

Sun Prairie Little League 2010 Major League Rules and Regulations

Updated April 26, 2010

The Sun Prairie Little League follows the 2010 Little League Official Regulations and Playing Rules for the regular season. Please refer to the official publication for the complete set of regulations and rules. The purpose of this document is to emphasize the main points of the Official Little League publication and describe local interpretations added by the Sun Prairie Little League (SPLL).

SPLL SAFETY REGULATIONS

1. If lightning occurs, the game must be delayed a minimum of fifteen (15) minutes. Players are required to go inside their cars. After 15 minutes, the umpires and coaches will decide if the game will resume.
2. On deck Batters are not allowed at any time.
3. Catchers are required to wear a protective cup. It is highly recommended that every player wear a cup.
4. Coaches may warm up the pitcher between innings. Any player warming up the pitcher must wear the catcher's helmet and mask.
5. Runners must slide at all times when a play is being made on the runner or the potential exists for such a play. The umpire may call the offending runner out without warning.
6. Player may not slide "head first" unless they are diving back to a base already touched.
7. We are using a double "safety" base for first base. Hitters must use the ORANGE "safety" base when there is a potential play at first base. If the ball is hit beyond the infield, the hitter may round first base using the "white" base. If the runner gets confused and touches the "safety" base, he/she will not be called out for missing the base. The orange base is considered foul territory.

OFFICIAL REGULATIONS

I The League

SPLL* The Major League Division is an extension of the Sun Prairie Little League to accommodate participants league age 11-12.

III The Teams

c. At no time shall a team have on its roster more than eight players whose league age is 12. SPLL* This regulation will be checked and corrected on draft day.

IV The Players

i. SPLL* Mandatory play: all rostered players present at the start of the game must play a minimum of nine (9) defensive outs. All rostered players will bat no matter if they played, or did not play a defensive position in the There is no exception to this rule unless the game is shortened by weather or nightfall.

VI Major Boys Pitchers

a. SPLL* A player may pitch two (2) innings per game and six (6) innings maximum per calendar week: Monday through Sunday. One pitch thrown is considered to be an inning. There is no limit to the number of pitchers used in a single game.

b. A pitcher once removed from the mound may not pitch again in that same game.

c. The coach must remove the pitcher from the mound when the 85 pitch limit is reached for the day. Exception: If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: that batter reaches base; that batter is put out; the third out is made to complete the half-inning.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

d. The SPLL Major Boys division follows option 2 of the Little League pitch count regulation, which states that all pitchers must adhere to the following rest requirements.

66 or more pitches in a day: four (4) calendar days of rest.

51 to 65 pitches in a day: three (3) calendar days of rest.

36 to 50 pitches in a day: two (2) calendar days of rest.

21 to 35 pitches in a day: one (1) calendar days of rest.

1 to 20 pitches in a day: no rest needed.

Note: the rest period begins after midnight of the day in which the game was played.

k. A player may not pitch in more than one game in a day.

l. SPLL* Eleven (11) year old player(s) must pitch for at least two innings total in each game. The two inning minimum must be satisfied prior to the fifth inning of each game.

m. SPLL* All players must pitch in at least two regular season games.

VII Schedules

SPLL* Rained out games will be played on Saturday or Sunday of that week on the same field and time as scheduled, unless otherwise notified. Check www.spll.org or call 837-0011 to confirm a postponement. If unsure, be at the field ready to play.

OFFICIAL PLAYING RULES

1.00 Objectives of the Game

1.10 Bats shall be no larger than 2 1/4" in barrel diameter and 33" in length. Aluminum bats must have a grip of cork, tape or composition material, and the grip must extend 10 inches from the small end. Wood bats are acceptable, but it cannot be painted or laminated.

1.11 SPLL* Shirts of all players must be tucked in.

1.11(a) A pitcher shall not wear any items on his/her hands, wrists, or arms that may be distracting to the batter. White long sleeve undershirts are not permitted for pitchers.

1.11(j) Players are not allowed to wear jewelry at any time.

1.11(k) Casts may not be worn during the game. Persons wearing casts, including coaches, must remain in the dugout.

3.00 Game Preliminaries

3.00 SPLL* The Home team for the first game is responsible for putting out the bases and scoreboard controller. The Home team for the second game is responsible for dragging and raking the infield and storing the bases and scoreboard controls.

3.00^{SPLL*} Each team will clean their dugout and spectator areas after the game.

3.00^{SPLL*} Head coaches from both teams must report the score on the SPLL website after each game. Conflicting score reports will be resolved by the League Director.

3.03 ^{SPLL*} Free substitution is allowed.

3.17 Only team coaches and bench players are allowed in the bench area.

4.00 Starting and Ending the Game

4.04^{SPLL*} All players on the roster must bat. A player that leaves the game must be reported to the umpire and opposing coach.

4.05 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. ^{SPLL*} The defensive team's coaches shall remain in the dugout or adjacent to the dugout door at all times.

4.06 No manager, coach, or player, shall use language which will in any manner refer-to or reflect-upon opposing players, manager, coach, an umpire, or spectators.

4.10^{SPLL*} A regulation game consists of six innings. If a game is called by the umpire, it is a regulation game if four innings have been completed. See the official rule 4.11 for information on determining a winner for a game shortened by weather or nightfall. Fields are scheduled for 90 minutes for all games on all days.

a. No new inning can start after the following time limits, except as noted on line D. April & May time limit is 1hr and 15 minutes, June & July time limit is 1hr and 25 minutes.

b. A new inning begins immediately after the third out of the prior inning.

c. The plate umpire shall be the official timekeeper.

d. The last game of the day shall be played to completion if daylight and weather permit.

e. Tied games that are within the time limit constraints: starting with the 7th inning, the last batter of the previous inning will start at 2nd base as a runner for the next inning.

f. Tied games going beyond the time limits shall be halted and must be rescheduled by the coaches, preferably right before the next regularly scheduled game between the same teams. The game shall be resumed from the exact point at which they were halted in the original game.

g. If after four innings one team has a lead of 10 runs or more, the manager of the team with the lower score shall concede the victory to the opponent.

4.16^{SPLL*} Nine (9) defensive players may play. There must be a minimum of seven players on a team to start an official game. Players may be added to the team and batting order if they arrive late. Coaches must place these players at the end of the batting order and report these new players to the opposing team and umpire.

6.00 The Batter

6.05(b)^{SPLL*} There will be no advancement to first base by the batter following a dropped 3rd strike.

6.05(d)^{SPLL*} There will be no infield fly rule applied to Major League games.

7.00 The Runner

7.00^{SPLL*} To speed up games, a pinch runner must be used for a catcher on base when there are two (2) outs. The pinch runner is the player that made the last out.

7.00^{SPLL*} Base stealing is allowed for all Majors games. Runner's on third are not permitted to steal home after the catcher throws the ball back to the pitcher.

7.13 Base runners may only leave the base after the ball crosses home, but must return to base before the next pitch.

^{SPLL*} Runners that leave the base early, but have not been put-out by other means, are NOT automatically called out for this violation. Instead, the runner is usually required to return to a base they previously occupied. Refer to the Little League Playing Rules publication for specific examples of this rule.

8.00 The Pitcher

8.00^{SPLL*} Pitchers must be removed if two (2) batters are hit by pitches in the same inning.

8.00^{SPLL*} Intentional walks are not permitted.

8.03 ^{SPLL*} One minute rule: the pitcher may take 3 warm-up pitches per inning. Also, there will be no infield or outfield warm-ups for either team after the first inning.

8.06(a)^{SPLL*} Visits to the pitcher are permitted at the foul line only. Only the pitcher and the catcher can visit with the coach. Two (2) visits are permitted per inning and only one visit per batter. A second visit during a single at-bat or a third trip in an inning and the pitcher must be replaced.

9.00 The Umpire

9.00^{SPLL*} Umpires are to be treated with respect at all times. Failure to comply with this rule can result in ejection from the game and possible dismissal from coaching at the discretion of the Sun Prairie League Board of Directors.

9.02(a) Any umpire's decision which involves judgment, such as, but not limited to, whether a ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decisions.

9.02(b) If there is a reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the umpire who made the protested decision.

^{SPLL*} Procedure for making an appeal:

a. The manager shall ask for a 'time-out' with the umpire.

b. The managers from both teams shall approach the umpire in a calm manner. Discussion of appeal shall only start when both managers are present with the umpire.

c. Managers must refrain from intimidating the umpire in any manner, such as, but not limited to, shouting, finger pointing, and invasion of personal space.

d. When the umpire makes a final decision, the managers must live with that decision and make no further protests about the call.

9.02(c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making the final decision.