

Sun Prairie Little League 2008 Minor League Rules and Regulations

Updated June 4, 2008

The Sun Prairie Little League follows the 2008 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 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 Minor League Division is an extension of the Sun Prairie Little League to accommodate participants league age 9-10. Players are not permitted to play for any other organized team throughout the regular season schedule.

IV The Players

i.SPLL* Mandatory play: all players must play a minimum of nine (9) defensive outs. There is no exception to this rule unless the game is shortened by weather or nightfall.

VI Pitchers

- a.SPLL* Coaches will be responsible for counting their teams pitches. 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. b. Additionally, the coach must remove the pitcher from the mound if the 75 pitch limit is reached. However, if a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- c. Pitchers must adhere to the following rest requirements:
- 61 or more pitches in a day: 3 calendar days of rest.
 - 41 to 60 pitches in a day: 2 calendar days of rest.
 - 21 to 40 pitches in a day: 1 calendar day of rest.
 - 1 to 20 pitches in a day: no rest needed.

d.SPLL* Nine (9) year old player(s) must pitch for at least two full innings before the fifth inning in each game.

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

f.SPLL* There is no limit to the number of pitchers used in a single game.

VII Schedules

SPLL* Rained out games will be played on Saturday of that week, 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.

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.

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 / 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 after each game. Report scores via e-mail to the Minor League director, John Risch, at jrisch13@verizon.net 347-8000.

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. The maximum number of batters in an inning is once through the batting order. The team with fewer players can bat the same number as the team with more players. 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. Exception: prior to the date when stealing begins, the defensive team should position a coach to backup the catcher in an effort to speedup the game. Coaches shall talk to members of their team only.

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 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. Games starting at 5:00 pm are subject to a 1 hour and 25 minute time limit. Games will be considered final and the official score will be recorded after the time limit expires or six innings are completed.
- b. The plate umpire shall be the official timekeeper.
- c. Games starting at 6:30 pm shall not have an inning start after 8:00 pm unless the game is tied and visibility does not create a safety problem. Innings not completed after 8:00 pm due to darkness or bad weather will not count and the final score will be determined by reverting back to the previous inning.

4.16^{SPLL*} Ten (10) 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 Minor League games.

6.08(a)^{SPLL*} If four "balls" have been called by the umpire, the batter can only become a runner by successfully hitting a ball pitched to him by his own coach (overhand-pitched). The coach shall pitch the ball from the pitchers plate.

- a. The coach may throw the remaining strikes left on the batter's count at the time when the fourth ball was thrown.
- b. The batter may become out for all the normal reasons covered by Little League rules including a third strike thrown from the coach/pitcher.
- c. If the batter hits the ball and it touches the coach, it is a live ball.

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:

- a. Base stealing is not permitted for games on or before June 8, 2008.
- b. Starting with games on June 9, 2008 and continuing for the remainder of the season, including the Minor League Tournament, stealing is permitted under the following guidelines:
- c. Runners may steal second base only, but not third or home.
- d. However, when third base is open, runners can continue to advance to third base if there is an overthrow on the pickoff play at second, or if there is no effort to make a pickoff play at second.
- e. Stealing is not permitted for a team leading by five or more runs.

f. No leading off. Refer to rule 7.13 how to handle when a runner leaves the base too early.

7.13 Runners cannot advance unless the ball is put into play by the batter and they cannot advance until the ball crosses home plate. Base runners may leave the base after the ball crosses home, but must return to base before the next pitch. Violations will be handled per Little League Playing Rules publication.

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. See SPLL interpretation of rule 6.08(a).

8.00^{SPLL*} During a coaches-pitch allowed per SPLL interpretation of rule 6.08(a), the player/pitcher must remain behind the front edge of pitchers plate, but not necessarily on the plate. To gain better visibility the player/pitcher may take a position at the edge of the mound on first-base-side for right handed batters, or the third-base-side for left handed batters.

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.

9.03(a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules. This umpire may take any position on the playing field, including behind the pitcher, to discharge all duties.