

# Umpire Clinic 2018



Road Runner Little League  
Albuquerque, New Mexico

# Contact Information

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# Websites

## ***RoadRunner Little League***

<http://www.rrll.org/>

## ***New Mexico District 5***

<http://www.nmd5littleleague.org/>

## ***Little League International***

[http://www.littleleague.org/Little\\_League\\_Online.htm](http://www.littleleague.org/Little_League_Online.htm)

## ***Little League Umpire Resource Center***

<http://www.littleleagueumpire.org/>

## ***Little League University***

<http://www.littleleagueu.org/>

## Qualities of the Little League Umpire

The Little League umpire plays a crucial role in the Little League organization. Although often under-appreciated and approached as an after-thought, umpires are a critical element to ensure the youth players can enjoy safe competition while learning the values of Little League.

The Little League umpire must exhibit the following qualities:

**Professional** - Umpires are a representative of the league and shall uphold the dignity of the position.

- Be courteous at all times and under all conditions, yet be firm.
- Handle situations with the least amount of friction and always strive to keep an even temperament.
- Do not be sarcastic or want the last word. If a coach or player is walking away - let them go.
- Do not have a cocky or have an antagonistic attitude towards coaches, players, or fans. If you lose your temper, then the game will quickly get out of hand.
- No matter your opinion of another umpire, never make adverse comments regarding them on or off the field.
- Appearance matters. While there is authority in the umpire uniform, respect must be earned by the person wearing it.
- Umpires must be consistent with their calls, the first call of the game is just as important as the last.
- Umpires must not show any bias in their calls.

**Knowledgeable** - Umpires must know the rules of the game and know how to correctly apply the rules to game situations.

- Umpires should continuously strive to improve their knowledge of the game.
- No umpire has the authority to overturn the call of another umpire; only the umpire that made the call can overturn it.
- Go over any situation, with your partner(s), that is doubtful in your mind. A smooth team of umpires has a decided effect upon coaches, players, and fans. Umpires are a team and good teamwork is noticed and appreciated.

**Enthusiastic** - Umpires must act in manners which show their love of the game and of the Little League Organization.

- Umpires must impart their knowledge and love of the game to the Little League youth athletes.
- Decisions must be made quickly, always be ready.
- Be emphatic and make your calls in a decisive manner.
- Do not worry if you have a tough game. You will have rough games, all umpires do.

## General Safety Considerations

Safety is everyone's responsibility. It is the responsibility of all adults involved with the Little League program, not just managers, coaches and umpires. Every league member who sees a safety problem should take steps to get the problem corrected, either personally or through a League volunteer.

- Games or practices shall **NOT** be held when weather or field conditions are unsafe.

# Umpire Tips

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- No jewelry, except as required for medical or religious reasons, shall be worn during games.
- Inspect the playing area for damage and foreign objects prior to every game or practice session.
- Only players and staff (managers, coaches, and umpires) are allowed on the field during games and warm-up.
- All personnel and players must be alert and watching the batter and ball on each pitch.
- Equipment should be inspected before all games and practice. Equipment must be approved, fit properly, and be in good repair.
- During games, bats and other equipment must be kept off the field and stored within the dugout.
- Head-first sliding is prohibited, except when returning to a base. (Majors and below)
- On-deck batting practice is prohibited. (Majors and below)
- Horse play is not permitted on the field or within the dugout.
- Proper warm-up is recommended before all games and practices.
- At least one adult must be present in the dugout at all times.

## Pre-Game Tips

- Arrive on time and be prepared.
- Look professional.
- Have a pre-game meeting with your partner(s). This should happen prior to the plate meeting with the managers. Ensure that all umpires know their roles and responsibilities.
- Inspect the field to identify any hazards or potential dead ball areas.
- Have a plate meeting with your partner(s) and team managers. This sets the expectations for the game and helps alleviate possible misunderstandings.

## Game Play Tips

- When calling balls and strikes, permit the catcher plenty of room, but get as close as possible without interfering.
- Wait until the ball is in the catcher's mitt before calling the pitch. Never anticipate where the pitch will be.
- Call the pitches what they are. Some catchers will attempt to assist or influence the umpire by calling out a ball or a strike, politely remind him that you are the umpire and you will call the pitches.
- Wait until a batted ball settles before calling it fair or foul, unless it touches a person or object. Batted balls can travel through foul territory and still become fair balls.
- Wait until a play is completed, then make the call. Prompt action saves many arguments.
- Do not call "Time" or "Foul" prematurely. A play that might occur could unintentionally be killed off if time was called too soon.
- Watch the ball and do not move away from a play too soon.
- If the ball is "live", never handle it. This will seldom occur, but always be alert and allow the players to field or throw the ball.
- When a judgment decision is made, no explanation is necessary. Explain a decision only when an

interpretation of a rule is in doubt.

- On an appeal play, make no decision unless an appeal is properly made. Get set for the next play. Appeals are intended to keep the defense on alert, do not assist by making a decision before the appeal is made.
- You may get hit if you stand in fair territory when calling plays at home plate. Almost all plays around home plate can be called from a position in foul territory. Make every effort to avoid any interference.
- Get into proper position quickly when a ball has been batted or thrown. Be alert and move fast. Hustle makes a big impression on coaches, players, and fans.
- Do not make decisions on the run; stop and then call the play. Your vision can be jumpy if you are on the move.
- Get as close to every play as possible without getting in the way. Always try to be looking into a play and avoid being blocked out of vision.
- Try to anticipate what can occur before the next play takes place, but do not assume that it will happen.

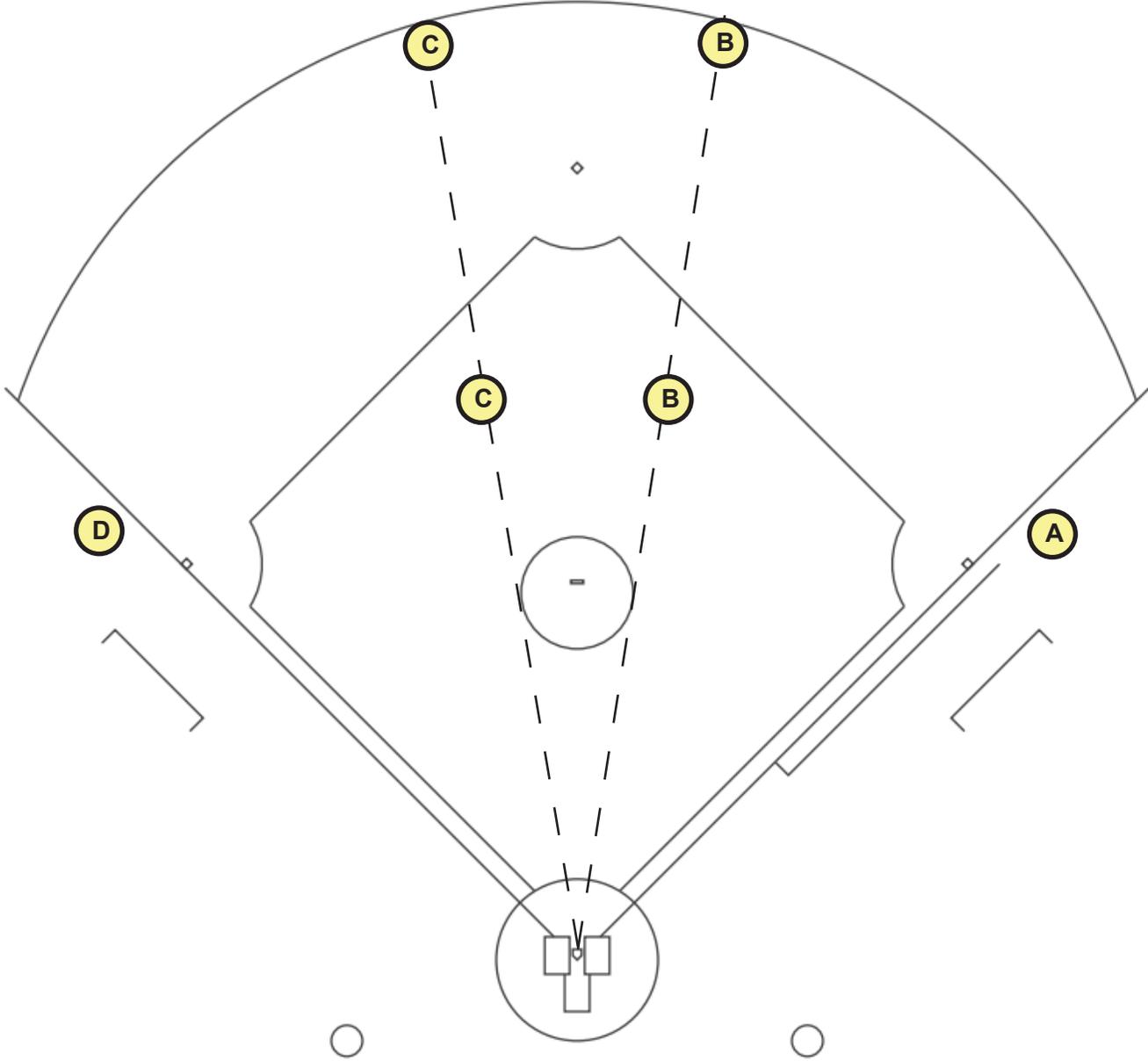
# Field Umpire Positions

There are 4 locations where the field umpire may be positioned. The correct position is determined by occupied bases, field size, and division of responsibilities.

 **Note:** The shallow B & C positions are used on the large field; the deep B & C positions are used on the small fields.

 **Note:** When assuming your position, ensure you are not blocking the fielders view of the play.

 **Note:** The D position is only used with 3 or 4 man umpire crews.



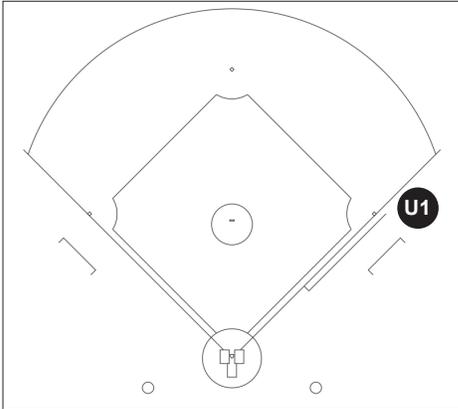
# Mechanics

## Two-man Crew Positions

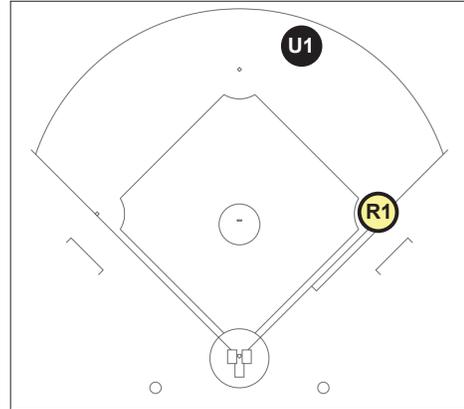
In a two-man crew, the umpire-in-chief (U4) works behind home plate. Umpire 1 (U1) will work in the A, B, or C position depending upon the position of base runners.

 **Note:** The D position is not used with a 2-man crew.

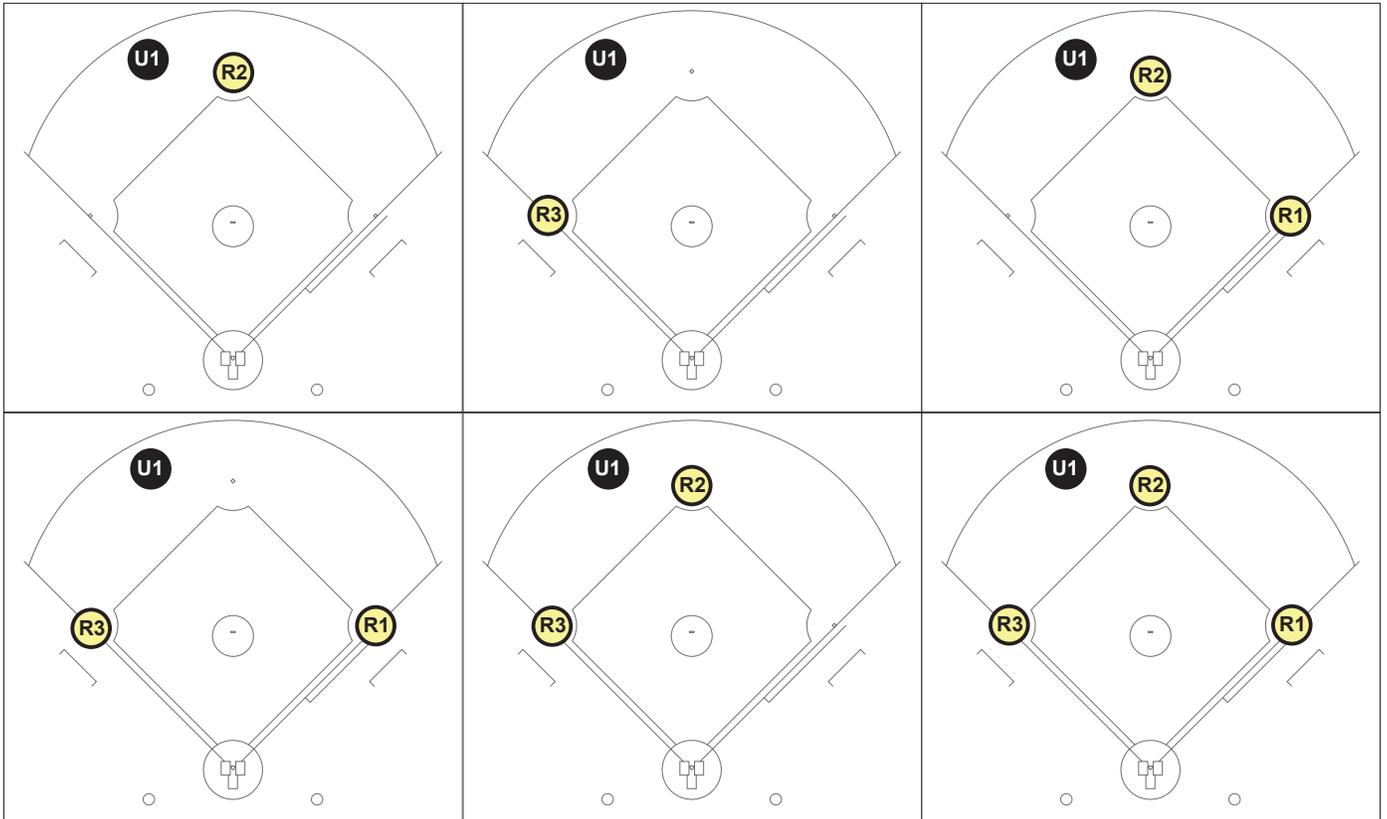
**Position A**



**Position B**



**Position C**



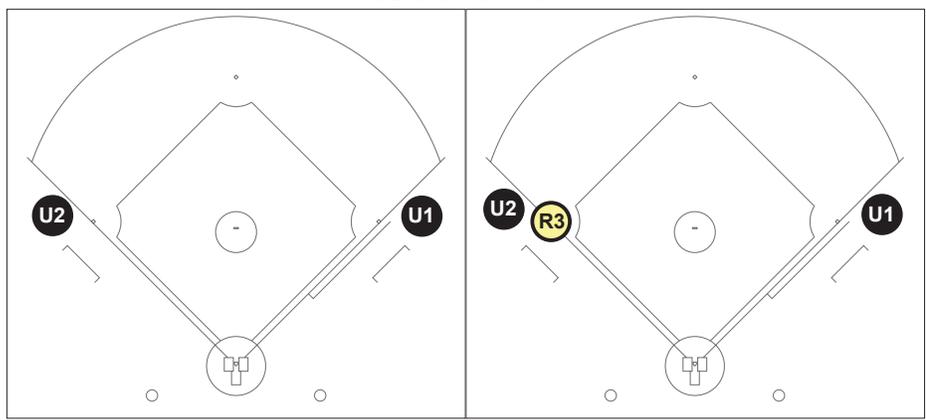
## Three-man Crew Positions

In a three-man crew, the umpire-in-chief (U4) works behind home plate. Umpire 1 (U1) will work in the A and B positions while Umpire 2 (U2) will work in the C or D positions depending upon the position of base runners.

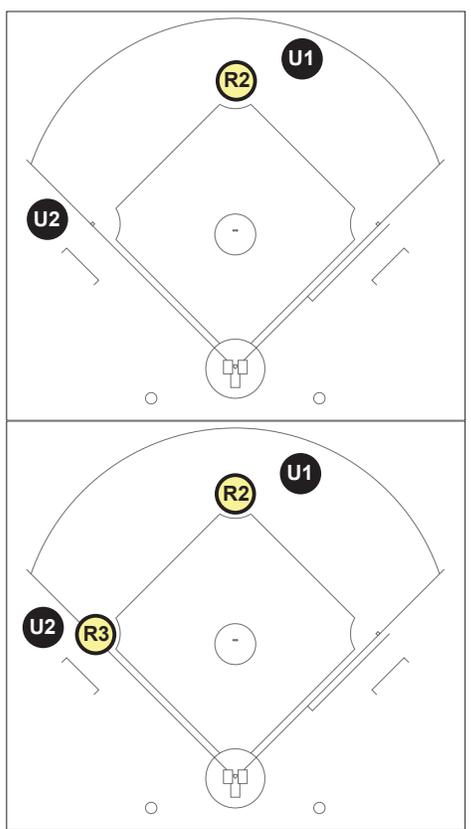
 **Note:** Anytime there is a runner on 1st, U2 will work the C position.

 **Note:** Anytime there is a runner on 2nd, but NO runner on 1st, U1 will work the B position.

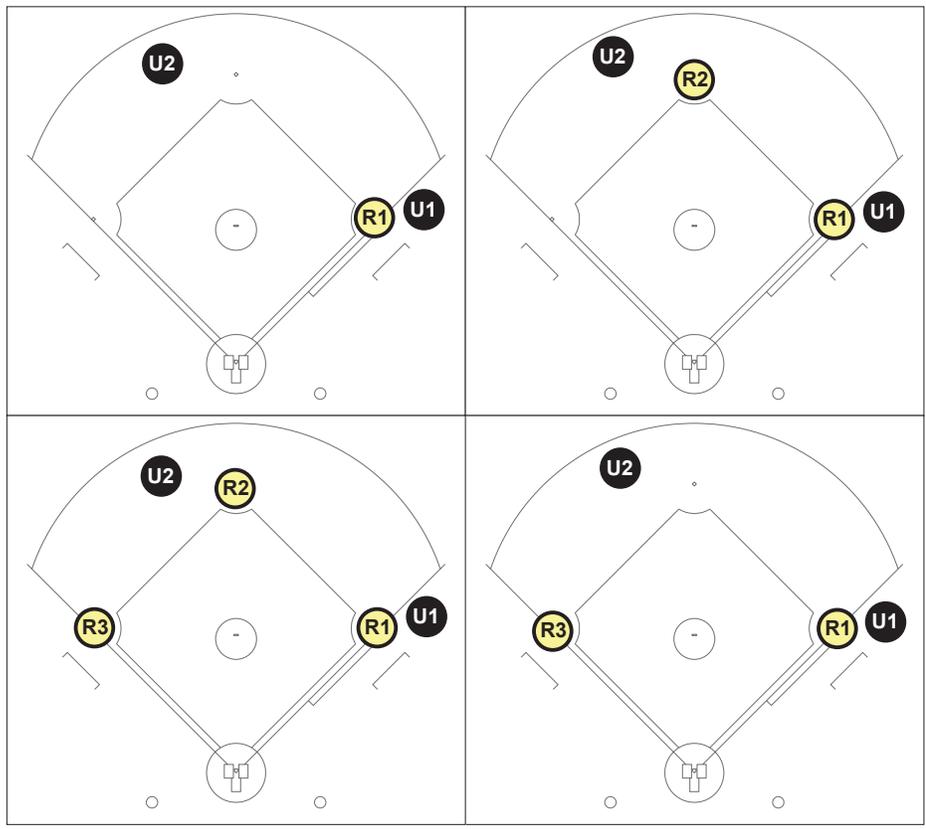
**Positions A & D**



**Positions B & D**



**Positions A & C**



# Mechanics

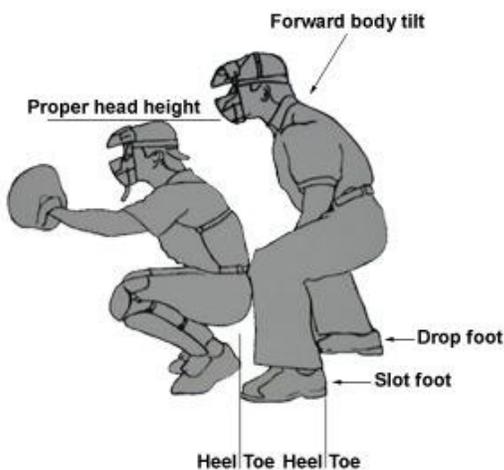
## Plate Mechanics

There are several different stances that umpires may use: the box stance, the kneeling stance, the scissors stance, and the slot stance. All the stances offer their own benefits and drawbacks. Use the stance that is comfortable to you; using an uncomfortable stance will lead to back pain, and inconsistency in your calls as the day wears on.

### The Slot Stance

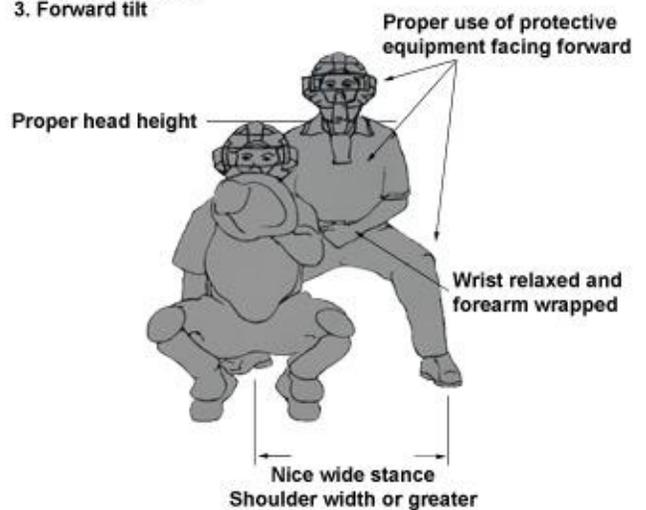


**The Slot**  
(side view)

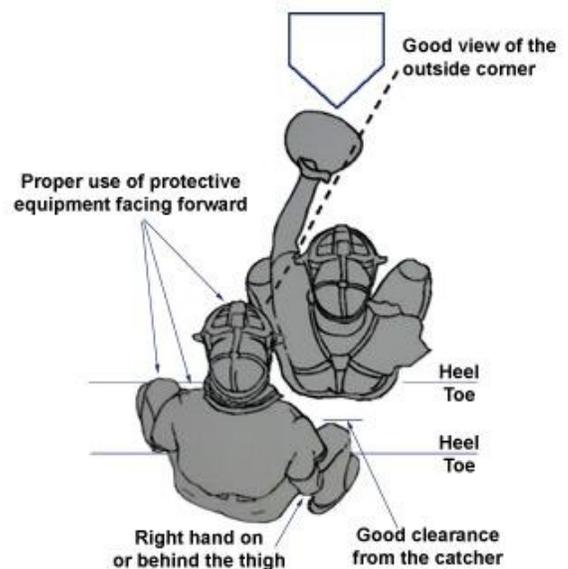


**The Slot**  
(front view)

Proper HEAD POSITION is controlled by:  
1. Width of stance  
2. Amount of squat  
3. Forward tilt



**The Slot**  
(top view)





## 2018 RULE CHANGES

2018 Rule changes can be found online through Little League International's website at the following address:

<http://www.littleleague.org/playing-rules/rule-changes>

### Adopted - but not in the book!

The following rules were adopted in the 2018 Little League Congress, but will **NOT** be in the printed rule book.

### REGULATIONS & PLAYING RULES

#### Regulation VI(d) - Pitchers & Tournament Rule 4

*Synopsis:* This restricts a player from pitching in three consecutive days in Regular Season and Tournament.

#### Regulation VI Note3-Pitchers; Rule 4.10d; and Tournament Rule 11

*Synopsis:* All suspended games will be resumed exactly where they were left off. Regular Season pitching will be governed by Regulation VI. Tournament pitching will be governed by Tournament Rule 4.

*Synopsis:* All suspended games shall be resumed exactly where they left off.

#### Regulation VII(a) - Schedules; Tournament League Eligibility

*Synopsis:* For Senior Division eligibility, a team must play a 10-game regular season schedule.

#### Rule 3.03 - Baseball and Softball

*Synopsis:* Revises the substitution rule for all divisions of play.

*60' Divisions:* A pitcher, withdrawn from the game for a substitute offensively or defensively, may not re-enter the game as a pitcher. This applies to continuous batting order. EXCEPTION: A pitcher may re-enter the game as a pitcher, if withdrawn for a pinch-hitter or pinch-runner, and then returned to the game at the beginning of the next half-inning.

#### Rule 4.10(e) and Tournament Rule 12 - Regulation Game

*Synopsis:* This allows a local league to implement a 15-run rule after three [four innings for Intermediate (50-70) Division/Junior/Senior League]. This would be mandatory during the International Tournament.

#### Rule 8.06(a) & (b)

##### *Rule 8.06*

*Synopsis:* This reduces the number of visits to a pitcher to twice in one inning or three times in a game for the Major Division and above for Baseball and Softball. Listed here are several commonly misunderstood rule situations in Little League. Unless otherwise noted they apply to all divisions.

This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.

# RULES CLARIFICATION

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(a) A manager or coach may come out once (Minor Division: twice) in one inning to visit with the pitcher, but the second time (Minor Division: third time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.

(b) A manager or coach may come out twice (Minor Division: three times) in one game to visit with the pitcher, but the third time (Minor Division: fourth time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.

## **Tournament Rule 7**

**VISITS:** A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule. When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

**9- to 11-Year-Old Division, Little League, Intermediate (50-70) Division, Junior League, and Senior League:** A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. The manager or coach may come out twice in a game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

**8- to 10-Year-Old Division:** A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

**NOTE:** Only one offensive time-out will be permitted each inning.

## **Adopted - in the book!**

The following rules were adopted in the Annual Meeting, and will be reflected in the printed rule book.

### **Playing Rule 1.10 - The Bat**

**Synopsis:** The bat must meet USABat Standard

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, and Junior League divisions, as well as the Little League Challenger Division, shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2-5/8 inches for these divisions of play. Additional information is available at [LittleLeague.org/batinfo](http://LittleLeague.org/batinfo).

**Tee Ball [Baseball]:** Under the USABat standard, certified Tee Ball bats (26” and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball

# RULES CLARIFICATION

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Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com) beginning September 1, 2017.

**Minor/Major Divisions:** It shall not be more than 33 inches in length; nor more than 2-5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

**Intermediate (50-70) Division and Junior League:** It shall not be more than 34” inches in length; nor more than 2-5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

**Senior League:** It shall not be more than 36 inches in length, nor more than 2-5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

## Playing Rule 1.10 - The Bat

**Synopsis:** Eliminates the use of pine tar on bats in all divisions

**NOTE 2:** The use of pine tar or any other similar adhesive substance is prohibited at all levels. Use of these substances will result in the bat being declared illegal and removed from play.

## Playing Rule 1.15(a) - The Glove [Softball]

**Synopsis:** The pitcher’s glove shall be of one solid color or multi-colored as long as the color(s) are not the color of the ball being used in the game. A glove that is judged to be distracting is illegal.

## Playing Rule 1.15(c) and 8.02(a)(2) - The Pitcher [Softball]

**Synopsis:** Allows items to be worn on a pitcher’s glove are so long as they are of a solid, single color: black, white, gray or uniform color.

Pitchers shall not wear any item on the pitching hand, wrist, or arm. A pitcher may wear items on the glove hand, wrist, or arm (non-pitching arm) of a solid single color: black, white, grey, or a uniform color. A pitcher shall not wear any items on his/her hands, wrists, or arms which the umpire may judge to be distracting. [See also Rule 1.11(j).] EXCEPTION: A pitcher may wear a compression sleeve on the pitching arm of a solid, single color: black, white, grey, or a uniform color.

## Playing Rule 4.04 - Starting and Ending the Game

# RULES CLARIFICATION

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**Synopsis:** An approved ruling was added regarding continuous batting order.

A.R. For the purpose of continuous batting order, all players listed in the batting order shall be considered starters.

## Playing Rule 4.07 - Starting and Ending the Game

**Synopsis:** Removed the phrase “from which they were suspended” from the rule.

## Other Rules

### 1.00 Objectives of the Game

**Gloves and Mitts:** The catcher must wear a catcher’s mitt. The first Baseman may wear a first Baseman’s mitt or a fielder’s glove. No other fielder may wear a first baseman’s mitt or a catcher’s mitt. (1.12, 1.1, 1.14)

**Catchers Mask:** Any player warming up a pitcher, either on the field or on the sidelines, must wear a catcher’s mask. All catchers must wear a “dangling” type throat protector.(1.17)

### 2.00 Definition of Terms

**Fair vs Foul:** A ground ball is immediately judged fair or foul as soon as any one of the following occurs: 1) It is touched by a person or a foreign object; 2) It settles (stops rolling); 3) It bounds past, bounds over or strikes first or third base. It is always the position of the ball that is important where it is touched, not the position of the person or object touching it. (FAIR BALL, FOUL BALL)

**Batted Ball Strikes Home Plate:** This is not an automatic foul or dead ball. It is treated like any other batted ball. Home plate and all other bases are entirely within fair territory. (FAIR BALL, FOUL BALL)

**Force Play:** This is a play on a runner who is forced to advance to the next base by virtue of the fact that the batter has become a base runner. A fielder may retire him by tagging the base to which he must advance before he reaches it, or the fielder may tag the runner before he reaches that base. As long as the runner has not reached the base to which he is forced to advance before he is tagged he is still considered forced out even though he, rather than the base, is tagged. Conversely, all outs made by tagging a base, rather than a runner, are not necessarily force outs. Example: Runner on second base with no outs and the shortstop catches the batter’s line drive. The shortstop throws to the second baseman who tags second base before the runner can return there. The runner is out when the base is tagged, but this is not a force play. It is an appeal play. (FORCE PLAY)

**Foul Tip:** This is a batted ball that goes sharp and direct from the bat to the catcher’s hand and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a swinging strike, and the ball is live. It is not a catch if it is a rebound, unless the ball has first touched the catcher’s hand or glove. A foul tip can only be caught by the catcher. (FOUL TIP)

**Infield Fly:** An infield fly can only be declared when there are less than two outs and first and second base, or first, second and third bases are occupied. An infield fly is never declared with a runner on first base only, or on a bunt, or on a foul ball. Any fielder can qualify as an “infielder” under this rule and no lines of demarcation are used to denote the infield. All that is necessary is that if in the opinion of any umpire a short fly ball could be caught by an infielder with ordinary effort, instead of allowing the ball to drop in order to get a double or triple play. An infield fly is always a live ball and the runners may ad-

# RULES CLARIFICATION

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vance at their own risk, even though they are not longer forced to do so. It must be noted that what constitutes “ordinary effort” in regards to catching a fly ball is dependent upon the age and skill of the players. (INFIELD FLY)

**Obstruction** : is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (OBSTRUCTION)

## 4.00 Starting and Ending the Game

**Run Scoring on a Third Out:** A runner who crosses the plate on a play in which the third out is made, will score a legal run if he touches the plate before the out is made and all of the following conditions are met: 1) the batter reaches first base safely; 2) the third out is not a force out; 3) a preceding runner is not called out on an appeal play. If any of these conditions are not met, the run does not count. (4.09)

**Regulation Game:** A game becomes regulation as soon as the losing team has completed 4 times at bat (Majors and below) or 5 times at bat (Juniors and above). (4.10c)

## 5.00 Putting the Ball in Play - Live Ball

**Dead Ball Becomes Live:** Whenever a ball is dead for any reason, it can only become live again after the pitcher steps on the rubber with the ball in his possession. The umpire then calls “Play” either verbally or by signaling. Example: Batter hits a foul back to the backstop and the catcher retrieves the ball. The catcher’s throw back to the pitcher goes into center field. No runners would be allowed to advance because the ball is still dead even though it is in fair territory. (5.11)

## 6.00 The Batter

**Bunt Foul on a Third Strike:** This results in a strike out and the ball is dead, except if the ball is popped up foul and caught on the fly by a fielder. (6.05c)

**Batter Hit by a Pitch:** The Batter is awarded first base if these three conditions are met: 1) The pitch is not in the strike zone; 2) The batter did not attempt to hit the pitch; 3) the batter made an honest attempt to avoid being hit by the pitch. Regardless of whether or not the batter is awarded first base, the ball is always dead as soon as it touched the batter and thus, no runner may attempt to steal a base after such a pitch. (6.08b)

## 7.00 The Runner

**Runner Avoiding a Tag:** At no time may a runner run directly into a fielder waiting to tag him. If he fails to slide or attempt to get around the fielder he is out, even if the tag is not made or the fielder drops the ball. (7.08 a-3)

**Runner Leaving Base Early (majors and below):** When a pitcher is in contact with the pitcher’s plate and 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 and reached the batter. (7.13)

## 8.00 The Pitcher

**Warm-up pitches:** Between innings a pitcher may have up to 8 warm-up pitches, such pitches shall not take more than 1 minute of time. (8.03)

# RULES CLARIFICATION

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**Illegal pitches / balks:** When runners are on base it is a balk (Juniors and above). Without runners on base it is an illegal pitch. Delayed dead ball foul. If a play follows the illegal pitch, the offensive manager may elect to accept the result of the play. If a pitch is delivered and the batter hits the ball, and if all base-runners advance at least one base, then the play proceeds without reference to the illegal pitch/balk.

## 9.00 The Umpire

**Appeal on Checked Swing:** When the plate umpire calls a BALL after a checked swing, the defense does not have the right to appeal directly to a field umpire. They may ask the plate umpire to confer with an associate umpire, but he does not have to comply with the request. (9.02a,b)

**Umpires' Decisions :** Judgment decisions by an umpire cannot be appealed nor objected to by anyone. No umpire may overrule another umpire, but an umpire may consult with another umpire and change his own decision. Except for the powers to suspend and forfeit a game, which are reserved for the umpire-in-chief, all umpires have equal authority. (9.01)

# Appendix A - RRL Rules

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## RRL Field Rules



**Note:** Only rules concerning umpire rulings are included in this appendix; for the complete listing of RRL rules additions see the RRL Redbook.

- **Ejection From a Game:** Any manager, coach or player ejected from a game is automatically suspended from that game and their next physically played game. The ejected individual must appear before a panel consisting of the Divisional Vice President, the umpire involved in the ejection, and any two members of the rules committee. This meeting must be scheduled by the ejected player, coach, or manager, with the Division Vice President, within 24 hours of the ejection and be held prior to the next scheduled game and before the manager or coach may resume playing or coaching. This committee may levy penalties in addition to the automatic one game suspension levied by little league. Additional penalties may include suspension from additional games, or making the coach or manager ineligible to coach or manage an All Star team. It is the responsibility of the ejected individual to schedule this meeting.
- **Uniforms:** Teams may not wear uniforms other than those supplied by the league. No attachments may be made to uniforms without specific league approval.
- **Games Called for Darkness:** A game shall cease at official darkness. Darkness is defined as 10 minutes after sunset. Certain circumstances may dictate that a game will be called earlier than this time. The Chief Umpire and/or the Assistant Chief Umpires are responsible for knowing and complying with the time of official darkness.  
**EXCEPTION:** Games played under the lights on the major and senior field, or any other lighted field(s).
- **Players Late for Game:** If a player arrives late for a game and there are at least two (2) innings remaining in the regularly scheduled game, at the manager's option, the player may be permitted to play. If this happens, the Chief or Assistant Chief Umpire must be notified. The player shall be inserted at the bottom of the batting order. The minimum playing rule must be met if the player is permitted to play.
- **Batting Order:** (All Divisions Except Senior Baseball) Is a continuous batting order that includes all players on the team roster present for the game batting in order. Each player is required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play. Rule 3.03 and Rule 4.04 will apply.
- **Five (5) Run Rule:** Whenever a team scores five (5) runs in any one inning, that half-inning is considered complete. A player participating defensively in a half-inning completed under this rule is considered as having played defensively for three (3) outs. All runs will be scored due to a home run or a ground rule double which allows the possibility for more than 5 runs to be scored in an inning. There is no 5 run rule in the last scheduled inning and beyond.  
(a) Major / Senior baseball: There is **NO** run rule in Major / Senior baseball.
- **Ten Run Rule.** It will not be mandatory for managers to comply with Rule 4.10e, the 10 run rule.
- **Helmets:** All base runners, batters and on deck batters must wear a protective helmet. A base coach under 18 years of age must wear a protective helmet.

# Appendix A - RRL Rules

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- **Those Allowed in Dugout:** In all Divisions, only one (1) roster manager and two (2) roster coaches (total of three (3) adults) and those assigned to the team as players will be allowed in the dugout or the bullpen during the game.

**Exception:** In the rookie division, the pitching machine operator may be in the dugout.

All Adults in the dugout must have a completed back ground check.

- **Pitching Rules:**

(a) Any player on the roster may pitch.

(b) Players once removed from the mound may not return as pitchers.

**Exception:** Junior, Senior, and Big League - A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

League Age:	17-18	105 pitches per day
	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

**Exception:** If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age 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 put out;
3. The third out is made to complete the half-inning.

**NOTE:** A pitcher who delivers 41 pitches in a game cannot play the position of catcher the remainder of that day.

(d) Pitchers league age 16 and under must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest, and a game.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest, and a game.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) A player may not pitch in consecutive games.

**Exception:** League Age 16 and under - A player may pitch in consecutive games if 40 or less pitches were delivered in the previous game.

**Exception:** League Age 17-18 - A player may pitch in consecutive games if 50 or less pitches were delivered in the previous game.

(f) Each league must designate the scorekeeper or other official as the official pitch count recorder.

(g) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(h) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered their maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(i) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest

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shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League

(k) A player may not pitch in more than one game in a day.

**Exception:** Big League Division, a player may be used as a pitcher in up to two games in a day.

**NOTES:**

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

**Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required three days of rest.

**Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.



# Appendix B - Rookie Rules

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## Rookie Division Rules

The Rookie level is an educational division. It is designed and should be played in the fashion that best teaches kids baseball. This shall be done in a safe and sportsman like manner. The rule changes are designed for this purpose.



**Note:** Only rules concerning umpire rulings are included in this appendix; for the complete listing of Rookie division rules additions see the RRL Redbook.

### PITCHING MACHINE

- If a batted or thrown ball hits the pitching machine, the ball is live and in play.
- If a batted ball hits the pitching machine, is not touched by a defensive player, and goes across the first or third base line before the first or third base bag, it is considered a foul ball.
- If a batted ball hits the pitching machine, is not touched by a defensive player, and goes across the first or third base line after the first or third base bag, it is considered live and in play.
- If a batted or thrown ball gets stuck in the machine, the ball is dead. The batter and runners are awarded one base past the last base legally occupied at time of pitch or throw.
- If a live ball comes to rest under the machine, the ball is dead (safety issue), and the batter and runners are awarded one base.
- The speed of the machine will be set to 38mph for the first 4 weeks of play. After the first 4 weeks of play, the speed of the machine will be set to 40mph.
- The machine will not exceed 40 mph.
- The machine may be adjusted at any time during the game.
- A coach or parent operating the machine can communicate with the base coaches only and cannot coach the batter.

### THE PITCHER

- The pitcher will stand on the rubber on the 1st base side of the pitching machine.
- The pitcher may not step in front of the pitching rubber until the ball has crossed home plate.
- The pitcher should not run up to or “charge” the plate after the ball is pitched. This is a safety issue in this division and players should not be coached to do this to try to gain a defensive advantage.
- For safety reasons, the pitcher ‘may’ be positioned a few feet behind the pitching rubber if a strong hitter is at bat. However, the player may not be placed behind the pitching rubber to gain a defensive advantage. This situation will only come up on rare occasions.

### STRIKES AND BALLS

- No balls will be called.
- A batter who is hit by the pitch is not awarded a base.
- Strikes will be called by the umpire on the first and second pitches for balls in the strike zone. Obviously, any pitch swung at and missed or fouled off is a strike. After the second strike, a batter will be allowed to watch one additional strike and a warning will be given to the batter and manager. If on a subsequent pitch a strike is watched, it will then be ruled a strikeout. It is not necessary for the umpire to tell the batter to swing on the next pitch following a warning. The next pitch will not necessarily be a strike.

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## OVERTHROWS AND BASE RUNNING

- For the first 4 weeks of play there will be no advancement by the runners in the event of an overthrow to any base. Beginning the 5th week of play, if there is an overthrow at any base, advancement of only one additional base will be allowed at player's own risk. This includes overthrows from the outfield. The player may advance another additional base if the defensive team makes a play at that base or makes an additional overthrow.
- Base runners may leave the base when the ball crosses home plate, and not before.

## END OF PLAY

- The ball will be dead and play will be stopped when the ball is in the control of any player in the infield. This includes the immediate area around and in the batter's box and behind the plate at the umpire's discretion.
- If at any time the player with the ball makes any attempt to stop a runner from advancing, the ball will remain live and in play until the player controls the ball in the dirt infield.
- Once a player in the dirt infield has possession and control of the ball, a runner that has advanced one step to the next base can advance at his own risk. If a play is made on any runner advancing, no other runners may advance beyond the one extra base. Time will then be called.

## PLAYER ROTATION

- A player may not sit on the bench twice until each child on the team has sat the bench once.
- It is acceptable (and recommended) to not play lower skilled players in positions where their lack of skill could be dangerous.
- No player may play more than two times in the same position during a game.
- Players will not play the same position, infield or outfield, two innings in a row during a game.

## FIELD OF PLAY

- The infield fly rule shall not apply in the Rookie Division.
- One coach or manager will be allowed on the field for the first 4 weeks of play for instructional purposes. He/she should be positioned in the outfield.
- A manager or coach cannot touch a defensive player or runner while the ball is in play.
- A runner will be called out if a manager or coach attempts to push or stop a runner.
- If a manager or coach **inadvertently** interferes with a player in foul territory, interference is not called.
- The yellow padding along the top of the fence is for safety only. If a batted ball hits the yellow padding on the fly and bounces back onto the field, the ball is live and in play. If the batted ball hits the yellow padding on the fly and bounces over the fence, it is a home run.
- If a batted ball hits the yellow foul pole above the fence on the fly, it is a home run regardless of where the ball ends up.
- A runner in fair territory that is hit by a batted ball is out, if the defensive player is playing behind the runner. This is also true for a runner who is standing on a base and is hit by a batted ball.
- A base runner may not interfere with a defensive player's ability to throw or field the ball.
- A defensive player may not take a fielding position that interferes with the base runner's ability to run to the next base (can not block the base line).

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- A base runner who runs outside the base path to avoid being tagged will be called out by the umpire.

## MISCELLANEOUS

- No gum, nuts, seeds, or jewelry is allowed on the field or in the dugout.
- No "T-Ball" bats may be used.
- No batter will throw the bat. The manager will be warned after each incident. At the umpire's discretion, further incidents of throwing the bat by the same player may result in the player being called out.
- All male players must wear a protective cup or they may not play in the game.
- Only Little League approved helmets are to be used.
- There will be a five run rule for each inning, except the 6th inning and any extra innings.
- If a player arrives at the game late, he must be placed at the bottom of the batting order.

