

American Little League Baseball Berlin 2019 Rules Appendix

NOTE

All rules outlined in the 2019 Little League Rules Appendix are in effect and no others.

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Game Conduct

I. SAFETY

A. There is no on-deck circle for the T-Ball division.

B. An on-deck circle is authorized for Minor, Little League and Junior divisions.

- On-deck circles are to be located beyond the dugout entrances.
- Coaches are to train players to pay attention to every pitch made in the game, e.g. swinging in coordination with each pitch, in order to ensure that they are alert when potential line-drives are hit in their direction. On-base and dugout coaches should continually check that this is the case.
- Umpires are to authorize the return of on-deck batters to the dugout when they do not demonstrate safe behavior (first-time violation evokes a warning; second-time violation evokes sending them to the dugout – until it is their turn to bat – for the rest of the game).

C. Helmets will be worn by all batters including players in the on-deck circle, and base runners in all divisions as well as player base-coaches in the Little League and Junior divisions.

II. UNSPORTSMANLIKE CONDUCT (a ruling to be made by umpires that cannot be appealed)

A. The following unsportsmanlike acts by players, coaches or parents are deemed not conducive to the game. It is advisable to have scorekeepers note down the names of offenders:

1. Foul language
2. Refusal to shake hands with the opposing coach(s) and/or player(s) before and/or after a game
3. Coaches coming too far out of the dugout area when their team is on the defense
4. Coaches coercing players by threatening to bench them if they do not follow instructions
5. Thrown bat: First offense = warning to both teams. Second offense by any batter = automatic out for the team of that batter, even if it is the first offense for that team. If there is any player with a second offense, this will result in ejection from the game.
6. Throwing any equipment = warning to both teams. Second offense by any player means automatic out, even if it is the first offense for that team. The next batter at bat of the team in violation of the rule will be out automatically. If a player commits this violation a third time within a game, it will result in another automatic out of the next batter of the team in violation plus an ejection of the offender from the game.

B. The following penalties will be implemented for unsportsmanlike conduct.

1. First offense: Warning
2. Second offense in the same game: Ejection from the game
3. Third offense during the same game or in the process of leaving: Suspension for the next game

C. All league equipment is to be treated well and with respect.

A player, coach or parent who throws or mistreats equipment during practice will be suspended for the next game. It is the responsibility of everyone to enforce this rule. The

parents of a player who damages a piece of equipment will be liable to pay the league the cost of replacing the damaged item prior to the player being allowed to play in ensuing games.

III. COACHES ON THE FIELD

A. Base coaching is permitted in the following cases:

1. T-Ball division: Coaches are permitted to station themselves anywhere on the field that does not impede play or endanger player safety.
2. Minor division: Coaches are allowed on the field in the designated coaches' boxes.
3. Little League division: During the first 5 games, while in the coaches' boxes themselves coaches may train accompanying players (chosen at their discretion) to coach the runners on base. From game 6 on, the players MAY coach the base runners without coaches in the coaches' boxes (in accordance with the coaches' discretion).
4. Junior division: The same rule 3 above will apply, except that a coach can decide to have the players coaching on their own from game one onwards (in accordance with the coaches' discretion).

B. Coach pitching is not currently authorized for the Minor, Little League, and Junior divisions. After the first 5 games of machine pitch in the Minor division, pitching will turn to player pitch / umpire side-toss combination. If a machine becomes faulty, umpire side-tossing will be used as a substitute until a repair can be made.

T-Ball coaches are encouraged to develop hitting skills as soon as this becomes practical and then move toward coach pitching scenarios when practical.

C. Defensive coaches are NOT permitted to be on the field during play in Minor, Little League, and Junior divisions, other than just outside the dugout door.

D. Coaches visiting the pitcher: A third visit by a coach to the same pitcher within a game evokes the pitcher being relieved. Once removed from the mound a pitcher cannot return as a pitcher. This applies to all divisions with player pitchers.

E. Only the (designated) General Manager (**GM**) of a team can call an official time-out. In the absence of the league-designated GM, a league-recognized coach will be designated the interim GM by the umpire. In any case, only the GM can speak on behalf of the team.

F. The GM should notify the scorekeeper of any changes in the roster, positions, batting order and pitchers (does not apply to T-Ball and Minor divisions).

G. During the game, opposing GMs and coaches will conduct all communication with each other through the plate umpire. An exception: announcing lineup alterations. After one violation of this rule, GMs/coaches are given a warning. Upon a second violation, GMs/coaches are subject to ejection from the game.

H. Coaches are not permitted to assume the duties of the GM, unless designated (for that game) as the interim GM prior to the start of the game or in the case the GM leaves the game.

I. GMs/Coaches are responsible for ensuring that all players not directly involved in the game are kept off the field of play and in a safe location, i.e. entirely in the dugout, but not in the entranceway. All equipment/objects are to be kept off the ground in the dugout area: *Dead ball* is called otherwise if such objects are hit by a live ball in play. The hanging of bats and helmets

on the outside of the dugout fence is authorized. If they are struck by a live ball, the ball remains live and play continues.

J. To speed up play, teams on offense should already announce to their players their next defensive positions while in the dugout.

K. Catchers should keep the shin guards on as long as possible to help keep from continuously re-dressing, thereby delaying the game. If a new catcher is to start the next inning, then this player should put on the equipment as early as possible while his/her team is at bat.

L. Coaches are strongly encouraged to allow the players to play in actual games and to conduct practice/training at either their practice sessions or off the field before/during a game. LET THE PLAYERS PLAY!

IV. Pregame Plate Conference

A. Five minutes prior to the planned start of a Minor, Little League or Junior division game the GMs should meet with the umpire(s) at home plate.

B. At this time the defensive team needs to take the field if it is not already occupied.

C. The GMs for each team need to identify themselves and confirm that they are the only ones to call time or request a conference with the other GM.

D. If not already done, the batting orders / lineups need to be exchanged between GMs with a copy going to the scorekeeper.

E. If any substitute players requiring agreement of the plate umpire and other GM is to play, this needs to be discussed at the plate conference (note: a player from a division below can only play in the outfield).

F. The home team shall provide a pitch counter / scorekeeper for all Little League and Junior division games. In the Minor division it is encouraged for the home team to provide a scorekeeper to assist the umpire in keeping the count of balls, strikes, outs. Moreover, volunteers should be found to stand at the backstop to return balls to the pitcher to speed up the game.

G. Any discussion of rules and interpretation need to be settled at this conference (e.g. stealing, ball past the cones, rotation of players, etc.).

H. Games started late because teams were not ready shall not be allowed to continue on past the planned termination time of the game to the detriment of ensuing games. (For example, if a game starts late at 10:10 instead of 10 am sharp because one or both teams were not ready, the game will nevertheless end at 12:00 noon unless there is a ruling allowing continued play in effect. As of 11:45 there will be no further full inning allowed.)

I. The conference should move smoothly and be completed by the planned time for the start of play whereby the pitcher will be allowed any remaining warm-up throws. At that time the game will commence.

Preliminary Regulations

I. TEAM SIZE FOR OFFICIAL GAMES

The standard team size for a game to be authorized to take place is as follows:

- **T-Ball** division: All players may play in fielding positions and be placed into the batting order. (Players must be placed in normal baseball infield positions (Pitcher, Catcher, 1st, Second Base, Third Base, Short Stop). For instance, it is only authorized to have four players in the infield quarter. All outfielder players are positioned as back up in the shallow outfield and outfield areas remaining at least five yards beyond the infield quarter circle until after the ball has been hit into play.
- **Minor** division
 - Up to 10 players take fielding positions (4 outfielders).
 - Play with only 8 players in fielding positions (Center-Right, Center-Left) is allowed if a team is short of players.
 - All players on the roster present at the game must be placed into the batting order.
- **Little League** division
 - Up to 9 players take fielding positions.
 - Play with only 8 players in fielding positions (Center-Right, Center-Left) is allowed if a team is short of players.
 - All players on the roster present at the game must be placed into the batting order.
- **Junior** division
 - Up to 9 players take fielding positions.
 - Play with only 8 players in fielding positions (Center-Right, Center-Left) is allowed if a team is short of players.
 - Only players in fielding positions or who are later substituted into the game are placed into the batting order.

A. If by game time a team cannot muster 8 of its own players for a game, it should take one of the following measures (options in order of priority): **NOT at game time, RATHER 20 minutes prior to the game.**

1. Borrow a player from the opposing team.
2. Borrow a player from one of the other teams playing in the same division.
3. Utilize a player from the next lower division **[to be positioned in the outfield only]**; this measure will be dependent on approval from both the plate umpire and the opposing GM.

At no time will a game be played when a team only musters seven players.

B. There are only nine defensive players on the field in **Little League** and **Junior** divisions. In the **Minor** division, up to ten defensive players (4 outfielders) are acceptable. In the **T-Ball** division all players assigned to the roster may either be placed in an appropriate infield position or placed defensively in the outfield; all players must be placed in the batting lineup.

At no time will any pitchers pitch for both teams alternately.

II. REQUIREMENT MINIMUM PLAY TIME FOR ALL PLAYERS

A. Defensive: All players will play as a minimum at least 6 consecutive defensive outs per game. This rule applies to all divisions of play: T-Ball, Minor, Little League and Junior divisions.

B. All players assigned to a roster will be placed in the batting order for each game. This rule applies to T-Ball, Minor, and Little League divisions. In the Junior division only players who are actually assigned to play defensively or who are later substitutions are allowed to bat.

III. PLAYER POSITIONING

A. Regardless of level of play, defensive players are to remain behind the pitcher's position (arc from third base line through to the pitcher's mound to first base line) until the ball has been hit into play. This is a matter of safety.

B. Regardless of level of play, Outfielders will remain at least five yards beyond the infield quarter circle until after the ball has been hit into play.

C. **T-Ball** and **Minor divisions**: The infield positions are defined as follows: Pitcher, First Base, Second Base, Third Base and Short Stop. The outfield positions are defined as follows: Catcher, Left Field, Left Center, Right Center, and Right Field. Players may be placed in position and rotated according to the preferences of the GM with all due consideration for player safety.

Player safety is the primary concern when assigning positions. Coaches are given free hand of where each player is played. Every player on the team will as a minimum play half of the game on any given game day. As the Minor division primarily exists for teaching the fundamentals of baseball to its players, coaches should try their best to rotate players according to the abilities of the players. Coaches should not leave any certain players at the same position the entire game. For example, a better-than-average player should not be kept the entire game at a key position.

In the Little League and Junior divisions, it is encouraged to practice some type of player rotation to continue to develop a player's skills at multiple positions.

IV. OFFICIAL GAME LENGTHS

A. Regulation Length

1. T-Ball games will be up to **1 hour** in length or 6 innings.

2. Minor and Little League division games will be limited to two hours or 6 completed innings. A minimum of 4 innings must be played. A new inning may not commence after 1 hour and 45 minutes has been played, i.e. no additional full inning can be started after the last 15 minutes of the game before the designated termination time to end the game. Normally the final inning is completed after the home team completes its turn at bat. If the home team is leading and it is in the final half-inning and play goes beyond the designated time to end the game or has exceeded 2 hours, the game will officially be ended. **If the home team is not leading, the game will continue until the home team takes the lead or until the inning is completed even if play goes beyond the designated time to end the game. If the final half inning ends with a tied game, the game is called and both teams leave the field immediately for the next teams without the customary line-up of the teams.**

If at the completion of the 6th inning there is a tied game, only if there are still 15 minutes or

more till the designated termination time of the game will an additional 7th inning be initiated. Each half inning will be set up as follows. The last batter of the 6th inning will take second base and play will commence with one out. This measure is taken in order to speed up the game. If this inning ends in a tie, unless in the unlikely event that there are still 15 minutes or more till the designated termination time of the game, the game is called and both teams leave the field immediately for the next teams without the customary line-up of the teams.

Note that this same procedure applies to Junior division games as well with the difference that the 7th inning is the normal maximum number of innings for completing a game.

a. If teams have completed 6 innings within their allotted 2 hours, the GMs of both teams may agree to continue to play until their 2-hour limit is reached; however, the umpire will rule the game as officially completed after 6 innings.

b. This time constraint rule MAY be waived, but MUST be approved by ALL involved parties — visiting and home GMs, all umpires and the league commissioner. In this case a regulation game consists of 6 completed innings (7 for the Junior division).

3. The Junior division will be limited to 2 hours or 7 innings for all season games.

B. Valid reasons for games being called short of regulation length by the plate umpire [Note: In Minor and Little League divisions, a game will be considered a regulation game if 4 (four) innings have been completed (5 (five) innings for Junior division)]:

1. Unfavorable/Dangerous weather conditions.

- Seeing lighting or hearing thunder is deemed to already present dangerous weather conditions.
- A team no longer has enough players to cover the field positions (minimum of 8 players)
- A team no longer has a league-designated coach present to become the GM for the game due to (an) ejection(s)

C. Maximum runs per inning. A maximum of 4 runs per inning will be allowed for innings 1 – 3. For subsequent innings 4 -6 there is no run limit. This applies to all divisions for all games of the season.

If an over-the-fence home run is hit, all the runs which are scored because of that HR are counted, regardless of inning; in other words, this is the only way to exceed a maximum of 4 runs per inning ruling that applies to the first three innings.

If an in-the-park home run is attempted, scoring will be allowed up to but not exceed 4 runs during innings 1-3. Note that on a hit into the field, the umpires will allow play to continue beyond a fourth run for the sake of game practice. In the case of an in-the-park home run, the scorekeeper may record this hit as a home run; nevertheless, the four-run limit still applies for the first three innings of play.

Defensive Play

I. PITCHING

A. Pitching

1. Pitch counts based on the player's league age are as follows:

Age	Daily Max (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50*	1-20	21-35	36-50	N/A	N/A
9-10	75*	1-20	21-35	36-50	51-65	66+
11-12	85*	1-20	21-35	36-50	51-65	66+
13-14	95*	1-20	21-35	36-50	51-65	66+
15-16	95*	1-30	31-45	46-60	61-75	76+
17-18	105	1-30	31-45	46-60	61-75	76+

Read more: <http://www.momsteam.com/sports/baseball/safety/2014-little-league-baseball-pitch-count-limits-and-mandatory-rest-periods>

2. Each GM is responsible to ensure that a pitcher does not exceed his/her prescribed pitch count.

3. Pitch counts will be kept by the scorekeeper (for the plate umpire) along with the teams. GMs or plate umpires can request the current pitch count at anytime during the game.

4. If a pitcher reaches his/her pitch-count limit while facing a batter, the pitcher will only continue to pitch until the batter reaches base or is put out.

5. A pitcher may become a catcher and vice-versa. **However, the pitch count for a PITCHER becoming a catcher is set at 41 pitches.** If a pitcher has reached pitch count 42, he/she will not be permitted to become a catcher for that game. The normal pitch count regulations for each age apply for a catcher who becomes a pitcher.

6. The following additional regulations have been adopted by the ALLBB.

a. The scorekeeper will notify the umpire and respective GM when a pitcher is within 10 pitches of his/her respective pitch count.

b. Pitchers are required to observe the regulatory period of rest following a pitched game. This obligatory rest period extends/applies to all players who also pitch in other baseball leagues (e.g. BSVBB). Pitching in one league invokes the mandatory rest period for the other league.

Example 1: A league-age-12 pitcher delivers 70 pitches (required 4 days of rest) in a game on Saturday when the game is suspended. The game resumes on the following Wednesday (3 days of rest). The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required 4 days of rest.

Example 2: A league-age-12 pitcher delivers 70 pitches (required 4 days of rest) in a game on Monday when the game is suspended. The game resumes on Saturday (4 days of rest). The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required 4 days of rest.

Example 3: A league-age-12 pitcher delivers 70 pitches (required 4 days of rest) in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.

B. Pitchers

1. A pitcher once removed from the mound cannot return as a pitcher.

2. A pitcher will receive eight warm-up pitches or one minute of practice. Then the umpire will call "Batter up," and the game will continue. Exception: If the catcher was the last to bat or just returned from being a base runner, the coach will notify the umpire that a slight delay will occur to allow the catcher to put on his/her equipment.

3. If the catcher is not present for warm-up pitches, the pitcher will throw the ball (regular fashion) with an infielder to loosen up his/her arm.

4. At no time will any player assume a catcher's position without all of the designated catcher's equipment on. **No coach can assume a catcher's position for warm up practice.**

Note: A player may not pitch in consecutive games, i.e. in double-headers.

5. Minor division: In the first 5 games, there will be machine pitch only. A batter is called out on a 5th strike. There are no walks. The use of a tee is NOT permitted. Starting with game 6 in the Minor division, player pitching will occur. If the player pitcher throws four balls, umpire side-tossing will take over at that point with the given count with a limit of two tosses, after which the batter is out even on a foul-ball swing (scored as a strike out). As there are no walks in the Minor division, the batter can only strike out (three strikes as of game 6) or hit the ball. A batter hit by pitch by a player pitcher is awarded first base.

II. INTENTIONAL WALKS

While the intentional walk exists as a part of the game of baseball, in order to teach our players to deal with adversity we encourage pitching to all players = in all divisions there are no intentional walks.

III. BALKS (= an illegal act by the pitcher with a runner or runners on base entitling all base runners to advance one base)

A. In T-Ball, Minor and Little League divisions balk calls are not in effect.

B. In Junior division balks will be enforced in the following manner: The balk rule will not be enforced unless there is an obvious attempt by the pitcher to deceive the base runner. If in the umpire's view such a deception has occurred, he will issue two warnings before enforcing the rule. On the third occurrence, the umpire will call a ball on the balk motion and base runners will advance one base.

IV. THIRD STRIKE DROP, Dropped-Ball Calls

The third-strike drop rule is only to be in effect for the Junior division. It is encouraged that coaches in Little League division teach their catchers the rule and have them incorporate appropriate actions into the game, i.e. tagging the batter-runner who is out regardless of the tag.

V. INFIELD FLY RULE

The infield fly rule will only apply to games in the Junior division.

VI. DEAD BALL CALLS

A. T-Ball, Minor, Little League and Junior divisions: All play stops and base runners will return to last safely reached base.

B. Balls traveling beyond the outfield boundary on the ground will be ruled a double in all divisions regardless whether touched by a defensive player or not before entering the dead-ball area.

C. It is the responsibility of the umpire to make the call (dead ball or live ball) quickly so as to ensure that the integrity of the game is maintained.

D. Any ball that travels in the air and lands fair beyond the outfield boundary without beforehand having touched the ground will be ruled a homerun regardless of its height over the field when it crosses the designated outfield boundary.

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Offensive Play

I. BUNTING

Bunting is not authorized in T-Ball or Minor divisions.

II. MAXIMUM NUMBER OF BASES AWARDED BATTERS

A. T-Ball division

If the ball travels to the outfield, the base runner may advance as far as possible until the pitcher / an infielder has positive control of the ball. Any partially gained base (even if more than half way) will not be awarded. The base runner must return to the last fully gained base. This determination will be the sole responsibility of the umpires and cannot be appealed.

B. Minor division

1. Batters

a. Hitting off the tee will not be allowed.

b. Hitting a pitch, the batter-runner will be allowed as many bases as possible until the pitcher / an infielder has positive control of the ball inside the pitcher's circle. Any partially gained base (even if more than half way) will not be awarded. The batter-runner must return to the last fully gained base. This determination will be the sole responsibility of the umpires and cannot be appealed.

- EXCEPTION: In the Minor division, in the course of an initial overthrow of 1st base the batter-runner is allowed to advance only to 2nd base where forward progress is then halted. Base runners starting initially at first and second base are awarded third base and home respectively.

2. Base runners

a. Base runners will be allowed as many bases as possible until the pitcher / an infielder has positive control of the ball inside the pitcher's circle. Any partially gained base (even if more than half way) will not be awarded. The base runner must return to the last fully gained base. This determination will be the sole responsibility of the umpires and cannot be appealed.

b. If any infielder (this includes the catcher) fields a hit ball within the infield (i.e. the hit ball does not reach the outfield grass), he/she must first "initiate a defensive baseball act." This means that the fielding infielder must make a play to one of the bases to bring about a force out or tag out at a base or between bases. The infielder can execute this defensive play on his/her own or by throwing the ball to a fellow player. Only AFTER a baseball act has been attempted (or is no longer possible – see next sentence) should the ball then be returned to the pitcher's circle to prevent runners from advancing any further than they have already. Only when such a defensive play (in the estimation of the umpire(s)) makes no sense to be initiated by the time the fielded ball is brought under control by the fielding infielder can an exception be made to this required defensive baseball act. [Note: Normally returning a ball to the pitcher's circle should NOT be the first/only defensive play to be made after fielding a ball in the infield. Rather when possible making an out-play should be attempted first. The rules regarding the pitcher's circle (which is an anomaly to the game of baseball) were adopted to bring about finality to a series of defensive plays, and not to be the first or only play made in the infield.]

If an infielder who fields a hit ball within the infield returns the ball to the pitcher's circle to prevent base runners from advancing without first attempting to initiate a defensive play to one of the bases when a defensive play is possible, all base runners are allowed to advance to the next base (whether forced or not by the advancement of the batter-runner) and the batter-runner is awarded first base.

3. In the Minor division if a batter has a 4th strike, the count remains 4 strikes on a *foul ball* but not on a *foul tip* (see IV.C. below). (*Note: there is no base stealing in the Minor division.) Starting with game 6,

player pitching will be introduced and when a 3rd strike is called on a batter, the batter is out. If the player pitcher throws four balls, then **umpire side-tossing** will be used to take over at that point with the given strike count (a missed swing can make strike three) **and a limit of two tosses, after which the batter is out even on a foul-ball swing.** As there are no walks in the Minor division, the batter can only strike out or hit the ball into play. **Batters are advised to swing at the umpire side-tosses due to the toss limit.**

C. Little League division

1. Batters will be allowed as many bases as possible until the umpire calls the ball dead or a time out. If a player is caught between two bases, the play will continue until he/she is either called safe or out. Once the umpire calls the ball dead or a time out, all play will stop until the umpire calls "Play ball."

III. LEADING OFF BASES

Leading off bases is only authorized for the Junior division. If in the Little League and Minor divisions any base runner leaves the base (whether in an attempt to steal or not) before the ball reaches the plate, all base runners must return to the original base unless they are put out or the batter walks or hits the ball. The base runners may be put out on a hit by the batter but may not advance farther than forced by the advancement of the batter-runner (according to the judgement of the umpire, i.e. no further than if there were no errors or overthrows). There will be no score on an infield hit even if a base runner is forced home due to the advancement of the batter-runner (for example in a bases-loaded situation). If the batter is hit by the pitch or walked (in Little League division) with the bases loaded, all base runners will advance and the run will score. In a hit to the outfield, only those base runners will score who are forced home by the advancement of the batter-runner. For further information, consult 7.13 of the official LL rule book.

IV. STEALING BASES

There is no stealing bases authorized in the T-Ball and Minor divisions. Stealing bases is authorized only for Little League and Junior divisions as outlined below.

A. Little League division:

1. For games 1-5 there stealing bases is allowed after **two** pitches.

For games 6-10 stealing bases is allowed regardless of the pitch count.

2. For any authorized stealing scenario, the base runner may initiate the steal **ONLY** after the ball has reached the plate.

B. Because in the Junior division will play on **a diamond with an 80' base path and a pitching distance of 54'**, the stealing of bases can be initiated during the pitcher's wind-up.

C. Clarification: There is often confusion made between the terms *foul ball* and *foul tip*. A *foul tip* designates the special case when the ball slightly strikes the bat and is caught by the catcher straight into the glove without dropping it. If the ball is dropped, it is a mere *foul ball*. Note that a *foul ball* is a dead ball, i.e. runners must return to their bases, whereas a *foul tip* remains a live ball, i.e. runners can steal a base if it is permitted.