

WOODSTOCK LITTLE LEAGUE
2009 Minor Rookie League Fall Ball Rules
Updated 08/09/09

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. Length of games:
 - a. Games are limited to 4 innings
 - b. Weeknights: No inning may start after 1:30 minutes have elapsed from the game/practice start time or 7:45 PM.
 - c. Weekends: No inning may start after 1:45 minutes have elapsed from the game/practice start time
2. Games will be structured as follows:
 - a. The first 30-40 minutes of each game will be spent working on drills and skills
 - b. Players will be split into two teams and a game will be played for the last 60 minutes
3. Pitching limits:
 - a. Coaches and Players will alternate each inning as to who is pitching
 - i. 1st inning player
 - ii. 2nd inning coach
 - iii. 3rd inning player
 - iv. 4th inning coach
 - b. There will be **no** walks issued to a batter, either intentional or unintentional
 - i. The goal of the league is to have the batters hit the baseball
 - ii. If a batter gets four balls pitched to them the following will occur:
 1. The batter will not go to first base, they will remain in the batter's box
 2. The pitcher will be replaced by a coach
 3. The coach will pitch to the batter until they hit the ball or strike out
 4. The pitcher can then return to the mound to pitch to the next batter
 - c. If a pitcher walks 3 batters or hits two batters, they must be replaced by another pitcher or coach.
 - d. A player can pitch a maximum of 1 inning per game or 40 pitches, whichever comes first
4. The maximum number of runs allowed per inning is 5.

- a. Once 5 runs have scored the offense and defense will switch just as if 3 outs were recorded

REGULAR SEASON RULES:

Scores & Standings:

Scores & Standings are **not** kept in the Minor League. The Minor League is an instructional league. The focus is to teach the players baseball skills, fundamentals, teamwork and sportsmanship.

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.

If lighting is seen, games will be called 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 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. Ten defensive players will play the field. The tenth player may play short center or you may have 4 outfielders. 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. Players must demonstrate in practice that they can play the positions of pitcher, catcher and first base before they are allowed to play these positions in a game. This is done for safety reasons.
3. 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.
4. Borrow Rule - Any team that is unable to field 9 players may borrow one player from any other team in the Minor League. The borrowed player will bat in the 9th 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 10th position. The borrowed player will be allowed to continue to play in the game.
5. 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 or 9 players have batted.
3. Ninth Batter Rule
 - a. The ninth batter of an inning must be pitched to and cannot be intentionally walked.
 - b. If the batter is hit by a pitch or walked, the inning is over. If a batter is walked or hit by a pitch and the bases are loaded, the runner on third must cross home plate and that run will be counted.
 - c. If the batter hits the ball into play and there are less than two outs, play will continue as usual until a single out is made or the base runners advancement is stopped. Once an out is recorded or advancement is stopped the inning is over. You do not need to get all runners on base out or stop their advancement. The situation will be played as if there are 3 outs.
4. There will be **no** walks to any batter at any time (see Pitching rule #10).

5. All bats must be stamped “Little League Approved”
 - b. Bat length shall not exceed 33 inches.
 - c. Bata labeled “tee ball” can be used if it says “Little League Approved”
6. 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.

Base Stealing:

1. 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.
2. Stealing – There is no base stealing in the Minor League.
3. Advancing – Players are encouraged to advance to the next base until the ball is thrown back into the infield. Once the ball is in the infield, players should no longer advance to the next base even on overthrows.

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. Defensive coaches are allowed on the field during play. They should be in the outfield. Their purpose is to instruct the defensive players on proper positioning and technique. A coach should also be positioned behind the pitcher. This will allow the coach and pitcher to quickly switch positions when needed.
3. Players are not allowed to be base coaches in the Minor League.
4. 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.

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.

Pitching:

Starting in 2007 Little League has implemented a pitch count limit. 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 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
61 - 75 pitches	3 calendar days of rest

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 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 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.
10. There will be **no** walks issued to a batter, either intentional or unintentional
 - d. The goal of the league is to have the batters hit the baseball
 - e. If a batter gets four balls pitched to them the following will occur:
 1. The batter will not go to first base, they will remain in the batter’s box
 2. The pitcher will be replaced by a coach
 3. The coach will pitch to the batter until they hit the ball or strike out
 4. The pitcher can then return to the mound to pitch to the next batter

11. If a pitcher does any of the following they must be replaced by another pitcher. The player cannot return to the game in the position of pitcher.
 - a. Throws 4 balls to three batters in a single inning
 - b. Hits two batters in a single inning
 - c. Hits three batters over the course of the game

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. **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.
4. **Time Limit** - No inning shall start once 1 ½ **hours** have elapsed since the first pitch of the game **7:45 PM** regardless of how long the game has been played.

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