



RULE 1 - OBJECTIVES OF THE GAME

Uniforms & Equipment

- Official "Little League" patch must be affixed to upper left sleeve - or on left breast if sleeveless jersey
- No ragged frayed or slit sleeves allowed
- No metal cleats or spikes (OK at 90' level)
- Other banned items on uniforms:
 - Glass buttons
 - Shiny metal
 - Anything attached to uniform - tape or other material of a different color than uniform
- Coaches and managers are not allowed to wear full baseball uniforms, nor can they wear cleats or spikes. OK for coaches to wear team caps and shirts
- No jewelry permitted (medical ID tags OK)
- Any person wearing a cast (including coaches) must stay in the dugout during the game (cannot be in coaches box, come to mound, etc.) *Umpires are not permitted to work if wearing a cast (2010 Δ)*

Pitcher Equipment & Uniform

- Pitcher's glove - cannot be white or light gray and it cannot have anything distracting on it
- Nothing of a different color attached to pitcher's glove. Batter's glove on pitcher's glove hand OK if not white, gray or optic yellow
- No sweatbands, bracelets ("Lance Armstrong" type) or any other adornments on either wrist or forearm

RULE 2 - DEFINITIONS

- The mere act of holding the bat in the strike zone is not an attempted bunt
- Batter - is the player at bat
- Batter/Runner is the player who has legally batted the ball and is now running the bases
- Catch / No Catch
 - It is not a catch if fly ball is touched by fielder - muffed ball then touches umpire or base runner and then caught by another defensive player. However if ball is caught on rebound off of umpire / baserunner by the same fielder who originally muffed the ball - it is a catch and batter is out
 - If the a fly ball/line drive hits a fielder's glove and takes the glove off the player's hand and ball stays in the glove - not a catch
 - On a catch and tag up by runners - if defensive player muffs a fly ball and it is then caught by him or a defensive team mate before it touches the ground - runners can tag up and run after the initial muff by defensive team (otherwise - defensive team could muff and juggle ball all the way back into the infield and prevent a tag up play)
- Force Out - the ability to put out a baserunner by touching a base while in possession of a ball. Force outs are "in order" when there are no empty bases behind a runner back to 1st base. Force out is also in order for a baserunner who leaves his base before fly ball is caught (or touched). Play on the batter/runner at 1st base is always a force out up to the point that he reaches the base safely. (ALSO NOTE - if force out is in order - say at 2nd, the base runner makes 2nd safely - over runs base - then over runs back toward 1st base - force out is again in order at 2nd.)



- Infield Fly Rule (also see intentionally dropped line drive or fly ball in rule 6)
 - Less than two outs
 - Men on 1st and 2nd - OR - bases loaded
 - Not a line drive, not a popped up bunt
 - Caught by an infielder with normal effort and skill
 - Umpire calls "Infield Fly" - or if near foul line - "Infield Fly If Fair"
 - Batter is automatically out - even if ball is not caught
 - Runners do not have to advance if ball not caught - however they may advance at their own risk.
 - Must be a fair ball
 - If "Infield Fly" not announced by umpire - no automatic out, cannot retroactively enforce the Infield Fly Rule
- Interference - (By the team at bat and running the bases)
 - Any act (intentional or accidental) by a baserunner or batter that interferes with defensive player (fielder) attempting to play the batted ball. If ruled - ump to call "time". Offensive player involved is out and all other baserunners return to last base legally touched before the interference
 - Typical interference play (bases loaded) shortstop attempting to field ground ball - baserunner on 2nd - going to 3rd contacts the shortstop (even if not intentional) - "TIME" interference on baserunner - he is out. Baserunner on 1st base gets 2nd, batter gets first base, runner on 3rd returns to 3rd.
 - Contact with ball / fielder is not required for interference to be call
 - Man on first 1 out - ball hit to 2nd baseman - runner stops in front of fielder to block view of ball - runner is out - and double play can be ruled.
 - Same play - runner going into 2nd base does not slide or veer out of the way of the throw of the shortstop attempting the throw to 1st base - both runners are out
 - On infield pop up to shortstop - baserunner on 2nd slaps hands and yells at infielder in an attempt to have him miss the catch = interference (warn on this if ball is caught, if ball is dropped call "TIME" rule baserunner out and award batter 1st base)
- Obstruction - is an act by a defensive player (a fielder) - NOT IN POSSESSION OF THE BALL - that impedes progress of any baserunner. A fake tag is obstruction. Blocking a base or home plate without the ball in the defensive player's possession is obstruction. Ump will announce "Obstruction", point to the defensive player involved and let the play continue. Umpire rules on whether runner would have made to next base (see rule 7). If obstruction is on the runner whom play is being made upon - umpire will call "TIME" and enforce.
- Umpire's Interference (UI) - also see Rule 5
 - Home plate umpire hinders or prevents catcher's throw to prevent a stolen base (delayed dead ball - if runner is thrown out in spite of the UI - runner is out - if runner is safe - call "time" all runners return).
 - 90' baseball - when a batted fair ball touches an umpire in fair territory before touching a passing a fielder - other than the pitcher. If rule UI - ball is dead, batter gets 1st base - all other runners advance one base even if not forced
 - If the ball touches any defensive player including the pitcher - there cannot be unintentional interference. If the ball goes through the legs of infielder and strikes umpire /runner behind fielder - interference likely not called. Obvious intentional acts to kick, bat or otherwise move the ball / hinder infields is still illegal.
- Runner - is an offensive player who started the play on 1st, 2nd or 3rd base (as compared to the batter/runner - see above)



- Quick Return (Quick Pitch) is an obvious attempt to catch batter unprepared / off balance. This is an illegal pitch - and is a ball at 60' - a balk and runners advance at 90' (a ball if 90' bases are empty)
- Strike is:
 - Pitched ball touches the batter in the strike zone (dead ball & runners return)
 - Pitched ball touches the batter in flight as he swings at in - even if out of strike zone (dead ball & runners return)
 - Foul tip - if cleanly caught by the catcher in his glove (and not trapped against his chest protector, etc.) and the ball remains live
- Strike Zone - from the batter's armpits to the tops of the knees in a natural stance. (If the bottom of the baseball is at the armpits = strike. If the top of the baseball is at the top of the knees = strike.) Ruled as the ball crosses the plate - even if player is well behind the plate.

RULE 3 - GAME PRELIMINARIES

- Line-up & Substitutions
 - Player in starting line-up who has been removed for a sub - may reenter game in any position in the batting order provided that his substitute has had one at-bat and been in the field for six straight outs.
 - Pitchers removed from the mound may not return as a pitcher (*see 90' Δ's*)
 - Sub cannot be removed from game until he has had one at bat and played for six straight outs in the field (for Major Levels and up)
 - If after game has started and team is unable to field nine player due to injury and substitution rule, opposing manager will select previously used player. Ejected players may not be selected.
- The starting pitcher listed on the official line-up must pitch to the opponent's leadoff batter for the entire at bat (exception - injury)
- Players, manager and coaches will not talk to, address or mingle with spectators (*exception - OK for manager to address and correct unruly/unsportsmanlike behavior by fans of his team*)
- Coaches & managers are NOT allowed to warm up pitchers - neither at home plate or in the bull pen

RULE 4 - STARTING AND ENDING THE GAME

- Base coaches cannot take their positions until opposing pitcher has completed his warm up throws
- No manager, coach nor player shall incite the spectators, or make any sound, motion, etc., that is intended to cause the opposing pitcher make an illegal pitch or balk.
- No fielding player may line himself up in opposing batter's line of sight with the deliberate intent to distract him
- Ejected player/manager or coach must leave the area. They may not sit in the stands or otherwise view the game. Once ejected, a player cannot be recalled. Ejected player, coach or manager is also ejected for the next game that is played and may not be in attendance at the game site.
- If entire bench is unruly / loudly and violently disapproving with an umpire's decision - after a warning the umpire can order the bench cleared with the manager only recalling players as they are needed to bat, etc.
- If winning run is forced home in the home half of the last inning (or in extra innings) game is not over until batter / runner reaches 1st base. (Bases loaded walk - batter must touch 1st)
- Four innings required for a regulation game (3½ innings if home team is ahead at that time). If after 4½ innings (middle of the 5th inning) and visiting team is ahead - home team must be given the bottom half of the inning in order for it to be a complete game. Otherwise score reverts to what it was after the bottom of the 4th



- Umpire-Crew-Chief may declare a forfeit for the following reasons: team refuses to start play within 10 minutes of start time and notified by umpire (unless delay is unavoidable), refuses to continue play, failure to obey umpire's order to remove a player, after a warning - continues to "willfully and persistently" violate game rules
- Game not started unless each team has at least 9 players. Game cannot continue if team has fewer than 9 players. Defensive team must have 9 players in the field - or all action, runs, at bats, etc. are invalid
- Protests
 - Protests only considered on rule interpretations and violations. No protesting an umpire's judgment call
 - The protesting manager must notify the umpire before the next play (pitch) after which point no protest can be lodged
 - Umpires shall discuss the protest and announce their decision. If no change made - umpire shall announce that the game is being played under protest
 - Protests regarding an ineligible pitcher or player must be made before the umpires leave the field. If it is found that an ineligible player/pitcher is participating, individual shall be removed from the game/mound at once and game continued under protest / or not - as per protesting manager's decision

RULE 5 - PUTTING THE BALL IN PLAY

- If a thrown ball accidentally touches a base coach, or if a pitch touches and umpire - ball remains in play. If base coach interferes with a thrown ball - the runner (or runner/batter) is out
- **Ball becomes dead and runners get one base (or return safely to previous base) when:**
 - Batter is hit by pitch (or his clothing is "hit" by a pitch)
 - If plate umpire interferes with catcher's throw to get a stealing runner (delayed dead ball) - all runners return, except if the runner in question is tagged out - he remains out and all other runners return to their original bases. Also see rule 2 - definitions (Umpire's Interference)
 - Ball is illegally batted (typically batter out of batter's box) - see rule 6 "batter is out when"
 - If the batted ball hits a baserunner before touching a fielder (even if he is standing on a base) runner is out, all others return to their base except if forced by the batter who gets first base. Exception - no interference if ball hits the runner who is immediately behind the fielder who missed the ball
 - If a pitched ball gets stuck in catcher's or plate umpire's equipment - runners advance one base
- Ball becomes dead when umpire calls "Time" - Umpire will call "Time" when:
 - Obstruction is against the runner on whom the play is being made
 - There is offensive interference - see definition of "Interference" in Rule 2
 - Unsafe conditions exist (darkness, weather, etc.)
 - An accident "incapacitates" a player or umpire

RULE 6 - THE BATTER

- If batter is at bat when last out is made on the bases - for the next inning he is first at bat with a new count
- Batter shall not step out of the batter's box once the pitcher comes set or starts his windup - if he does, pitch counts and Umpire will call pitch as appropriate
- If batter refuses to come to bat Umpire shall call a strike (without a pitch thrown) until three strikes are declared. If batter enters box after 1 or 2 strikes are declared - count is 0-1 or 0-2 respectively



- **Batter is out when:**
 - Infield fly rule is declared and ball is fair - see rule 2
 - Fair ball touches the batter before touching/passing an infielder "TIME" - and all other runners return to lesser base
 - If the bat hits the ball a 2nd time in fair territory, Exception: batter drops the bat and ball rolls against it with no intent by batter - ball is alive
 - Running outside of the "running lane" to first base in a manner that interferes with a throw to that base from the area in front of home plate. Batter/runner must still avoid defensive player attempting to field the ball (defense has the right-of-way over the runner when attempting to field a batted ball)
 - If a defensive player INTENTIONALLY drops a fair fly ball or line drive when a force is in order and less than two out - ball is dead and runners return to their bases (Call "TIME") batter is out and runners return
 - Illegal actions that causes the batter to be out are (Call "TIME"):
 - Hitting the ball with a foot (feet) completely out of the batter's box (on the "chalk" is in the box)
 - Interference with the catcher's fielding or throwing efforts by stepping out of the box or other movement, Exception - batter not out if runner is put out - NOTE if play is at the plate the baserunner is out
- **Batting out of order** (see pages 75-77 of 2010 Rule Book)
 - This is an appeal play only - and can only be made if the incorrect batter completes the at bat and the next batter has not yet been pitched to (or pickoff play made)
 - Assume the batting order is A-B-C...I (1st through 9th slots)
 - If "D" is due up (with "C" on first) and "E" bats instead - "D" can come in for "E" at anytime during the at bat with the count standing and without penalty
 - If "E" completes the at bat (in "D's" slot), the defensive coach has up until the first pitch to the next batter to appeal (usually made if "E" has gotten a hit, etc.) Once a pitch has been made to the next batter there is no recourse for the defensive team
 - If Umpire grants the appeal he declares "D" (the player who should have batted) out, nullifies any score and returns all runners to their bases due to the batted ball (wild pitch and steal advances stand). The next batter is the proper batter who was called out on appeal - so in the play above "E" returns to bat with "D" called out and "C" still on first.
 - Example Play - bases loaded, two out "G" bats improperly in "F's" place and hits a home run. Defensive coach appeals before the next pitch. "F" is called out, no runs score and inning is over. "G" is first to come to bat in the next inning.
 - Example Play - first batter of inning "B" walks in "A's" slot. Appeal made before next pitch / pickoff play. "A" is called out and "B" is removed from base. "B" is next at bat
 - Basics - When there is batting out of order, the player who should have hit is called out. If no appeal made before next pitch the improper batter is now considered to be the correct batter and the batting order picks up from there. ALSO - The Umpires and the Official Scorer are prohibited from altering the defensive team of a batter hitting out of order - it the solely the responsibility of the defensive team to catch this error
- Batter gets 1st base (without "liability") when:
 - Hit by a pitch that is not in the strike zone (batter must make effort to avoid being hit by the ball. If no effort made (and pitch is not a strike) - ball and no free pass unless it is ball 4
 - If a batted ball untouched by a fielder touches an umpire or a runner in fair territory (Call "TIME")



RULE 7 - THE RUNNER

- Once the pitcher has ball and is on the rubber and the catcher is in the ready position - runners may not leave their base until the pitched ball has "reached the batter" (60' baseball only). This is not an appeal play - the umpire ruling on the play shall remove and raise his cap to signify. This does not kill the play - play continues. Runner(s) leaving early on pitched ball is enforced as follows: Note - If any baserunner is ruled to have left early - all baserunners are ruled to have left early
- Enforcement for Runners Leaving Early (60' Rules Only)
 - If ball is not hit - all runner(s) will return to their base(s) - if play is made on the runner and he is put out - the out stands
 - If batter hits ball and is put out - all runner(s) must return to their original bases
 - If batter hits the ball and gets on base - all runners can go no farther than how far they are "forced" by the advance of the batter/runner
 - If ball is bunted or hit in the infield no run shall be allowed to score - all runners must return to base - batter only gets 1st base.
 - If bases are loaded and ball is bunted or hit in the infield - and batter gets safely to 1st base - the runner from 3rd that crossed home is erased - he does not score but he is not registered as an out.
 - If bases are loaded and runner(s) leave early, batter is walked or hit by pitch - all runners advance as forced and run scores
- "Courtesy Runner" - Once an inning a player not in the batting order may pinch run for a player on base w/o the man on base being removed from line up - can only pinch run one time per game for player on bases w/o leaving batting order
- Once a runner legally is on a base and pitcher takes position on the mound, runner may not return to a lesser base
- If two runners are on the same base - the lead runner is entitled to the base. The trail runner is out when tagged (or forced out at previous base if fly ball is caught and he had not tagged up)
- Each runner gets 3 bases if fielder touches a fair batted ball with hat, mask etc., or if fielder throws his glove and touches a fair ball the batter gets 3rd base automatically - he may advance to home but may be put out there ("in jeopardy")
- Each runner gets 2 bases if fielder touches a thrown ball with hat, mask etc., or if fielder throws his glove and touches a thrown ball (one base for a pitched ball)
- Each runner gets 1 base if catcher (or other fielder) deliberately touches a pitched ball with hat, mask, thrown glove, etc.
- If thrown ball that is the first action by an infielder goes into stands or out of bounds - each runner and batter get two bases from the base they occupied at the beginning of the play. If all runners and batter have advanced at least one base before first play by an infielder and throw goes out of bounds - runners get 2 bases from initial position at start of play
- If ball 4 becomes lodged in catcher's or umpire's equipment - each runner gets 1 base - even if not forced -
- Obstruction (see definition in Rule 2) umpire to announce "Obstruction" and allow play to continue unless play is made on the obstructed runner or if the batter/runner obstructed before reaching 1st base - then call "TIME"
 - If play is being made on the obstructed runner, he shall be awarded AT LEAST one base beyond last base legally touched before obstruction
 - Other obstructed runners will be advanced to the base the umpire feels they would have reached had there been no obstruction



- If obstruction is not on runner where play is being made - play continues. If runner continues on to a base beyond which the umpire feels the runner would have been awarded - runner does so at risk
- If fielder blocks a base/plate without possession of the ball obstruction is ruled "TIME" is called and runner is awarded that base/run
- Runner is out when (7.08):
 - He intentionally slides head first into a base he is advancing to (60' rules only) -- OK to slide head first back to a base he has already obtained
 - He runs more than 3' out of the established baseline (a straight line from him to the base) to avoid a tag
 - Runner does not slide or attempt to avoid/get around a fielder who has the ball and is waiting to make a tag
 - He interferes with or intentionally hinders a thrown ball
 - Hinders (intentionally or unintentionally) a fielder attempting to make a play on a batted ball. Note - hindering can be called without contact by the runner on the ball or fielder
 - Failing to retouch (tag up) on a caught fly ball and then being tagged with the ball or forced out at previous base. Note - once the fly ball is touched by a fielder he can then retouch and run - does not have to wait for the actual "catch" (if ball is juggled)
 - Runner is touched by ball in fair territory before ball has touched or passed an infielder (if ruling is that the ball is past the infielder - only time runner not out is if he directly behind the fielder who misses the ball). NOTE - being in contact with a base does not make the runner "safe" if hit by a batted ball. Exception if runner is on base and hit by an fly ball ruled an "Infield Fly" he is not out - see rule 2 for definition of Infield Fly
 - He passes a runner ahead of him on the base paths - immediate call - if 3rd out of inning runners not yet across plate do not score
 - If runner fails to touch home plate, makes no attempt to do so and goes to dugout. He cannot come out of dugout to touch. Defense can only put him out by way of protest before next pitch or play.
- It is Interference by the batter or runner, ball is dead and he is out when (7.09):
 - Batter hinders catcher attempting to field the ball
 - With less than 2 outs and runner on 3rd base - batter hinders fielder making play at home - **runner is out**
 - Batter intentionally alters the path of a foul ball
 - Running out of the lane from home to 1st base - if it interferes with a throw from the area in front of home
 - Runner is contacted by a batted ball
 - If a runner intentionally interferes with a batted ball or infielder in act of fielding the batted ball *in order to break up a double play* - runner is out as well as the batter/runner - no advance by any runners / no runs score
 - If the batter/runner intentionally interferes a batted ball or infielder in act of fielding the batted ball *in order to break up a double play* - batter is out and the lead runner is declared out irrespective of where the 2nd out of the double play might have been made - no advance by any runners / no runs score - CONTACT NOT NEEDED FOR INTERFERENCE TO BE CALLED
 - Also see 7.08 - Interference by the Runner



- Runner Out on Appeal (Appeal must be made before the next pitch - or next play made by the team in the field). Runner is ruled out on appeal when:
 - Runner leaves early on a fly ball that is caught - defensive team tags the base that was left early (before next play) - the umpire shall declare the runner out. Umpires shall not alert defensive team of a player leaving early on a tag up play
 - Runner or batter/runner misses a base - same as leaving early on a fly ball
 - Note - if batter runner misses 1st base on way to second and ball is thrown into stands and umpire awards 3rd base - batter runner can still be called out on appeal at 1st base
 - If runner misses home plate and goes to dugout - he cannot come back out and touch home plate. Appeal at home same as other bases
 - Note - Once ball is dead - no runner can return to previous base to tag up
 - Note - if the appeal is granted and it is the third out of the inning all runs that were scored by runners behind the runner put out on appeal are canceled
 - Note - if defensive team on the appeal throws the ball out of bounds - they cannot re-appeal. If the pitcher makes an illegal pitch on the appeal - defense cannot re-appeal
 - Note - the defensive team can appeal (after the 3rd out) up until the last defensive player has left fair territory on the way to their dugout

RULE 8 - THE PITCHER

- No quick pitches allowed - ruled an illegal pitch = ball (balk 90' rules)
- No sweatbands, bracelets ("Lance Armstrong" type) or any other adornments on either wrist or forearm
- Pitcher may not bring hand to mouth while inside the 10' Ø (18' Ø at 90') circle of the mound (illegal pitch = ball) - opposing managers can agree before hand to allow pitchers to go to their mouths due to weather conditions
- Pitcher may not stand on the rubber without the ball (hidden ball trick) - illegal pitch
- Pitcher shall not fake a pitch without the ball if not on the rubber - illegal pitch
- Eight warm up pitches for new pitcher entering the game (one minute maximum)
- Pitcher from previous inning warming up after end of their at bat - 6 pitches (one minute maximum)
- Pitcher can only take signs from the catcher or manager while in possession of the ball and on the rubber
- If no baserunners - pitcher must deliver ball within 20 seconds of receiving it from the catcher
- Visits to the Pitcher
 - Two visits to pitcher in an inning are permitted
 - Third visit to a pitcher in an inning - and pitcher must be replaced
 - Any individual pitcher may be visited a maximum of three times (over multiple innings) - on the fourth total visit the pitcher must be replace
 - Can only visit a pitcher 2 times during a single at-bat
 - Any time called by defensive manager to talk to any defensive player is ruled a visit to the pitcher



90' - KEY RULE DIFFERENCES

- Metal spikes OK
- Sliding - head first OK including on base advancing to a new base
- Umpire obstruction on batted ball - if a batted ball hits a base umpire before it passes a fielder other than the pitcher (or touches any defensive player) - ball is dead all runners advance one base even if not forced, batter gets 1st base
- Balk
 - When pitching from the stretch - pivot (back foot) on rubber - front foot on ground, both hands on ball in front of body and come to complete stop
 - If any part of pitcher's free foot goes past back edge of rubber - can throw to 2nd base or pitch home
 - For balks - if in doubt rule on intent of pitcher, was he trying to deceive the runner? -- if so = Balk
 - If the pitcher balks when making an appeal throw - ball is dead / defensive team loses its chance to appeal
 - If squeeze play - and catcher steps in front of home plate w/o the ball = BALK
 - Cannot fake a pickoff throw to 1st base after placing foot on rubber
 - Pick off throws must be made after clearly stepping toward the base
 - DO NOT CALL "TIME" ON A BALK - announce "BALK" and let play continue if ball is thrown
- Illegal Pitch is a balk - runners advance - called a ball if no base runners
- Pitching changes - a pitcher removed from the mound but moving to another position can return to the pitching - but only one time
- No penalty for base runners leaving early - OK to lead off in 90' baseball
- Substitutions - pitcher can come off mound to another position - then back to mound only once during the game, all other rules same as 60' (Big League has Designated Hitter)
- Official Game - 5 innings needed
- On 3rd strike - not caught by catcher
 - If less than 2 outs - and 1st base empty - batter can run
 - If less than 2 outs and 1st base occupied - batter is out - he cannot run to 1st base
 - With 2 outs batter can run to 1st base even if occupied