **4.16** A game may be started, continued with less than nine (9) players – Recommend Opt In
 - **4.19(g)**, Minor Division Protests Resolved Before Next Pitch or Play – Recommend Opt In
 - **6.02(c)**, One foot in the Batter's Box – Recommend Opt In
 - **6.05(b)(2)**, Majors Do Not Advance on Third Strike Not Caught – Recommend Do Not Opt In
 - **9.01(d)**, Stealing Signs – Recommend Opt In

REGULAR SEASON MANAGER OPTIONS



- Manager's Options
 - **8.05 Illegal Pitch**, if the ball is put into play
 - **6.06(d) Illegal Bat**, if the ball is put into play
 - **6.08(c) Catcher's Interference**, if the ball is put into play



Questions?



RULE 2.00 DEFINITIONS

“He who wants to persuade should put his trust not in the right argument, but in the right word. The power of sound has always been greater than the power of sense.”

Joseph Conrad

WITHOUT THE TERMS OF ART, THERE IS NO COMMUNICATION



- The Rules and Regulations are a Framework
- “That’s how we did it last game” is NOT Rules Knowledge
- Rule 2.00, Definitions, tell you “What” and the rest of the playing rules tell you “How”
- Understand the “Spirit of the Rule”

RULE 2.00 A PLAY



Live Ball Situation

- Ball and Offensive Player come together
 - Any Tag
 - Any Force
 - Throw to put out a runner
 - Illegal Pitch/Balk



RULE 2.00 BALL IN FLIGHT

Live Ball

- Batted, Thrown, or Pitched
- Has not touched the ground, umpire, runner, or some other object other than a fielder



RULE 2.00 CATCH



Is A Catch

- Fielder gains control of a Ball In Flight, in hand or glove, proves complete control of the ball by demonstrating voluntary and intentional release of the ball

Is Not A Catch

- Possession of the ball is lost prior to demonstrating control



RULE 2.00 A TAG

A Tag is the action of a fielder

- Touching a base with the body while holding the ball securely in the hand or glove, or
- Touching a Runner with the ball or with the hand or glove holding the ball.

Whether or not the ball is held securely is a judgement call.





RULE 2.00 BASE PATH

Base path is set when a Tag Play starts

- At that moment, the base path is set as a direct line from the Runner to the next base and the Runner to the previous base
- Three feet from the base path is a violation
- In a rundown, the base path may change



RULE 2.00 AT BAT



Is an At Bat

- Batter assumes his/her position in the Batter's Box with no count and
 - Retired as a batter; or
 - Retired as a batter-runner; or
 - Reaches base and is retired, scores, replaced by a curtesy runner or the half inning ends
- In a Batting Out of Turn situation, the Proper Batter who is called out
- Being called out for using an Illegal Bat

Is Not an At Bat

- A Player is skipped over in a Batting Out of Turn situation
- An Improper Batter with a count is replaced by the Proper Batter
 - Neither player gets an At Bat for Mandatory Play purposes

RULE 2.00 ILLEGAL BAT



- Altered by machining or by addition of unapproved items such as pine tar, choke assist, or thumb protector the bat becomes illegal
- Per Rule 1.10, does not meet specifications for
 - Length
 - Width
 - Diameter
 - Labeling
- A cracked or damaged bat, that otherwise meets all specifications, is NOT illegal. The bat is “damaged” and is removed without penalty.
- No “donuts” are to be used. Weighted bat sleeves are allowable.

RULE 2.00 STRIKE ZONE



That space over Home Plate between the Batter's armpits and the top of the knees when the Batter assumes a natural stance

Batter's natural stance is when swinging at a pitch

Strike Zone always remains over home plate regardless of where the Batter stands in the batter's box





RULE 2.00 FOUL TIP

Batted ball that goes sharp and direct from the bat to the Catcher's hand or glove and legally caught

- Cannot first touch Catcher's gear or body
- Cannot be caught by anyone else
- Ball is live



RULE 2.00 FAIR BALL



A batted ball that

- Settles on Fair territory between home and first/third or touches first, second, or third base
- First touches an Umpire or Player over Fair territory
- First falls on Fair territory on/beyond first/third base
- Leaves the field in flight while over Fair territory



RULE 2.00 FOUL BALL



A batted ball that

- Settles on Foul territory between home and first/third
- Bounds past first/third base on or over Foul territory
- First falls on Foul territory on/beyond first/third base
- While on or over Foul territory, touches the person of an umpire, player or any object foreign to the natural ground





RULE 2.00 BUNT

A batted ball that

- Is Not swung at
- Intentionally met with the bat
- Tapped slowly

The batter must offer at the pitch for it to be called a strike



RULE 2.00 INFIELD FLY



- Umpire will declare “Infield Fly, Batter is Out” or “Infield Fly If Fair”
 - Runners at first and second or first, second, and third
 - Less than two outs
 - Fly ball that can be caught by an infielder with ordinary effort
 - Fielder must use ordinary effort to make the catch
 - Consider the Division and/or weather
 - If the fly ball is not caught or after the fly ball is caught
 - Runners may advance but are in jeopardy of being put out
- Uncalled Infield Fly should be corrected after the Play
- Improperly called Infield Fly means the play stands

RULE 2.00 FORCE PLAY



- A Play in which a Runner legally loses the right to occupy a base by reason of the Batter becoming a Runner
 - Any Play where a Batter-Runner does NOT reach first base safely is treated as a Force Play at first base
 - No runs may score when the third out is a Force Play
 - The force play can be removed during a play

RULE 2.00 TIME PLAY



- A Play in which the third out is on any Runner for any reason, which is NOT a Force Play
 - To determine whether a run scores on a Time Play, the Umpire must judge that the Runner scored prior to the third out
 - Appeals for the third out, which are not Force Plays, are Time Plays

RULE 2.00 INTERFERENCE



- Offense (5.09, 6.05, 6.08, 6.09, 7.08, 7.09, and 7.11)
 - Confusing, hindering, or impeding any fielder attempting to make a Play
 - Coach (7.09(h))
 - Physically assisting the runner in leaving or returning to first or third base
- Defense (6.08(c))
 - Preventing or hindering the batter from hitting a pitch
- Umpire (5.09(b) and 6.08(d))
 - Interferes with the catcher's act of throwing to retire a runner or having a batted ball touch an Umpire in fair territory before passing a fielder
- Spectator (3.16)
 - Reaching onto the playing field or coming onto the playing field



RULE 7.08(B) BATTER/RUNNER INTERFERENCE

It is interference by a Batter or Runner when intentionally interferes with a thrown ball or hinders a fielder attempting to make a play on a batted ball, whether intentional or not.

Contact is not necessary for interference to be called.





RULE 7.08(F) BATTER/RUNNER INTERFERENCE

It is interference by a Batter or Runner when they are touched by a fair batted ball in fair territory before the ball has touched or passed an infielder.

The base IS NOT a sanctuary except during an Infield Fly

"...PAINFUL on a lot of levels."



ESPN3	0-2	1 OUT
MINNESOTA	7	4
IOWA	3	PITCHES 13
2015 LLWS - MIDWEST REGIONAL		



RULE 7.09(F) 7.09(G) RUNNER INTERFERENCE

Any Batter or Runner who intentionally hinders or impedes any following play (potential double play) being made on a Batter or Runner has committed Interference. The Batter or Runner shall also be declared out for the interference by a teammate.

It does not matter whether or not the second out could have been made.





RULE 6.06 (C) 1 & 2 BATTER INTERFERENCE

A batter is out for illegal action when

(c) Interfering with the catcher's fielding or throwing by:

- (1) Stepping out of the batter's box, or:
- (2) Making any other movement that hinders the catcher's actions at home plate or the catcher's attempt to play on a runner

Exception: Batter is not out if any runner attempting to advance is retired, or if runner trying to score is called out for batter's interference





RULE 6.05(J) BATTER INTERFERENCE

- In running the last half of the distance from Home Plate to First Base, while the ball is being fielded to First Base:
 - Batter-Runner runs to the right of the Runner's Lane or Inside the Foul Line and
 - Interferes with the Fielder taking the throw at first base
- The ball **must be throw** and **must be fieldable**
- Interference protects the Fielder and not the Thrower





RULE 7.09(H) COACH'S INTERFERENCE

- Touching or holding the Runner to assist
- Pushing a Runner ahead
- Assist Runner in touching a base
- Picking up a fallen Runner

The coach has to improve the Runner's chance of accomplishing the Runner's goal.

High Fives are not interference.



RULE 6.08(C) “CATCHER’S” INTERFERENCE



The Batter becomes a Runner and is entitled to first base when the Catcher, or any fielder, interferes with the Batter

- Delayed Dead Ball
- Runners return
 - (Int/Jrs) If squeeze play or steal from 3rd base, see Rule 7.07
- Manager’s Option
 - If Batter-Runner and all Runners advance at-least one base safely, proceed without reference to the Interference **No** Manager Option
 - If not, the Manager takes the result of the play or the base award
- The Interference must be with the Batter’s attempt to hit the ball.





RULE 5.09(B) UMPIRE INTERFERENCE

If the Umpire impedes a
Catcher's throw on a
steal

- Call "Interference"
- Play Proceeds
- If Out, disregard Interference
- If Safe, return all runners



RULE 6.08(D) UMPIRE INTERFERENCE



A fair ball touches an umpire in fair territory before it passes an Infielder

- Call “Interference”
- Immediate Dead Ball
- Place Batter-Runner on First Base
- Runners advance if forced



RULE 3.16 SPECTATOR INTERFERENCE



- Immediate Dead Ball
- Umpire imposes such penalties and/or awards to nullify the Interference including outs or Runners advancing



RULE 2.00, 7.06(A), 7.06(B) OBSTRUCTION



The act of a Fielder

- While Not in possession of the ball
- Impedes the progress of a Runner
 - The Runner has the right to the basepath on a thrown ball
 - Does not need be intentional
 - Does not need to have contact
- Fake tags are considered obstruction



RULE 7.06(A) OBSTRUCTION WITH A PLAY



- Immediate Dead Ball
- The obstructed player will get at least one base beyond the base last legally touched
- Award bases the other Runner(s) would have reached if there had been no obstruction



RULE 7.06(B) OBSTRUCTION WITHOUT A PLAY



- Delayed Dead Ball
- Umpire's judgement on which base the Runner would have safely reached without the obstruction
- The Umpire will rule as necessary to nullify the obstruction once the play has concluded
- Runners who advance beyond the protected base do so at the risk of being put out





Questions?



RULE 9.00 THE UMPIRE

“Judges are like umpires. Umpires don’t make the rules. They apply them. The role of an umpire and a judge is critical. They make sure everybody plays by the rules.”

John Roberts



RULE 9.01(B) THE UMPIRE

Each umpire is the representative of the league and of Little League International and is authorized and required to enforce all of the rules.





RULE 9.01(G) THE UMPIRE

Umpires may order both teams into their dugouts and suspend play until such time as league officials deal with unruly spectators. Failure of league officials to adequately handle an unruly spectator can result in the game being suspended.



RULE 9.03(D) GAME COORDINATOR



- If there is no adult Umpire, a Game Coordinator must be at the game site or the game cannot be played
- The Game Coordinator must be an adult and must not be a manager or coach of either team in the game
- The Game Coordinator cannot be assigned as the Game Coordinator for more than one game at a time
- Game Coordinator Duties:
 - Attend the Plate Meeting
 - Oversee conduct of umpires, managers, coaches, and players
 - May disqualify any manager, coach, or player

RULE 9.04 UMPIRE DUTIES



Plate Umpire

- Balls and Strikes
- Fair/Foul
- Decisions on the Batter
- Control the Batting Order
- Shared Duties
 - Time
 - Illegal Pitches/Balks
 - Defacing the Ball

Base Umpire

- Calls on the Bases
- Fair/Foul
- Decisions on the Runners
- Aid in Game Management
- Shared Duties
 - Time
 - Illegal Pitches/Balks
 - Defacing the Ball

RULE 4.03 AND 5.11 UMPIRE CALLS “PLAY”



- Pitcher has the ball and is on the Pitcher's Plate
- Catcher is ready to receive
- All fielders, except the catcher, are in fair territory
- Two base coaches in place
- Runners have re-touched after a foul

The Batter does not need to be in the Batter's Box...however for safety and game control best to wait for the batter to enter the batter's box



RULE 9.05(A) UMPIRE REPORTS



- The Umpire shall report to the League President within 24 hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reason(s) therefore.
- Reports should also be made of inappropriate fan behavior, fields in poor condition or other safety related items



Questions?



RULE 7.00 THE RUNNER

“Little League Baseball is a very good thing because it keeps the parents off the streets.”

Yogi Berra



RULE 7.03 TWO RUNNERS ON SAME BASE

If two Runners occupy
the same base,

- the Trailing Runner is out when tagged
- Unless it is a force play, then the Lead Runner is out when tagged



RULE 7.05(B-C) THREE BASE AWARDS



- Three Bases if a fielder deliberately touches a FAIR BALL with detached equipment (cap, mask, or any piece of equipment or part of the uniform) from its proper place on the person of said fielder
- Three Bases if a fielder deliberately throws detached equipment (cap, glove) at and touches a FAIR BALL

RULE 7.05(D-G) TWO BASE AWARDS



- Two Bases when a **THROWN BALL** goes out of play
 - Award is from **Time of Pitch** if the throw is the first play by an infielder
 - Award is from **Time of Throw** on any other play
- Two Bases if a fielder deliberately touches a **THROWN BALL** with detached equipment (cap, mask, or any piece of equipment or part of the uniform) from its proper place on the person of said fielder
- Two Bases if a fielder deliberately throws detached equipment (hat, glove) at and touches a **THROWN BALL**
- Two Bases if a fair ball bounces or is deflected into the stands outside the first or third base foul line

RULE 7.05(H-J) ONE BASE AWARDS



- One Base if a ball, PITCHED TO THE BATTER, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner, goes into dead ball territory, goes into a stand or a bench, or over, through or lodges in a field fence or backstop. The ball is dead.

Note: If the pitcher is not in contact with the pitcher's plate, the pitcher is a fielder and the award is two bases

- One base when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia
 - If ball four, the award to batter is first base, and all runner's move up only one base from time of pitch
- One base, if a fielder deliberately touches a PITCHED BALL with detached equipment (cap, mask, or any piece of equipment or part of their uniform) from its proper place.



RULE 7.08(A)(3) SLIDE OR AVOID

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 the tag.

No “Must Slide” Rule

Runner can slide, attempt to get around the fielder, retreat or concede





RULE 7.08(A)(4) HEAD FIRST SLIDE

Major Division and
Below

The Runner is out for
sliding head first while
advancing to a base.

It is not a violation if the
Runner slides head first
returning to a base.





RULE 7.10 APPEALS

- **Base Runner Appeal Plays**
 - Failure to re-touch properly (7.10(a))
 - Missed a base (7.10(b))
 - Failure to return to first base (7.10(c))
 - Failure to touch home plate (7.10(d))
- **Batter Appeal Plays**
 - Use of an illegal bat (6.06(d))
 - Batting Out of Turn (6.07)

RULE 7.10

APPEAL GUIDELINES



- Base Runner Appeal
 - Ball must be live
 - Appeal window closes at next pitch, play, or attempted play
- Batter Appeal
 - Time must be granted
 - Appeal window closes at next pitch, play
 - For Illegal Bat appeals, when the next batter steps in the batter's box

RULE 7.13 MAJORS AND BELOW RUNNER(S) LEAVING EARLY



- When the pitcher is in contact with the pitcher's plate, in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered to and has reached the batter.
- When a runner(s) leave early, the base umpire shall drop a red flag. If one runner leaves early, it is deemed that they ALL have left early.
- For pitches not put in play, play continues. If runner(s) is put out, the out remains and other runner(s) return. If safe, all runner(s) return.
- For pitches put in play, play continues. If out(s) are made, they will stand, and runner(s) are returned as far back as possible.
- Rule book provides 16 examples...

RULE 7.13 MAJORS AND BELOW RUNNER(S) LEAVING EARLY



- If batter-runner is not put out, they shall not advance farther than first base on a single or error, second base on a double, or third base on a triple. The Umpire-in-Chief shall determine the base value of the hit ball.
- When any base runner leaves early, and batter bunts, hits the ball in the infield or advances on an uncaught third strike, no run shall be allowed to score. “Poof” Play
- Rule book provides 16 examples...if open base, return the runner(s)



Questions?



RULE 6.00 THE BATTER

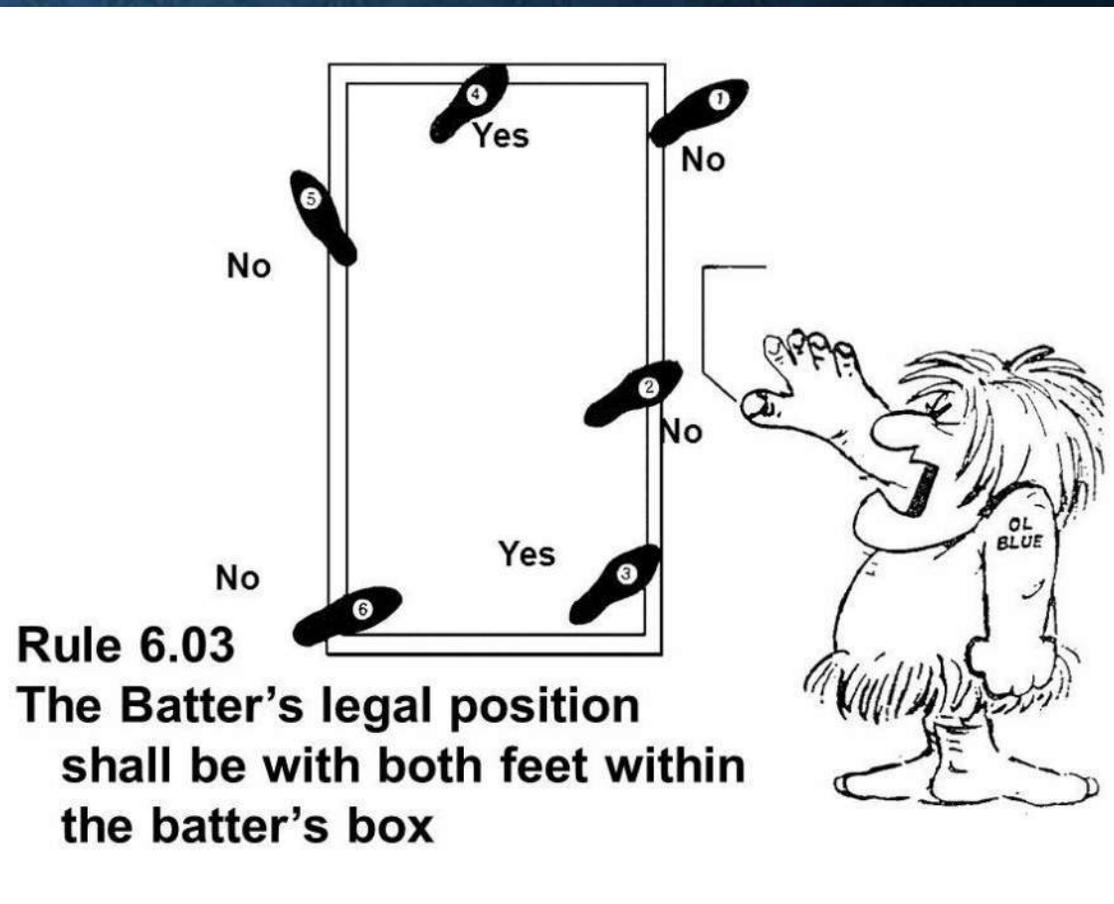
“There has always been a saying in baseball that you can’t make a hitter, but I think you can improve a hitter. More than you can improve a fielder. More mistakes are made hitting than in any other part of the game.”

Ted Williams

RULE 6.03 BATTER'S LEGAL POSITION



- The Batter's legal starting position shall be both feet within the Batter's box
- The line is within the Batter's box
- No penalty, unless batter refuses, simply instruct batter into the batter's box



RULE 6.05(B) THIRD STRIKE NOT CAUGHT



- Major Division and Above the Batter is Out when
 - A third strike is legally caught by the Catcher
 - A third strike not caught by the Catcher with first base occupied and less than two outs
- Minor Division the Batter is Out when
 - A third strike is legally caught by the Catcher
 - A third strike not caught by the Catcher
- League Option
 - During the Regular Season, the Major Division may use the option that a Batter is out on the third strike not caught under all circumstances

RULE 6.05(E) THIRD STRIKE HIT BY PITCH



- The batter attempts to hit a third strike and is touched by the ball
- Key Elements
 - Attempts to hit the ball
 - Immediate dead ball
 - No Runners can advance
 - Hands are not part of the bat



RULE 6.05(G) BAT HITS THE BALL



- The Batter is **OUT** after hitting or bunting a fair ball, the **Bat** hits the ball a second time in fair territory
 - Immediate dead ball
 - No runners can advance
- If a fair **Ball** hits the bat, the ball remains live and the Batter-Runner is not out, unless Interference is intentional
- If a **Ball** immediately hits the **Bat** a second time, the ball is foul
- If Batter is still in the batter's box, the ball is foul

RULE 6.06(A) ILLEGALLY BATTED BALL



Hitting the ball with one or both feet on the ground **entirely** outside of the Batter's box.

If one or both feet are on the ground **entirely** outside the Batter's box when **making contact** with the ball, the ball is dead immediately, regardless whether the ball is batted fair or foul.

Stepping on home plate is not an out unless the Batter's foot is on the ground **entirely** outside of the Batter's box when **making contact** with the ball.

The Batter is Out, all runners return to base at time of pitch.

RULE 6.06(D) USE OF ILLEGAL BAT



The Batter enters the Batter's box with one or both feet entirely on the ground with an Illegal Bat, or is discovered using an Illegal Bat prior to the next Player entering the Batter's box

If properly appealed:

- The Batter is out
- Nullify the play; any advance, score or out caused by the improper batter's action
- Allow any runner's advance while the improper batter is at bat
- The Defensive Manager may choose to accept the Play and decline the out to the Batter
- Penalty to the Offense
 - **The manager is ejected, the batter who violated the rule is ejected, and offensive team loses one eligible adult base coach for the duration of the game**

RULE 6.07

BATTING OUT OF TURN



The **proper batter** shall be called out, on appeal, when an **improper batter** completes a time at bat. This appeal must be before the next pitch or play.

The **proper batter** may take a position in the batter's box (and assume the count) at any time before the **improper batter** becomes a runner or is put out.

On a proper appeal, the umpire shall

1. Nullify the play; any advance, score or out caused by the **improper batter's** action
2. Allow any runner's advance while the **improper batter** is at bat

RULE 6.07 BATTING OUT OF TURN



When the **improper batter** becomes a runner or is put out, and a proper appeal is not made, the **improper batter** becomes **legalized**. The results of the at bat become legal.

If the **proper batter** is called out for failing to bat in turn, the next **proper batter** shall be the batter whose name follows the **proper batter** called out.

If an **improper batter** becomes **legalized**, the next **proper batter** shall be the batter whose name follows the **legalized batter**.

RULE 6.07

BATTING OUT OF TURN



Resolving any Batting Out of Turn

- Determine if appeal is being made during the proper appeal window
- Identify the Batter in question
- Go back one Batter. Is that batter **proper** or **legalized**?
- Is the Batter in question **proper** or **not proper**?
 - **Proper**: No penalty
 - **Not Proper**: Call proper batter out. Reset the last play. Next batter is the one who follows the batter called out.
- Appeals made in the middle of an at bat result in the **proper batter** being placed in the Batter's box and assuming any count. Not an out.

T**TEXAS
RANGERS****POTENTIAL 2025 STARTING LINEUP**

1. MARCUS SEMIEN	2B	R
2. COREY SEAGER	SS	L
3. WYATT LANGFORD	LF	R
4. ADDOLIS GARCÍA	RF	R
5. NATHANIEL LOWE	1B	L
6. JOSH JUNG	3B	R
7. JOSH H. SMITH	DH	L
8. JONAH HEIM	C	S
9. EVAN CARTER	CF	L





Questions?



RULE 8.00 THE PITCHER

“The good rising fastball is the best pitch in baseball.”

Tom Seaver

REGULATION VI (A, B, AND K) BASEBALL PITCHERS AND CATCHERS



- Any Player may pitch, except one who has caught for four or more innings that day
- If a Player plays the position of catcher for three innings or less, then goes to pitch, the Player may return to the position of catcher as long as the Player throws 20 pitches or less (30 pitches for 15/16 year old)
- Exception: If the Pitcher reaches 20 pitches (30 pitches for 15/16 year old) while a Batter is at bat, the Pitcher may continue until that Batter
 - Is retired
 - Reaches base
 - The third out to end the half inning or game occurs

REGULATION VI (A, B, AND K) BASEBALL PITCHERS AND CATCHERS



- Any Player may catch, except one who has pitched 41 or more pitches that day
- Exception: If the Pitcher reaches 40 pitches while a Batter is at bat, the Pitcher may continue until that Batter:
 - Is retired
 - Reaches base
 - The third out to end the half inning or game occurs



REGULATION VI (A, B, AND K) BASEBALL PITCHERS

- **Major Division and below:** Once removed, Pitchers may not return as Pitchers in the
- **Intermediate, Junior, and Senior Divisions:** Pitchers remaining on defense in the game may return to pitch once per game. Visits to the Pitcher are cumulative for the game.
- A Pitcher may not pitch on three consecutive days regardless of the number of pitches throw.

REGULATION XIV(F) AND RULE 3.09 WARMING UP PITCHERS



- Managers and coaches can now warm up pitchers during the Regular Season
- At Home Plate
- In the bull pen
- Anywhere at anytime
- They may stand by and observe

REGULATION VI (C, AND D) BASEBALL PITCHERS



Pitches per Day	
Age	Limit
13-16	95
11-12	85
9-10	75
< 8	50

Days Rest Required		
Rest	Age <= 14	15-16
None	< 21	< 31
One Day	21-35	31-45
Two Days	36-50	46-60
Three Days	51-65	61-75
Four Days	> 65	> 75

Exception: Pitcher may continue to pitch until any one of the conditions occurs
 Batter reaches base, Batter is put out, or third out is made to complete the half inning or game

REGULATION VI (NOTE) INELIGIBLE PITCHER



An ineligible pitcher must be removed

- Previous pitcher cannot immediately return (Int/Jr/Sr)
- If found before a live ball is pitched, remove the pitcher. No Protest
- If found after a live ball is pitched, remove the pitcher. Allow Protest





RULE 3.02 AND 8.02(A) FOREIGN SUBSTANCE

- The Pitcher shall not apply a foreign substance of any kind to the ball
- Expectorate on the ball, either hand or glove
- Rub the ball on the glove, person, or clothing
- Deface the ball in any manner



RULE 8.05

ILLEGAL PITCHES AND BALKS



- While on the Pitcher's Plate, Illegal Pitch (Balk in Int/Jr/Sr)
 - a. Makes any motion associated with the pitch, and fails to deliver the pitch
 - b. Feints a throw to first base and fails to complete the throw
 - c. Fails to step directly toward a base before throwing to that base
 - d. Throws or feints a throw to an unoccupied base, except for the purpose of making a play
 - e. **Makes a quick pitch**
 - f. Delivers the ball to the batter while not facing the batter
 - g. **Makes any motion naturally associated with the pitch while not touching the pitcher's plate**
 - h. Unnecessarily delays the game
 - i. Stands on or astride the pitcher's plate or while off the plate feints a pitch
 - j. Accidentally or intentionally drops the ball
 - k. While giving an intentional base on balls, pitches when the catcher is not in the catcher's box
 - l. Int/Jr/Sr after coming to a legal position, removes one hand from the ball
 - m. Int/Jr/Sr delivers the pitch from the set position without coming to a stop

RULE 8.05

ILLEGAL PITCH PENALTY



Majors and Below:

- With No Runners on base, an Illegal Pitch called shall result in a pitch added to the pitch count regardless if a pitch is thrown or not.
Note: Quick Pitch and Pitcher makes a motion naturally associated with the pitch while not touching the pitchers plate [REDACTED] additional penalty of a ball to the batter
- With Runners on base, an Illegal Pitch is a ball to the batter and a pitch to the pitch count regardless if a pitch is thrown or not
- If a Play follows an Illegal Pitch, the Manager of the offense has the option to accept the Play and decline the Illegal Pitch penalty
- A batter hit by an Illegal Pitch shall be awarded first base without reference to the Illegal Pitch
- No Manager option exists if all Runners, including the Batter-Runner, advance at least one base safely on a batted Illegal Pitch

RULE 8.05

ILLEGAL PITCH / BALK PENALTY



Intermediate/Jrs/Srs:

- With No Runners on base, an Illegal Pitch called shall result in a pitch added to the pitch count regardless if a pitch is thrown or not.

Note: Quick Pitch and Pitcher makes a motion naturally associated with the pitch while not touching the pitcher's plate additional penalty of a ball to the batter

- With Runners on base:
 - If a Play follows (via a pitch or pick-off attempt) a balk, the Manager of the offense has the option to accept the Play and decline the illegal pitch/balk
 - A batter hit by a pitch when a balk has been called, shall be awarded first base without reference to the Illegal Pitch/Balk
- No Manager option exists if all Runners, including the Batter-Runner, advance at least one base safely on a batted Illegal Pitch/Balk

RULE 8.06

DEFENSIVE VISITS



- Major Division and Above, a Manager or Coach may visit a Pitcher (or any defensive player)
 - (a) Once in an inning; On the second visit in an inning, the Pitcher must be removed
 - (b) Twice in a game; On the third visit in a game, the Pitcher must be removed
 - (c) A Manager or Coach who is granted time to talk to any defensive player will be charged with a visit to the Pitcher
- Minor Division allows two visits in an inning and three visits in the game before removal of the pitcher
- Intermediate, Junior, and Senior Divisions, visits are cumulative
- Plate Umpire has discretion to allow the team not requesting time to visit during the original charged time out without being charged a visit



Questions?



RULE 1.00, 3.00, 4.00 AND 5.00 GAME MANAGEMENT

“A baseball game is simply a nervous breakdown divided into nine
innings.”

Robert Earl Wilson



RULE 4.04

CONTINUOUS BATTING ORDER

A League may adopt a policy of a Continuous Batting Order for all Players on the roster

- Player bats in his/her assigned spot for the game
- Player may enter/re-enter defensively at anytime
- All Players are considered Starters so each must meet Mandatory Play Requirement during the game
 - Late arriving Players may be placed at the end of the batting order
 - Ill or injured players at bat or on a base are replaced with the Player who made the last out
 - A Player who cannot continue the game are skipped in the batting order without penalty



RULE 4.05 BASE COACHES

- The Offensive team **shall** station two base coaches on the field during its time at bat
- There must be at least one adult Manager or Coach in the dugout
- Youth base coaches must wear helmets



RULE 4.19 PROTESTS



Legal Protests shall only be for:

1. Violation or interpretation of a Rule
2. Use of an Ineligible Player

Improper Protests:

1. Umpire's judgement
2. Equipment which does not meet specifications
3. Mandatory play

Umpires should accept all protests and have them documented in the scorebook so that play can continue. Let the League's Protest Committee decide.

All game officials should take action to prevent a protestable situation.

RULE 1.04 1.07 EQUIPMENT INSPECTION



- Manager responsible to ensure all equipment meets Little League Rules
 - Bats
 - Helmets
 - Catching Gear

RULE 1.10 BASEBALL BATS



- Smooth, rounded stick passing through the approved Little League Bat Ring
- Made of wood or material tested and approved
 - USA Bat or BBCOR standard
- Non-Wood bats must bear the USABB/BBCOR logo
- Dimensionally correct with no alterations
- No Pine Tar or similar sticky material on the Bat
- Altered bats are illegal (pine tar, thumb ring, choke assist, etc.)
- Damaged bats are not illegal, and simply remove the bat

RULE 1.10 BASEBALL BATS



	Maximum Length	Maximum Diameter	Certification Requirements
Majors and Below	33"	2 5/8"	Non-wood/Laminated Bats must carry the USA Baseball Certification Mark
Intermediate and Juniors	34"	2 5/8"	Non-wood/Laminated Bats must carry the USA Baseball Certification Mark or BBCOR Mark
Seniors	36"	2 5/8"	Non-wood Bats must carry the BBCOR Label Plus *

* Certification mark must be legible, and if not shall be removed from the game

RULE 1.16

BATTER'S HELMET



Helmet Shell

- NOCSAE and warning label
- Not Mirror-like
- No Cracks
- Decal Check (not excessive)
- Not altered (paint, pine tar, drill holes for "C" flap)

Padding

- Properly attached
- Not missing
- Not damaged
- No tape

RULE 1.16 HELMET ATTACHMENTS



- Products sold separately
- Requires manufacturer written notice of continued NOCSAE certification
- Facemasks
 - Full face coverage not requiring local drilling to apply



RULE 1.12

CATCHER'S GEAR



- During a game, Catchers must wear
 - Masks covering the head with a Dangling Throat Guard
 - Chest Protectors and Shin Guards
 - Catcher's Mitt of any size/shape to protect the hand
 - Males must wear a cup
- During practice/warmup, Catchers must wear
 - Masks covering the head with a Dangling Throat Guard
 - Catcher's Mitt of any size/shape to protect the hand
 - Males must wear a cup

RULE 1.17

CATCHER'S GEAR INSPECTION



- Padding
 - Properly attached
 - Not missing
 - Not damaged
 - No tape
- Helmet Shell
 - No cracks
 - No paint
 - All Screws are securely attached
- Dangling Throat Guard



Questions?

