

# WHITEMARSH LITTLE LEAGUE BASEBALL

## 2007 LOCAL RULES OF PLAY

### LOCAL RULES OF PLAY FOR ADVANCED INSTRUCTIONAL

#### 1.0 PLAYING TIME - LENGTH OF GAME

- 1.1 NO PLAYER MAY SIT FOR TWO (2) CONSECUTIVE INNINGS.
- 1.2 NINE (9) PLAYERS WILL TAKE THE FIELD PER INNING.
- 1.3 FREE SUBSTITUTION: THERE IS NO LIMIT AS TO HOW MANY TIMES A PLAYER ENTERS OR LEAVES THE GAME. THE TIME OF SUBSTITUTION IS NOT DETERMINED BY POSITION IN THE BATTING ORDER.
- 1.4 IF A PLAYER ARRIVES LATE, HE / SHE SHOULD BE PLAYED WITHIN TWO (2) INNINGS OF ARRIVING.

#### 2.0 BATTING

- 2.1 THE LINE-UP CONSISTS OF ALL PLAYERS PRESENT WHETHER PLAYING IN THE FIELD OR NOT. BATTING ORDER WILL EXTEND BEYOND NINE (9) TO INCLUDE ALL PLAYERS PRESENT.
- 2.2 IF A PLAYER ARRIVES LATE, HE/SHE IS ADDED TO THE BOTTOM OF THE LINEUP.
- 2.3 THREE (3) STRIKES AND THE BATTER IS OUT, AND THREE (3) OUTS PER INNING.
- 2.4 IF A TEAM BATS AROUND THE ENTIRE ORDER BEFORE THREE (3) OUTS, THE INNING IS OVER ONCE THE LAST BATTER COMPLETES HIS/HER AT BAT.
- 2.5 THERE ARE NO WALKS AT THIS LEVEL.

#### 3.0 BASE RUNNING

- 3.1 STEALING IS NOT PERMITTED.
- 3.2 NO PLAYER CAN DELIBERATELY RUN INTO A DEFENSIVE PLAYER WHO HAS POSSESSION OF THE BALL WITH THE INTENTION OF JARRING THE BALL LOOSE. PENALTY: THE RUNNER IS OUT, AND THE BALL IS RULED DEAD.

#### 4.0 PITCHING

- 4.1 PITCHING MACHINE MUST BE USED.
- 4.2 THE MANAGER OR COACH OF THE TEAM THAT IS BATTING IS AT THE PITCHING MACHINE, DELIVERING PITCHES TO HIS/HER OWN PLAYERS.
- 4.3 THE PITCHING MACHINE IS TO BE SET AT A MINIMUM OF 40 MPH AND A MAXIMUM OF 45 MPH.

#### 5.0 GAME RESPONSIBILITIES / SAFETY ISSUES

- 5.1 HOME TEAM STAFF ARE RESPONSIBLE FOR LINING AND GROOMING THE FIELD. BOTH TEAMS ARE ENCOURAGED TO WORK TOGETHER TO ACCOMPLISH THIS.
- 5.2 ADULTS WILL COACH AT FIRST AND THIRD BASE, PROVIDED AN APPROVED THIRD COACH IS IN THE DUGOUT AT ALL TIMES. THE DUGOUT WILL NOT BE LEFT WITHOUT ADULT SUPERVISION. ALL PLAYERS, WITH THE EXCEPTION OF THE FELDERS, BATTER, AND BASERUNNERS, ARE TO REMAIN UNDER COVER AT ALL TIMES.
- 5.3 ALL MALE CATCHERS MUST WEAR A PROTECTIVE CUP WHILE CATCHING. THE CHEST PROTECTOR IS WORN WITH THE PROTECTIVE FLAP DOWN. AS PER RULE 1.17, ALL MALE PLAYERS MUST WEAR ATHLETIC SUPPORTERS. MANAGERS AND COACHES SHOULD ENCOURAGE THIS.
- 5.4 BATTING VESTS ARE AVAILABLE FOR ANY PLAYER WHO SO DESIRES ONE. THEY CAN BE FOUND IN THE STORAGE ROOM NEXT TO THE SNACK BAR.
- 5.5 PREGAME PRACTICE: HOME TEAM-5:25-5:40; VISITING TEAM-5:40-5:55 OR BY MUTUAL AGREEMENT.

#### 6.0 MISCELLANEOUS RULES

- 6.1 WHEN SITUATIONS ARISE THAT ARE NOT COVERED IN THIS ADDENDUM, THE LITTLE LEAGUE RULE BOOK "GREEN BOOK" WILL GOVERN ALL PLAY.
- 6.2 NO NEW INNING SHALL START TEN (10) MINUTES PRIOR TO SUNSET, WHICH IS A PUBLISHED TIME (SEE SUNSET TABLE).
- 6.3 UNDER NO CIRCUMSTANCES WILL GAMES BE MOVED TO THE MAJORS FIELD FOR PLAY OR TO CONTINUE PLAY.

## LOCAL RULES OF PLAY FOR AA

### 1.0 PLAYING TIME - LENGTH OF GAME

- 1.1 NO PLAYER MAY SIT FOR TWO (2) CONSECUTIVE INNINGS.
- 1.2 NINE (9) PLAYERS WILL TAKE THE FIELD PER INNING.
- 1.3 FREE SUBSTITUTION: THERE IS NO LIMIT AS TO HOW MANY TIMES A PLAYER ENTERS OR LEAVES THE GAME. THE TIME OF SUBSTITUTION IS NOT DETERMINED BY POSITION IN THE BATTING ORDER.
- 1.4 IF A PLAYER ARRIVES LATE, HE / SHE SHOULD BE PLAYED WITHIN TWO (2) INNINGS OF ARRIVING.
- 1.5 THE TEN (10) RUN RULE IS NOT IN EFFECT FOR ANY GAME, REGULAR SEASON, PLAYOFF OR CHAMPIONSHIP.

### 2.0 BATTING

- 2.1 THE LINE-UP CONSISTS OF ALL PLAYERS PRESENT WHETHER PLAYING IN THE FIELD OR NOT. BATTING ORDER WILL EXTEND BEYOND NINE (9) TO INCLUDE ALL PLAYERS PRESENT.
- 2.2 IF A PLAYER ARRIVES LATE, HE/SHE IS ADDED TO THE BOTTOM OF THE LINEUP.
- 2.3 ALL INNINGS, EXCEPT THE LAST, HAVE A FIVE (5) RUN RULE. ONCE THE FIFTH (5) RUN SCORES, THE INNING IS OVER REGARDLESS OF THE TYPE OF HIT OR IF OTHER RUNNERS SCORE AFTER THE FIFTH RUN.
- 2.4 THE UMPIRE WILL ANNOUNCE AT THE TOP OF THE INNING, "THIS IS THE LAST INNING." COACHES CONCERNED ABOUT DARKNESS SHOULD DISCUSS THE POSSIBILITY WITH THE UMPIRE BEFORE THE START OF THE TOP OF AN INNING.

### 3.0 BASE RUNNING

- 3.1 STEALING IS PERMITTED AND ENCOURAGED. RUNNERS CANNOT LEAVE UNTIL AFTER THE BALL HAS REACHED THE BATTER (7.13). RUNNERS WHO LEAVE EARLY MUST RETURN TO THE BASE JUST LEFT. THE TEAM WILL BE WARNED TWICE. THE THIRD VIOLATION WILL RESULT IN THE RUNNER BEING CALLED OUT.
- 3.2 NO PLAYER CAN DELIBERATELY RUN INTO A DEFENSIVE PLAYER WHO HAS POSSESSION OF THE BALL WITH THE INTENTION OF JARRING THE BALL LOOSE. PENALTY: DEAD BALL, RUNNER IS OUT.
- 3.3 ON DROPPED THIRD STRIKES, BATTER IS OUT AND NO ADVANCEMENT OF BATTER IS ALLOWED.
- 3.4 STEALING OF HOME IS NOT ALLOWED.

### 4.0 PITCHING

- 4.1 ALL PITCHERS IN THE AA DIVISION MUST ADHERE TO THE FOLLOWING REST REQUIREMENTS:
  - MAXIMUM NUMBER OF PITCHES PER GAME IS 60
  - IF A PLAYER PITCHES 41-60 PITCHES IN A DAY, TWO (2) CALENDAR DAYS REST MUST BE OBSERVED
  - IF A PLAYER PITCHES 21-40 PITCHES IN A DAY, ONE (1) CALENDAR DAYS REST MUST BE OBSERVED
  - IF A PLAYER PITCHES 1-20 PITCHES IN A DAY, NO (0) CALENDAR DAY OF REST MUST BE OBSERVED
- 4.2 IF A PITCHER HITS THREE (3) BATTERS IN AN INNING, HE/SHE WILL BE RELIEVED FROM PITCHING THE DURATION OF THE GAME.
- 4.3 INTENTIONAL WALKS ARE NOT PERMITTED.

### 5.0 GAME RESPONSIBILITIES / SAFETY ISSUES

- 5.1 HOME TEAM STAFF ARE RESPONSIBLE FOR LINING AND GROOMING THE FIELD. BOTH TEAMS ARE ENCOURAGED TO WORK TOGETHER TO ACCOMPLISH THIS.
- 5.2 ADULTS WILL COACH AT FIRST AND THIRD BASE, PROVIDED AN APPROVED THIRD COACH IS IN THE DUGOUT AT ALL TIMES. THE DUGOUT WILL NOT BE LEFT WITHOUT ADULT SUPERVISION. ALL PLAYERS, WITH THE EXCEPTION OF THE FIELDSERS, BATTER, AND BASERUNNERS, ARE TO REMAIN UNDER COVER AT ALL TIMES.
- 5.3 ALL MALE CATCHERS MUST WEAR A PROTECTIVE CUP WHILE CATCHING. THE CHEST PROTECTOR IS WORN WITH THE PROTECTIVE FLAP DOWN. AS PER RULE 1.17, ALL MALE PLAYERS MUST WEAR ATHLETIC SUPPORTERS. MANAGERS AND COACHES SHOULD ENCOURAGE THIS.
- 5.4 BATTING VESTS ARE AVAILABLE FOR ANY PLAYER WHO SO DESIRES ONE. THEY CAN BE FOUND IN THE STORAGE ROOM NEXT TO THE SNACK BAR.
- 5.5 PREGAME PRACTICE: HOME TEAM-5:25-5:40; VISITING TEAM-5:40-5:55 OR BY MUTUAL AGREEMENT.
- 5.6 HOME TEAM WILL PROVIDE A BASE UMPIRE IF NECESSARY.

## 6.0 MISCELLANEOUS RULES

- 6.1 WHEN SITUATIONS ARISE THAT ARE NOT COVERED IN THIS ADDENDUM, THE LITTLE LEAGUE RULE BOOK "GREEN BOOK" WILL GOVERN ALL PLAY.
- 6.2 NO NEW INNING SHALL START TEN (10) MINUTES PRIOR TO SUNSET, WHICH IS A PUBLISHED TIME (SEE SUNSET TABLE).
- 6.3 UNDER NO CIRCUMSTANCES WILL GAMES BE MOVED TO THE MAJORS FIELD FOR PLAY OR TO CONTINUE PLAY.

## LOCAL RULES OF PLAY FOR AAA

### 1.0 PLAYING TIME - LENGTH OF GAME

- 1.1 NO PLAYER MAY SIT FOR TWO (2) CONSECUTIVE INNINGS.
- 1.2 NINE (9) PLAYERS WILL TAKE THE FIELD PER INNING.
- 1.3 FREE SUBSTITUTION: THERE IS NO LIMIT AS TO HOW MANY TIMES A PLAYER ENTERS OR LEAVES THE GAME. THE TIME OF SUBSTITUTION IS NOT DETERMINED BY POSITION IN THE BATTING ORDER.
- 1.4 IF A PLAYER ARRIVES LATE, HE / SHE SHOULD BE PLAYED WITHIN TWO (2) INNINGS OF ARRIVING.
- 1.5 THE TEN (10) RUN RULE IS NOT IN EFFECT FOR ANY GAME, REGULAR SEASON, PLAYOFF OR CHAMPIONSHIP.

### 2.0 BATTING

- 2.1 THE LINE-UP CONSISTS OF ALL PLAYERS PRESENT WHETHER PLAYING IN THE FIELD OR NOT. BATTING ORDER WILL EXTEND BEYOND NINE (9) TO INCLUDE ALL PLAYERS PRESENT.
- 2.2 IF A PLAYER ARRIVES LATE, HE/SHE IS ADDED TO THE BOTTOM OF THE LINEUP.
- 2.3 ALL INNINGS, EXCEPT THE LAST, HAVE A FIVE (5) RUN RULE. ONCE THE FIFTH (5) RUN SCORES, THE INNING IS OVER REGARDLESS OF THE TYPE OF HIT OR IF OTHER RUNNERS SCORE AFTER THE FIFTH RUN.
- 2.4 THE UMPIRE WILL ANNOUNCE AT THE TOP OF THE INNING, "THIS IS THE LAST INNING." COACHES CONCERNED ABOUT DARKNESS SHOULD DISCUSS THE POSSIBILITY WITH THE UMPIRE BEFORE THE START OF THE TOP OF AN INNING.

### 3.0 BASE RUNNING

- 3.1 STEALING IS PERMITTED AND ENCOURAGED. RUNNERS CANNOT LEAVE UNTIL AFTER THE BALL HAS REACHED THE BATTER (7.13). RUNNERS WHO LEAVE EARLY MUST RETURN TO THE BASE JUST LEFT. THE TEAM WILL BE WARNED TWICE. THE THIRD VIOLATION WILL RESULT IN THE RUNNER BEING CALLED OUT.
- 3.2 NO PLAYER CAN DELIBERATELY RUN INTO A DEFENSIVE PLAYER WHO HAS POSSESSION OF THE BALL WITH THE INTENTION OF JARRING THE BALL LOOSE. PENALTY: DEAD BALL, RUNNER IS OUT.
- 3.3 ON DROPPED THIRD STRIKES, BATTER IS OUT AND NO ADVANCEMENT OF BATTER IS ALLOWED.
- 3.4 STEALING HOME, DELAYED STEALS ARE ALLOWED.

### 4.0 PITCHING

- 4.1 ALL PITCHERS IN THE AAA DIVISION MUST ADHERE TO THE FOLLOWING REST REQUIREMENTS:
  - MAXIMUM NUMBER OF PITCHES PER GAME IS 60
  - IF A PLAYER PITCHES 41-60 PITCHES IN A DAY, TWO (2) CALENDAR DAYS REST MUST BE OBSERVED
  - IF A PLAYER PITCHES 21-40 PITCHES IN A DAY, ONE (1) CALENDAR DAYS REST MUST BE OBSERVED
  - IF A PLAYER PITCHES 1-20 PITCHES IN A DAY, NO (0) CALENDAR DAY OF REST MUST BE OBSERVED
- 4.2 IF A PITCHER HITS THREE (3) BATTERS IN AN INNING, HE WILL BE RELIEVED FROM PITCHING THE DURATION OF THE GAME.
- 4.3 INTENTIONAL WALKS ARE NOT PERMITTED.

### 5.0 GAME RESPONSIBILITIES / SAFETY ISSUES

- 5.1 HOME TEAM STAFF ARE RESPONSIBLE FOR LINING AND GROOMING THE FIELD. BOTH TEAMS ARE ENCOURAGED TO WORK TOGETHER TO ACCOMPLISH THIS.
- 5.2 ADULTS WILL COACH AT FIRST AND THIRD BASE, PROVIDED AN APPROVED THIRD COACH IS IN THE DUGOUT AT ALL TIMES. THE DUGOUT WILL NOT BE LEFT WITHOUT ADULT SUPERVISION. ALL

PLAYERS, WITH THE EXCEPTION OF THE FIELDS, BATTER, AND BASERUNNERS, ARE TO REMAIN UNDER COVER AT ALL TIMES.

- 5.3 ALL MALE CATCHERS MUST WEAR A PROTECTIVE CUP WHILE CATCHING. THE CHEST PROTECTOR IS WORN WITH THE PROTECTIVE FLAP DOWN. AS PER RULE 1.17, ALL MALE PLAYERS MUST WEAR ATHLETIC SUPPORTERS. MANAGERS AND COACHES SHOULD ENCOURAGE THIS.
- 5.4 BATTING VESTS ARE AVAILABLE FOR ANY PLAYER WHO SO DESIRES ONE. THEY CAN BE FOUND IN THE STORAGE ROOM NEXT TO THE SNACK BAR.
- 5.5 PREGAME PRACTICE: HOME TEAM-5:25-5:40; VISITING TEAM-5:40-5:55 OR BY MUTUAL AGREEMENT.
- 5.6 HOME TEAM WILL PROVIDE A BASE UMPIRE IF NECESSARY.

#### 6.0 MISCELLANEOUS RULES

- 6.1 WHEN SITUATIONS ARISE THAT ARE NOT COVERED IN THIS ADDENDUM, THE LITTLE LEAGUE RULE BOOK "GREEN BOOK" WILL GOVERN ALL PLAY.
- 6.2 NO NEW INNING SHALL START TEN (10) MINUTES PRIOR TO SUNSET, WHICH IS A PUBLISHED TIME (SEE SUNSET TABLE).
- 6.3 UNDER NO CIRCUMSTANCES WILL GAMES BE MOVED TO THE MAJORS FIELD FOR PLAY OR TO CONTINUE PLAY.

#### LOCAL RULES OF PLAY FOR MAJORS

- 4.10 (e) THE TEN RUN RULE WILL BE A VOLUNTARY RULE ALLOWING THE CONCESSION OF A GAME BY THE LOSING TEAM AFTER AN OFFICIAL GAME STATUS HAS BEEN REACHED.

#### LOCAL RULES:

- 1. AN INNING CANNOT START AFTER 9:45 P.M. LOCAL TIME (3.13)
- 2. GAME WILL END BY 9:55 P.M. LOCAL TIME (3.13)
- 3. FIELD LIGHTS MUST BE OUT BY 10 P.M., LOCAL TIME

#### LOCAL RULES OF PLAY FOR JUNIOR/SENIOR/BIG LEAGUE

#### LOCAL RULES:

- 1. AN INNING CANNOT START AFTER 9:45 P.M. LOCAL TIME (3.13)
- 2. GAME WILL END BY 9:55 P.M. LOCAL TIME (3.13)
- 3. FIELD LIGHTS MUST BE OUT BY 10 P.M., LOCAL TIME