

Robbinsdale Little League 2011 A-Minor Rules

Safety Rules

- a) Warm-up catchers must wear a mask.
 - b) Players should slide if a play is being made. First violation is a warning. Second and later result in runner called out. At home plate, if a collision occurs because a player did not slide and the ball is dislodged, the runner is out, and ejected.
 - c) Swing bats only in, or near, the batter's box. Bats must be LL approved. Batting donuts are not permitted. Hitters must wear a helmet in practice.
 - d) No gum, no seeds.
 - e) Do not start an inning if darkness threatens completion of inning
 - f) Head first sliding is permitted only if a runner is returning to a base. Violation results in runner called out.
 - i) Sliding into first base is permitted by Little League rules.
- 2) Limits on Scoring
- a) Max of 5 runs per inning.
 - i) Permitted to score more than five in the last inning, but only enough to tie the game.
 - b) Game is called if one team is up by 12 after 4 innings, or 10 after 5 innings.
- 3) Extra Innings
- a) Extra innings should be played, if daylight permits. If daylight does not permit, coaches can decide to call a tie or to continue the game at a later date.
- 4) Disagreements with Umpire
- a) Coaches should wait until the play ends, call timeout and discuss quietly with umpire. (**away from the players**)
 - b) If an umpire makes a clearly bad decision, opposing coaches should attempt to agree on an equitable solution. Try to balance competitiveness with what is fair to the kids.
- 5) Strike Zone
- a) Upper end of zone is the armpits.
 - b) Lower end of zone can be below the knees.
 - i) Pitches that bounce in the dirt before reaching the catcher are too low.
 - ii) Pitches that do not bounce in the dirt are NOT too low.
 - c) Width of zone is plate plus one ball width on each side.
 - d) In addition to hand signals, the umpire should voice his/her call
 - e) Disagreements about balls and strikes
 - i) Teen umps are inexperienced and can be intimidated. Wait until after they have made their call before stating your opinion on the pitch.
 - ii) Coaches will keep comments civil and save for between-innings discussions with umpire.
 - f) Managers and assistant coaches will not be permitted to stand behind the backstop. First violation is a warning, second is grounds for ejection.
- 6) Interference
- a) Interference plays occur frequently in A-Minor.
 - i) Opposing coaches should work together and assist the umpire in making the correct call. Umpire can ask players what happened.
 - b) Rules
 - i) Runner has right-of-way if fielder is not making a play on a batted ball. Runner has right of way if fielder is waiting to catch a thrown ball. Play continues. At end of play, runner is awarded one additional base.
 - ii) Fielder has right-of-way on a batted ball. Runner is out if struck by a batted ball or if runner interferes with fielder (provided the ball was not first misplayed by a fielder). Ball is dead. Batter is awarded first base.
 - iii) In the case of a bunt, the batter must run on the foul side of the first base line. This is for safety. If the batter is in the field of play and is hit by a thrown ball, batter is out. If the batter is in the field of play and hinders the first baseman's view of the thrown ball, the batter may be ruled out by the umpire
 - iv) Summary
 - (I) There are only two times a fielder can be in the baseline impeding a runner
 - (a) The fielder has the ball
 - (b) The fielder is attempting to catch a BATTED ball. All other times, the fielder must stay out of the way of the runner. Penalty: one base.
- 7) Base Stealing
- a) Player may leave base when the pitch crosses home plate.

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- i) If runner leaves early, play continues. If the pitch is not hit, runner must return to base where he/she started. If the pitch is hit, play continues. Runner is at risk. At end of play runner returns to the base where he/she started or to next base following where the batter ended up.
 - ii) Opposing coaches must work together to monitor. One umpire cannot watch base runners and the pitch.
 - b) Player must slide if a play is made (within reason at first, second, or third, and mandatory at home plate).
 - c) No stealing or moving up on WP or PB if team is up by 8 runs or more.
- 8) Stealing Home
- a) If runner begins on third, runner may not advance on steal, wild pitch, or passed ball. Runner may advance if a play is made (e.g. pickoff) on the third-base runner.
 - b) If the lead runner begins on second, runner may advance only to third on a steal, WP or PB. Runner cannot advance to home, unless a misplay occurs at third base.
 - c) If the only runner begins on first, runner may advance to second and third. Runner cannot advance to home, unless a misplay occurs at third base.
 - d) If runners begin on first and third, runner on first may advance to second on a steal, WP or PB. If a play is made on the runner at second, the runner on third may NOT advance to home
 - e) If a batter walks, batter may not advance beyond first until the next batter is pitched to.
- 9) Base Running (Non Steals)
- a) If ball stays in play, runners may advance as far they wish to risk.
 - b) If balls leaves field of play, runner advances to the base they were running toward, plus one additional base.
 - c) The infield fly rule is not used in A-Minor play. It may be used in tournament play.
- 10) Pitching - Robbinsdale Specific – see page 3 for 2010 Little League rules
- a) At least one parent or coach from each team should keep track of pitches each half inning and counts should be compared and reconciled (averaged or otherwise agreed upon) between each half inning.
 - b) For the opening day double header, the time between games is considered one calendar days of rest
 - c) If pitcher is wild and batters are being hit, umpire will discuss situation with coaches if needed. Safety is first priority.
 - d) Coaches should be sensitive to kids' arms. Try not to overwork, especially early in the season. Doctors recommend a maximum of four innings per day for 9-10 year olds.
 - e) Balks are not called. Illegal pitches may be called in tournament play. Result is the addition of a ball to the count.
 - f) Pitcher must be replaced on coach's third trip to mound in any one inning.
 - g) Pitchers cannot wear white or light grey long sleeve shirts under their jersey.
- 11) Rainouts
- a) City of Robbinsdale may cancel play on all city parks, check the Park Phone Line @ 763 531-1276 after 4:00 PM to confirm
 - b) If it begins to rain during the game and playing conditions deteriorate to a point where play should not continue, both coaches must agree and inform umpire.
 - c) If lightning is seen or alarm sounds, game must be postponed immediately. Move to safe locations. NOAA states – “Do not resume activities until 30 minutes after the last thunder was heard.”
 - d) Game is official if trailing team has batted three full innings.
 - e) If game is called in the middle of an inning, the outcome is determined by the score at the end of the last full inning.
 - f) Innings pitched apply, even if game is rained out.
- 12) Housekeeping and Decorum
- a) **NEW:** If the umpire is not an adult, the home team manager is ultimately responsible for the field. This includes calling games due to darkness, lighting and dealing with unruly fans.
 - b) Home team is responsible for bases and has the first base dugout.
 - c) Each team shall provide one game ball.
 - d) Home team warms up 40 minutes prior to game. Visitors warm up 20 minutes prior.
 - e) Keep the time short between innings. Hustle in and out.
 - i) Five pitches and a throw to second should normally be all that is needed
 - ii) Coaches may use courtesy runner for catcher when there are two outs, the runner shall be the last out.
 - f) On Saturdays, games may not begin a new inning once 2 hours has elapsed (1 hour and 45 minutes on opening day).
 - g) Players should remain seated on bench.
 - h) Coaches should remain within dugout.
 - i) Keep chatter positive and directed toward own team. No chanting permitted during a pitch.
 - j) At least 8 players are needed to avoid forfeit. Players may be called up from B-Minor on an as-needed basis.
 - k) Shake hands following game.
 - l) Home team should rake or drag the infield at game's end (Sanborn North only).
- 13) For any situations not discussed above, the official Little League rules shall apply.

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Pitching

VI - PITCHERS

(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.

(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 as noted below, but the pitcher may remain in the game at another position:

League Age:

- 11 - 12 85 pitches per day
- 9 - 10 75 pitches per day
- 7 - 8 50 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.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot 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 pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 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 days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(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.

(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.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

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

Summary of 2010 Rule Changes:

Rule 1.10: Added language making it clear that any bat that has been altered must be removed from play.

Rule 1.11 (k): Added language making it clear that casts may not be worn by players and umpires during the game, and that persons wearing casts, including managers and coaches, must remain in the dugout during the game.

Rule 2.00 Definition of Pitch: Added language making it clear that a balk or illegal pitch, whether or not a pitch is actually delivered to a batter, counts as a pitch in determining the pitch count for that pitcher.

Rule 3.03 - No. 6: Added language making it clear defensive substitutions must be made while the team is on defense, and offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.