

## 2019 Rules

### **All Divisions**

Rules for specific divisions are found in the following pages but here are rules of general interest that apply to all divisions (except where noted)

#### ***Uniforms & Equipment***

- Team shirt and hat must be worn by all players
- Shirts must be tucked in at all times
- No spikes or metal cleats are allowed - rubber cleats only – sneakers OK for Tee Ball, Pee Wee Jr and Pee Wee Girls
- Players may not wear any metal (jewelry, pins, etc)
- Helmets must be worn by all batters, on deck batters and base runners
- Boys in Pee Wee Sr and higher must wear protective cups
- Pitchers may not wear any distracting items
- Catchers must wear catching equipment (mask, helmet, chest protector, shin guards)
- No batting donuts

#### ***Scoring (all except Tee Ball, Pee Wee Jr & Pee Wee Girls)***

- See divisional rules for maximum runs per inning – half-inning ends immediately after maximum run is scored (except last inning)
- There is no mercy rule. Teams may play for the allotted 2 hours field time. The losing coach has the option to concede if down 10 runs after 4 innings.
- Extra innings until conclusion as time, daylight and weather allows – if no conclusion then tie game (playoff games are played until conclusion)

#### ***In Dugout / On Field***

- Only registered and background checked coaches and registered players may be in the dugout during the game
- Only defensive players, batter, base runners, two base coaches and umpire allowed on field (defensive coaches allowed on field for Tee Ball, Pee Wee Jr and Pee Wee Girls)
- The on deck batter must remain in dugout. There is no on deck circle. This applies to all divisions.

#### ***Game***

- Each team is allowed up to 3 designated coaches (who have been background checked). A team must have at least one designated coach present at the game. If a team has no designated coach, they must either reschedule or forfeit.
- See ***Lineup*** section for minimum players required and grace time
- Losing team must complete 4 innings at bat for a 6 inning game or 5 innings at bat for a 7 inning game for the game to be official. If the game is halted before 1 inning is completed, it will be restarted from the beginning. If the game is halted after 1 inning but prior to it being an official game, it will be resumed from the point of stoppage. Pitcher innings and pitch counts during that game will count towards game and weekly pitching limits.
- No inning may start later than 1 hour 50 minutes after game start if there is a following game on the schedule. An inning, once started, must be played to completion unless weather or darkness prevents it. If halted, the score reverts to the last full inning. If there is no following game, the umpire may allow the start of another inning past the 1:50 limit
- Rules regarding an official game during playoffs are described in the Playoffs section following

## 2019 Rules

### All Divisions (continued)

#### **Lineup**

- A minimum of 7 players from a team's roster must be present to play (except Tee Ball, Pee Wee Jr & Pee Wee Girls). There is a 10 minute grace period after the scheduled start time for a time to start the game. If a team is unable to field at least 7 players after that time, the game will be considered a forfeit.
- Although having less than 7 players will result in a forfeit in the standings, coaches can still agree to use scheduled field time to play ball, mixing and matching players from each team's roster as desired as well as players registered in RLL who are on other teams' rosters within that same division.
- Any team using a child who is not on that team's roster during a game will automatically forfeit that game.
- Under NO circumstances may a child who is not registered with RLL take part in any RLL activity. Violation of this rule will result in a disciplinary warning for the responsible coach and an immediate forfeit if it occurs during a game.
- **All divisions use universal batting.** Universal batting means ALL players present are in the lineup regardless of whether or not they are in the field.
- There is no penalty for a player leaving the game after it has started. The player's spot in the batting order is skipped with no out recorded. A player who misses his/her turn at bat may not reenter the game.
- A player who arrives after the game has started may be inserted in the last spot in the batting order, regardless of what spot is up next when he/she arrives.

#### **Minimum Participation**

- Every player present must play 2 innings (6 consecutive outs) in field
- Players arriving after the 3<sup>rd</sup> inning are not subject to the minimum participation rule
- Coaches are encouraged to play all players more than the required minimum.

#### **Pitching**

- It is important that no player be allowed to pitch to an extent that will injure his or her arm. RLL has pitching limits based on number of innings pitched (pitch count for Major Boys). These vary by division and can be found in the rules for each division following this section. Innings counts are not as exact as pitch counts however. One inning a pitcher may retire the side on 6 pitches while in another inning the pitcher may have control problems and take 35 pitches to retire the side. RLL has instituted innings counts as the limit only because of the difficulty in administering pitch counts with the available resources. Coaches should be aware of the Little League pitch count limits and make every effort to keep their pitchers within those limits regardless of innings pitched. The Little League pitch count limits can be found with the innings limits in the Pee Wee Sr, Minor Boys and Major Boys divisional rules.
- A pitcher removed from the mound may NOT reenter as a pitcher during that game.
- There is no set time limit for the pitcher to deliver the ball but the umpire may use discretion to decide the pitcher is delaying the game. The ump may call a ball after giving one warning to the pitcher and manager about delay of game.

#### **Catchers**

- In between innings, the pitcher may be warmed up only by 1) the catcher in full equipment; 2) a coach or other adult; 3) a minor wearing a catcher's mask
- No courtesy runners for catchers

#### **Coach Field Visits (except Tee Ball, Pee Wee Jr & Pee Wee Girls)**

- Coach must request umpire's permission for field visit
- The pitcher must be replaced upon the 2<sup>nd</sup> visit to that pitcher during the inning or the 3<sup>rd</sup> visit to that pitcher during the game.
- The replaced pitcher may remain in the game at another position

## 2019 Rules

### **All Divisions (continued)**

#### ***Sliding / Plays At Bases***

- Batter may not slide into first base running from home - batter will be called out
- No head first slide advancing a base – runner will be called out. Runners may slide head first returning to a base.
- Base runner must slide to avoid collision at base. A base runner sliding into base cannot be called out for interference unless he/she is deemed to use hands or feet in a dangerous manner or in a way to purposely interfere with the fielder (ie sliding with feet up or grabbing at the fielder).
- A fielder without possession of the ball or in the act of catching the ball who is blocking the base or the base path will be called for interference and the runner will be called safe at that base. If the fielder's interference impedes the runner while the play is still in progress away from the base, the runner shall be awarded the next base as well.
- Any violent contact between the base runner who is not sliding and a fielder which is initiated by the base runner, even if the fielder is illegally blocking the base or the base path without the ball, will result in the runner being called out. If the contact is caused by the fielder's illegal blocking of the base or base path during the base runner's normal motion, the runner will be awarded that base, and the next base at the umpire's discretion.
- In summary, the fielder may not block the base or the base path without possession of the ball and the base runner must slide to avoid violent contact.

#### ***Game Play***

- There is **no maximum walks per inning rule.**
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game. HBP will not be called if umpire deems the ball hitting the batter is due to the batter's actions or inactions.
- No strike outs on a swinging foul ball. Bunting foul with two strikes is a strike out.
- A pitch that bounces before reaching home plate is still a live ball (it may be hit by the batter or be a hit by pitch)
- Batter reaching first base may be tagged out if umpire deems runner had intent to move towards second base. Coaches should teach their players to turn right after reaching first base on infield ground ball.

#### ***Conduct***

- Unsportsmanlike conduct by players, coaches or spectators will not be tolerated. Anyone cursing or heckling or otherwise verbally abusing the players, coaches or umpires, participating in physical or verbal altercation, littering, damaging property or drinking alcohol will be subject to expulsion from the field.
- First expulsion will result in suspension of 1 additional game
- Second expulsion will result in suspension of 3 additional games

#### ***Lightning and Thunder Notice***

If lightning is seen or thunder is heard, all persons must leave the field **IMMEDIATELY** and seek shelter indoors. The NOAA has teamed with Little League to stress this warning in the strongest possible terms (see [www.littleleague.org/Learn\\_More/programs/asap/lightning.htm](http://www.littleleague.org/Learn_More/programs/asap/lightning.htm))

#### ***All Other Situations***

- Where RLL rules don't cover a situation, LL rules will apply.

## 2019 Rules

### **Playoffs**

#### ***Divisions***

- All competitive divisions (Pee Wee Sr, Minor Girls, Minor Boys, Major Girls, Major Boys) have playoffs at the end of the season.

#### ***Format***

- Playoffs are double elimination format.
- Team placement within the brackets is determined by final standings of regular season results.
- Brackets and schedule will be published prior to playoff start.

#### ***Seeding***

- Standings are determined by win/loss percentage. A tie counts as ½ win, ½ loss
- In case of identical win/loss percentages:
  - first tiebreaker is head to head record.
  - second tiebreaker is runs scored / runs allowed ratio. A forfeit is scored 1-0

#### ***Home/Away***

- Except for championship games, home team in playoffs is always the higher seed.
- In 1<sup>st</sup> championship game, team from the winners bracket is always home team
- If 2<sup>nd</sup> championship game is necessary, team from the losers bracket (winner of the 1<sup>st</sup> championship game) is always home team

#### ***Completion of Game***

- All playoff games must be played to completion.
- If the game is called before 1 inning is completed, it will be restarted from the beginning.
- If the game is called after 1 inning because of weather, darkness or field conditions, it will be resumed from the point of stoppage. Pitcher innings and pitch counts during that game will count towards pitching limits.
- Playoff games will never be stopped because of time limits.

## 2019 Rules

### Tee Ball & Pee Wee Girls Division

#### **Field & Equipment**

- 40' basepaths
- (TB) Safety baseball / (PWG) 11" safety softball
- Sneakers or rubber cleats
- See All Divisions – Uniforms & Equipment

#### **Game**

- 2 innings (more if time allows)
- No strikeouts
- All batters reach base
- Bat through entire lineup each inning – no outs
- Bat off tee – may switch to coach pitch halfway through season (commissioner discretion) – hit off of tee after 8 unsuccessful swings
- No keeping score
- Coaches may be on field
- On deck batter must remain in dugout

#### **Lineup**

- 10 defensive players in field – coach run clinic in outfield for remaining players
- Universal batting
- Bat through entire lineup each inning

#### **Game Play**

- No strikeouts – at bat until ball is hit
- Runners stay on base until ball is hit
- No stealing
- No runner advance on fielder's overthrow
- No sliding
- No bunting
- No tagging up

## 2019 Rules

### Pee Wee Jr Division

#### **Field & Equipment**

- 60' basepaths; 38' pitching rubber
- Safety baseball
- Sneakers or rubber cleats
- See All Divisions – Uniforms & Equipment

#### **Game**

- 5 innings (or as time allows – 2 hr max)
- Batter and runners retired on outs
- 1<sup>st</sup> inning - bat through entire lineup – regardless of number of outs
- 2<sup>nd</sup> inning on – 3 outs per inning
- Coach pitch – may switch to player pitch halfway through season (commissioner discretion)
- Coach/parent catches
- No wins or losses

#### **Lineup**

- 10 defensive players in field – coach run clinic in outfield for remaining players
- Universal batting
- Coaches may be on field

#### **Game Play**

- Strikeouts in force - 5 strikes (no called strikes - foul balls and swings & misses only – no strike out on swinging foul ball – bunting foul with 4 strikes is a strike out)
- No walks
- Runners stay on base until ball is hit
- No stealing
- No runner advance on fielder's overthrow
- No sliding
- Bunting allowed
- No infield fly rule
- No tagging up

## 2019 Rules

### Pee Wee Sr Division

#### **Field & Equipment**

- 60' basepaths; 38' pitching rubber
- Regulation Little League baseball
- Rubber cleats and protective cups required
- See All Divisions – Uniforms & Equipment

#### **Game**

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 5 runs per inning (except last inning) – half inning ends immediately after 5<sup>th</sup> run is scored
- No mercy rule

#### **Lineup**

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play a minimum of 2 innings (6 consecutive outs) in field
- Pitchers may pitch maximum 2 innings per game; 6 innings in 6 days (LL pitch count limit 50 per day)
- Innings count starts when player starts pitching. Any part of an inning at pitcher counts as a full inning
- A pitcher removed from the mound may NOT reenter as a pitcher during that game.
- Player may play any position other than catcher after pitching
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

#### **Game Play**

- Strikeouts in force - 3 strikes – no strike out on swinging foul ball – bunting foul with 2 strikes is a strike out
- No maximum walks per inning
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- No stealing
- Runners may advance 1 base maximum from runner's position at time of fielder's overthrow
- See All Divisions - Sliding / Plays At Bases
- No balks
- Bunting allowed
- No infield fly rule
- Tagging up allowed

## 2019 Rules

### **Minor Boys Division**

#### ***Field & Equipment***

- 60' basepaths; 46' pitching rubber
- Regulation Little League baseball
- Wood bats only (no metal, composite or bamboo)
- Rubber cleats and protective cup required
- See All Divisions – Uniforms & Equipment

#### ***Game***

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 5 runs per inning (except last inning) – half inning ends immediately after 5<sup>th</sup> run is scored
- No mercy rule

#### ***Lineup***

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play minimum of 2 innings (6 consecutive outs) in field
- Pitchers may pitch maximum 3 innings per game; 7 innings in 6 days (LL pitch count limit 75 per day)
- Innings count starts when player starts pitching. Any part of an inning at pitcher counts as a full inning.
- A pitcher removed from the mound may NOT reenter as a pitcher during that game.
- Player may play any position other than catcher after pitching
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

#### ***Game Play***

- Strikeouts in force - 3 strikes – no strike out on swinging foul ball – bunting foul with 2 strikes is a strike out
- No maximum walks per inning
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- 2 steals maximum per inning – no stealing home
- Runners may advance 1 base maximum from runner's position at time of fielder's overthrow
- Runner on 3<sup>rd</sup> may not score on an overthrow during a steal attempt or pickoff attempt. Runner on 3<sup>rd</sup> may score on an overthrow only during continuation play after a batted ball.
- See All Divisions - Sliding / Plays At Bases
- No balks
- Bunting allowed
- No infield fly rule
- Tagging up allowed



## 2019 Rules

### **Major Boys Division**

#### ***Field & Equipment***

- 70' basepaths; 50' pitching rubber
- Regulation Little League baseball
- Wood bats only (no metal, composite or bamboo)
- Rubber cleats and protective cup required
- See All Divisions – Uniforms & Equipment

#### ***Game***

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 7 runs per inning (except last inning) – half inning ends immediately after 7<sup>th</sup> run is scored
- No mercy rule

#### ***Lineup***

- 7 players minimum to start game else forfeit
- 9 defensive players in field
- Universal batting
- Every player present must play minimum of 2 innings (6 consecutive outs) in field
- Pitchers may pitch maximum 85 pitches per game. If a pitcher reaches his 85<sup>th</sup> pitch in the middle of an at bat, the pitcher may complete pitching that at bat.
- Pitcher rest periods before pitching again are determined by pitch count – 66 pitches or more – 4 days rest; 51-65 pitches – 3 days rest; 36-50 pitches – 2 days rest; 21-35 pitches – one day rest; 1-20 pitches – no rest days required
- A pitcher removed from the mound may NOT reenter as a pitcher during that game.
- A player who pitches 41 or more pitches in a game cannot be moved to the catcher position for the remainder of the game
- Coaches should track pitch counts both for their team's and the opposing team's pitchers. Counts should be compared after every inning.
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

#### ***Game Play***

- Strikeouts in force - 3 strikes – no strike out on swinging foul ball – bunting foul with 2 strikes is a strike out
- No maximum walks per inning
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- Unlimited stealing
- No limit for runner advance on fielder's overthrow
- See All Divisions - Sliding / Plays At Bases
- No balks
- Bunting allowed
- Infield fly rule in use
- Tagging up allowed

## 2019 Rules

### Minor Girls Division

#### **Field & Equipment**

- 60' basepaths; 30' pitching rubber
- 11" safety softball
- Rubber cleats required
- Pitching masks **MANDATORY**
- Fielders masks strongly encouraged
- See All Divisions – Uniforms & Equipment

#### **Game**

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 5 runs per inning (except last inning) – half inning ends immediately after 5<sup>th</sup> run is scored
- No mercy rule

#### **Lineup**

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play a minimum of 2 innings (6 consecutive outs) in field
- Pitching limits – maximum 3 consecutive innings per pitcher. Delivery of a single pitch constitutes having pitched an inning.
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

#### **Game Play**

- Strikeouts in force - 3 strikes – no strike out on swinging foul ball – bunting foul with 2 strikes is a strike out
- Pitchers should pitch from the mound with 1 foot on the rubber at point of release.
- No maximum walks per inning
- Hit by pitch is ruled a ball unless the umpire rules the batter interfered with the ball in the strike zone. Runner is not awarded first base. Hit by pitch ejection rules do not apply.
- No dropped third strike rule
- Runners must stay on base until ball is hit or ball is past the batter
- No stealing
- Runners may advance 1 base maximum from runner's position at time of fielder's overthrow
- Runners may only advance 1 base on an infield hit or error
- Runners may advance extra bases on hits to the outfield but once the ball is under control in the infield, all further advance is halted
- See All Divisions - Sliding / Plays At Bases
- No balks
- Bunting allowed
- No infield fly rule
- Tagging up allowed

## 2019 Rules

### Major Girls Division

#### **Field & Equipment**

- 60' basepaths; 40' pitching rubber
- 12" Clincher softballs will be used in all games
- Rubber cleats required
- Pitching masks **MANDATORY**
- Fielders masks and heart guards strongly encouraged
- See All Divisions – Uniforms & Equipment

#### **Game**

- 6 innings
- 3 outs per inning
- Players pitch and catch
- Maximum 7 runs per inning (except last inning) – half inning ends immediately after 7<sup>th</sup> run is scored
- No mercy rule

#### **Lineup**

- 7 players minimum to start game else forfeit
- 10 defensive players in field – 4 outfielders must be playing on outfield grass
- Universal batting
- Every player present must play minimum of 2 innings (6 consecutive outs) in field
- Pitching limits – maximum 3 consecutive innings per pitcher. Delivery of a single pitch constitutes having pitched an inning.
- See All Divisions - Catchers
- See All Divisions – Coach Field Visits

#### **Game Play**

- Strikeouts in force - 3 strikes – no strike out on swinging foul ball – bunting foul with 2 strikes is a strike out
- No maximum walks per inning
- Pitcher must be replaced after 2 HBPs in an inning or 3 HBPs in game.
- No dropped third strike rule (batter is out; runners can steal on dropped third strike)
- Runners must stay on base until ball is hit or ball is past the batter
- Unlimited stealing
- No limit for runner advance on fielder's overthrow
- See All Divisions - Sliding / Plays At Bases
- No balks
- Bunting allowed
- Infield fly rule in use
- Tagging up allowed

**2019 Rules**



**2018 Rules-At-A-Glance**

Division	Field	Inns	Min Players	Pitch/Catch	Max Runs/Inn	Def Players	Pitching Limits	Dropped 3 <sup>rd</sup> Strike	Sliding	Stealing	Over-throw	Bunting	Infield Fly	Tagging Up
Tee Ball/ PW Girls	40'	2	--	Tee	--	10 + OF clinic	--	--	No	No	No adv	No	No	No
Pee Wee Jr	60'	5	--	Coach	--	10 + OF clinic	--	--	No	No	No adv	Yes	No	No
Pee Wee Sr	38'/ 60'	6	7	Player	5	10 4 OF	2 inns	No	Yes ***	No	1 base	Yes	No	Yes
Minor Boys	46'/ 60'	6	7	Player	5	10 4 OF	3 inns	No	Yes ***	2 / inn - not home	1 base	Yes	No	Yes
Major Boys	50'/ 70'	6	7	Player	7	9	85 pitches	No	Yes ***	Unlmtd	No limit	Yes	Yes	Yes
Minor Girls	30'/ 60'	6	7	Player	5	10 4 OF	3 inns	No	Yes ***	No	1 base	Yes	No	Yes
Major Girls	40'/ 60'	6	7	Player	7	10 4 OF	3 inns	No	Yes ***	Unlmtd	No limit	Yes	Yes	Yes

**Tee Ball / Pee Wee Girls** – no strike outs; all batters reach base; bat through entire lineup each inning – no outs; no keeping score

**Pee Wee Jr** – batters/runners retired on outs; strike outs 5 strikes; no walks; 1<sup>st</sup> inn bat through entire line up; 2nd inn on 3 outs

**Minor Girls** - Runners may only advance 1 base on an infield hit or error; runners may advance extra bases on hits to the outfield but once the ball is under control in the infield, all further advance is halted

**Pee Wee Sr / Minor Boys / Major Boys** - A pitcher removed from the mound may NOT reenter as a pitcher during that game; player may play any position other than catcher after pitching (Major Boys – player may catch if less than 41 pitches thrown)

**All Divisions** – No mercy rule; universal batting; every player present must play minimum of 6 consecutive outs in field; OFs must play on outfield grass; no maximum walks per inning; no dropped third strike; pitcher must be replaced 2 HBP in an inning or 3 HBP in game (except MNG); no leading (runner must stay on base until ball is hit or past batter); no balks; no courtesy runner for catcher; 10 minute grace time after scheduled start for team to field minimum 7 players

\*\*\*- Batter may not slide into first base running from home; no head first slide advancing a base; runner may slide head first returning to a base.

\*\*\*- Fielder may not block the base or the base path without possession of the ball or in act of catching ball; base runner must slide to avoid contact.

Hats must be worn and jerseys tucked in; no inning may be started 1:50 after start time if following game scheduled; inning started must be played to completion; player leaving game has lineup spot skipped with no penalty; player arriving after game start bats in last lineup spot; pitcher must be replaced upon 2<sup>nd</sup> coach visit in an inning or 3<sup>rd</sup> in a game