

WOODSTOCK LITTLE LEAGUE

2009 Minor American League Ball Rules

Updated 4/10/09

The Woodstock Little League follows rules established by Little League International. Please refer to the official Little League rulebook for clarification on rules. The rules listed below either supersede or clarify a Little League rule.

Rain Outs:

Canceled games due to inclement weather will be called by 5:00 PM. If managers are not called by 5:00, or the cancellation is not listed on the website, teams are to report to the fields for play. If weather makes the game unsafe or unplayable, the game will be called after discussion between managers and the umpire. Any Little League official may call a game if they deem the weather or field is unsafe.

A complete game is 4 innings (3 ½) if the home team is ahead. All rained out games will be made up with the date and time being determined by League V.P. Generally we will attempt to make up games the first Saturday or Sunday after the rain out. Do not try to schedule a makeup game by contacting the other manager and “working something out”.

If a game is suspended because of rain and at least 1 complete inning has been played, it will be re-started where it left off. If a game is called before 1 inning is complete, a new game will be played.

Lightning Detections Systems (LDS) were installed at Emricson and Bates Parks in 2008. The audible signals for the system are as follows:

LDS System Activiated	ACTION TO BE TAKEN
15 Second-Long Blast and Flashing Strobe Light	Stop activity immediately and instruct everyone to get to a safe place.
Three 5 Second- Short Blasts, Strobe Light Extinguished	Activity may resume, re-evaluate field safety conditions prior to play.
Lightning Seen – No Signal From LDS	Suspend Play until 20 Minutes after last visible flash

Know what to do

Whether or not an LDS is present at your field of play, suspend activity immediately after lighting is spotted, thunder is heard, or the LDS is activated. Play may resume after a 20-minute period has elapsed and no additional lighting has been observed or if the LDS is deactivated. If additional lighting is sited or the lightning detection system is activated again, 20 minutes must pass again without lighting seen.

Players and managers may call the Woodstock Little League hot line 815-333-5171 or visit www.woodstocklittleleague.com web site to see if weather related information is posted.

Pre-game Procedure:

It is recommended teams arrive at the ball fields 30 minutes prior to game. Games will start promptly at their scheduled start time.

When a game is being played on the field prior to your game, there may not be time for pre-game drills and warm-ups on the field. If the field is available, the visiting team will have the infield for practice from 5:40 - 5:50 and the home team for the 5:50 to 6:00.

Each team will provide the umpire with a new baseball to be used in that game. Those balls will be returned to the teams after the game is completed.

Players:

1. Nine defensive players will play the field. Each player will play a minimum of 4 innings per game. Each player **must** play a minimum of 1 inning in the infield. No player shall sit out consecutive innings. During in-house tournaments, the scorekeeper will keep track of playtime.
2. Substitutions are allowed any number of times per game as long as the ball is not in play. A player may sit out an inning and then go back into the game. A player can play a position, exit the position and play it again any number of times. The only exception being pitcher. Once a player stops pitching they cannot pitch again in that game.
3. Borrow Rule - Any team that is unable to field 9 players, or thinks that they cannot field 9 players, may borrow one player from any other team in the Minor American League. All-Star players from the previous 8 and 9 year old All Star teams are not eligible as borrowed players. The borrowed player will bat in the last position and must play the outfield. The borrowed player will rotate the same as all other players on the team. If a rostered player shows up after the line up has been established and given to the opposing team, the rostered player will bat after the borrowed player. The borrowed player will be allowed to continue to play in the game.
4. If a team is not able to field 9 players, they are not required to borrow a player as a team can start and finish with 8 players.
5. When a pinch runner is used it must be the last person who made the out. Pinch runners are not allowed except for the following conditions:
 - a. If a player is injured, they can be removed from the game.
 - b. If there are 2 outs and the catcher is on base, they can be pinch run for. This is intended to speed up the game. The catcher must go into the dugout and put the catcher's gear on immediately.

Batting:

1. Batting Order - Every player present on the roster will bat in succession. After the line up is submitted and the game begins, the batting order shall remain the same. There is **no** pinch hitting. If a player arrives after the start of the game, that player will be placed at the end of the line up.
2. Batters per inning – each team will bat until they make 3 outs or 5 runs have scored. Once 5 years have scored, the inning immediately stops.
3. There are to be no intentional walks to any batter at any time.

4. All bats must be stamped have the appropriate BPF rating of 1.15.
 - a. Bat length shall not exceed 33 inches.
 - b. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less.
 - c. Bats labeled “tee ball” can be used if it says “Little League Approved”
5. On Deck – there is no on deck in Little League. The only exception is the first batter of an inning can take practice swings while the pitcher is warming up. Note only the first batter can warm-up, multiple players are not allowed to be on deck. Warm Up donuts are not allowed in Little League.
6. The “infield fly” rule will be enforced.

Base Stealing:

1. Stealing of 2nd and 3rd is permitted after a pitched ball crosses home plate.
2. Stealing of home is not permitted when the catcher cleanly catches a pitch (the ball remains in his/her glove) and throws it back the pitcher and he/she cleanly catches it. Note the pitcher does not need to be on the mound when they receive the ball. Base runners can advance to home after a pitch when the pitch is not fielded cleanly by the catcher or pitcher, or if the catcher makes a play on a base runner. Base runners can advance to home when the following occurs:
 - a. Any time a pitch touches the ground
 - b. A wild pitch or past ball
 - c. The catcher makes a play on a base runner (i.e. tries to pickoff a runner at 1st base)
 - d. When the catcher or pitcher drops the ball
3. Leadoffs – There are no leadoffs in Little League. Base runners must remain on the base until the ball crosses the plate. Base runners cannot leave their base when the pitcher has the ball on the pitchers mound. If a player is actively running the bases, a pitcher cannot stop their advancement by simply stepping on the mound.
4. Advancing – Players can advance to any base on any misplayed or overthrown balls. There is no dropped 3rd strike. The batter is out on strike 3 and the ball is live so runners can advance at their own risk.

Sliding:

1. A runner must slide to a base if the opposing team is making a play on him/her and there is a chance of contact with the defensive player. A player will be called out and the ball ruled dead if he/she does not slide to avoid contact. This is a judgment call by the umpire.
2. Head first slides are not allowed, unless the runner is returning to a base.

Coaching:

1. There must be at least one adult coach in the dugout during play.
2. There are no coaches allowed on the field during play.

3. No base coaches are allowed on the field until the umpire calls "play ball".
4. Players are allowed to be base coaches but they must wear a batting helmet when doing so.
5. Only catchers wearing full catchers gear are allowed to warm up a pitcher. Coaches **cannot** warm up a pitcher.

Equipment & Uniforms:

1. Players must supply their own glove to play the field.
2. No metal spikes are allowed.
3. Catchers must wear a protective cup and must use a catcher's mitt. They must also have a dangling throat protector. It also is recommended that all players wear a protective cup for their own safety.
4. Hats must be worn straight, shirts must be tucked in and socks must match.
5. Player can use their own helmets as long as they are stamped "NOCSAE" approved. Helmets must be free of paint and stickers.
6. Catchers may use their own catchers gear.

Pitching:

Pitchers may not exceed 75 pitches per day. If a pitcher reaches the 75 pitch limit while facing a batter, they may finish pitching to that batter but once the batter is retired or reaches base, they must be replaced.

After a player pitches in a game they will require rest as defined by Little League. The following chart identifies how many "calendar" days of rest and games off are required based on the number of pitches thrown:

1 - 20 pitches	no rest is required
21 - 40 pitches	1 calendar day of rest
41 - 60 pitches	2 calendar days of rest and skip 1 game
61 - 75 pitches	3 calendar days of rest and skip 1 game

1. A "calendar" day starts at midnight and ends a midnight. If a pitcher throws 50 pitches on Saturday they will need 2 calendar days of rest. They will not be allowed to pitch again until Tuesday (Sunday and Monday off for rest). It does not matter what time on Saturday the pitches were thrown as a calendar day starts at midnight. A calendar day is not based on 24 hours elapsing from the last pitch the pitcher threw or when the game ended.
2. There is **no** limit to number of pitchers that a team can use in a game.
3. A player **cannot** pitch in multiple games on the same day not matter what their pitch count is.
4. Pitchers get 8 warm-up pitches or 1 minute, whichever comes first. Warm-up pitches and throws to bases do not count towards the pitch count.

5. Each team will be issued a pitch counter.
6. Both teams are to count pitches for both teams.
7. At the end of each half inning, both score keepers will meet and must agree on the pitch count.
8. Each manager is responsible for keeping complete pitching records for his team.
9. The home team must record **ALL** pitches for both teams in the Official Game Book and submit this information via the score submission process.
10. A team violating this rule will forfeit the game and the manager will be suspended for the next game that is played.

Cheering and Yelling:

1. Teams are encouraged to support their teammates by cheering for them.
2. Players, Coaches and Fans cannot do the following:
 - a. Perform organized or choreographed cheering or singing.
 - b. Cannot scream or yell when the opposing pitcher is delivering the ball to the plate.
 - c. Cannot scream or yell when the intent is to disrupt the pitcher or opposing team.
 - d. Make degrading remarks towards teammates or the opposing team. This includes cheering or laughing when the other team makes a mistake.

Catchers:

1. Players that have played the position of pitcher in a game are **now** eligible to play catcher in the same game.
2. Players throwing 41 or more pitches in a game CANNOT play the position of catcher.

Length of Game:

1. A regulation game consists of 6 full innings or 5 ½ innings if the home team is ahead.
2. **Complete Game** - A game is considered a complete game after 4 innings are complete - 3 ½ innings if the home team is ahead.
3. **10 Run Rule** - A game will be considered over when either team has a lead of 10 runs or greater after 4 innings - 3 ½ innings if the home team is ahead. Note if both managers agree, the game may continue the full 6 innings but the game is official after the 4th inning.
4. **Darkness** - In the interest of safety, an umpire, with the consent of the managers, can call the game in the event of darkness. If the game is not considered complete because 4 innings have not been played, it must be completed at a future date.
5. **Time Limit** - No inning shall start once 2 hours have elapsed since the first pitch of the game on a non-school night. If there is a game scheduled immediately after your game, or public schools are in session the following day, there will be a time limit of 1 hour 45 minutes, no inning to start after 7:45pm. No inning can start after 9:50pm regardless of how long the game has been played on any night.

Ejections:

1. Any manager, coach, player or parent ejected from a game will be suspended for the next two games that are played.

Protests:

1. There are no protests allowed in the Minor American League.

Umpires

1. It will be the home teams' responsibility to unlock the gang box and bring the equipment for the umpire and helmets to the field. All equipment shall be located in the gang box at the fields.
2. It is the responsibility of the home team to sign the umpire form after the game. This is very important as this is the method in which the umpires get paid. Place waivers in the "Umpire Waiver Folder" in the gang box or in the shed at Sullivan field

Game Standings:

1. The home team is required to fill out and leave the official game book in the gang box. All information must be complete including final score and pitch counts for each team.
2. The home team must submit the scores and pitching stats using the score submission policy, within 24 hours of a game being completed. If a score is not submitted, the home team will forfeit a game.
3. The league's website will contain the schedule and standings for the league.