

Squirrel Hill Baseball Little League Rules (Spring 2009)

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

Sportsmanship

- 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.

Use of the Dugout and Backstop Area

- Only players and coaches are permitted in the dugouts.
- Food is not permitted in the dugouts. Players may bring drinks in plastic bottles. No open containers or glass bottles.
- The home team uses the first base dugout.
- Players **MUST** remain outside of the dugout until teams playing the prior game are out.
- Unless you are playing in the last game of the day, coaches should **NOT** hold team talks in the dugout area. Please get your team and equipment out as quickly as possible.
- Spectators are not permitted to sit or stand behind the backstop.

Uniforms

- 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.

Forfeits

- 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.

Pre-Game Field Use

- Time permitting; each team will have 10 minutes to practice on the field before the start of the game. The visiting team practices first, followed by the home team which stays on the field to start the game. If pre-game practice is ready to begin and the road team doesn't have enough players, the home team will practice first, followed by the visiting team.

Batting Cage Rules

- Helmets must be worn at all times.
- Only coaches may operate the pitching machine.
- Unless prior arrangements are made, equipment used in the batting cage must be brought back to the equipment room by coaches after their practice is finished.

Ground Rules

- A fair ball that rolls under the outfield fence (whether it rolls back onto the field or not) shall be ruled a double. Outfielders signal the umpire with a raised arm and should not touch the ball.
- A fair ball that rolls through the gate on the first or third base sides 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 gates.
- A fair ball that enters the on-deck circle remains in play.
- ***For Div 3 - Play, once started is not “dead” until the pitcher is on the rubber with the ball. A runner cannot begin advancing once the pitcher has the ball on the rubber. If a runner begins movement toward the next base, and then the pitcher steps on the rubber, play continues. The umpire will call time when they feel the play is dead.***
- ***For Div 2 – Play will be considered “dead” when an infielder (that is in the infield) is throwing the ball back to the pitcher. Runners that have stopped at a base MAY NOT advance even if the throw to the pitcher is not caught. Play will continue to be “live” on all balls coming in from the outfield until the pitcher has possession on the rubber. The umpire will call time when they feel the play is dead.***

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 from the game for any reason ***not involving a disciplinary action***, the player’s place in the order will be vacated and the entire order will move up one position. If that player re-enters the game, the player will be re-inserted into their previous spot in the order.
- ***If a player is removed by a game official for misconduct (a disciplinary action) that spot in the line-up will be considered an out each time the order comes to that player.***
- 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 wire-mask 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 or near collision by not sliding 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.
- Two Adults may act as base coaches and ***no base coaches may ever touch a runner.***
- ***In Division 3 games, offensive meetings will be limited to one per inning. An offensive meeting occurs when time is called so a coach can talk with a hitter or base runner. Meetings with hitters or runners will not count if time is called for a trip to the mound.***

Catchers

- Catchers MUST wear a cup
- Catchers must wear shin guards 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

- 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.
- Pitchers 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 innings in a game (including extra innings). There are no weekly limits on IP. A pitcher removed and reinserted in the same inning shall count as 2 IP.
- 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. A trip to the mound includes the following:***
 - ***Time called and the coach walking to the mound***
 - ***The pitcher walking off the mound to take instruction from a coach (even though time has not been called and the coach is not on the field)***
 - ***Catchers going to the mound right after speaking with the coach***
 - ***Time called for defensive positioning (even if coach doesn't speak with pitcher)***
 - ***A coach standing on the mound with a pitcher during pre-inning warm-up (Div 3 only)***

Umpires will warn coaches the first time they see any of these activities. It is an educational warning per coach. There will not be one warning per game.

General Rules

- Players will not be permitted in the equipment room without a coach or Little League supervisor.
- No player will be permitted to enter the Snack Bar at any time.
- ***After each game the dugouts must be thoroughly cleaned. ALL GARBAGE MUST BE REMOVED. This is the responsibility of the coaches.***
- After the last game of the day, the home team must collect the bases and return them to the equipment room.
- All equipment must be placed in the equipment bags and brought to the back room – no loose equipment will be permitted.
- For an unofficial game that is continued at a later date, 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.

Player Eligibility

- ***A player must play in at least 6 regular season games to be eligible to participate in the playoffs, unless there are special circumstances. In which case the League Director will decide eligibility.***

Rules Specific to Division 2

- 1) Scheduled game length is six innings.
Under any of the following, a game will be official after the team trailing has finished 3 ABs:
 - a) More than 90 minutes has elapsed since the start of the game. (No inning can start after 90 minutes, but an inning can be completed).
 - b) The losing team is behind by ten runs or more (if the lead goes to 10 in the top of the inning, the home team will bat).
 - c) The game is interrupted by inclement weather or darkness.
- 2) If a game is tied after six innings and 90 minutes have not yet elapsed, an extra inning shall be played. No game shall go more than 7 innings.
- 3) Any strike, called or swinging, shall remove **one** ball from the count.
- 4) Stealing is NOT permitted.
- 5) Teams will field their entire line-up. Only four infielders are permitted. *No outfielder can move up to field a ball still on the infield dirt.* A coach may be located in the outfield to help direct players (a 2nd coach if more than 4 OF). No coach will be allowed in the infield.
- 6) In no inning, BUT the last inning of the game (umpire's discretion) shall a team bat more than their current players plus 3 (up to a maximum 13 batters). Therefore teams starting the game with 7 players can not bat more than 10 hitters in an inning. Teams with 8 can hit 11, teams with 9 can hit 12 and a team with 10 or more can bat 13.
- 7) A runner is required to stay on the base until a batter makes contact with a pitched ball.
- 8) The "Infield Fly Rule" will NOT be enforced.

Rules Specific to Division 3

- 1) Scheduled game length is six innings.
- 2) Under any of the following, a game will be official after the team trailing has finished 4 AB's
 - a) The losing team is behind by ten runs or more (if the lead goes to 10 in the top of the inning, the home team will bat).
 - b) The game is interrupted by inclement weather.
- 3) ***Games tied after six innings will go to extra innings (8 inning limit).***
- 4) Stealing is permitted. A runner can't move off the base until the ball passes the batter.
- 5) Teams will field nine defensive players. Free substitution is permitted in the field.
- 6) The "Infield Fly Rule" SHALL be enforced.
- 7) ***Any pitched or thrown ball that gets wedged between the backstop fence and the tarp will result in a stoppage of play. Runners on 1st or 2nd base (if third is open) will be advanced one base. However, no runner on third will be given home***