

Sq Hill Baseball 9-yr-old All-Star Rules (Fall 2007)

Situations not addressed below shall follow the playing rules of Little League Baseball, Inc. The Umpire, provided by the league each game, will rule on unique situations.

Sportsmanship & Uniforms

- Players must exhibit good sportsmanship towards opponents, teammates, and umpires.
- Umpires shall, at their discretion, warn or eject any player, coach or fan, which argues, curses, intentionally throws equipment, or displays other inappropriate behavior. There will be a maximum of one warning. At the umpire's discretion, an ejection can occur without warning.
- Extremely inappropriate acts, or behavior that recklessly endangers the safety of others, can be accompanied by further suspension by the league director.
- Players must wear their team T-shirt (tucked in) and team cap (worn with the bill facing forward)
- Players are NOT permitted to wear watches, rings or other jewelry.
- Pitchers may not wear white or light-colored sleeves that extend from under the T-shirt. They may not wear any other item that could distract the hitter.

Game Length & Forfeits

- Scheduled game length is six innings (+ extra innings, time permitting), however no inning after the 4th can begin more than 2 hours from the start of the game.
- Under any of the following, a game will be official after the team trailing has finished 4 ABs:
 - a) More than 2 hours has elapsed since the start of the game. (No inning can start after 2 hours, 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.
- If the road team takes the lead in the top of an inning, the home team must complete it's AB in the bottom of the inning or the game will be considered "suspended" and not complete. If a suspended game is not completed at a later date, the game will be considered a TIE in the standings.
- All unfinished games completed at a later date will be picked up where the game was left off. The exact batting order from the original start must be used. If a player in the original line up is not there for the continued game he is just bypassed in the order. If additional player(s) not there for the original game are there for the continued game, their name is placed at the end of the lineup. Innings pitched in the original game will carry over to the resumed game.
- A team will forfeit a game if they do not have at least SEVEN players available to begin a game. They will be given a grace period of 15 minutes from the umpire's start time for the game.
- The game may continue as long as the team has at least SIX players.
- If the opposing team chooses to waive the right to a forfeit and the game is subsequently played, the results shall count as scored.
- Please limit rest time to 15 minutes between doubleheader games

General Game Rules

- Teams may field up to 10 players, however only four infielders are permitted. No rovers may be used – outfielders should be spread relatively equally across the outfield.
- Free substitution in the field
- Metal cleats are NOT allowed
- Bats must be 2 ¼ inches in diameter.

Hitting, Bunting & Base Running

- Each team will bat all players at the game and the batting order cannot be altered during a game.
- Should a player be removed for injury or due to leaving the field before game's end, the player's place in the order will be vacated and the entire order will move up one position. Should that player re-enter the game, the player will be re-inserted into their previous spot in the order.
- A player arriving after a game has started must be placed at the end of the order. This applies to both teams even if the late arriving player is on the home team and they have not yet batted.
- All players must wear helmets when batting, on deck, or running the bases.
- Umpires shall rule out any base runner that in their judgment intentionally removed a helmet.
- Bunting is permitted.
- Any hitter that has just bunted, or placed a short hit in front of home plate, **MUST** run to first base in foul territory. The umpire **MAY** call the hitter out if this rule is broken.
- **Any base runner that, in the umpire's judgment, causes a collision by not sliding at ANY base, or especially at home plate shall be ruled out.**
- The runner is also responsible for avoiding contact with any fielder that is making a play on a batted ball. However, fielders must not be in the base paths or standing on any base if they are not attempting to field a batted ball or make a play at that base.
- Stealing of any base is permitted, but the runner cannot leave the base until the pitch has passed the hitter.
- The "Infield Fly Rule" will NOT be enforced.

Catchers

- Catchers **MUST** wear a cup and to save time must keep shin guards on between innings, except when on-deck with less than two outs.
- If a catcher is on base with two outs, he **MUST** be replaced with the player last recording an out.
- The player due to catch the following inning can be pinch run for at any time by the player that was the last out recorded.
- Catchers (or other players acting as catchers) must wear facemasks while warming up pitchers.

Pitchers

- Pitchers new to the game will be permitted 8 warm-up pitches before their first pitch.
- A pitcher will be permitted only 5 warm-up pitches before their 2nd inning pitched.
- Pitchers due to pitch the next inning and on base **CAN** at any time be replaced by a pinch runner that must be the last out recorded.
- Intentional walks are **NOT** permitted.
- Pitchers will be allowed to pitch any 2 consecutive innings in any game (including extra innings).
- Upon hitting a 3rd hitter in the same game, a pitcher must be replaced.
- A pitcher must be replaced with the coach's 2nd trip to the mound in the same inning.

Other Information

- Teams will always be ranked in the league standings based on W/L Pct (wins divided by the sum of wins + losses). This is used due to the condensed nature of the fall season, which does not always allow time for make-up games. Standings tie-breakers are: (1) head-to-head, (2) coin toss