

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

Any rule not addressed below shall follow The Official Regulations and Playing Rules of Little League Baseball, Inc. There will always be a copy on file in the snack bar for interpretations. 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 are expected to 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, intentionally throws a bat or batting helmet, 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. Players may bring 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. T-shirts must be tucked in and caps must be 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 extent 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 must begin at the scheduled starting time. Each team will have 15 minutes to practice before the start of the game. The visiting team shall practice first. The home team practices and stays in the field for the start of the game. If, when pre-game practice is ready to commence, the visiting team does not have enough players, but the home team does, then the home team will practice 1<sup>st</sup> followed by the visiting team.
2. If a game is not completed before a subsequent game is scheduled to start, the second game shall begin immediately. There will be no on-field practice time. In such cases, coaches are advised to use adjacent park areas to practice.

## **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. In either case, outfielders shall signal the umpire with an upraised arm and not touch the ball.
2. A fair ball that rolls through the game on the first-base side of the field 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. Coaches are advised to secure the gate to prevent such occurrences.
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. Umpires have the right to call time when they feel a play is dead in the infield. A player or coach cannot call time out until the pitcher is on the rubber.

## **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 has, in their judgment, intentionally removed a helmet.

## **SLIDING**

1. Any base runner who fails to slide into home plate, and thereby causes 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, the runner must slide. This will be at the umpire’s discretion. If the catcher has 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 shall be ruled out. This rule will also apply in cases of deliberate collisions at any base or on the base paths. In either of these situations, a player must avoid contact. If in doubt whether there will be a play, slide!!!

## **RUNNING THE BASES**

1. If in a game a bunt is made, the runner must run in foul territory. The umpire may call out the runner if this rule is broken.

## **CATCHERS**

1. Male catchers must wear a cup.
2. Catchers must wear shin guards between innings, except when on-deck with less than two outs.
3. A catcher on base with two outs must be replaced by a pinch runner who must be the last out recorded.
4. Catchers (or other players acting as catchers) must wear facemasks while warming up pitchers.

### **PITCHERS**

1. A pitcher shall be permitted five warm-up pitches, not to consume more than one minute of time, between innings.
2. A reliever who has not previously pitched shall be permitted eight warm-up pitches.
3. 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.

### **BATTING CAGE RULES**

1. Helmets must be worn at all times.
2. Only coaches can operate pitching machine.
3. Pitching machine and equipment must be brought back by coaches after their practice.

### **GENERAL RULES**

1. At no time will any player 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 or any other garbage that needs to be cleaned.
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. If a player is not there for the continued game, who was there when the original game started, he is just bypassed in the order. If additional players are there for the continued game, who were not there when the original game started, their name is placed at the end of the lineup. Whatever innings a pitcher had got in the original game, will carry over to the resumed game.
7. No food is permitted in the dugout – only water.

## **LEAGUE RULES**

### **\*REMINDER\***

1. **IF A PLAYER MISSES A GAME/PRACTICE AND DOES NOT CALL:** Player sits out first three complete innings.
2. 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.
3. If you have any questions about a game status, called the field at (412) 421-7172.
4. Intentional walks ARE NOT PERMITTED.

### **NEW SPEED-UP RULES FOR 2005**

In order to insure more playing time for your children, we have adopted the following speed-up rules for Spring 2005:

1. Pitcher is permitted five warn-up pitches.
2. Coaches will assign field positions before an inning is over.
3. 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.
4. A catcher on base with 2 outs, **must** be replaced by a pinch runner who must be the last out recorded.
5. A pitcher who is pitching the next inning can be replaced by a pinch runner who must be the last out recorded.

## DIVISION 2 RULES

1. The league supplied umpire has complete control of the game and will decide any situation not specifically covered by the standard Little League rule book or the following league specific rules.
2. Normal game length is six innings.
3. 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 (1:30) has elapsed since the scheduled start of the game. No innings can start after 1:30 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.
4. 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.
5. 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. If the game remains tied after seven innings, it shall be scored as a tie.
6. Any strike, called or swinging, shall remove **one** ball from the count.
7. A team must field a minimum of seven players to begin a game. If a player is injured or ejected, the game may continue with six players.
8. All players must wear wire-mask safety helmets when batting, on deck, or running the bases.
9. Bunting is permitted; stealing is not permitted.
10. 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. No player will be allowed in the infield area.
11. Each team will bat their entire order in round robin fashion. The batting order cannot be altered during a game. Defensive substitutions will not affect the batting order. Should a player be removed from the game for any reason that player's spot will be vacated and the entire order will move up one position. Should the retired player be re-entered into 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. (This requirement applies to both teams 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 instance, if a team starts the game with 7 players that team can bat 10 players, if the team starts with 8 players that team can bat up to 11 players, etc.)
12. Pitchers will be allowed pitch any two innings in one game. 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.

13. Any pitcher hitting two players in one inning must be replaced once a third batter is struck, in either that current inning or a subsequent inning pitched in the same game. A coach may make two trips to the mound in one inning. The pitcher must be replaced with the coach's third trip to the mound.
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 the lead base runner 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, is in the vicinity of the mound and the base runner has adopted a strategy of daring the pitcher to throw rather than actively running toward the next base.
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 is permitted.

### 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. If a player is injured or ejected, the game may continue with six players. No game may continue with 5 players or less.
5. Players from another division may start **only** if there are fewer than nine rostered players present, or a roster player has violated absence or tardy rules. If a missing rostered player subsequently arrives, they must replace any non-rostered player who has played three innings or more.
6. All players must wear wire-mask safety helmets when batting, on deck, or base running.
7. Stealing is permitted – player cannot move of base until the ball passes the batter.
8. You must bat your entire roster consecutively. At the coach's discretion, a player from another division can bat in the line-up.
9. Teams will field nine defensive players. Free substitution is permitted in the field. No player can sit for more than 2 innings in the field and that should not be consecutive.
10. A player will not be allowed to pitch more than any two innings in a game, including extra inning games. If a pitcher is removed and brought back to pitch in the same inning, it shall count as two innings pitched. This maneuver is permitted only once per inning.
11. Any pitcher hitting two players in one inning must be replaced once a third batter is struck, in either that current inning or a subsequent inning pitched in the same game. A coach may make two trips to the mound in one inning. The pitcher must be replaced with the coach's third trip to the mound.
12. The "In Field Fly Rule" SHALL be enforced.
13. Two adults may act as base coaches.