**Logo, company name

Description automatically generatedLITTLE LEAGUE BASEBALL**

**GENERAL RULES**

1. Boys, *current grade 4 or 5* are eligible for the *11 – 12 Year Old* *League* program. **A maximum of 13 players** per team will be assigned to each team.

2. All boys must sign up with the Park District office before March 1st of each season.

3. Drafting of players will take place in late March or early April @ the Rec Center.

4. Game balls will be provided.

5. Umpires have full jurisdiction of the ball game and any decisions concerning the safety of participants shall be final. **NO PROTESTS WILL BE ALLOWED**. Decisions must be settled at the time of the dispute.

6. Unsportsmanlike conduct of a coach, player or fan is subject to expulsion from the game and the park for the remainder of the evening.

7. **Approved bats include wood bats, USA approved bats (small or big barrel), and USSSA bats with the “thumbnail” BPF 1.15 stamp (SMALL BARREL ONLY for USSSA bats). Small barrel is 2 ¼” diameter.**

8. Metal cleats or spikes are not permitted for players or coaches.

9. Catchers need protective headgear and supporter and cup. It is recommended that all players wear a cup.

10. The official scorekeeper will assume the responsibility of helping prevent a batting out of order infraction. The scorekeeper will also remind teams of players who have not batted, starting with the 4th inning.

11. All bases will be 70 feet. The pitching mound will be 50 feet.

12. Other rules not covered herein will follow *USSSA Baseball Rules.*

*13. Catchers must not block the plate. Umpire will rule that runner is automatically safe.*

**GAMES**

1. Games are 6 innings long.

2. At the beginning of a game a team may start with seven players. However, any spots in the batting order for the absent players shall be automatic outs. The coach with the fewer players may concede the game at any time. Any player coming late to the ball game may enter his position in the order without penalty. A team with seven players may pick up TWO players from another team that isn’t currently playing. He must be of similar skills of the player absent. *He must be a registered member of Effingham Park District Little League. The opposing coach must agree to the player that is replacing the missing player. He must bat last and must play outfield*. A team with eight players may pick up ONE substitute player. If a team has 6 or fewer players for a particular game, the game shall be counted as a forfeit loss in the standings. **However, if possible, please pick up some players and play an “exhibition game” so the kids can still play ball.**

3. **TIME LIMITS**

A. No inning may start after 1 hour 50 minutes past the start of the game.

B. **During the tournament, the time limit will not apply.**

When a time limit is in effect, no inning shall start after the limit has been reached; however, an inning shall be completed if it started before the time limit is reached. The game will continue in its entirety if the score is tied at the end of the time limit. During the regular season, a game that is tied at the time limit, will play one additional inning. During the extra inning, the last out of the previous inning will start on second base, there will be one out, and batters will start with a 1-1 count. If the game is still tied after the one extra inning, the game shall end in a tie. **During the tournament, teams will play out the game until a team has won**.

4. Ten run rule applies after 5 innings (4 ½ with home team winning) of play. **There will also be a 15-run rule after four innings of play. If the home team is winning and batting when time limit is reached, the current batter will finish his at bat, and then the game will be considered complete.** In case of rain, 4 innings (3 ½ with home team winning) is a complete game.

5. In an effort to expedite the game, a courtesy runner may be used for the catcher of record who has reached base with two outs. This catcher must have caught the previous inning or have been reported as catcher to the scorekeeper prior to his turn at bat. The courtesy runner will not count as an offensive appearance.

**OFFENSIVE RULES**

1. All players will be in batting lineup and play at least three complete innings in the field for every ball game played. No player may sit a second time before everyone has set once. If a player doesn’t play at least three innings in the field, the following penalties are in effect:

1. The effected player (players) will start the next game.

2. Defensive substitutions do not need to be reported. Players may assume any defensive position at any time without penalty. Exceptions: Pitchers and catchers must be reported and pitchers must adhere to pitching restrictions listed below.

2. A batter is automatically out on strike 3 whether or not the catcher catches the ball.

3. RUNNERS CAN LEAD OFF AND STEAL HOME. NO HEAD FIRST SLIDES INTO HOME PLATE. THE BASE RUNNER MUST SLIDE AT HOME IF THERE IS A PLAY ON HIM! HEAD FIRST SLIDES ARE PERMITTED AT ALL OTHER BASES.

4.If a batter is walked with a runner on third base, he must remain at first until the pitcher addresses the pitching rubber for the next batter. THE PLAYER WALKED WILL NO LONGER BE ALLOWED TO KEEP RUNNING STRAIGHT TO SECOND BASE.

# PITCHING RULES

1. Pitching Limitations:

Little League will be monitored by pitch count and days of rest.

a. Applies to all games regardless of when played. This includes re-scheduled and make-up games.

b. If the pitcher is removed from the game. He is not allowed to return to pitch.

c. Pitch Count Restrictions:

* 1-20 Pitches: No Rest Days
* 21-35 Pitches: 1 Day Rest
* 36-50 Pitches: 2 Days Rest
* 51-65 Pitches: 3 Days Rest
* 66+ Pitches: 4 Days Rest
* 85 Pitches: Max number of pitches in one day. *If in middle of an at bat, a new pitcher must be brought in to finish the at bat.*

2. Two trips to the mound by the coach, in the same inning, with the same pitcher, will require a pitching change.

3. Three hit-batsmen by the same pitcher in one inning will require that pitcher be removed and he shall not pitch again that game.

4. If you wish to intentionally walk a batter, just call time and tell the umpire you want to put the runner on base. Pitching four balls will not be required.

5. Between innings, the pitcher may throw no more than 5 warm up pitches and is allowed a maximum of only one minute between innings to warm up. A relief pitcher brought in during an inning is allowed 7 warm up pitches and no more than one minute to warm up.

6. No hidden ball tricks.

7. *Balks = 1 warning per pitcher. Runners will advance, but cannot be awarded home. If a runner was stealing, he must return to base on the warning. Remember, this is a judgement call by the umpires. Please be patient with them and allow them some leeway.*

**LEAGUE TOURNAMENT**

1. Seeding for the tournament is based on the final standings of all teams involved in league play. In the case of a tie in the standings, the tie will be broken by: Head to Head competition.

2. The higher seeded team will be the home team throughout the tournament.

3. The two Head Coaches in the championship game of the league tournament and the League President will pick the MVP of the league tournament.