

## CARLISLE LITTLE LEAGUE RULES

The rules mentioned here are only the more important rules to help the League Managers, Coaches, Umpires and Parents to better understand how the Little League program functions. Each manager and umpire is furnished with a current rules book. Managers and Umpires please read it carefully.

- 1) It is agreed that all league managers will play all youth present at least (4) full innings (12 outs on defense and 12 outs on offense) in a regular complete game. Any youth who does not bat in their four innings of play shall start the next regularly scheduled game and be allowed their turn at bat. Any violation of this rule must be reported to your League Director by the opposing coach before the next game.
- 2) Five minutes before each game, the opposing managers shall meet with the umpires at home plate to:
  - A) Discuss any local ground rules not familiar to the umpires or coaches.
  - B) Exchange a list of players, showing the batting order and playing position of starting lineup, the list of substitutes, and each player's uniform number. Any ineligible pitchers or players with partial eligibility or absent shall be noted.
  - C) Discuss the possible disciplinary action by a manager of a player whom he does not wish to play. If the League Director agrees to the request, the youth shall not play. A statement in writing is to be given to the League Director stating the reason for the disciplinary action.
- 3) If a player is not present at the time the game starts and shows up while the game is in progress, it shall be the manager's decision as to whether the youth plays.
- 4) Once the game begins:
  - A) Spectators are not allowed on the field or in the dugout.
  - B) Each manager shall have his scorekeeper notify the opposing manager and scorekeeper on any substitutions.
  - C) The use of tobacco in any form is prohibited on the field, benches, or dugouts.

- 5) The actions of the team manager and coaches must be above reproach. Any profanity, use of alcoholic beverages, or unsportsmanlike conduct by managers and/or coaches shall result in strict disciplinary action by League officials. Possible penalty of a one year suspension.
- 6) The coach of contesting teams only shall have the right to protest a game. An assistant coach may protest only when the coach is absent.
- 7) Protest shall be considered only when based on violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving the umpire's judgment. Read your rule book carefully and note you are urged to avoid protests.
- 8) Safety is everyone's responsibility, especially coaches.
  - A) Each team will be furnished with sufficient helmets to have one on each base runner, as well as base coaches. They must be worn during a game or practice. Any player deliberately removing the helmet, while running, or on base, is subject to a warning or being called out.
  - B) All catchers must wear their face masks when catching or warm-ups, practices or games. Each team will have a protective cup and is required to use it.
  - C) We have an adequate insurance program that covers about anything that happens to participants of Little League. Notification of an accident must be made within 24 hours to a Board Member.
  - D) Regulations prohibit on-deck batters. This means no player should handle a bat, even while in an enclosure, until it is his/her time at bat.
- 9) Week day games:
  - A) No game shall start after 20 minutes of scheduled game time, unless authorized by the League Director. No inning shall start after 2 hours of starting time, if 4 innings have been played. No inning shall start after 1 ½ hours of starting time, if 4 innings have been played for weekday games.
  - B) All games are to be played as scheduled, where they are scheduled, weather & grounds permitting.
  - C) All rainout games will be scheduled on the next open date.
  - D) A Rookie and Minor team's turn ends when the team at bat scores 7 runs that inning. Major League 10 runs an inning.

- 10) Saturday games:
- A) All league games have a two hour limit; no inning starts after two hours have been played. (Tie games have a half-hour extension.)
  - B) Saturday games are to start within 20 minutes after the previous game ends, if beyond scheduled time.
  - C) If, due to weather or ground conditions, a game cannot start within 20 minutes, it shall be classed as a rainout.
- 11) If a player on your team quits or moves away after the draft of players or during the season, contact the player agent at once. He is the only supplier of players once the draft has taken place.
- A) If a player misses three unexcused consecutive practices and/or games, notify the player agent, and after consideration by the board, the player may be dropped and replaced by another player through the player agent.
  - B) If due to injury a player will miss four (4) consecutive games, another player will be added to your roster, if one is available.
- 12) Equipment:
- A) **DO NOT ALLOW ANYONE TO THROW EQUIPMENT.**
  - B) It is the manager's responsibility to collect all equipment at the end of the season and turn it back in.
- 13) It is the coach's responsibility to have players CLEAN UP the dugout and bleacher area after each game.
- 14) No team is allowed to have batboys of any age.
- 15) Have your team stay in the area of the dugout and off the fences and bench top rail.
- 16) Coaches and players **MUST** accept the decision of the umpire as final. If you want to discuss a call with the umpire, call time-out, go over and have a conversation with him.
- 17) The HOME team is to chalk the field and put out the bases before the game. After the game, you are to return all game equipment to the equipment building.
- 18) What to do when it rains:
- A) Contact Supervisor of Umpires so scheduled umpires can be notified.

- B) Call Concession Stand Chairperson.
  - C) League Directors will be solely responsible for rescheduling games according to Little League rules.
- 19) Roster limit is twelve (12) players per team, for all leagues.
  - 20) BOTH coach's son and assistant coach's son will be evaluated and drafted according to ability. Rookie, Minor and Major.
  - 21) Major, Minor, Rookie and Tee Ball League teams will be allowed two (2) adult base coaches.
  - 22) There will be no compensations for any players or sponsor for any given team.
  - 23) Third base dugout designates home team.
  - 24) Any player attempting to avoid a tag by making contact with a defensive player shall be called out by the umpire.
  - 25) A team may start a game with eight (8) players and not have to forfeit the game or take an out in the batting line up. If a team does not have eight players to start a game, the game will be rescheduled and will not be a forfeit.
    - A) An major league team that has either 7 or 8 players for a game may add one current active player from a Carlisle Little League Rookie or Minor league team to their lineup for that game.
    - B) An minor league team that has either 7 or 8 players for a game may add one current active player from a Carlisle Little League Rookie league team to their lineup for that game.
  - 26) HOME TEAM shall provide base umpire or umpires if none are assigned.
  - 27) All Rookie, Minor and Major League teams will bat the entire roster or all players in attendance of the game.

**Pitchers:**

- a) Any player on the team roster may pitch.
- b) If a player pitches in less than four (4) innings, one calendar day of rest is mandatory. If a player pitches in four (4) or more innings, three (3) calendar days of rest must be observed. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.

**Example-**

If a pitcher pitched in four or more innings on:	and is still eligible, that pitcher can play again on:
Monday .....	Friday
Tuesday .....	Saturday
Wednesday .....	Sunday
Thursday.....	Monday
Friday .....	Tuesday
Saturday .....	Wednesday

- c) Only three players of league age 12 may be used as pitchers during a calendar week. Either or both may pitch in one or more games, but each is limited to a total of six (6) innings within the calendar week and subject to rest periods described in section (b). The total number of innings pitched by 12 year olds shall not exceed 12 innings in a calendar week.
- d) A player once removed as pitcher may not pitch again in the same game.
- e) Not more than five (5) pitchers per team shall be used in one game.  
**EXCEPTION:** In case of injury to a fifth pitcher an additional pitcher may be used.
- f) 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.

Carlisle Little League has waived the following rules and regulations:

Major League: 1. Rule 4.10(e)  
No infield fly rule for the Rookie and Minor Leagues

## Carlisle Rookie League, 2006

**Official Rules and Regulations for Little League Baseball will apply, with the following exceptions:**

- 1) A base runner may score a run only in the following two conditions:
  - a. Bases are loaded and the batter is walked or hit by the pitch enabling the 3rd base runner to walk home.
  - b. The batter hits the ball, enabling base runners which can include himself to reach home.
- 2) A base runner may not advance past 3rd base on any pass ball or on any overthrow or play on 3rd that is not the result of a hit ball.
- 3) On a hit ball, if a player advances to 3rd but then all runners are stopped by the defense, his opportunity to advance to home is finished until walked or hit in.
- 4) Runners are stopped when they make no more attempts to advance and the defense asks and receives time out from the umpire.
- 5) Pitching Rules
  - a. Games through May 6<sup>th</sup>: Pitching machine for 5 hittable pitches, then coach throws 3 pitches.
  - b. Games from May 7<sup>th</sup> through June 3<sup>rd</sup>: Pitching machine will be used for first 3 innings and then kids will pitch remainder of game.
  - c. Games from June 4<sup>th</sup> through end of season: Kids will pitch the entire game.

## Carlisle T-Ball, 2006

### **Official Rules and Regulations for Little League Baseball will apply, with the following exceptions:**

- 1) Each game will be four innings or 90 minutes which ever is completed first.
- 2) An arc 15 feet from home plate shall be drawn from the first base line to third base line. Any hit ball not touched by defensive player must travel 15 feet in fair territory or the ball is a foul ball.
- 3) The infield positions shall be the regulation number of players only, including pitcher and excluding the catcher. The outfield positions will include all other players on that team present for the game. Every player must play an outfield position for at least two innings per game. Rotate your team around every inning. This is not optional.
- 4) **BATTING ORDER** - Players listed in the order they are to bat and each player will bat once in each inning. After the first inning, the batting order will rotate. The second inning will begin with batter number three, and so on. This is not optional.
- 5) **SIDE RETIRED** - When all players on a team present for the game have had a turn at bat.
- 6) Batters are not allowed to bunt.
- 7) The ball will be dead once an infielder has control of it and raises his/her arms in the air. The base runner must stay in contact with the base until the ball is hit.
- 8) Runners can take only one base on an overthrow. No exceptions.
- 9) A team must have 7 players. If one team does not have 7 players, the opposing team shall share players to allow the game to continue.
- 10) The home team shall be the last team listed on the schedule. Home team will get the field lined and place the bases. Last game of a day, the home team will return the bases. Each team is responsible for picking up their own dugout and side of the bleachers. The home team always occupies the third base dugout.
- 11) The last game of the day, both teams are responsible for removing the trash from the barrels and placing a new liner in the barrels. This is not optional!
- 12) A game can only be postponed by a member of the baseball board.
- 13) Any coach showing disrespect to a player, coach or parent, shall receive a warning. If this happens a second time, they will be asked to leave the field and not return.

- 14)** Players will hit off the tee the first three innings and will be pitch to by their coach the other one innings. After a maximum of six pitches the tee must be used.
- 15)** Tee ball rules will not be altered by any coach.

## **PROTESTED GAME**

- A)** The manager of contesting teams only shall have the right to protest a game (or in their absence, coaches).
- B)** The manager (or coach) must notify the umpire that the team is playing the game under protest.
- C)** The umpire must notify the official scorekeeper that the game is being played under protest. The scorekeeper shall record how many outs, count on the batter if any, runners on base and any other information that is needed should the game be replayed from that point.
- D)** The manager must submit a protest in writing to the league president within 24 hours.
- E)** The umpire-in-chief must also submit a report immediately.
- F)** A game cannot be protested on a judgment call by the umpire, it shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player.
- G)** A committee composed of the president, player agent, league's supervisor of umpires and one or more other officers or directors who are not managers or umpires shall hear and resolve any such protest. If the protest is allowed, the game will be resumed from the exact point when the infraction occurred.

**PLEASE NOTE THAT YOU ARE URGED TO AVOID PROTESTS!!!**