SUBJECT	American Baseball 6-9	National Baseball 8-11	Major Baseball 9-12	Junior Baseball 12-14
TIME LIMIT	No New Inning 1 hour 20 minutes DD 1 30 minutes No exceptions.	No New Inning after 1 Hour 30 Minutes DD 1 45 minutes No exceptions.	No New Inning 1 hour 45 minutes No exceptions.	No New Inning 1 hour 45 minutes No exceptions.
REGULATION GAME	Rule 4.10(a, b) A regulation game consists of six innings, unless extended because of a tie score or shortened			Rule 4.10(a, b) A regulation game consists of seven innings, unless extended because of a tie score or shortened.
OFFICAL GAME	Rule 4.10(c) Four full innings or 3 ½ if the home team is ahead.			Rule 4.10(c) Five full innings or 4 ½ if the home team is ahead.
FORFIETS	Every attempt to avoid forfeits should be taken. Forfeits for a team(s) with the less than nine (9) players can be played under Rule 4.04 Forfeits can only be approved by the SPLL Board. All forfeits are considered suspended games until further notice.			
MERCY RUN RULE	Rule 4.10(e) Mandatory-15-run rule after three innings/10 run after four innings/8 after five innings. Rule 5.07 applies		Rule 4.10(e) Mandatory-15-run rule after three innings/10 run after four innings/8 after five innings	Rule 4.10(e) Mandatory-15-run rule after four innings/10 run after five innings/8 after six innings
DOUBLE HEADERS	Not Allowed	Regulation VIII (d) May play one doubleheader in a calendar week	Regulation VIII (d) A team may play two (2) doubleheaders in a seven (7)- day period. No team shall play three games in a day.	Double Headers are permitted
BASE ON BALLS ***HBP is not a walk*** If HBP on Coach Pitch another pitch will be awarded	No Consecutive walks, on 2 nd walk, the batter will receive from the coach the remaining # of strikes to put the ball in play or be retired. (if the 3 rd pitch is foul then a 4 th will be awarded)	No Limit	No Limit	
PITCHING RULES	See Regulations VI below			
PITCHING DISTANCE	46 Feet Rule 1.07	Γ		60 Feet 6 inches Rule 1.07

			1	
RUNS ALLOWED PER INNING	Rule 5.07 A five-run limit will be imposed, which would complete the half inning. Except 6 th inning or beyond.	Rule 5.07 A five-run limit will be imposed, which would complete the half inning. Except 6 th inning or beyond.	No Limit	
PLAYERS, MANAGERS AND COACHES	Rule 3.17 Only players, one manager and two coaches shall occupy the dugout. All players are to remain in the dugout unless batting.			
BASE COACHES	Rule 4.05 (2) Base coaches required. Both may be adults providing one (1) adult remains in dugout . Rule 1.16 Coaches under 18 years of age and all players must wear a helmet.			
DEFENSIVE COACHES	Optional: 1 coach outfield grass.1 st Not Allowed half of season only			
BATTING ORDER	Minor/Major Division- continuous battingJunior Div. (10) Player Batting withSPLL Option. Player Rule (Rule 4.04Teams can start andDesignated Hitterplay games with (8) players. If a team only has eight players,the first time the ninth (9 th) position in the batting ordercomes up is an automatic out. Every time after that theninth (9 th) position in the batting order will be skippedover without penalty.			
ON DECK BATTER	Rule 1.08 Note 1 No Note 2 Only the first the dugout between	batter of each half inning v	vill be permitted outside	Allowed. On Deck batter allowed in Junior/Senior divisions
BATTING	Rule 1.16 Use of a helmet by the batter is mandatory on all types of batting practices. This includes			
PRACTICE	players throwing or tossing the balls.			
DESIGNATED HITTER	Not allowed			
UNCAUGHT THIRD STRIKE	Batter may not runRule 6.09(b)Batter may run on an uncaught third strike.			
STEALING BASES	Allowed			
BASE RUNNERS	Rule 7.00 thru 7.15			
SPECIAL PINCH RUNNER	Rule 7.14(a)(b) Does not apply if adopting continuous batting.			
INTENTIONAL WALK	Rule 6.08 (a)(2) Allowed ALL DIVISIONS: the defense elects to "Intentionally Walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.			
COURTESY RUNNER	Allowed-Rule 3.04,7	.14 (b) Courtesy runner is p	ermitted (Pitcher or catch	er with 2 outs)

	If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be			
OFFENSIVE	permitted to complete the play. (1) per inning			
DEFENSIVE CONFERENCES	Rule 8.06 (a, b) 3 per inning with a maximum of 4 per game to each pitcher. Other defensive players may confer at the mound providing there is no delay of game.		Rule 8.06 (a, b) 2 per innir per game to each pitcher. (may confer at the mound p delay of game.	Other defensive players
DEFENSE	Maximum of 10 4 Players must play outfield.	Maximum of 9 players		
	Rule 3.09: Adults are permitted to warm up pitcher. There must only be one adult for infield and one for outfield warm-ups, the player catching, if used, must be a player with catcher's mask.			
POOL PLAYERS	Allowed: Pool Players may not pitch			
BATTING HELMETS	Rule 1.16: All helmets must bear the NOCSAE stamp. Helmets must have a non-glare surface and cannot be "Mirror-Like". Helmets may not be repainted and may not contain tape, reapplied decals, or decals from another manufacturer. Write your child's name on the foam inside the helmet. Writing on the helmet may disqualify the helmet from play.			
CATCHER'S GEAR	Rule 1.12, 1.17: The Catcher must wear a mitt of any shape, size, and weight consistent with protecting the hand. Catchers may wear long or short model chest protector. All catchers must wear a chest protector with a neck collar, dangling throat guars, shin guards and a catcher's helmet with a mask. The catcher's helmet must be stamped NOCSAE. Skull caps are not permitted.			
GLOVES	 Rule 1.13, 1.14, 1.15: The first baseman and every fielder other than the catchers must wear a glove or mitt of any weight and not more than 14" long from top to bottom, nor more than 8' wide across the palm. The webbing shall not be more that 5 ¾ wide. Rule 1.15(a, b, c, d)- The pitcher's glove shall not be nor have the color of the ball being used in the nor in the judgment of the umpire, distracting in any manner. A pitcher shall not wear any items on his/her hands, wrists or arms which may be distracting to the batter, e.g., sweat bands 			
SHOES	Rule 1.11: No metal	cleats allowed.		Metal cleats allowed.
JEWELRY	Rule 1.11: Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted. Jewelry that is specific to a specific medical condition may be worn.			

UNIFORMS	 Rule 1.11 All players on the team shall wear numbered uniforms identical in color, trim and style. The Little league Official Shoulder patch must be affixed to the upper left sleeve or left chest of the uniform shirt (a)(3) Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt. The use of play calling bands by defensive players is permitted under the following conditions: The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm) The play calling band may not be attached to the belt or any other location on the player's person. Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed. NOTE: A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g. sweat bands. 	
GAME BALLS	Rule 1.09-The ball used must meet Little League specifications and standards	
PROTESTS	Rule 4.09 All protests will be resolved immediately.	
INELIGIBLE PLAYERS	If an ineligible pitcher or player participates in a game for any reason, it may result in forfeiture, and/or removal of participants, including players, manager and coaches, or the entire team named herein for the remainder of the season.	
MANDATORY PLAY PENALTY	A Manager's failure to meet Mandatory Play shall result in immediate ejection of the manager and removal for the next game, without a replacement	
MANDATORY PLAY	 Minors, Majors, and Juniors (SPLL Rule: Do not allow a player to sit out more than one half inning) (6) Defensive outs and (1) time at bat. Mandatory Play Regulation IV(i): Mandatory Play: Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purposes of this rule, "six (6) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies a defensive position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, reaches base safely, or, after reaching base safely, the inning or game ends. For the purposes of meeting the requirements of Mandatory Play, is when a player assumes the position of a batter; or He/she is retired as a batter; or He/she reaches base and scores; or After he/she reaches base, the inning or game ends. PENALTY: The player(s) involved shall start the next scheduled game, play any previous requirement not completed for Section (i), and the requirement for this game before being removed. 	

	Minors and Majors	Juniors Rule		
	Rule 1.10 - Baseball	Rule 1.10 - Baseball		
BASEBALL BATS (ALL DIVISIONS)	The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).	The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).		
	Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 25% inches for these divisions of play.	Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2% inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Junior League divisions.		
	Rule 6.02(c) After entering the batter's box, the batter must remain in the box with at least one foot			
	throughout the at bat.			
	Exceptions:			
	1. On a swing, slap, or check swing			
	2. When forced out of the box by a pitch			
	3. When the batter attempts a "drag bunt" or at tempts a "slap or slap bunt"			
	4. When the catcher does not catch the pitched ball.			
BATTER'S BOX	5. When a play has been attempted			
ALL DIVISIONS	6. When time has been called.			
(EXCEPT 6-9)	7. When the pitcher leaves the eight-foot circle, or the catcher leaves the catcher's box.			
	8. On a three ball count pitch that is a strike that the batter thinks is a ball.			
	Penalty:			
	If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall			
	warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes			
	can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance			
	Note: The batter may return to their position in the batter's box and assume the new count at any			
	time during the at-bat unless such enforced penalty is the third strike.			

PITCHING RULES - REGULATION VI (ALL DIVISIONS)

(a) Any player on a regular season team may pitch.

Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to

<u>complete the half-inning or the game; or (4)</u> The pitcher is removed from the mound prior to the batter completing his/her at bat.

NOTE: If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

A.R. - The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

(b) A pitcher once removed from the mound cannot return as a pitcher

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group, but the pitcher may remain in the game at another position:

League Age: 6-8 50 pitches per day

League Age 9 playing Cal State- Limited to 50 pitches per day.

League Age 9-10 75 pitches per day

League Age 11-12 85 pitches per day

League Age 13-16 95 pitches per day

EXCEPTION: If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base.

2. That batter is put out.

3. The third out is made to complete the half-inning or the game.

4. The pitcher is removed from the mound prior to the batter completing his/her at bat. **NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for**

the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.

If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

(d). Pitchers league age 14 and under must adhere to the following rest requirements: If a player pitches **66 or more** pitches in a day, **four (4) calendar days** of rest must be observed.

If a player pitch **51 - 65 pitches** in a day, **three (3) calendar days** of rest must be observed.

If a player pitch **36 - 50 pitches** in a day, **two (2) calendar days** of rest must be observed.

If a player pitches 21 -35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1 -20 pitches in a day, no (0) calendar day of rest must be observed.

NOTE 1: Under no circumstance shall a player pitch in three (3)

<u>consecutive days.</u>

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The

pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. **However, the**

manager is responsible for knowing when his/her pitcher must be removed.

(g). The official pitch count recorder should inform the Umpire-in-Chief when

a pitcher has delivered his/her maximum limit of pitches for the game, as

noted in Regulation VI(c). The Umpire-in-Chief will inform the pitcher's.

manager that the pitcher must be removed in accordance with

Regulation VI(c). However, the failure by the pitch count recorder to notify.

the Umpire-in-Chief, and/or the failure of the Umpire-in-Chief to notify the

manager, does not relieve the manager of his/her responsibility to remove

pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.