



# *State College Little League*



## 2018 Local Rules

adopted by the board January 2018

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### **I. General Rules**

SCLL follows Little League rules. Below are specific rules for State College Little League. Please refer to 2018 Little League rules for anything not covered below. Managers are provided a rule book at the coaches meeting.

1. All Board Members, Head Coaches, Assistants and Umpires will have all three required clearances under PA Law. These records will be maintained by an assigned board member.
2. Umpires must be at least 13 years old to Umpire any level below Majors. Umpires must be at least 16 years old to umpire a Majors game.

## II. Special Rules – Major Level

Time	Visitors	Home
60 minutes prior to game	Hit in cage	Pre Game infield
35 minutes prior	Pre Game infield	Hit in cage
10 minutes prior	Vacate field	Line and prepare field-2 game balls to umpires
Post Game	Rake and restore field	Trash removal,(both dugouts) booth maintenance

### Rules

1. Regulation III(d) – “The Teams” is modified as follows. Anytime a Majors player will be out for more than 10 days a replacement must be added, unless the player is sick or injured and is expected to return within ten days. The manager must immediately inform the Player Agent who will verify the player’s status. If the player is verified to be out for more than ten days, a player who tried out for the Majors and is currently in the Minors will be called up.
2. Regulation IV(a) – “The Players” is modified as follows. No league age nine-year old player may play at the Major level.
3. Rule 3.03 - This rule allows free defensive substitution. Starters and substitutes must remain in the same spot in the batting order as they were originally placed, but are not limited in the amount of times they reenter the game defensively, so long as they fulfill the requirement that they play defensively for a minimum of six outs. There is no relationship between a defensive substitution and an offensive spot in the batting order. A non-starter who enters the game defensively does not necessarily take the place in the batting order of the starter whom he/she is replacing. Defensively, a manager can shuffle his/her nine players in and out of the game as often as desired without ramifications, subject only to the existing pitching rules. Only offensive changes need to be reported to the opposing team’s scorekeeper, and each player is required to bat at least once per game. Substitutes can re-enter the batting order, so long as they re-enter where they previously batted.
4. Rule 4.10(e) The Board exercises its option not to utilize this “10-run rule” but in return will utilize a 12 run rule, after 4 innings. A ten run rule is in effect after five innings.
5. Home team manager is to call any and all cancellations due to rain. If game is cancelled notify umpire in Chief and [rainout@statecollegelittleleague.org](mailto:rainout@statecollegelittleleague.org) to reschedule the game. Not all games will be rescheduled based on field availability.

## **Managers**

1. Maximum of four coaches may be in the dug-out. Only authorized manager/coaches permitted in the team dug-out area.

## **Baserunners**

1. A courtesy runner is allowed for the catcher when there are two outs in order to speed up the game. The pinch running can be any player not currently in the lineup. If you are batting a continuous lineup, the pinch runner will be the player who received the last out.
2. Stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.

## **Pitching**

1. Pitchers can pitch a maximum of 6 outs or their Little League max pitch count, whichever occurs first, up until and including May 7, 2018. Starting May 8, 2018, pitches may pitch a maximum of 9 consecutive outs or their Little League max pitch count, whichever comes first.
2. 5 warm up pitches are allowed between innings.

## **Batting**

1. NO on-deck batters. No player can touch a bat until they are batting.
2. Bunting is allowed but there is absolutely no slash bunting (showing bunt, then pulling back and swinging). If attempted the batter is out and the manager warned. A second occurrence results in the coach's ejection from the game. Note that you can show bunt and pull the bat back, you just can't swing after showing bunt.
3. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. For a full list of exceptions, see Rule 6.02(c).
4. An EH (Extra Hitter) may be added to the lineup at the discretion of the coach prior to the beginning of each game. This cannot be done once the game has begun and the manager must notify the opposing team manager as well as the home plate umpire that they will be adding an extra hitter. The EH still must meet the minimum of 6 defensive outs played in the field.

## **Miscellaneous**

1. Wearing jewelry (necklace, chains, earrings, etc.) is prohibited; medical alert tags must be taped to the chest.
2. All players, managers, coaches ejected from a game or incidents involving parents must be reported to the Little League President.
3. Keep control of your bench at all times.
4. Home team is responsible for assuring someone runs the scoreboard.
5. Home team is responsible for opening, operating, and closing concessions.

### III. Special Rules - Minor Level

Time	Visitors	Home
60 minutes prior to game	Hit in cage	Pre Game infield
35 minutes prior	Pre Game infield	Hit in cage
10 minutes prior	Vacate field	Line and prepare field-2 game balls to umpires
Post Game	Rake and restore field when playing at Montresor, Gill, Sichler and Halfmoon.	Trash removal,(both dugouts) booth maintenance

#### Rules

1. Rule 4.10(e) The Board exercises its option not to utilize this “10-run rule” but in return will utilize a 12 run rule, after 4 innings. A ten run rule is in effect after five innings.
2. Home team manager is to call any and all cancellations due to rain. If game is cancelled notify umpire in Chief and [rainout@statecollegelittleleague.org](mailto:rainout@statecollegelittleleague.org) to reschedule the game. Not all games will be rescheduled based on field availability.

#### Managers

1. Maximum of four coaches may be in the dug-out. Only authorized manager/coaches permitted in the team dug-out area.

#### Baserunners

1. A courtesy runner is allowed for the catcher when there are two outs in order to speed up the game. The pinch runner will be the player who received the last out.
2. Stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.
3. No stealing home is allowed until May 7<sup>th</sup>, 2018. This includes stealing home on 1st and 3rd situations on a throw down to second.

#### Pitching

1. Pitchers can pitch a maximum of 6 outs or their Little League max pitch count, whichever occurs first for the entire regular season.
2. 5 warm up pitches are allowed between innings.

#### Batting

1. Batting order shall be a consecutive list of eligible players present at the game.

2. The inning will be over with either five runs; or three outs. The last inning will not be capped for either team. Typically, the last inning is the 6<sup>th</sup>, but sometimes due to time constraints, the last inning may be the 4<sup>th</sup> or 5<sup>th</sup> inning. In those cases the coaches will be mindful of the time and inform the umpire which inning will be the last and uncapped inning.
3. On Saturdays, no inning will start after 1 ½ hours.
4. NO on-deck batters. No player can touch a bat until they are batting.
5. Bunting is allowed but there is absolutely no slash bunting (showing bunt, then pulling back and swinging). If attempted the batter is out and the manager warned. A second occurrence results in the coach's ejection from the game. Note that you can show bunt and pull the bat back, you just can't swing after showing bunt.
6. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. For a full list of exceptions, see Rule 6.02(c).

### **Playing**

1. All players must play at least two innings in the field. Innings played in the field do not have to be consecutive.

### **Miscellaneous**

1. Wearing jewelry (necklace, chains, earrings, etc.) is prohibited; medical alert tags must be taped to the chest.
2. All players, managers, coaches ejected from a game or incidents involving parents must be reported to the Little League President.
3. Keep control of your bench at all times.
4. At tryouts, each manager is allowed only one (1) assistant coach to support the tryout evaluations and draft.
5. Home team is responsible for assuring someone runs the scoreboard (if Montresor, Gill, Sichler, Halfmoon)
6. Home team is responsible for opening, operating, and closing concessions (if Montresor, Gill, Sichler, Halfmoon)

## IV. Special Rules - Pee Wee Level

Time	Visitors	Home
30 minutes prior to game	Warm up in outfield	Pre Game Infield
15 Minutes prior	Pre Game infield	Warm up in outfield
Game time		Supply game balls
Post Game	Clean dugout and take trash to dumpsters (at Montresor, Gill, Sichler, and Halfmoon)	Clean dugout and take trash to dumpsters (at Montresor, Gill, Sichler, and Halfmoon)

### Rules

1. Home team manager is to call any and all cancellations due to rain. A reschedule can be requested by emailing [rainout@statecollegelittleleague.org](mailto:rainout@statecollegelittleleague.org) but not all games will be rescheduled based on field availability.

### Pitching

1. An authorized adult will pitch to his/her team. Players are not allowed to pitch.
2. A batter is allowed a total of six pitches or three strikes. If the batter does not hit the ball to reach base safely, he/she will be declared out. EXCEPTION: Batter remains alive as long as he/she fouls off the third strike or the sixth pitch. Batter is to be told when the sixth and final pitch is being thrown.
3. There are no called balls and strikes, no hit batsman, and no walks.
4. Underhand throws by the pitcher are not permitted.
5. The adult pitcher's pivot foot must be in contact with the rubber during delivery.
6. With the ball in play, the designated Pee Wee "pitcher" must field the position. The adult must not interfere.
7. The player pitcher must wear a helmet with a full front cage.

### Playing, Batting and Running

1. All eligible players should play equally in the field.
2. Infield fly rule is not in effect.
3. No stealing of any base is permitted.
4. Bunting is not allowed. If a player does bunt, the pitch will be declared a strike.
5. Maximum of one base on overthrows
6. Batting order shall be a consecutive list of eligible players present at the game.
7. NO on-deck batters. No player can touch a bat until they are batting.
8. NO head first slides (except back to a base).

9. On a batted ball to the outfield, the play is dead when the outfielder relays the ball to any base (runners stop advancing).
10. The inning will be over with three outs or a maximum of ten batters per inning for all six innings. There is no special rule affecting the last batter.
11. The coach will announce the last batter. Inning ends with put-out or end of play.
12. No scores are to be kept.

### **Coaching**

1. An authorized manager/coach must be in the team dug-out area at all times; other adults cleared to volunteer may coach the bases
2. Maximum of four coaches may be in the dug-out.
3. Manager or coach may call time and talk to only one batter per inning.
4. No inning starts after 8:00 PM. (exception: if the game starts at 7:00pm to be played under the lights, no inning can start after 8:30pm)
5. Fans are not permitted behind home plate.

### **Miscellaneous**

- I. Wearing jewelry (necklace, chains, earrings, etc.) is prohibited; medical alert tags must be taped to the chest.
- II. Any ejections or misconduct must be reported to the Little League President.
- III. A courtesy runner is allowed for the catcher when there are two outs in order to speed up the game. The runner shall be a player not eligible to bat that inning.
- IV. Keep control of your bench at all times.

## V. Special Rules - Tee Ball Level

### Rules

1. Game is 6 innings or ninety minutes time, whichever comes first.
2. No inning starts after 8:00 PM
3. Players should have equal field time. A maximum of four outfielders is permitted.
4. Only two defensive coaches are permitted on the field during play
5. Offensive coach puts ball on tee. There is no catcher. Offensive coaches are at first and third base.
6. The batting order is the entire roster of eligible players. For example, if there are 14 players on the roster, all 14 players bat before the first batter bats again
7. The inning will be over with three outs or once every batter in the lineup has batted one time for all six innings, whichever happens first. Coaches will announce the last batter. On the last batter, play stops when the ball is thrown to any base.
8. On-deck batter is not permitted. No player can touch a bat until they are batting.
9. A coach **may** pitch a maximum of SIX pitches to a player. After SIX pitches the batter must bat off of the tee. Batter is allowed a maximum of three swings off of the tee. If ball is not put in play after six pitches and three tee-swings, then the batter is out.
10. Bunting is not allowed.
11. Strictly one base on overthrow, even if the ball is in play.
12. Play is stopped when the pitcher has the ball.
13. Base runners must stay on the base until the ball is hit.
14. Do NOT keep score.
15. Keep control of your bench at all times.
16. Pitchers must wear a helmet with a mask on it and the first baseman is highly encouraged to also wear a helmet with mask.