

2010

LITTLE LEAGUE BOYS RULES

1. All Little league roster rules apply.
2. The pitcher must wear a chest protection device while on the mound (mandatory BAA, optional STAA).
3. Pitching rubber will be 46 feet from home plate. Bases are sixty (60) feet in distance.
4. No balks! The infield fly rule is played.
5. Stealing home is permitted.
6. Each team must have at least nine (9) players to start, you can finish with eight (8) due to illness or ejection. If a team comes with less than 9, it is a loss. Game should still be played as an exhibition.
7. If a team doesn't have 9 to start, play the game as an exhibition (a win/loss still will be applied according to rule 6) and borrow the opposing teams last out as your outfielder.
8. Free substitution, starter can re-enter the game.
9. Each player will field at least two (3) innings, unless an injury occurs.
10. If a player leaves the game due to injury or illness, an out will not be assessed the next time that player was up at bat.
11. Absolutely no jewelry, casts, or splints.
12. Catchers must wear a cup. Catcher must use a catchers mitt.
13. Catchers must wear a full size catcher's helmet, not a skullcap.
14. Only official Little League bats are allowed (2-1/4")
15. Ten (10) run rule after four and a half 4 ½ innings.
16. There will be no borrowing of players from another Little League team. A team may bring a maximum of 3 players from the 9 & 10 teams of the 2 communities (provided that player participates in the 9 & 10 League within the organization). Call ups will bat last in the order and play right field. Approval must be given from the 9 & 10 League manager and in all cases of conflict any player called up must play for the own team first. Call up must wear his rostered uniform. If call ups are dressed and at the field when the 9th rostered player shows, the call up (s) will be played.
17. Blood rule – fifteen (15) minutes. Blood on uniform – uniform must be removed.
18. The opposing team's manager will be notified before the start of the game is a boy/girl will not be playing due to disciplinary or sickness reasons. A manager is obligated to play a player if he comes late or when the game is in progress. The late player will be placed at the bottom of the order.
19. Any unnecessary contact or flagrant fouls can, at the discretion of the umpire, result in ejection during the game. Runner must slide to avoid contact or be called out.
20. Bunting is allowed. No swinging bunts, no fake bunts. If the batter shows bunt, they must bunt or pull back.
21. Intentional contact will be means for ejection.
22. No interference, if there is no play at the base, the baseman may not be in the runner's path or running lane. One warning per team, second offense, the runner is awarded next base. The umpire must see it.
23. No appeals. Protest must be made at the time of the incident and done properly.
24. Foul and abusive language is means for ejection.
25. Only the manager will have a dialog with umpire, coaches and other volunteer help may not comment, or question the umpires calls (technical on not).
26. Managers will sign the opposing team's book after the game, verifying pitchers innings and game score. Also have the umpire sign the book to verify the score.
27. Throwing equipment or removing helmets while on base is means for ejection. One warning per team, per game.
28. No fake tags.
29. No head first slides except when retuning to a base, no warning given, runner is out.

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30. No metal spikes or track shoes.
31. All games end fifteen (15) minutes before the scheduled start time of the next game. Regulation games shall be six (6) innings. Official game – A game is official after 3 1/2 innings. The losing team will be the last to bat and must bat 4 times to be official. If the game is tied after 3 1/2 innings and the game is stopped due to inclement weather or darkness, the game will finish as a tie. If a game is tied after 6 innings and you can continue (Managers please use your discretion) play will continue till there is a winner, time limit agreed upon by both managers, and 9 innings. If the game is stopped before 3 1/2 innings due to inclement weather or darkness, the game must be replayed from the start.
32. The home team managers must give the opposing manager three (3) dates which to play a make up game (these dates must be open for both teams). If the home team does not notify the opposing team with a date, it shall be deemed forfeiture to the visiting team.
33. All games should be rescheduled within one week of the original game date.
34. No roster additions after your first game.
35. Games must be played even if no umpire shows up. Find qualified volunteers.
36. Only first-basemen can use a first-basemen's glove.
37. Ground rules for fields should be consistent for all games during the season.
38. The umpires will use the unattached bag rule.
39. Little League will bat the bench.
40. For playoff seeding: Points will be awarded for games, 1 point for a tie, 2 points for a win, -2 points for a forfeit. The next tie breaker will be head to head. The third will be least amount of runs allowed in game.
41. If your team cannot play for any reason in the playoffs; your team will be dropped from the playoffs and the next place team (based on the final regular season) will take your slot. Regular season call-up rules will apply. Regular season rules will apply for the playoffs
42. Rostered teams for league admission must be comprised of 10 players minimum. No exceptions. Teams may not form with the intention of calling up players from younger leagues. Teams of 11 may form with other players dissolving into the other two associations. Managers must insure that teams are fair and equitable to play in inter league competition. Grievances will be reviewed by appropriate governing members and appropriate action, including exclusion from league play, will be determined by majority rule.
43. Winning team reports stats; date, location, teams, scores and pitchers to Scores@Bridgevilleball.com within 48 hours of the game. If failed to report, the seeding for playoffs will be adjusted.
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PITCHING RULES

- Before the end of the 4th inning an 11 year old must pitch one inning to its completion. Six batters faced or 3 outs is considered an inning pitched.

Only 2 trips to the mound by the coach, per pitcher. The third trip will be to pull the pitcher. Crossing the foul line is considered a "trip to the mound"

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- Pitchers cannot have a batters glove on while pitching. Also the pitcher cannot have a white or gray glove. Pitchers cannot have white only wristbands or white sleeves on while pitching.
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- A player pitches in a maximum of six (6) innings in a calendar week. A pitcher can only pitch three (3) innings per game. Weeks run Sunday through Saturday. Delivery of a single pitch to a batter constitutes having pitched one (1) inning (for eligibility only) Ex. You can't have you 11 year old throw one ball and call that an inning pitched.
- A player can pitch three (3) innings in back-to-back games (3 in each game).
- A player once removed, as a pitcher may not pitch again in the same game.
- Three (3) hit batters by a pitcher in a game or two (2) hit batters in the same inning results in the pitcher being removed from pitching. NOTE: The withdrawal of an ineligible pitcher after that pitcher is announced, but before the ball is pitched, shall not be considered a violation.
- Managers are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately. Protests should be made before the next pitch.
- Innings pitched in games declared no contest or regulation drawn games shall be charged against pitcher's eligibility for that week. If resumed in the following week or weeks, the pitcher of record may continue up to six (6) innings to the extent of their remaining eligibility for the calendar week.
- **If your team qualifies for a playoff spot at the end of the season and your team cannot play for any reason; your team will be dropped from the playoffs and the next place team (based on the final regular season) will take your slot. Regular season call-up rules will apply. Regular season rules will apply for the playoffs.**