

WOODSTOCK LITTLE LEAGUE

2009 Major League Rules

Updated 4/9/09

The Woodstock Little League follows rules established by Little League International. Please refer to the official Little League rule book for clarification on rules. The rules listed below either supersede or clarify a Little League rule.

Rain Outs:

Canceled games due to inclement weather will be called by 5:00pm. If managers are not called by 5:00, or the cancellation is not listed on the website, teams are to report to the fields for play. If weather makes the game unsafe or unplayable, the game will be called after discussion between managers and the umpire. Any Little League official may call a game if they deem the weather or field is unsafe.

A complete game is 4 innings, 3 ½ if the home team is ahead. All rained out games will be made up with the date and time being determined by League V.P. Generally games will be attempted to be made up on the next Saturday or Sunday. Do not try to schedule a makeup game by contacting the other manager and “working something out”.

If a game is suspended because of rain and at least 1 complete inning has been played, it will be restarted where it left off. If a game is called before 1 inning is complete, a new game will be played. If lightning is seen, games will be called immediately. 20 minutes must pass without any additional lightning seen. If no additional lightning is seen, the game may restart. If additional lightning is sighted, 20 minutes must pass again without lightning seen. All lightning detection system warnings must be complied with. Players and managers may call the Woodstock Little League hot line 815-333-5171 or visit www.woodstocklittleleague.com web site to see if weather related information is posted.

Lightning Policy

The City of Woodstock has lightning detection systems (LDS) installed at some locations. Use the following chart for guidance:

LDS Signal	Required Action
15 second blast and flashing strobe light	Stop all activity. Participants and spectators must leave field and spectator areas. Shelter in automobiles is recommended.
Three 5 second short blasts, no strobe light	Activities may resume, evaluate field safety prior to play.

Pre-game Procedure:

It is recommended teams arrive at the ball fields 30 minutes prior to the start of games. Games will start promptly at their scheduled start time.

When a game is being played on the field prior to your game, there may not be time for pre-game drills and warm-ups on the field. If the field is available, the visiting team will have the infield for practice from 5:40 – 5:50 and the home team from 5:50 – 6:00.

Each team will provide the umpire with a new baseball to be used in that game. Those balls will be returned to the teams after the game is completed.

Players:

1. Nine defensive players will play the field. Each player will play a minimum of 4 innings per game. Each manager is encouraged to allow each player to play a minimum of 1 inning in the infield.
2. Substitutions are allowed any number of times per game as long as the ball is not in play. A player may sit out an inning and then go back into the game. A player can play a position, exit the position and play it again any number of times. The only exception being pitcher. Once a player stops pitching they cannot pitch again in that game. Players who have pitched in a game are not eligible to later play catcher in that game unless that pitcher has thrown 40 pitches or less.
3. Borrow Rule – Any team that is unable to field 9 players may borrow players from any other team in the Major League. All-Star players from the previous 10 and 11 year old All-Stars teams are not eligible as borrowed players. Any other player may be used. The borrowed player will bat in the 9th position and must play the outfield. The borrowed player will rotate the same as all other players on the team. If a rostered player shows up after the lineup has been established and given to the opposing team, the rostered player will bat in the 10th position. The borrowed player will be allowed to continue to play in the game.
4. When a pinch runner is used it must be the last person who made an out. Pinch runners are not allowed except for the following conditions:
 - a. If a player is injured they can be removed from the game.
 - b. If there are 2 outs and the catcher is on base, they can be pinch run for. This is intended to speed up the game. The catcher must go into the dugout and put the catcher's gear on immediately.

Batting:

1. Batting Order – Every player present on the roster will bat in succession. After the lineup is submitted and the game begins, the batting order shall remain the same. There is **no** pinch hitting. If a player arrives after the start of the game, that player will be placed at the end of the lineup.
2. Batters per inning – each team will bat until they make 3 outs or 5 runs have scored. When 5 runs have scored, that half of the inning immediately stops.
3. There are to be no intentional walks to any batter at any time.
4. Bats
 - a. Bat length shall not exceed 33 inches.
 - b. Bat diameter shall not exceed 2 1/4 inches.
 - c. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less.
5. On Deck – there is no “on deck” in Little League. The only exception is the first batter of an inning can take practice swings while the pitcher is warming up. Note only the first batter can warm-up. Multiple players are not allowed to be on deck. Warm up donuts are not allowed in Little League.

Base Stealing:

1. Stealing of 2nd, 3rd, and home is permitted after a pitched ball crosses home plate.

2. Leadoffs – There are no leadoffs in Little League. Base runners must remain on the base until the ball crosses the plate. Base runners cannot leave their base when the pitcher has the ball on the pitcher’s mound. If a player is actively running the bases a pitcher cannot stop their advancement by simply stepping on the mound.
3. Advancing – Players can advance bases on any misplayed or overthrown balls. There is no dropped 3rd strike. The batter is out on strike 3 and the ball is live so runners can advance at their own risk.

Sliding:

1. A runner must slide to a base if the opposing team is making a play on him/her and there is a chance of contact with the defensive player. A player will be called out and the ball ruled dead if he/she does not slide to avoid contact. This is a judgment call by the umpire
2. Head first slides are not allowed, unless the runner is returning to a base.

Coaching:

1. There must be at least one adult coach in the dugout during play.
2. There are no coaches allowed on the field during play.
3. No base coaches are allowed on the field until the umpire calls “play ball”.
4. Players are allowed to be base coaches but they must wear a batting helmet when doing so.

Equipment & Uniforms:

1. Players must supply their own glove to play the field.
2. No metal spikes are allowed.
3. Catchers must wear a protective cup and must use a catcher’s mitt. They must also have a dangling throat protector.
4. Hats must be worn straight, shirts must be tucked in and socks must match.
5. Players can use their own helmets as long as they are stamped “NOCSAE” approved. Helmets must be free of paint and stickers.
6. Catchers may use their own catchers gear.

Pitching:

Pitchers may not exceed 85 pitches per day (75 for 10 year olds). If a pitcher reaches the 85 pitch limit while facing a batter, they may finish pitching to that batter but once the batter is retired or reaches base, they must be replaced.

After a player pitches in a game they will require rest as defined by Little League. The following pitch chart identifies how many “calendar” days of rest and games off are required:

1 - 20 pitches	no rest is required
21 - 40 pitches	1 calendar day of rest
41 - 60 pitches	2 calendar days of rest and skip 1 game
61 - 85 pitches	3 calendar days of rest and skip 1 game

1. A calendar day starts at midnight and ends at midnight. If a pitcher throws 50 pitches on Saturday they will need 2 calendar days of rest. They will not be allowed to pitch again until Tuesday (Sunday and Monday off for rest). It does not matter what time on Saturday the pitches were thrown as a calendar day starts at midnight. A calendar day is not based on a 24 hour clock.
2. There is **no** limit to the number of pitchers that a team can use in a game.
3. A player **cannot** pitch in multiple games on the same day no matter what their pitch count is.
4. Pitchers get 8 warm-up pitches or 1 minute, whichever comes first. Warm-up pitches and throws to bases do not count towards the pitch count.
5. Each team will be issued a pitch counter.
6. Both teams are to count pitches for both teams.
7. At the end of each inning, both score keepers will meet and must agree on the pitch count.
8. Each manager is responsible for keeping complete pitching records for his team. A pitching log must be filled out by each team at the end of the game and signed by the opposing manager.
9. The home team must record **ALL** pitches for both teams in the Official Game Book and submit this information via the score submission process.
10. Any team violating the pitching rule and using an ineligible pitcher will forfeit the game and their manager will be suspended for the next game that is played.
11. A coach or parent is never allowed to warm-up a pitcher. A player may warm-up a pitcher as long as they wear a catcher's helmet and mask, and use a catcher's mitt.

Cheering and Yelling:

1. Teams are encouraged to support their teammates by cheering for them.
2. Players, Coaches and Fans **cannot** do the following:
 - a. Perform organized or choreographed cheering or singing.
 - b. Scream or yell when the opposing pitcher is delivering the ball to the plate.
 - c. Scream or yell when the intent is to disrupt the pitcher or opposing team.
 - d. Make degrading remarks towards teammates or the opposing team. This includes cheering or laughing when the other team makes a mistake.

Length of Game:

1. A regulation game consists of 6 full innings or 5 ½ innings if the home team is ahead.
2. **Complete Game** – A game is considered a complete game after 4 innings are complete – 3 ½ innings if the home team is ahead.
3. **10 Run Rule** – A game will be considered over when either team has a lead of 10 runs or greater after 4 innings – 3 ½ innings if the home team is ahead. Note if both managers agree, the game may continue the full 6 innings but the game is official after the 4th inning.

4. **Darkness** – In the interest of safety, an umpire, with the consent of the managers, can call the game in the event of darkness. If the game is not considered complete it must be completed at a future date.
5. **Time Limit** – No inning shall start once 2 hours have elapsed since the first pitch of the game. If there is a game scheduled immediately after your game or public schools are in session the following day, there will be a time limit of 1 hour 45 minutes. No inning can start after 9:50 pm regardless of how long the game has been played.

Ejections:

1. Any manager, coach, player, or parent ejected from a game will be suspended for the next two games that are played.

Protests:

1. There are no protests allowed in the Major League.

Umpires:

1. It will be the home teams' responsibility to unlock the gang box and bring the equipment for the umpire and helmets to the field. All equipment shall be located in the gang box at the fields.
2. It is the responsibility of the home team to sign the umpire form after the game. This is very important as this is the method in which the umpires get paid. Place waivers in the "Umpire Waiver Folder" in the gang box or in the shed at Sullivan Field.

Game Standings:

1. The home team is required to fill out and leave the official game book in the gang box or shed. All information must be complete including final score and pitch counts for each team.
2. The home team must submit the scores and pitching stats using the score submission policy, within 24 hours of a game being completed. If a score is not submitted, the home team will forfeit a game.
3. The league's website will contain the schedule and standings for the league.