

## **2005 SQUIRREL HILL LITTLE LEAGUE RULES**

Any rule not addressed below shall follow The Official Regulations and Playing Rules of Little League Baseball, Inc. (Copy on file in the snack bar). The League supplied umpire has complete control of the game and will decide any situations not specifically addressed by the Standard Little League Handbook or the following League specific rules.

### **SPORTSMANSHIP**

1. Players must exhibit good sportsmanship towards their opponents, teammates, and umpires.
2. Umpires shall, at their discretion, warn or eject any player or coach, who argues, curses, throws any equipment, or displays other inappropriate behavior. A player may only be warned one (1) time – any other situation will result in ejection.

### **USE OF DUGOUT AND BACKSTOP AREA**

1. Only players and coaches are permitted in dugouts.
2. Food is not permitted in dugouts. Drinks in water bottles only (no open containers).
3. Spectators are not permitted to sit or stand behind the backstop with scorekeeper.

### **UNIFORMS AND ACCESSORIES**

1. All players must wear their team T-shirts, pants and cap. Major League replica caps and jerseys are not acceptable.
2. Uniforms must be worn properly. (Shirts tucked in and caps worn with the bill facing forward)
3. Players are not permitted to wear watches, rings or other jewelry.
4. Pitchers may not wear white sleeves that extend out from under the jersey.

### **FORFEITS**

1. If a team cannot field the minimum number of players, 15 minutes after the scheduled starting time, the game shall be declared a forfeit.
2. If the opposing team chooses to waive the right to a forfeit and the game is subsequently played, the results shall count as scored.

### **PRE-GAME PROCEDURES**

1. Games will begin at the scheduled starting time. Time permitting; teams can use the field for pre-game practice. The visiting team shall practice first. Then the home team will practice and remain in the field for the start of the game.

### **GROUND RULES**

1. A fair ball that rolls under the outfield fence shall be ruled a double, as shall a ball that rolls under the fence and then back onto the field of play. Outfielders should signal the umpire with an upraised arm and not touch the ball.

2. A fair ball that rolls through the fence on either side of the field, or a thrown ball that leaves the field of play, shall be ruled out of play. The runner(s) shall be awarded the base to which they were advancing when the ball went out of play, plus one additional base.
3. A fair ball that enters the on-deck circle remains in play.
4. A ball hit fairly is not “dead” until the pitcher is on the rubber with the ball. A player cannot begin advancing once the pitcher has the ball on the rubber. If a player begins movement toward next base, and then the pitcher steps on the rubber, the play continues. Players or coaches may request a time out, but umpires have the right to call time when *they* feel a play is dead.

### **BASE-RUNNERS**

1. All base runners and players coaching at first or third base must wear helmets.
2. Umpires shall rule out any base runner that, in their judgment, intentionally removed a helmet.

### **SLIDING**

1. Any base runner failing to slide into home plate, and thereby causing a collision or near collision with the catcher, will be ruled out. If the ball and runner come to the plate at the same time, or if the catcher already possesses the ball, the runner must slide.
2. A base runner that, in the umpire’s judgment, causes a collision or near collision by not sliding into any other base shall be ruled out. This rule will also apply in cases of deliberate collisions on the base paths. In either of these situations, a player must avoid contact.
3. Head-first slides are only allowed when returning to a base.

### **BUNTING AND RUNNING THE BASES**

1. If a bunt is made, the runner must run in foul territory. The umpire may call out the runner if this rule is broken.
2. Players may never take a full swing at a baseball after squaring around to bunt.

### **CATCHERS**

1. Catchers must wear a cup.
2. Catchers (or other players acting as catchers) must wear facemasks while warming up pitchers.

### **PITCHERS**

1. A pitcher shall be permitted only five warm-up pitches prior to a new inning. However, a reliever who has not previously pitched shall be permitted eight warm-up pitches.
2. A pitcher on base any time who is pitching the next inning *can* be replaced by a pinch runner who must be the last out recorded.
3. Intentional walks ARE NOT PERMITTED

### **BATTING CAGE RULES**

1. Helmets must be worn at all times.
2. Only coaches can operate pitching machine.

## GENERAL RULES

1. Players will not be permitted in the equipment room without a coach or Little League supervisor.
2. No player will be permitted to enter the Snack Bar at any time.
3. Before leaving the field, each dugout must be thoroughly checked for equipment and all garbage **must** be removed.
4. After the last game of the day, the last team in the field must collect the bases and return them to the equipment room, and put the plugs back in the holes for the bases.
5. All equipment must be returned to the equipment bags and brought to the back room – no loose equipment will be permitted.
6. If a game is not official and continued at a later date, the exact batting order from the original start must be used. A player not there at the continued game, but in the original game, will be just bypassed in the order. Additional players there for the continued game, but not there when the original game started, will be placed at the end of the lineup. Innings pitched in the original game will carry over to the resumed game.
7. A player must play in at least 7 season games to be eligible to participate in the playoffs, unless there is a prolonged injury, in which case you must notify Randy Frankel.
8. IF A PLAYER MISSES A GAME/PRACTICE AND DOES NOT CALL THEIR COACH, the Player will sit out the first three complete innings of the next game.

## SPEED-UP RULES

1. Coaches will assign field positions **before** an inning is over.
2. Catchers must wear shin guards between innings, except when on deck with less than 2 outs. If a new catcher is going in, he must adhere to above rule.
3. A catcher on base with 2 outs **must** be replaced by a pitch runner who must be the last out recorded.

## DIVISION 2 RULES

1. Normal game length is six innings.
2. Under the following circumstances, a game will be ruled official after the losing team has had three opportunities to bat:
  - a. More than one hour and 30 minutes has elapsed since the start of the game.  
No innings can start after 90 minutes (but an inning can be completed).
  - b. The losing team is behind by ten runs or more.
  - c. The game is interrupted by inclement weather.
3. In other cases, games interrupted by inclement weather will be suspended and completed later. Keep your scorebook, as the game will be picked up where it left off.

4. If a game is tied after six innings, and one hour and 30 minutes (1:30) has not yet elapsed, an extra inning shall be played. A tie game after seven innings shall be scored as a tie.
5. Any strike, called or swinging, shall remove **one** ball from the count.
6. A team must field a minimum of 7 players to begin a game, but may continue with 6 players.
7. All players must wear wire-mask safety helmets when batting, on deck, or running the bases.
8. Bunting is permitted; stealing is not permitted.
9. Teams will field their entire line-up. Only four infielders are permitted. No outfielder can move up to field on the infield dirt. A coach may be located in the outfield help direct player position.
10. Each team will bat all players present. The batting order cannot be altered during a game. Defensive substitutions will not affect the batting order. If a player is removed from the order for any reason that player's spot will be vacated and the entire order will move up. Should the retired player re-enter the game, the player will be re-inserted into their previous batting order position. Any player arriving after a game has started must be placed at the end of the original batting order, even if the late arriving player is on the home team and they have not yet completed their first at bat. No team shall bat more than their current players plus 3 or a maximum 12 batters in any one inning. For example, if a team starts the game with 7 players that team can bat only 10 players in any one inning.
11. Pitchers may pitch in a maximum of two innings in any one game. They do not need to be consecutive. There are no weekly limits on innings pitched. If a pitcher is removed and brought back to pitch in the same inning, it shall count as two innings pitched.
12. A pitcher must be replaced once he hits a third batter in the same game.
13. The pitcher must be replaced with the coach's third trip to the mound in any one inning.
14. Once on base, a runner is required to stay on the base until a batter puts the ball in play. There will be no base stealing in this division.
15. A timeout will be called when the umpire deems all base runners to no longer be making a serious effort to advance an additional base. This typically will be when the pitcher has possession of the baseball and is in the vicinity of the mound. If the base runner(s) have adopted a strategy of daring the pitcher to throw rather than actively running toward the next base, play can be considered dead.
16. The "In Field Fly Rule" will NOT be enforced.
17. Two adults may act as base coaches. A coach behind the pitcher and multiple coaches in the outfield are permitted. No coaches will be allowed on the field of play during playoff games.

### **DIVISION 3 RULES**

1. Normal game length is six innings.
2. Under the following circumstances, a game will be ruled official after the losing team has had four opportunities to bat:
  - (a) The game is interrupted by inclement weather.
  - (b) The losing team is behind by ten runs or more.
3. Games tied after six innings shall be played to completion.
4. A team must field a minimum of seven players to begin a game, but may continue with six players. No game may continue with 5 players or less.
5. Players from another division may start in the field **only** if there are fewer than nine rostered players present, or a roster player has violated absence or tardy rules. All players, both rostered and call-ups will be in the batting order.
6. Players must wear wire-mask safety helmets when batting, on deck, or on base.
7. Stealing is permitted. Runners cannot leave the base until the ball passes the batter.
8. You must bat your entire roster consecutively.
9. Teams will field nine defensive players. Free substitution is permitted in the field.
10. A player will not be allowed to pitch more than any two innings in a game, including extra inning games. Innings pitched do not have to be consecutive. If a pitcher is removed and brought back to pitch in the same inning, it shall count as two innings pitched.
11. A pitcher must be replaced once he hits a third batter in the same game.
12. The pitcher must be replaced with the coach's third trip to the mound in any inning.
12. The "In Field Fly Rule" SHALL be enforced.
13. Two adults may act as base coaches.

### **DIVISION 4 RULES**

**Rules for Division 3 will be used except for the following:**

A player will not be allowed to pitch more than THREE (3) innings in a game, including extra inning games. Innings pitched MUST be consecutive. If a pitcher is removed he can NOT be brought back to pitch in the same game.