



**DEVELOPING
MAJOR LEAGUE PEOPLE
FOR 75 YEARS**

Why Do We Do It?



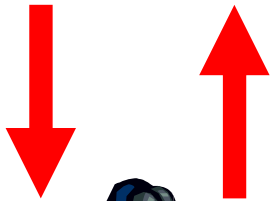
The kids deserve it!



Reg VI: Pitching and Catching



- Pitcher delivers **41+ pitches**, he/she is not eligible to catch (threshold applies)
- Catcher catches **any part of four innings** in a game, he/she is not eligible to pitch rest of that day



- One pitch caught in an inning counts as an entire inning.
- **2019-** if start at catcher, then pitch, **21+ pitches**, to return to pitcher
- Who keeps the pitch counts?
 - Anybody **BUT** the umpire!
 - Confirm who at plate meeting



Reg XIV: Field Decorum

- Only players, manager and 2 rostered coaches allowed on the field
- All game participants must stay in the dugouts/bullpens
- One adult in dugout at all times
- No alcohol or tobacco anywhere
 - Includes E-Cigarettes
- ~~Adults can not warm up pitchers anywhere during games or practices~~



Rule 1.01

- “Little League Baseball is a game...”
- Teams must have NINE players on field- not a forfeit, referred to BOD
- Exception:
 - Minor League **Instructional** divisions may play with less than nine
 - League option for 8 (2022- EDH LL)



Rule 1.10: LL Bats

INT/Juniors/Majors/below – non Wood Bats:

- USA BASEBALL Stamp required Jan 1, 2018
- BBCOR /drop limits are out (Except Int 50/70, Jrs, Srs)



Little League
Bat Standard for 2018

ATTENTION!



Do you know the logo's above?? Before you buy that new bat... you will want to:

Short Story:

- 1) LL will have a new bat standard for Jan 1, 2018. All bats must have the USA stamp on them.
- 2) LL will allow big barrel bats (up to 2 5/8")

Before you go out and buy that bat... make sure you know the new standard.



Or



Or



Rule 1.11: The Uniform

- What's **not** allowed:

- Metal cleats (Majors and below)
- Exposed white/gray undershirt sleeves on pitchers
- Wrist bands and arm sleeves on pitchers must be completely covered by a long sleeve shirt
- Casts on field (**even adult base coaches and umpires**)

- Jewelry is now allowed (2024)- but must be safe



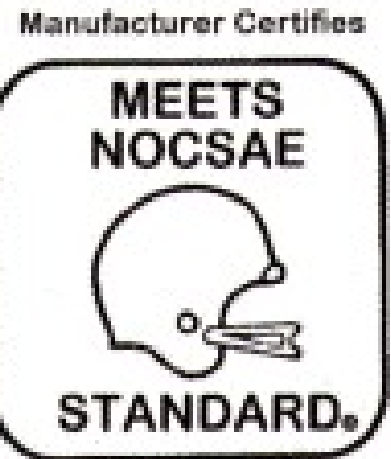
Rules 1.12 – 1.15: Gloves/Mitts

- Catcher **must** wear a catcher's mitt
- First baseman may wear glove or first baseman's mitt
- Pitcher's glove restrictions:
 - Any color but white or grey
 - No attachments
 - Batting glove under fielding glove okay
 - Pitcher can wear a batting glove if it is not white, grey or optic yellow
 - Don't let the pitcher rub ball with batting glove on!



Rule 1.16: Batting Helmets

- Required for all batters, base runners, players/non-adult base coaches, and bat retrievers
- Must be NOCSAE certified
- Must have a non-glare surface
- Chin straps, face guards are optional
 - May be required by League Local Rules
- No cracks or unauthorized paint/decals



Rule 1.17: Catcher's Gear

- Required: Chest protector, helmet/mask with **DANGLING THROAT GUARD**, and shin guards at all levels of play from T-Ball to Seniors.
 - Skull caps are NOT allowed at any level
- Cup for male catchers
 - Cup not required for warm-up catcher

Chest protector extension is no longer required!



Rule 1.17: Catcher's Gear

- **Helmet/mask must:**
 - Be NOCSAE certified
 - Have throat guard (even on hockey-styled mask)
 - Carry extra zip-ties or cord to attach it to the helmet in your equipment bag
 - No cracks or unauthorized paint/decals
 - No missing rivets or screws for mask
- **Helmet/mask is required for:**
 - Player warming up pitcher between innings
 - Player warming up pitcher in the bullpen
 - All catchers during pre-game warm-up



Correct any violations!

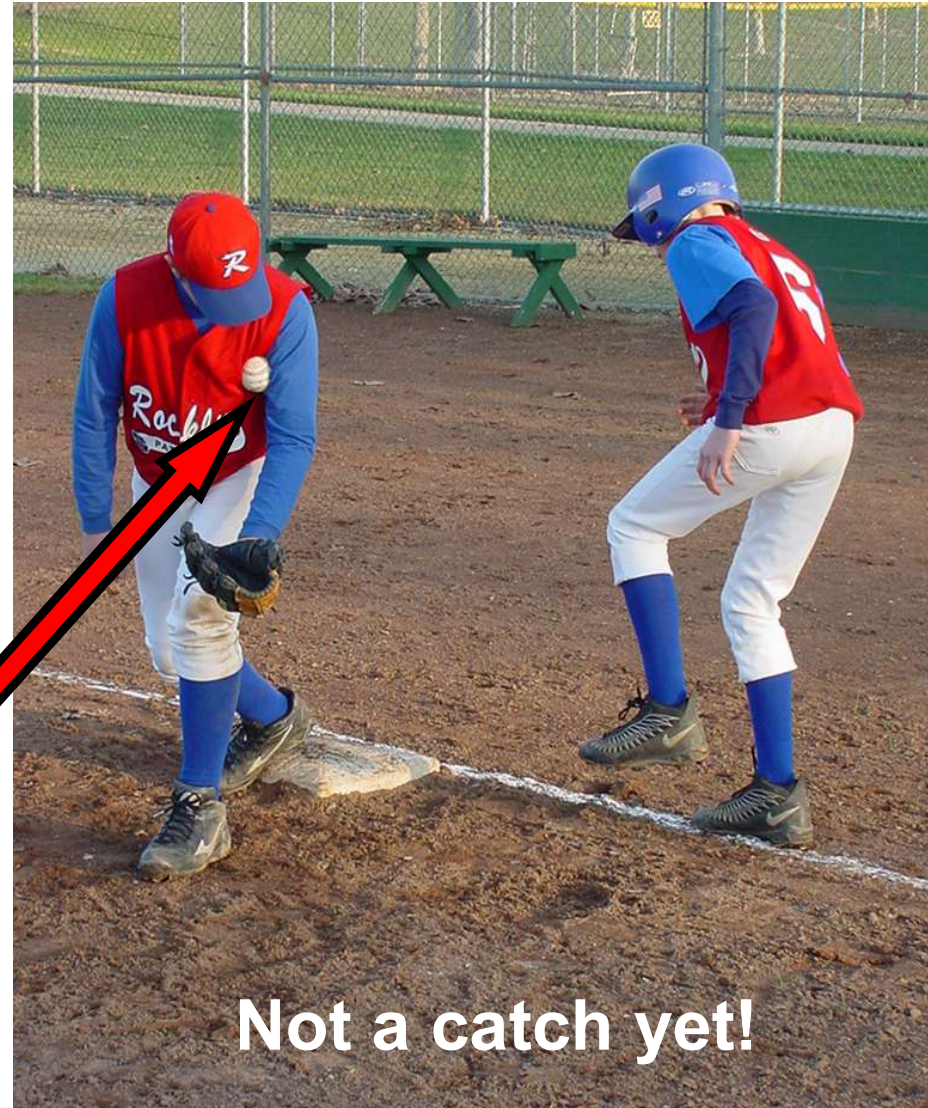
Rule 2.00: Catch

- What is a Catch?
 - **Secure possession** of ball in hand or glove
 - Fielder must show **complete control**
 - Release must be **voluntary and intentional**
 - **There is no time requirement**



Rule 2.00: Catch

**Must have
secure
possession
in the
hand
or
glove.**



Fair or Foul?



Fair



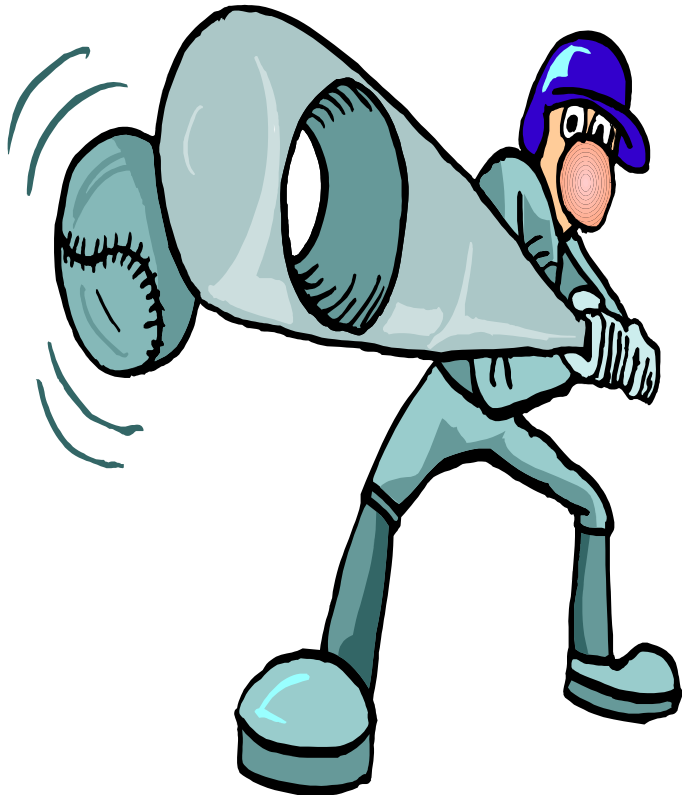
Fair or Foul?



Foul



Rule 2.00: Foul Tip



- Batted ball that goes sharp and direct from the bat to the catcher's hand or mitt and is legally caught
 - Must hit the hand or mitt first
 - Must be caught by the catcher
 - A short-hop is not a legal catch
- A Foul Tip is a Strike. Ball is Live and in play; runners may run!



Rule 2.00: Infield Fly

- Rule to prevent defense from getting a “cheap” double play
- Must have the following:
 - Less than two outs
 - Runners on 1st and 2nd, or loaded
 - Fair fly ball (not line drive or bunt)
- Ball that could be caught by an infielder using ordinary effort
 - Can be caught by an outfielder
 - Does not need to be on infield dirt

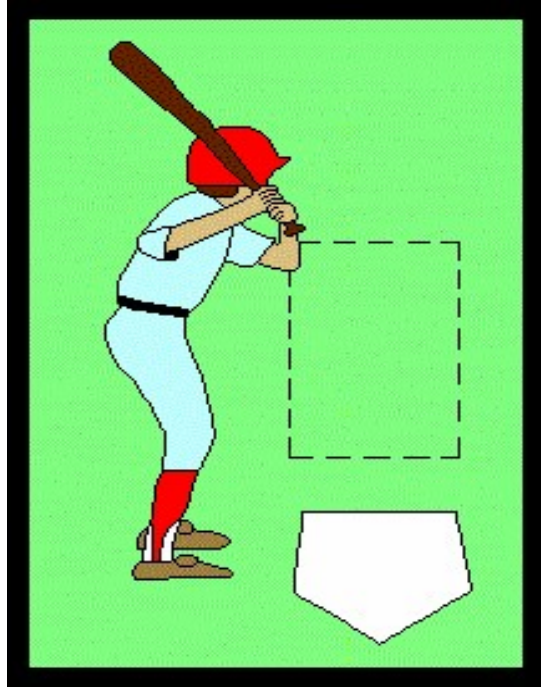


Rule 2.00: Infield Fly

- Umpire calls “Infield Fly” when the ball reaches its apex
- When called, batter is out and force is immediately removed
- If caught, runners must tag up
- If dropped, ball is Live and runners may (but don’t have to) advance



Rule 2.00: Strike Zone



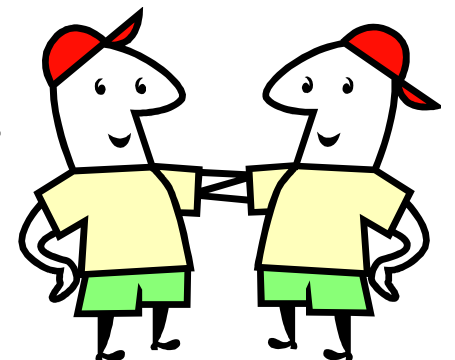
- Area over the plate
 - Any part of the ball over any part of the plate
- Top: batter's arm pits
- Bottom: top of batter's knees
- Batter in "natural" stance
 - "Natural" is the position of the batter as he swings the bat
- Zone doesn't change when
 - He ducks or steps out of the box
 - He moves way up or way back in the box



Rule 3.03: Re-entry Rule

MINORS USES CBR- so N/A unless MAJORS:

- A substitute must play 6 consecutive defensive outs and 1 at bat before starter **or another sub** removes him/her (Minimum Play=MP)
- Starter who has been removed for a substitute may re-enter the game, **in SAME position in the batting order**, provided substitute meets minimum play
- Starter and subs are “married” for re-entry purposes, once BOTH have met MP, they can sub for each other
- If there are no eligible players to re-enter in order to replace an injured or ejected player
 - Opposing manager gets to choose who re-enters



Rule 3.03: Announcing Subs

- When can a manager make a substitution?
 - Defensive: While on defense
 - Offensive: While coming up to bat or on base
- Umpires will NOT accept offensive substitutions other than a current batter or for a runner
- An unannounced sub is official when:
 - Batter steps in the box
 - Fielder gets in position
 - Runner gets on base



Rule 4.01: Plate Conference

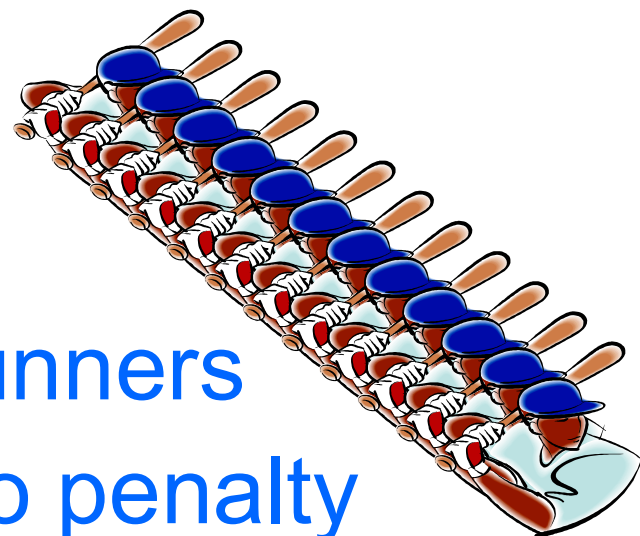


- An umpire should cover
 - Lineups, Equipment, Ground Rules (home team), Sportsmanship
 - Ineligible pitchers? Late arrivals?
 - Keep it brief, professional
- An umpire should NOT
 - Conduct a rules clinic
 - Describe his/her strike zone
 - Issue pre-game warnings
 - Waste time telling stories
 - Bring up something from the past



Rule 4.04: Continuous Batting Order

- Mandatory in Minors/below; optional in Majors/above
 - Don't forget Mandatory Play requirement for substitutes
- Cannot use Special Pinch Runners
- Injured player skipped with no penalty



Rule 4.06: Game Conduct

- If you have a question about a call, don't yell about it from the dugout or coaches box.
 - Managers can request time and wait for it to be granted by the umpire. They may wait to give it to you because the play hasn't completely ended.
 - Umpire will discuss the play with the manager, not the coaches. If a coach has a question later, the umpire may talk with a coach at their own discretion between innings or after a game
 - Go to the umpire who made the call and discuss the play or call in a calm manner.
 - Don't run out to umpire, we aren't going anywhere
 - Umpires do not like to get yelled at.
 - Don't point, gesture or imitate the play. It won't help and it doesn't look good.

Coaches and Umpires can get along.



BALLS AND STRIKES CANNOT BE DISCUSSED WITH THE UMPIRE.

Rule 4.07: Ejections

- A manager or coach who gets ejected **MUST** leave the game site
 - No hanging around the outfield fence, parking lot, concession stand, etc.
 - Failure to comply is grounds for suspending play until he/she leaves. (Might increase suspension)
 - Ejected player may still remain in the dugout under adult supervision if there is not a safe way to leave the site. Cannot re-enter game for an injured player.
- An ejected manager, coach or player must sit out the team's next physically-played game.
 - Must be a full game; games suspended for darkness, rain do not count as a full game
 - Cannot be at the game site in any capacity, not even as a spectator
 - Suspension is mandatory
 - Cannot be lessened by BOD, but can be enhanced

What part of
"Good-bye"
don't you
understand?

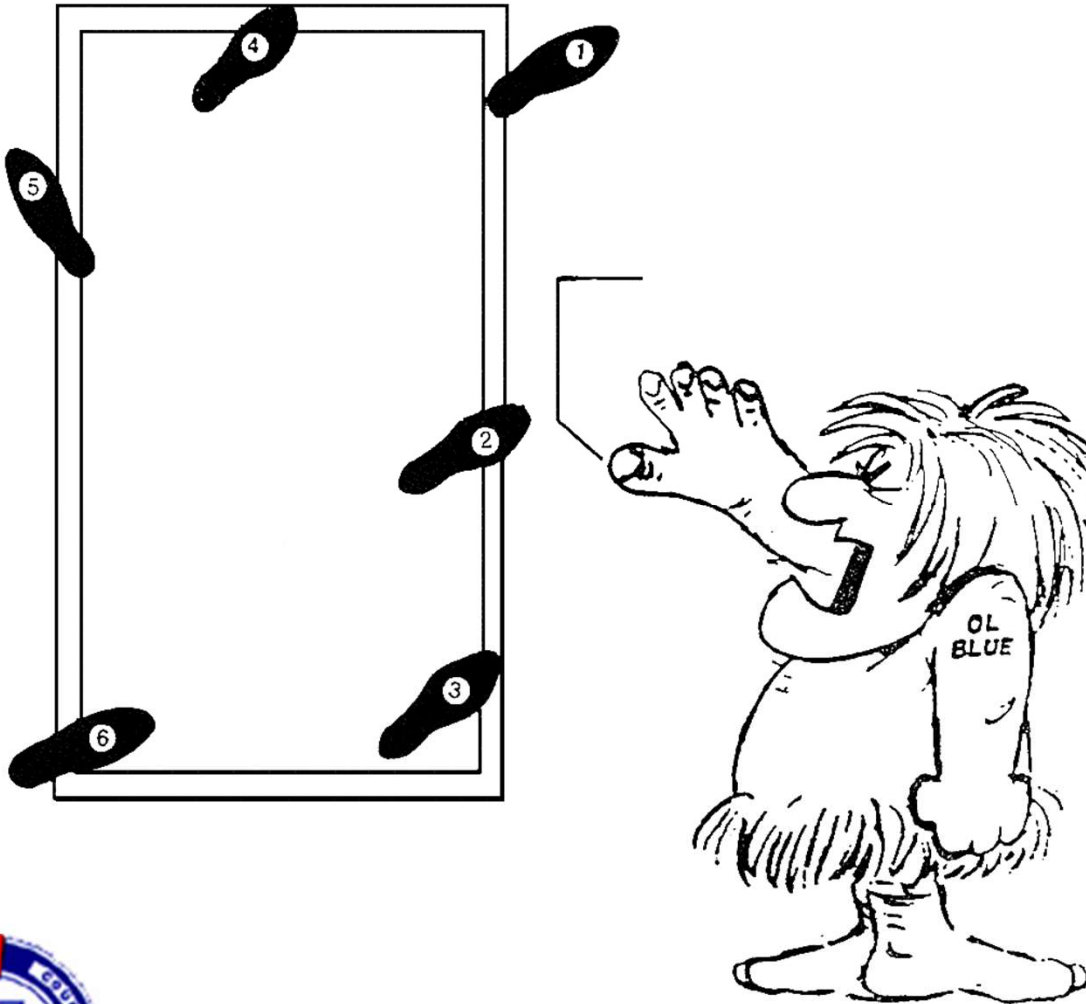


Rule 4.19: Protests

- Judgment calls are not protestable
- Protest of rule misinterpretation
 - Before next pitch or play
 - Umpires **MUST** discuss the call
 - After decision, manager can formally lodge the protest
 - UIC must submit a written report
- Protest of ineligible player: before all umpires leave the field



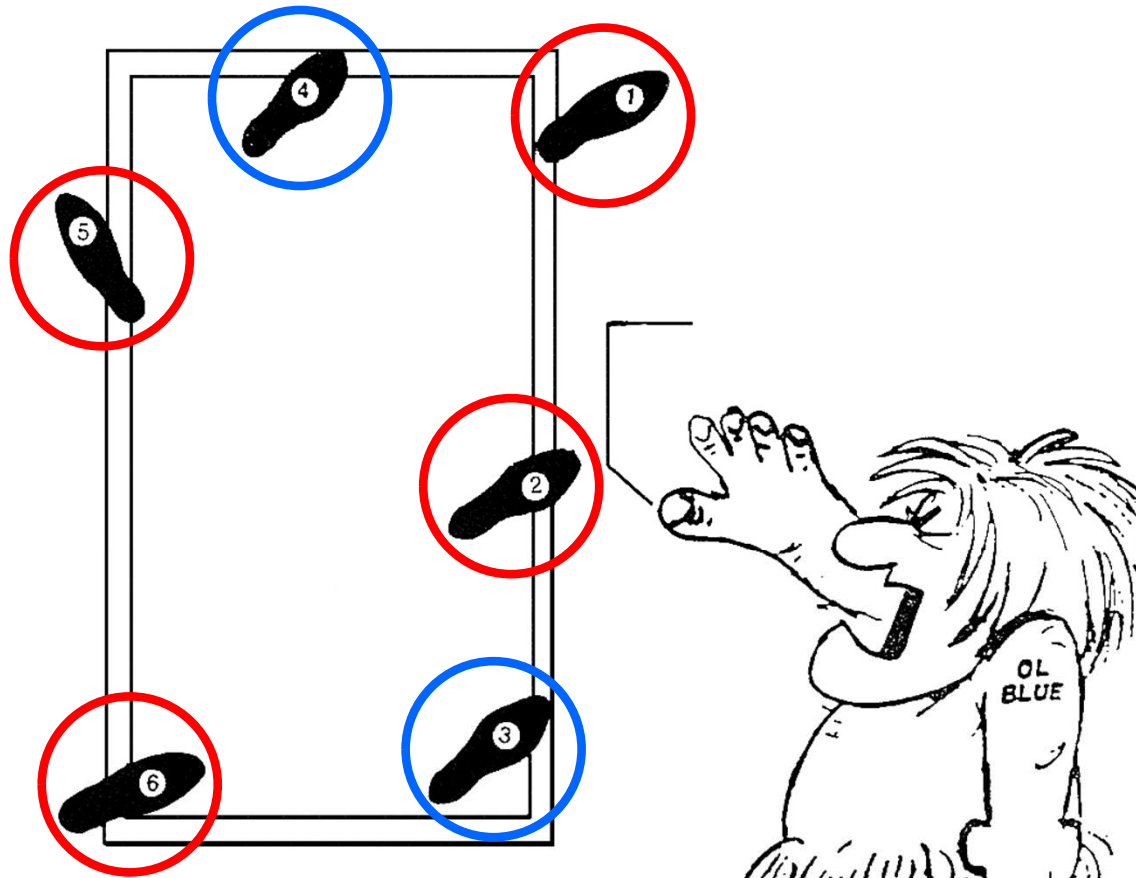
Rules 6.02 & 6.03: Batter and the Box



- What's legal and what's not before the pitch?



Rules 6.02 & 6.03: Batter and the Box



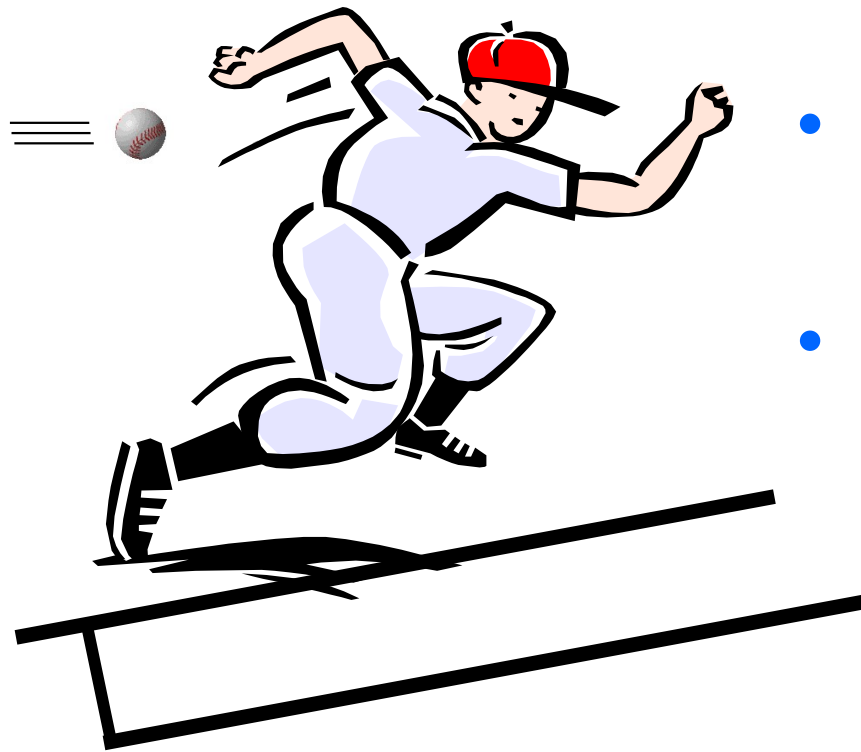
- What's legal and what's not before the pitch?
- Don't let pitcher pitch until batter is in the box.

○ Legal

○ Illegal



Rule 6.05j: Lane Violation

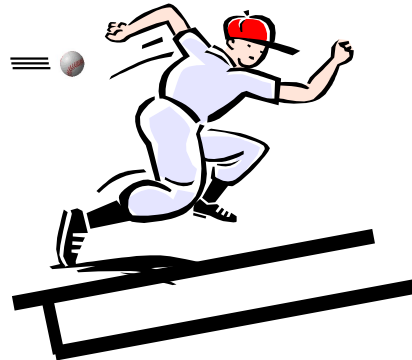


- Three-foot lane halfway from home to first
- Batter must run completely in lane
- If the batter is out of the lane and prevents the fielder at first from fielding the throw,
interference



Rule 6.05j: Lane Violation

- Throw towards first hits batter: **Out**
- First baseman can't catch throw: **Out**
- Catcher doesn't throw: **No penalty**
- Catcher hesitates, then throws late: **No penalty**
- Catcher throws wild and then tries to blame batter: **No penalty**
- Catcher purposely hits batter and ball isn't going towards first: **No penalty**
- Ball thrown towards home hits batter: **No penalty**



Rule 6.06: Illegal Batter Action

- The batter is out when
 - He hits the ball with a foot completely out of the box and on the ground
 - He steps from one box to the other when pitcher is ready to pitch
 - He interferes with a play on a runner while at bat





The entire foot must be completely out of box.

On The Line

Umpires View of an Illegally Batted Ball



Rule 6.06d: *Illegal Bat*

- Before batter steps in or after next batter steps in box:
 - Remove bat only
- After batter steps in box:
 - Batter is out
 - Lose one eligible adult base coach (not ejected)
- After the ball is hit: (Defense has the option)
 - **Defense takes play:**
 - Lose one eligible adult base coach
 - Any advances resulting from use of the illegal bat are **Legal**
 - **Defense takes penalty:**
 - Batter/runner is out
 - Lose one eligible adult base coach
 - Any advances resulting from use of the illegal bat are Nullified



Rule 6.07: Batting Out of Order



- **Improper Batter:** Batter who is batting out of turn
- **Proper Batter:** Batter who should be up to bat
- **If defense appeals before IB completes at bat:**
 - Just fix it
 - PB comes to the plate and simply assumes count
- **If defense appeals after IB completes his at-bat**
 - PB is ruled out
 - Result of at bat is nullified
 - Next batter up is the batter after the PB



Rule 6.07: Batting Out of Order

- Defense must appeal before next pitch or play
- If defense fails to appeal
 - Illegal Batter's at-bat counts
 - Illegal Batter now becomes the Legal Batter
 - Next batter up is the batter after the new Legal Batter
- Offense cannot appeal their own mistake
- Umpires and scorekeepers: **SHHHH!!!**



Rule 6.09b: Uncaught Third Strike

- **Majors/above:** The batter may run to first on an uncaught third strike when
 - Nobody on first
 - Runner on first with two outs
- **If can't advance**
 - “**BATTER’S OUT! BATTER’S OUT!**”
 - <2 outs, runner on first base
- **Batter can't advance after entering dugout or other dead ball area**



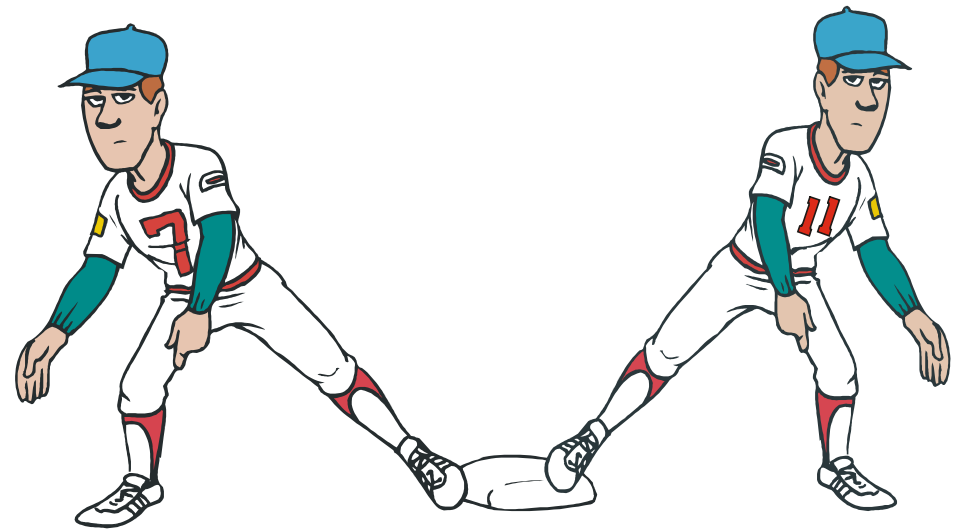
Top Ten Rule Myths Heard at the Little League Park

10. “That’s a Strike, Blue! He kept his bat over the plate on the bunt!”
9. “He can’t high-five his coach on a home run, Blue!”
8. “He can’t go to first, Blue! The pitch bounced before it hit him!”
7. “He caught it, Blue! He held that ball for three seconds!”
6. “He can’t be out! He was on the base when the ball hit him, Blue!”
5. “Tag him! He can’t turn to the left to go back to first base!”
4. “He broke his wrists, Blue! That’s a strike!”
3. “Tie goes to the runner, Blue! He’s safe!”
2. “He gets one plus one on an overthrow, Blue!”
- 1. “The hands are part of the bat!”**



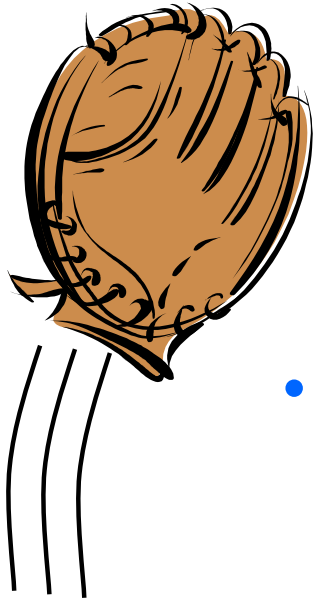
Rule 7.03: Two Runners on a Base

- When two runners are on the same base, it's not an automatic out
- Defense must tag runner not entitled to the base
 - No force then lead runner is entitled base
 - Force then trailing runner is entitled to base
- If fielder tags both, point to runner who is out to prevent confusion



Rule 7.05: Base Awards

- **Four bases:**
 - fair batted ball in flight prevented from going over fence by detached equipment
- **Three bases:**
 - batted ball is touched by detached equipment
- **Two bases:**
 - Thrown ball is touched by detached equipment
 - Batted bouncing ball goes out of play / stuck in fence
 - Thrown ball by a fielder goes out of play (7.05g)
 - If first play by infielder, then from TIME OF PITCH
 - All other throws, then from TIME OF THROW
- **One base:**
 - Pitched ball goes out of play, stuck in fence or umpire gear (two bases if pushed by catcher/fielder)
 - Pitched ball is touched by detached equipment
 - Pitcher throws ball from rubber out of play



Rule 7.06: Obstruction

- Fielder without the ball cannot impede a runner
- 7.06b: Obstructed runner not being played upon
 - Umpire signals and calls Obstruction
 - Delayed dead ball
 - End of play, umpire awards bases, **IF ANY**, that nullifies the obstruction
 - Obstructed runner could overrun his protection



Obstruction or Nothing?



What About This?



Did The First Baseman Impede the Runners Progress?



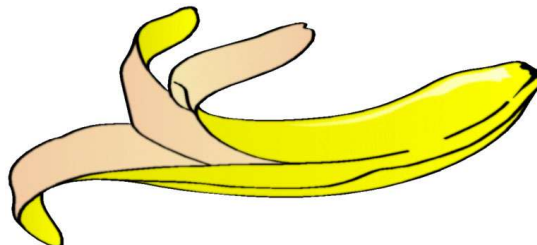
Rule 7.08: Runner is Out

- The not-so-obvious, runner is out when he:
 - Avoids a tag - 3 feet out of his base path
 - Doesn't slide, **OR** attempt to get around a fielder waiting to make a tag
 - There is NOT a "Must Slide Rule"!- 7.08(a)(3)
 - Slides headfirst while advancing(Majors/below)
 - Abandons first after touching it
 - Passes a lead runner
 - Runs bases in reverse order (except to correct missed base)
 - Misses home and doesn't return (must be appealed)



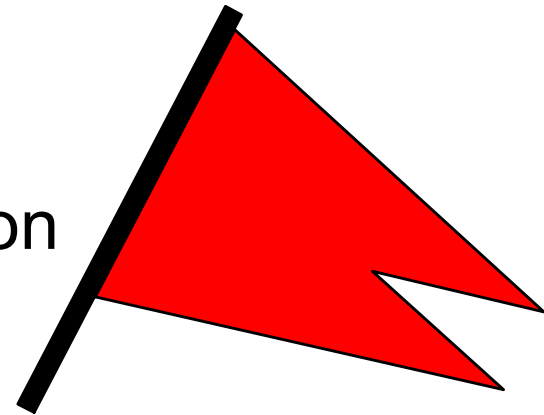
Rule 7.10: Appeal

- **What constitutes a viable appeal?**
 - Runner misses a base
 - Runner fails to tag up on a caught fly ball
 - Runner fails to return to first immediately
 - Runner fails to touch home and doesn't return
- **How does the defense appeal?**
 - Ball must be live
 - Tag the guilty runner
 - Tag the offended base
 - Tell the umpire who, what, where
- **Appeal must be “clear and unmistakable”**



Rule 7.13: Leaving Base Early

- Runners cannot leave bases once the pitcher and catcher are “ready”
 - Previous play has completely ended
 - Pitcher on the rubber with the ball
 - Catcher behind the plate with mask on
 - Ball is live
- One guilty = all guilty
- Let play continue; all outs stand
- Penalty: all runners return unless forced, no runs score even if bases loaded (poof runner)



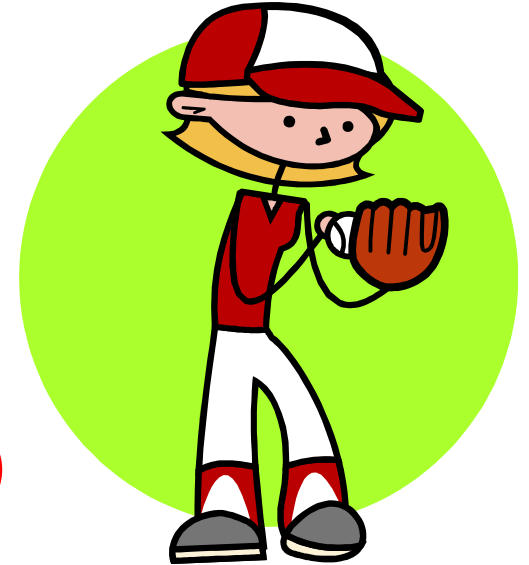
Rule 7.14: Special Pinch Runner

- Only allowed in Majors/above when not using Continuous Batting Order
- SPRs are NOT courtesy runners
- Only a player currently not in the lineup can SPR
 - That's why SPRs aren't allowed under CBO
- One SPR per inning max
- A player can be removed for a SPR only once a game
 - “Can only run for the slow kid once”



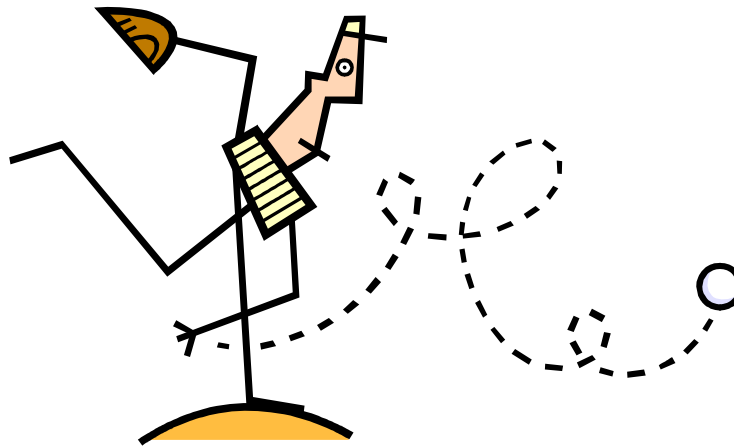
Rules 8.01/.02/.03

- 8.01: Pitcher can take signs from anybody
- 8.02a: Pitcher cannot go to mouth while on the mound
- 8.02c: Pitcher cannot intentionally throw at batter
- 8.03: One minute to warm up between innings (Starts as soon 3rd out of last half inning is recorded)
 - Not more than 8 pitches



Rule 8.05: Balk/Illegal Pitch

- Balk on big field; Illegal Pitch on small field
(8.05 Note: balk shall not be called in LL Majors or Minors, it's an illegal pitch, ball to the batter)
 - Quick-pitches
 - Starts his motion to pitch while not in contact with the rubber



Rule 8.06: Pitcher Conference

- Manager/coach may visit each pitcher
 - Majors: 1x in one inning, 2x in game
 - Minors: 2x in one inning, 3x in game
- The next visit, pitcher must be removed from the mound
- Any/all players may participate





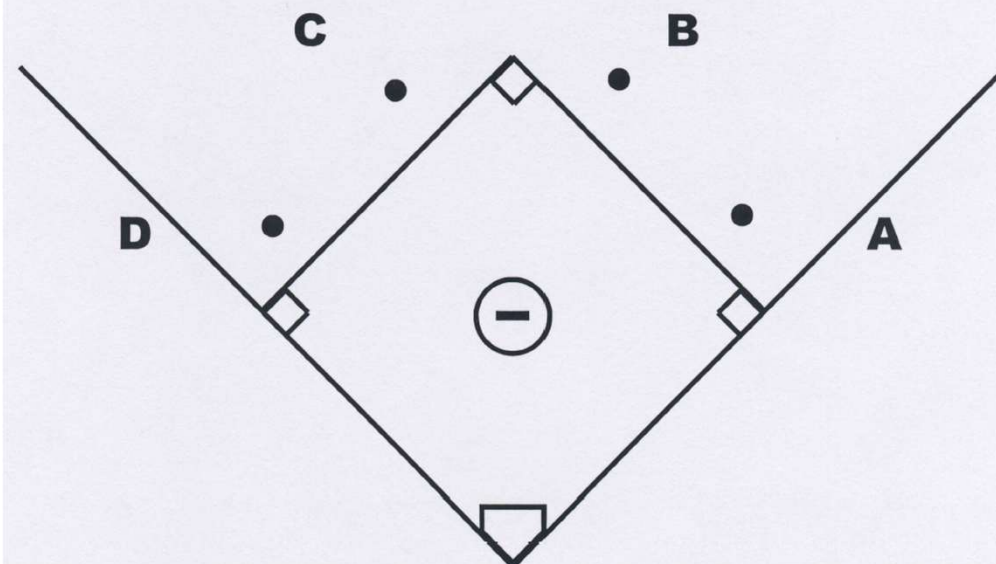
- 1) Base Ump (BU) Positions
 - a) 0 runners on base (Start inning)- A Position on 1B foul line
 - b) Runner on 1st only- B Position between 2B and 2nd baseman
 - c) ANYTHING Else- C Position- between 2B and Shortstop

- 2) BU Movement
 - a) If Ball goes to OUTFIELD -> come INSIDE
 - b) If Ball stays in INFIELD -> stay OUTSIDE
 - c) BU Try to get closer (5') on steals or plays at a base
 - d) BU With 2 runners on favor lead runner

- 3) Plate Ump (PU), keep head still, track ball thru zone, go SLOW
 - a) PU Foul to base, BU Foul beyond
 - b) Check swing "did he go"
 - c) On Fly Balls, PU call, BU has touches, leaving early
 - d) 0 runners on base, clear catcher and be on 1B line if infield hit
 - e) Runner on 1st B, you got 3rd, BU has batter runner
 - f) Runner on 2nd or 3rd stay home for plate play

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FIELD POSITIONS FOR THE LITTLE LEAGUE BASE UMPIRE



Thanks for your time. Further resources:

- [Your local league UIC](#)
- www.littleleague.org/umpires.htm
- <http://www.littleleagueumpiring101.com/>
- www.sacumpires.net, www.ncoa.arbitersports.com

The screenshot displays a Windows desktop environment with a web browser window open to the Little League website. The browser's address bar shows the URL www.littleleague.org/umpires.htm. The website's header includes the Little League logo and navigation menus. The main content area is titled "UMPIRES" and features three columns of information:

- UMPIRE TRAINING**: Includes a photo of umpires on a field and text for "UMPIRE SCHOOL" (2017 Dates: April 18 - 23) and "UMPIRE CLINIC" (2017 Dates: March 24 - 26).
- UMPIRE REGISTRY**: Includes a photo of umpires in a meeting and text stating that the Little League International's Umpire Registry offers an informative way to stay on top of their game.
- LITTLE LEAGUE UNIVERSITY**: Includes a photo of an umpire in action and text stating that Little League International provides a FREE online training resource portal.

The desktop background shows various application icons, including Recycle Bin, PowerPoint 2016, Google Chrome, Outlook 2016, McAfee Security, Excel 2016, and Word 2016. The taskbar at the bottom shows the Windows Start button and several open applications, with the system tray displaying the time as 11:24 AM on 2/24/2017.