

BALDWIN LITTLE LEAGUE

MAJOR LEAGUE RULES

1) Selection of Players:

All players are to try out to be eligible in the draft. Managers and coach's children must also try out. Only the manager's child and one coaches child can be frozen. Their position in the draft will be decided by all the managers and league supervisor at the draft. Children that did not try out will have their ability discussed by all the managers before they can be picked for a team. If a player becomes injured or cannot complete the season, moves or quits, the player agent will appoint a player from the minors to that team for replacement. No team in the minors can have a second child brought up until all teams have had a first child brought up. If a conflict arises, a decision will be reached by the player agent after discussions with the major and minor league supervisors.

Late Registrants:

Before the start of the season: Each team at the conclusion of the draft will pick a number from a hat to determine the placement order of late sign ups. This number will not be known by any managers, just the league supervisor and player agent(s) will have such order.

After the start of the season: Late sign ups after we started playing regular games will be placed on a team, if room is available, by the league supervisor and player agent(s). The out look of the entire division will be taken into account before such placement is made.

2) Fielding

- A. Nine fielders are on the playing field at a time, but all team members will bat.
- B. Outfielders must play in the outfield positions and cannot be within 21 feet of the infield.

3) Playing time:

All players must play at least 3 innings in every game. No player may sit out consecutive innings in any game. (Please, be fair to all the children and distribute playing time as even as possible). If the home team is winning and does not bat in the bottom of the 6th inning, three(3) innings in the field meets this obligation.

4) Stealing:

A player may steal a base as follows:

- a) Any time the ball is live.
- b) In addition, a runner may advance on a fly ball. Once it is caught, the runner must TAG UP and advance at his own risk.
- c) The stealing of home plate is permitted.

Balks: Balks will be called in Major League games. Each pitcher will be given one warning prior to a balk being called. If the runner advances safely and a balk is called, the runner will be awarded that base. If the runner is out or has not advanced, and a balk is called for the first time, it will be considered a warning and the runner must return to the base previously occupied.

Leading Off: Runners may lead off base.

5) Run Rule:

Because each team has a required minimum number of innings to play, there is no run rule used. If one team is winning by more than 15 runs, the coach should not have his players stealing or try to run up the score further.

6) Sliding:

At any time a play is occurring, at any base, the runner should slide or avoid contact. Mandatory, automatic sliding is no longer required at home plate. WHAT CONSTITUTES A PLAY will be left to the UMPIRE'S DISCRETION, unless there is contact with the fielder and then the runner will be called out. In the event of intentional contact with a fielder, the runner will be called out by the umpire. If it prevented a double play, in the umpire's judgement, a double play can be called. Hard or malicious contact will result in a player being out and out of the game.

Also, please remember, there is NO head first sliding permitted. The only exception that is permitted, is returning to the base he/she occupied. Example: a runner attempts to steal a base and changes his or her mind, they may slide back to the base head first.

7) Walks:

There is no limit to the number of walks per inning.

8) Batters:

- A. All players will bat in their proper order. There is no limit to the number of batters in any inning of the game.
- B. No on deck batters allowed.

9) Courtesy Runner: A courtesy runner for the catcher is recommended when there are 2 outs. The player making the last out will be the runner.

10) Hit by pitch:

- a) Any thrown ball by the pitcher that touches a batter is considered a Hit by Pitch. The batter is awarded first base. This includes a ball that bounces first or even rolls on the ground.
- b) If a batter checks his swing and gets hit on the hands it is also hit by a pitch.
- c) A batter should attempt to avoid getting hit but is not required. If a batter moves into a pitch, as to get deliberately hit, umpires judgement, it is not hit by a pitch, but only a ball or a strike.
- d) If a batter gets hit while in the strike zone, that ball was a strike it remains a strike.
- e) If a batter puts his hand up to stop a pitch, and gets hit in the hand, it is the umpires judgement if the pitch would have hit the batter, if it would have hit the batter he/she is awarded first base, if not it is just a ball or a strike. The ball is dead, Batter is awarded first base.

11) Equipment:

- a) Batting helmets - Helmets with the face guard are optional.
- b) All base runners are required to wear helmets. Any runner throwing off their helmet, either while running or to show displeasure may be called out by the umpire.
- c) Bats - No senior bats are permitted to be used in the Major Leagues. If a player uses a senior bat, the player will be called out.
- d) All male players must wear a cup.
- e) No donut weights allowed.
- f) No Jewelry is to be worn by any players. *(Medical Bracelets are an exception)*
- g) All players should wear proper team uniform, Jersey, Pants, Hat and Socks (if provided by league)
- h) All players must use a finger glove, First basemen may use First basemen's glove, Catcher must use catchers' glove and full catcher gear.

Bats: Bats shall not be more than 33 inches in length nor more than 2 5/8 inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less; EXCEPTION: Composite bats are prohibited unless approved by Little League International. Composite Bats: Coaches (not umpires) are responsible for ensuring that their players are not using any illegal composite bats.

Composite bats other than those specifically approved by Little League in 2015/2016 have been declared illegal by Little League. Coaches should check any new composite bats being used by their team before their use. The Little League has a web site available for checking which bats are legal that is linked on the Baldwin Little League site. Any disputes concerning composite bats used in games should be referred to the Baldwin Little League Executive Board.

**Composite bats must meet BBCOR certifications (-3). All other metal bats can be BPF 1.15 or less. No length to weight restrictions.

12) Dropped Third Strike: The batter will be able to run on a dropped third strike. The normal baseball rule will be used on dropped third strikes, so if a runner is on first base when the pitch is thrown and there are less than two outs, the batter is immediately out on the third strike even if the ball is dropped. If there are two outs or there is no runner on first when the pitch is thrown, the batter may run on a dropped third strike. In such event, the play is a force play at first base and at any base at which there would be a force play if a ground ball had been hit. So if the bases are loaded, and there are two outs and the catcher drops the third strike, the catcher may complete a final out in the inning by touching home plate before the runner on third reaches home plate.

13) Infield fly rule:

The infield fly rule exists in the Major Leagues.

With runners on first and second, or first, second and third, with less than two outs, the batter hits a fly ball that in the umpire's judgement can be

easily caught by an infielder, the batter is out. The runners may tag up, or advance if the ball is not caught, at their own risk.

14) Dead ball:

A ball is dead, if it goes under the backstop, thrown into the dugout or into the out of play area. If there is no physical dugout or out of play area a designated area will be assigned by the umpire. When a ball is ruled dead, No runner may advance. If a thrown ball goes into dead area, the runner gets the base he is going to plus the next base, at the time the throw was made.

In the major leagues, a ball being returned to the pitcher by the catcher is a LIVE ball and runners may advance.

15) Interference:

- A. A runner, running into a fielder, trying to field the ball - the runner is out.
- B. No fielder is allowed to line up in the base path. If a fielder not fielding the ball and the runner runs into him - the runner is awarded the next base he is going to.
- C. A batter swings the bat at a pitch and it hits the catchers glove - this is catchers interference and the batter is awarded first base or result of play (see L.L. rule #6.08)
- D. A runner attempts to steal a base and the batter blocks or prevents the catcher from making a play, the batter is out and the runner goes back to the base of origin.

16) Offensive Conferences:

Only one offensive conference, coach calls time out to talk to a batter or runner, per inning. The umpire is not to allow additional conferences. If a batter walks away even when he is told not to by the umpire, the umpire can instruct the pitcher to pitch the ball. The umpire will call a strike for each pitch thrown. An injury time out is not a chargeable time out.

17) Defensive Conferences:

Managers or coaches cannot cross the foul line to talk to pitchers or infield players. Outfield players cannot come to the infield for conferences. On the third defensive trip in one inning the pitcher must be removed. On the fourth trip in a game the pitcher must be removed. The number of trips starts new with each pitching change. An injury time out is not a chargeable time out.

18) Substitute Runners:

No substitute runners are allowed except in the case of injury. If a player becomes injured and can not run, the last batted out will run for that player except if that is the catcher and there are two (2) outs. Then the previous batted out will run. Remember the speed up rule applies when there are two (2) outs.

19) Coaching:

One adult coach and one player coach. Player must wear a helmet.

20) Pitching Rules:

The number of pitches allowable under the new regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season in 2007.

League Age	Pitches allowed per day
17-18	105
13-16	95
11-12	85
10 and under	75

The rest periods required during the 2012 regular season are listed below.

Pitchers league ages 10 through 16 must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 40 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.

A pitcher is to be removed from the mound if he/she hits 3 batters in one inning or 4 batters in a game.

****Baldwin Little League Double Header Rule:** If a player pitches 20 or less pitches in game one of a double header he is eligible to complete his 85 pitch count in game two. If he pitches 21 or more pitches in game one, he is subject to follow the above rest chart.

Failure to follow the above pitching rule will result in forfeit of said game.

21) All Star Game:

All teams will have an equal number of players entered in the All Star Game. All-star Game players must march in the Memorial Day Parade. All Star managers will be selected based on their teams standings before the Memorial Day Weekend. No more than 1 manager or coach

from each team will be permitted in the dugout. All players will play an equal number of innings (no more than one inning differential) No pitcher may pitch more than two (2) innings.

22) Championship Double Elimination Tournament:

All teams will participate in a Championship Double Elimination Tournament. If there are two divisions, each division will play a separate double elimination tournament with the winner of each division playing a one game world series. If there is only one division, all the teams will be placed in one double elimination tournament which will be played until completion. (Time allowing).

For pitching purposes, the first play-off game will start a new week. Rest rules apply.

23) Forfeit Time:

If a team cannot field 8 players by 20 minutes after the scheduled game time, that team will forfeit the game.

24) Time Limit:

No Inning can start after 1 hour and 50 minutes from scheduled game time if a game is scheduled to follow.

If no game is scheduled to follow, no inning can start after 2 hours and 30 minutes from scheduled game time.

* FAILURE TO FOLLOW THE ABOVE RULES MAY RESULT IN FORFEIT OF GAME OR SUSPENSION OF MANAGER/COACH. DECISION WILL BE MADE BY THE BALDWIN LITTLE LEAGUE BASEBALL COUNCIL.

Revised 3/2016 All rules not covered are governed by Little League Rules