

## **2017 Little League Baseball Season Rules**

### **Bullskin / Connellsville / Dunbar**

#### ***Major League Rules:***

1. If player substitutions are required due to player absence, the substitute player should be brought up to play from a lower level (e.g. Minor League). If player(s) from a lower level are not possible and to avoid forfeiting the game, cross-divisional may be necessary. If cross-divisional player(s) is used, those players shall bat at the bottom of the order and play an outfield position.
2. We will adopt rule 6.08(a)(2): Prior to a pitch being thrown, the defense elects 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. Four (4) pitches will be added to the pitch count.
3. We will encourage and teach the application of Playing Rule 6.02(c), but the player will not be penalized in any way if they step out of the box. This is the rule whereby the batter must remain in the box with at least one foot throughout the at bat.
4. Free substitution and option to bat entire lineup; otherwise Little League rules apply.

#### ***Minor League Rules:***

1. If player substitutions are required due to player absence, the substitute player should be brought from a lower level (e.g. Instructional/Coach Pitch). If player(s) from a lower level are not possible and to avoid forfeiting the game, cross-divisional may be necessary. If cross-divisional player(s) is used, those players should bat at the bottom of the order and play an outfield position.
2. We will adopt rule 6.08(a)(2): Prior to a pitch being thrown, the defense elects 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. Four (4) pitches will be added to the pitch count.
3. We will encourage and teach the application of Playing Rule 6.02(c), but the player will not be penalized in any way if they step out of the box. This is the rule whereby the batter must remain in the box with at least one foot throughout the at bat.
4. 10 players on the field, 9 players may play. Players must be in correct fielding positions to enforce their knowledge of where each position is played. Four outfielders when ten players.
5. A continuous batting order will be used regardless of either team’s number of players.
6. No coaching from the defensive field of play.

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7. NO stealing home (except when a play is made on the field or an overthrown ball from the catcher to the pitcher (the ball must pass the rubber to be considered an overthrow to the pitcher – in other words, if the pitcher drops the ball, it is not considered a live ball for this rule).
8. If a pitcher or catcher makes a play (throws the ball) on a base runner, any base runner CAN advance to the next base, at their own risk of being put out, including from third base.
9. In general, for an over thrown ball, the runner can advance one base at their own risk. But, if the play continues and another attempt is made on a runner, any runner can continue to advance (e.g. if a runner steals second and the catcher throws the ball into centerfield. Thus, the runner can advance to 3<sup>rd</sup> base at the risk of being thrown out. If the center fielder tries to make a play at third, but overthrows the ball, the runner can continue to advance another base, etc)
10. Little league pitch count and days rest limits will be observed.
11. After 5 runs, you MUST still finish the play (umpire's discretion will be used on ending the play). In the final inning of the game, an unlimited number of runs can be scored.
12. 10-run rules applies after 4 innings, 3 ½ inning if the home team is winning.
13. Games scheduled that are not immediately followed by another game will be 6 innings (no time rule). Games that have a game immediately following shall not start a new inning after the 1 hour 45 minute point of a game.

### ***Instructional / Coach Pitch League Rules:***

1. If player substitutions are required due to player absence, the substitute player should be brought from a lower level (e.g. Tee ball). If player(s) from a lower level are not possible and to avoid forfeiting the game, cross-divisional may be necessary. If cross-divisional player(s) is used, those players shall bat at the bottom of the order and play an outfield position.
2. 10 players on the field, 9 players may play. Players must be in correct fielding positions to enforce their knowledge of where each position is played.
3. Defensive coaches may coach from the field but must not interfere with the play. Offensive coaches are only permitted coaching from the coaches boxes on the base lines.
4. Free defensive substitutions.

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5. Continuous batting order will be followed.
6. Coach of the team batting will pitch to players. Pitches must be thrown overhand. The coach must pitch from 30-35 feet. A hit ball that touches the coach will be a dead ball.
7. No walks, the batter will keep the strikes. Outs do count!
8. 5 pitches to batter or three strikes, whichever comes first. If the batter fouls off the 5<sup>th</sup> pitch they continue to the next pitch. If they do not swing at that pitch, or the 5<sup>th</sup> pitch, they are out. If they foul off the sixth pitch, they continue to the next pitch, if they do not swing, they are out.
9. No base stealing or advancing on wild pitch / passed ball.
10. Kid pitcher must have one foot within pitcher's mound circle or if no circle on either side (not behind the coach pitching.) Recommended that the youth pitcher wear a heart protector.
11. Aggressive base running on overthrows is strongly discouraged. Runner advancement will stop upon infield possession. If runner is half or beyond half way between bases or home plate they can advance at their own risk. Less than half way to be returned to the base.
12. 10-run rule ("Mercy Rule") applies after 4 innings, 3 ½ inning if the home team is winning (this is an optional rule and will be mutually decided by the coaches as to whether they will continue the game or accept the result of the Mercy Rule).
13. After 5 runs, the play is dead when the ball reaches infield possession. In the final inning of the game, an unlimited number of runs can be scored.
14. Games scheduled that are not immediately followed by another game will be 6 innings (no time rule). Games that have a game immediately following shall not start a new inning after the 1 hour 45 minute point of a game.
15. Coaches establish who makes which calls (outs/safe) - bases/home plate prior to start of game.

### ***Tee Ball Rules:***

1. All kids will play on the field at a time.
2. Coaches will pitch 4 pitches to the batter. After four missed pitches, the ball will be placed on a batting tee. If the last pitch is fouled off, a batter is entitled to an additional pitch.
3. Games will be 1 hour in length or 3 innings.
4. Outs do count; however all kids will bat each inning in a continuous batting order.