

Top Rules that Managers Need to Know

The following is a list of rules and interpretations for discussion. While the rule book is quoted liberally in the discussion, this is not a definitive document. It is intended for guideline purposes only and the LL rule book should be considered as the definitive source. The information below is for regular season games and primarily intended for the 60 foot diamond.

1. Pitcher eligibility Reg. VI

Pitching Week = Sunday through Saturday

Can pitch no more than 6 innings in a week; can have no more than 12 innings pitched by 12 year-olds. Pitch 1-3 innings – one day's rest; 4+ innings – three days rest

2. Coach/player decorum Reg. XIV (will discuss more later)

(a) Actions of players, managers, coaches, umpires and league officials must be above reproach. No verbal or physical altercation or unsportsmanlike conduct. Subject to board discipline

(b) Uniformed players, managers, coaches and umpires only on the field. No batboys at any level. All players shall be on their benches in the dugouts or in the bullpen when not on the field. No on-deck batter (we interpret that to mean no bats off the rack in the dugout)

(c) 2 adult base coaches permitted

(d) Coaches do not leave the bench or dugout except to 1) base coach or 2) confer with a player – but only after receiving permission from the umpire

(e) No alcohol or tobacco

(f) MANAGERS & COACHES SHALL NOT WARM UP PITCHERS!!!! (this includes the bullpen)

3. Definition of a catch 2.00 Catch

Secure possession in hand or glove of a ball in flight and firmly holding ball before it touches the ground. Fielder shall have the ball long enough to prove complete control and release of the ball is voluntary and intentional.

4. Definition of a fair/foul ball 2.00 Fair ball, foul ball

Batted ball that settles on fair ground between home and 1st or 3rd base of that is on or over fair territory when bounding to the outfield past 1st or 3rd base or that touches 1st, 2nd or 3rd base.

5. Definition of a foul tip 2.00 Foul tip

Batted ball that goes sharp and direct from the bat to the catcher's hands & is legally caught. Any foul tip that is caught is a strike and the ball is live and in-play.

6. Infield fly rule 2.00 Infield fly

Runners on 1st & 2nd or 1st, 2nd & 3rd w/ less than 2 outs. Fair fly ball (batted ball that goes high in the air in flight) which can be caught by an infielder with ordinary effort. Any player stationed on the infield will be considered infielders for the purpose of this rule.

The only thing this rule does is to call the batter out and remove the force. All other base running rules apply. If it is caught, the runners must tag up. If not caught, the runners may (but do not have to) run at their own risk - the runners must then be tagged to be put out.

7. Interference 2.00 Interference, 7.09

(a) Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.

(b) Defensive - an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpires interference – when umpire hinders a catcher's throw or when a fair ball touches an umpire in fair territory before passing a fielder (should never happen on 60' diamond).

8. Obstruction 2.00 Obstruction, 7.06

An act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball.

Obstruction 'a' – play being made on a runner

Obstruction 'b' – no play being made on a runner

9. Definition of a tag 2.00 Tag

Action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

10. Substitutions 3.03 (also cover minimum play)

(assumes that teams are not batting the roster) Player removed from the line-up may return in any spot in the batter order, provided that his substitute has completed his mandatory play (one at bat + 6 consecutive defensive outs). Pitchers once removed may not return as pitchers. Only players in the starting line-up may re-enter the game. 3.05 – except in the case of injury, a pitcher must pitch the first batter (or his substitute) until batter is put out, reaches base or the side is retired.

11. Field conditions-who controls the play (Coaches vs umpires) 3.10

(a) Managers of both teams shall agree on the fitness of the playing field before the game starts. If no agreement a board rep shall make the determination

(b) Once game starts UIC for game is solely responsible for determining the suitability of playing conditions and when/if to resume play.

12. Batting out of order 6.07

Don't ask (Proper Batter / Improper Batter / Legalized Batter)

13. Two runners on the same base 7.03

If the ball is live and there are 2 runners on a base, the preceding runner is entitled to the base if there is not a force situation. In the case of the force, the following runner is entitled to the base.

14. Awarding bases 7.04, 7.05

Two bases on over throws. If on the first play on the infield, it is two bases from the time of the pitch. Otherwise, it is two bases from the last one touched when the ball is thrown (not from when the ball goes out of play)

15. Sliding 7.08a(3)

There is no must slide rule in LL. 7.08a(3) states that “any runner is out when...the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag.”

Also 7.08a(4) states “any runner is out when...the runner slides head first while advancing” (Majors and below only)

16. Appeal plays 7.10

Ball must be live. If an appeal is to be made before time is called, the ball does not have to go back to the pitcher – the ball can go directly to the base where the appeal is to be made. If time has been called (after the play, but before the appeal is made), the ball must go back to the pitcher, the umpire should signal the ball in play, the pitcher should step off the rubber (must be with his pivot foot) and the ball should be thrown to the appropriate base. Under all conditions, appeals must be made before the next play or pitch is made.

17. Runners leaving base early 7.13 (baseball vs softball)

Baseball – Runners are subject to being returned to their bases. In essence, runners will be backfilled to bases to the point where the batter-runner forces them to go. One runner leaves early...all leave early. Example: bases loaded, runner leaves early, batter hits a double, 3 runs score. Runner that started on first must return to 3rd base – only 2 runs allowed.

Softball – Dead ball, no pitch - offending runner is out

18. Special pinch runner 7.14

Once per inning a player that is not currently in the batting lineup may pinch runner for another offensive player that has reached base. A player may only be removed from a special pinch runner one time during a game. Does not matter if the pinch runner has played in the game or not. Rule does not apply if teams are batting the roster.

19. Pitching Signals 8.01

Pitchers shall take signs from the catcher while standing on the pitchers plate. This is to keep the pitchers from ‘quick-pitching’. They can also take signs from the bench as long as it does not slow down the game.

20. Illegal pitches **8.02, 8.05**

8.02 – Hand to mouth in circle, foreign substances, expectorant, deface the ball...Penalty: ball to the batter and warning to pitcher.

8.05 – With a runner on base....

- Makes motion associated with delivery and fails to deliver the pitch
- Makes a quick pitch
- Unnecessarily delays the game
- Without the balls stands on or astride the pitcher's plate
- Pitcher drops the ball while touching the pitching plate

Penalty – ball to the batter (Juniors and above → Balk)

21. Visits to the pitcher **8.06**

A pitcher must be replaced on the 3rd visit in an inning or the 4th visit in a game. The number of visits applies to each individual pitcher. Visits for an injury do not count toward these visits. Coaches can visit the pitcher on the mound and may be joined by any other player (New).

22. Authority of the umpire **9.00, 3:10, 4:15**

3.10 – the UIC for the game shall be the sole judge as to when play should be suspended during a game.

9.01c – Each umpire has the authority to rule on points not specifically covered in the rules

9.02 – Any umpire's decision which involves judgment...is final.

23. Time outs **Offense vs Defense (how they are administered)**

If a time out is called by the offense (one allowed per inning) and the defensive coach uses this time to talk to his pitcher, he will **NOT** be charged a visit to the mound as long as he does not delay the game any longer than the offensive coach.

If time is called by the defense – either for a visit to the pitcher or to rearrange the defense – this team is charged with a visit to the pitcher. If the offense chooses to visit during this time, they would not be charged a timeout as long as they did not delay the game past the defensive timeout.

Stopping play for the purpose of making substitutions by either the offense or defense should not be considered as a Timeout (as long as they do not unnecessarily delay the game).

24. Softball Pitching **3.03**

New to Minors and Majors - a pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once in the same inning as she was removed.