

## Zionsville Little League

### 2010 Local Rules, and Rules clarifications

- The official Little League rule book shall apply, unless specific changes are noted in the local rules below
- Pitching:
  - A separate pitching rules document is attached, but a summary is as follows:
    - Maximum pitches in a game – Majors – 85; AAA/AA – 75
    - Days of rest after pitching (applies to all leagues):
      - 66 pitches or more – 4 calendar days
      - 51 – 65 pitches – 3 calendar days
      - 36 – 50 pitches – 2 calendar days
      - 21 – 35 pitches – 1 calendar days
      - 20 pitches or less – can pitch the next day
  - A calendar day is **not** simply a 24 hour period. For example, if a pitcher throws 60 pitches in the 12:00 noon game on Saturday, he cannot pitch again until Wednesday (Sun, Mon, Tue required as rest). He is **not** eligible to pitch in the Tuesday night 6:00 pm game
  - Please see the “Catching” section below for guidelines around pitching and catching in the same game. Players are subject to limitations based on how much they pitch or catch in a single game
  - A player may not pitch, play another position, and then return to the mound in the same game. Once a player is replaced on the mound (once his replacement throws the first warm-up pitch) he may not return to the mound for the remainder of the game, regardless of pitch counts
  - There are no balks in any of the leagues
  - Pitching may be either wind-up or stretch (no leads or steals until the ball has crossed the plate)
  - Age Limitations:
    - There is no age limitation on pitchers in either Majors or AAA – anyone on the roster may pitch
    - For AA – no more than 3 innings of any game may be pitched by a 10 YO (i.e. 9 YO’s must pitch at least 3 innings of a 6 inning game). Extra innings are not limited by age, so pitching may be by pitchers either 9 or 10 years old until game completion after inning 6
  - Note: Many of the teams will include players who are playing Showcase baseball on Sundays. Those Showcase managers have different guidelines, and are responsible for adjusting their pitching schedule around the pitch counts utilized during ZLL league play. ZLL league managers should not be requested by Showcase managers to adjust their planned rotation to accommodate Sunday play
- Catching:
  - No one can play catcher **after** they have thrown more than 41 pitches in a game
  - There is no limitation to the number of innings which a player can catch in Majors
  - No player may catch more than 3 innings during a game in either AAA or AA
  - No catcher may pitch **after** playing catcher for all or any part of 4 innings (this is a majors limitation as players may not catch more than 3 innings in either AA or AAA)
- Field Positions:
  - For purposes throughout this document, an inning at a position is defined as playing at least one pitch at that position in an inning
    - If a player plays multiple positions in an inning, it is considered as an inning played at each position where he was stationed for at least one pitch

- For example, a player cannot be shifted back and forth between shortstop and second base for 4 innings based on a right handed or left handed batter, with the manager insuring that they play 6 outs at each position
    - They can shift between positions during an inning, and regardless of how many times they change, it is only counted as one inning at each position they play
  - There is no limit to the number of innings a player may play at any one position in Majors, with the exception of the pitch count rules. All players must play at least 3 innings in the field
  - No player shall play any position in AAA for more than three (3) innings in any given game (with the exception of pitcher), and they may be consecutive. Every player shall be scheduled into the field for at least 4 innings of every 6 inning game.
  - No player shall play any position in AA for more than two (2) innings in any given game (with the exception of pitcher *and* catcher) and they may be consecutive. While a player may play the catching position for 3 innings during the game, no more than 2 innings may be consecutive. Every player shall be scheduled into the field for at least 4 innings of every 6 inning game.
  - The rules regarding innings at a position do not change with extra innings (i.e. 3 innings at a position in AAA, 2 innings at a position in AA), regardless of the number of innings a game takes to complete, or if it is not completed on the same day
  
- Batting:
  - A continuous batting order will be utilized in all leagues, with all players present batting
  - A batter may **not** advance on a dropped 3<sup>rd</sup> strike
  - Players who arrive late to games will be inserted at the end of the batting order. This is in effect for both the home team and visitors at the moment of the first pitch of the game.
  - Big barreled bats are not allowed
  - A player 'throwing' the bat will receive one (1) warning during the game. Each subsequent time the player throws the bat, he will be called out – regardless of whether the ball is fair or foul. This decision is completely at the discretion of the home plate umpire
  
- Base Running:
  - Base runners may not lead off, and may not leave their base until the ball has reached the batter (*see LL rule book*)
  - Players may advance on a passed ball, or a straight steal once the ball has reached the batter (see above) at their own risk. Managers in AA may decide among themselves to limit 'stealing' for a period of time (i.e. first two weeks of the season) in order to acclimate the players and catchers to the new environment. This decision should be agreed to by all managers before local implementation *Agreed to by Mgrs through completion of games on Sat, May 1*
  - Only two runners may score on a passed ball or wild pitch in any single inning for each team
    - This does not include defensive throwing errors by the catcher (or any other fielder)
    - This does not include the result of any attempt to pick-off or throw out an advancing runner or runner returning to base
    - All runs scoring in this manner shall be designated in the score book
  - In the event a runner is deemed to have left his previous base early, *See section 7.13 of rule book (pg 85, 86) – this is too complicated for me to even hope to explain*
  - Players shall not slide head first, except while diving back into a base they are currently occupying. If a player slides head first into any base, he shall be called out.
  - Players are encouraged not to slide into first base, but shall not be called out simply for doing so

- Players are encouraged to slide into home at all times, but shall only be called out in the event the failure to slide initiates contact with the catcher (or other player covering home). Contact between the runner and the defensive player, in and of itself, shall not be deemed to be a problem. If the defensive player has established position at home (i.e. awaiting throw), the runner must slide to avoid initiating vertical (both players upright) contact – but any resultant contact between the sliding player and the defensive player is considered part of the game. If the defensive player is in position, and the runner does not slide and initiates vertical contact, he shall be called out. If the runner has a clear base, and the defensive player is attempting to get to the base (i.e. catcher from the backstop), the runner is not obligated to slide if running straight through home is deemed to be faster. The resultant contact in such a situation shall be deemed to be incidental.
  - The base coaches may not contact the runner while the ball is in play (either to urge them forward, or to stop them). Should there be contact between either base coach and a runner, the runner shall be deemed out at the completion of the play
  - A player may be a base coach, but he must wear a batting helmet
- Field of Play:
    - Unless otherwise designated, an invisible line extending along the first and third base lines from the fence attached to the backstop shall constitute the barrier separating the field of play from the area 'out of play'
      - Any overthrow or missed ball travelling past this point shall be considered out of play, and any runner shall receive the bases to which they are entitled
      - Any ball caught by a defensive player who is 'out of play' shall not be considered to be an out, but instead will be a foul ball. If the fielder is standing in the field of play and reaches out of play to catch a pop-up or fly ball, it shall be ruled a catch and out. If the ball hits the ground out of play, it shall be considered a dead ball at that point (NOTE: LL rule book is clear, this is an attempt to clarify local rules where the complete field is not fenced in - Fields 6 & 7 particularly)
    - Any batted ball, which lands fair – but then rolls past the outfield fence boundary shall be deemed to be a ground rule double. Any ball which rolls under the fence shall also be considered a ground rule double.
    - If an umpire deems a ball to be "stuck" in the fencing, they shall rule the play dead and direct runners to the appropriate base
- General:
    - All games will be played with nine (9) players – 3 outfielders, 4 infielders, 1 pitcher and 1 catcher
      - In the event teams are short of a full complement of players, they may play with 8 at no penalty (an outfield position must be vacant)
      - If only 7 players are available, team must play with 1 outfielder, and take 1 automatic out at the end of the batting order
      - If only 6 players are available, the team should still utilize 1 outfielder (leaving one vacant infield spot), and will take 2 automatic outs at the end of the batting order
      - In the interests of sportsmanship, opposing teams may offer a fielder to a short-handed team, but the offered players will only be utilized in the field, and should generally be the player who made the last out the previous inning (he may have to rotate in should the team volunteering the player 'bat around')
      - This gesture of sportsmanship shall not absolve the short-handed team from the required outs at the end of the batting order, nor shall the volunteered fielding player be eligible to bat for the team they have 'temporarily' joined for the ½ inning

- Teams may not “recruit” players not assigned to their team to play in the event they are short-handed
- In the event the fields are open, but inclement weather is in play, the managers shall confer with the umpire to determine whether play should be started, continued or stopped. In case of disagreement, the Officer of the Day shall make the final judgment
  - A game is considered complete if: a) 3 ½ innings are complete with the home team ahead, or b) 4 innings are complete with the visiting team ahead
  - If 1 completed inning or more has been played, the game shall be considered suspended and shall be resumed as scheduled by the VP baseball. If less than 1 complete inning was played, the game will be considered cancelled and started over as rescheduled by the VP baseball
    - Please note that pitch counts and rules are in play for both suspended and cancelled games (for example, if a suspended or cancelled game were to be continued or played anew the next day, a pitcher who had thrown more than 20 pitches would not be eligible)
- The home team book is official for all final scores, pitch counts, positions played, etc
- The schedules are designated as Visitor vs Home format
- The infield fly rule is in effect for all leagues, subject to the judgment and call of the umpire (i.e. if it's not called by the umpire, it's not in effect)
- All games will be 6 innings long for the ZLL regular season
  - The 10-run rule will NOT be in play during the regular season; However, coaches may decide, in the interests of sportsmanship, to stop any particular inning and move forward to the next team at bat
  - Tournament rules at the end of the season will include game stoppage for 10-run rule after 3 ½ innings (visitor trailing) or 4 innings (home trailing)
  - The intention is to not limit games based on time. If this becomes an issue during the season (primarily on Saturdays with multiple games back-to-back), the VP baseball may notify all coaches of any time rules implemented (i.e. no new inning may begin after 2:00 hr mark, etc)
  - Teams with practices scheduled after games should understand the potential for longer game times and plan for batting cage usage and shortened field time
- Due to rain-outs, some games may be targeted as 5 inning games as part of a ‘make-up’ double-header. This will be communicated in advance to both coaches by VP baseball
- The visiting team is responsible for field prep before the game (raking, chalk lines, etc)
- The home team is responsible for post-game field raking and storage of all equipment. Should a team take the field for practice after a game, they shall assume the responsibility for field raking and maintenance at the end of their practice