

# **WOODSTOCK LITTLE LEAGUE**

## **2009 Junior League Fall Ball Rules**

**Updated 8/9/09**

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

### **FALL BALL RULES:**

All Woodstock Little League in-house rules are followed unless otherwise specified in the Fall Ball section:

1. Pitching:
  - a. Players may pitch a maximum of 3 innings per game or 60 pitches, whichever comes first
    - i. If a pitcher reaches 60 pitches they may finish the batter they are facing
  - b. A player can pitch a maximum of 4 innings per week
  - c. A pitcher cannot pitch in more than 1 game in a calendar day
  - d. A team can pitch 14 year old players a maximum of 4 innings per game
  - e. Teams must carry & fill out the pitching log and have the opposing manager sign after each game
  - f. Balks will be called as follows:
    - i. Balks will not be called until 9/15 – warnings will be issued
    - ii. Starting 9/15 balks will be enforced
  - g. Pitchers must adhere to the days rest specified in the regular season rules
  - h. A pitcher may be removed and can return as a pitcher one time in the game as long as they remain in the game.
2. Playing restrictions:
  - a. Each player must play at least 1 inning in the infield and 1 inning in the outfield.
  - b. Each player must play a minimum of 4 innings in the field.
3. Scores will be kept during the game but no standings will be tracked.
4. Length of games:
  - a. Weekday games: No inning may start after 2 hours have elapsed from the game start time or 8:00 PM.
  - b. Weekend games: No inning may start after 2 hours and 15 minutes have elapsed from the game start time (2 hours when another game follows).
5. Players will play at the age they will be on May 1 next year. This league is open to all players that will be 13 or 14 next May 1.

## **REGULAR SEASON RULES:**

### **Rain Outs:**

Canceled games due to inclement weather will be called by 4:00PM. If managers are not called by 4:00, 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 5 innings (4 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 games will attempted to me made up on the next Saturday or Sunday. 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 restarted where it left off. If a game is called before 1 inning is complete, a new game will be played.

If lighting is seen, games will be suspended immediately; 20 minutes must pass without any additional lighting seen. If no additional lighting is seen, the game may restart. If additional lighting is sited, 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](http://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 start of 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 – 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 manager is encouraged to allow each player to play a minimum of 1 inning in the infield.
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 may borrow one player from any other team in the Junior or National League. The borrowed player will bat in the 9<sup>th</sup> 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 in the 10<sup>th</sup> position. The borrowed player will be allowed to

continue to play in the game.

4. Pinch Runners are not allowed except for the following conditions. When a pinch runner is used it must be the last person who made an out.
  - 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.
3. Bats:
  - a. Bat length shall not exceed 33 inches.
  - b. 2 ¾" bats allowed
  - c. No drop limit

**Base Stealing:**

1. Stealing of all bases is permitted.
2. Leadoffs are allowed
3. Runners are allowed to slide head first

**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. Runners are allowed to slide head first

**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. Players must warm up pitchers. Coaches cannot warm-up pitchers.
  - a. Players must have a catchers helmet on when warming up pitchers

**Equipment & Uniforms:**

1. Players must supply their own glove to play the field.
2. 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.
4. Hats must be worn straight, shirts must be tucked in and socks must match.
5. Players 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 95 pitches per day. If a pitcher reaches the 85 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 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 a game off
61 – 85 pitches	3 calendar days of rest and a game off

1. A calendar day starts at midnight and ends at 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 a 24 hour clock.
2. There is **no** limit to the number of pitchers that a team can use in a game.
3. A player **cannot** pitch in multiple games on the same day no 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 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.

### **Catchers:**

1. Players can play catcher after pitching.
2. Catchers must have a dangling throat protector

### **Length of Game:**

1. A regulation game consists of 7 full innings or 6 ½ innings if the home team is ahead.
2. **Complete Game** – A game is considered a complete game after 5 innings are complete – 4 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 5 innings – 4 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 4<sup>th</sup> 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 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. If there is a game scheduled immediately after your game, there will be a time limit of 2 hours. No inning can start after 10:00PM regardless of how long the game has been played.

**Protests:**

1. There are no protests allowed in the Junior 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.
3. The league's website will contain the schedule and standings for the league.