

SAN MATEO NATIONAL LITTLE LEAGUE BASEBALL



2010 LOCAL RULES

Last Revision: March 1, 2010

AA AAA MAJORS
DIVISIONS



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THESE RULES ARE IN ADDITION TO THOSE CONTAINED IN THE OFFICIAL LITTLE LEAGUE RULEBOOK.

Mission Statement

The San Mateo National Little League is committed to providing the best baseball experience possible for our:

- **Players**, by teaching the fundamentals of baseball, including skills, teamwork and sportsmanship
- **Families**, by providing a safe, positive and fun baseball experience
- **Coaches**, by supporting their efforts to provide the highest standard of positive coaching appropriate for each age group
- **Community**, by being an active part of San Mateo through its outreach to all families, schools and organizations

The SMNLL is about creating winners, not necessarily reflected on the scoreboard, but from the baseball experience that creates a lifetime of memories.



Safety Rules

These safety rules apply to AA, AAA and Majors competitive divisions. These rules are specific safety reminders that include applicable safety rules found in the Official Little League Rule Book as well as City of San Mateo regulations, ordinances, and / or laws.

PLAYERS

1. Medical Releases for all active players must be readily available at all games and practices. They must be signed in ink.
2. Parents should be encouraged to provide "safety glasses" for children that wear prescription glasses.
3. Players shall not wear watches, rings, pins, or any jewelry.
4. If a player wears a Medical ID's, it must be taped.
5. All batters, base runners, player base coaches must wear batting helmets while on the playing field.
6. All players must wear an athletic supporter during games and practices.
7. Catchers must wear long model chest protectors with neck collar, throat guard, shin guards, and a catcher's helmet with mask.
8. Catcher must wear a mask, throat protector and catchers helmet during pitcher warm-ups at practices and games.

FIELD

1. On Deck batters are not allowed at anytime.
2. The playing area should be inspected for holes, damage, glass, and foreign objects prior to practices and games.
3. No games or practices should be held when, in the manager, coach or league official's opinions, weather or field conditions are not safe.
4. All unsafe conditions must be reported immediately to any League Official.

EQUIPMENT

1. Managers must regularly inspect their team's equipment for damage and proper fit. Any broken equipment must be reported to the League Equipment Manager and replaced.
2. During games, bats and loose equipment must be kept off the field and stored in the dugout.
3. First Aid kits and ice packs must be available at all games and practices
4. During sliding practice, bases should not be strapped down.



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Safety Rules - continued

GAMETIME

1. Little League rules prohibit fake tags because they can cause injury
2. Little League rules do not allow headfirst slides when a batter or runner is advancing to a base. Base runners or batters may slide head first when returning to a base
3. Catchers are not allowed to talk to opposing batters during a pitch.
4. No bat boys or other non-playing youths are allowed in the dugout or field during games

OTHER

1. No smoking, or chewing tobacco on the field or in the dugout.
2. Alcoholic beverages are prohibited in the stands, parking lot or on the field. Our field permits may be revoked by the City if this rule is not observed.



Code of Conduct

Code of Conduct applies to AA, AAA and Majors competitive divisions.

San Mateo National Little League primary objective is to provide a safe environment for our players to develop their skills and allow them to enjoy the game of baseball. All volunteers must be responsible for their behavior and understand their responsibility when working with children and supporting our Little League organization.

San Mateo National Little League has a no tolerance policy for inappropriate behavior. It is the Teams Manager responsibility to manage the behavior of their players, coaches and spectators.

BOARD MEMBER ON DUTY

1. Board Members on Duty have the responsibility to notify the Manager of any misbehaved spectator, coach or player that the Manager may not observe during the game.

MANAGERS AND COACHES

1. Managers and Coaches must pass all Positive Coaching Alliance (PCA) courses required by the Board. Managers or Coaches that pass the minimum required clinics and duties will be issued badges. These badges designate they are qualified to manage or coach on the game field and must be worn during all games and practices by the manager and coaches. If a manager or coach fails to wear their badge on the field prior, during, or after a game, the umpire or Board Member on duty is obligated to ask the manager or coach to leave the field until they present a valid credential badge.
2. All Managers are required to have the following volunteers assigned prior to the start of the regular season game schedule:
 - a. Snack Shack – Required number of volunteers (determined by the Auxiliary Board) that will manage their assigned snack shack days and ensure that all shifts are covered by the team during the entire season (including post season)
 - b. Field Preparation - Minimum of one volunteer (recommend two) that are responsible for preparing the game field, regardless of being home or visitors



Code of Conduct – continued

3. Managers are responsible for their team volunteers. If these volunteers fail to meet their obligations the Manager must fulfill these roles with other volunteers from his team or perform the duties themselves.

SPECTATOR RESPONSIBILITIES

1. Spectators are required to participate in a constructive and respectful manner in accordance with Little League guidelines and San Mateo National Little League (SMNLL) directives.
2. It is every spectator's responsibility to:
 - Cheer positively for players and teams
 - Conduct themselves in a manner that promotes respect and good sportsmanship
 - Leave the coaching to the Managers and Coaches
 - Leave the officiating to the umpires
 - Leave the Dispute Resolution to the Board Members on duty
 - Respect the Quiet Zones behind home plate backstop.

EJECTION FROM GAMES

1. When a manager, coach, parent, spectator or player is ejected from a game, they must leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.
2. If a player is ejected from a game and a parent is not present, the Board Member on duty or another adult will be assigned to watch the player.
3. In the event a Manager, Coach, parent, or player is ejected or removed from a game by a Board Member or Umpire, the following disciplinary procedure must be followed:
 - Within 24 hours, all league witnesses (Board Member on Duty, Manager, Coaches and/or Umpire) will email a detailed statement of the incident to the President of the League, the appropriate Chief Umpire and Division Coordinator.
 - Within 48 hours, The President of the League, the appropriate Chief Umpire and Division Coordinator will determine if the incident warrants disciplinary action.



Code of Conduct – continued

4. If the incident does warrant further action, the following will occur:
 - a. First offense incidents for Managers or Coaches
 - i. may result in a two game suspension (to include any practices in between games) and may not be in attendance at the game or practice.
 - ii. Coaches or Managers must meet with the entire Board, explain their actions, and explain how the incident will not happen again. Failure to perform this action will immediately escalate to Second Step
 - b. Second offense incidents for Managers or Coaches
 - i. receives a suspension for the remainder of the season, playoffs and any post season tournaments.
5. If the Coach and/or Manager requests to be reinstated the following season, they must go in front of the entire Board, explain their actions, and explain how similar incidences will not happen again.
6. Refusal to honor the suspension rules and/or attend the board hearing and the Coach and/or Manager will be prohibited from managing or coaching for three additional seasons.



General Rules

These general rules apply to AA, AAA and Majors competitive divisions.

PLAYERS

1. Player Absences – If a player misses two consecutive games, the Player Agent must be notified by the Manager before the team plays its next game. Failure to notify may result in a one game suspension of the Manager.
2. Injured players may sit in the dugout during play provided they wear their uniform shirt.

PREGAME

1. Field Preparation – Each team must provide a minimum of one volunteer (recommend two) that are responsible for preparing the game field.
2. Playing Time Record – Managers must complete a playing time card with players listed in numerical order to the home plate umpire before each game. The umpire will record each non-participating defensive player for minimum playing time purposes.

GAMETIME

1. Managers and Coaching Staff on Field - No one except eligible players in uniform, manager and coaches wearing the proper certification badge shall occupy the bench or dugout.
2. Restraining Line – Managers and coaches may not cross the restraining line without permission of the umpire. Failure to obtain permission from the umpire will constitute a trip to the mound and possible ejection from the game at the discretion of the umpire.
3. Plays at Home Plate – Any runner is out when, if in the judgment of the umpire, the runner fails to avoid contact with any player covering home plate during a play (either prior to, during, or after the ball arrives from the field). The runner shall not be called out for any contact incurred during a feet first slide into the player covering home plate during a play at home plate. A runner is not automatically called out if they don't slide.
4. Teams are not allowed to chatter opposing batters during a pitch that may distract the batter or to pitchers when they wind-up or delivery. After second warning, the umpire may eject the Manager, coach or player from the game.



General Rules - continued

These general rules apply to AA, AAA and Majors competitive divisions.

5. Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during the game in which they are engaged.
6. Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
7. When batters or base runners are retired, they must return promptly to the bench or the dugout.
8. Scorekeepers should announce pitch counts after each full inning and when it's determined a pitcher has reached their maximum allowable pitch count.

POST GAME

1. Equipment and Dugouts – Managers of teams playing the last game of the day are responsible for securing all league equipment and removal of trash from the dugouts.

PROTESTS

1. Pitch count violations are not "protest able" following the end of a game. It is the responsibility of all involved to make sure we care for the pitcher's arm. In case of violation – game is resumed immediately from infraction point.

TIE BREAKERS

1. Tie Breaker Protocol – If two teams are tied in the final standings, head-to-head competitions will be used as a tiebreaker. If the two teams remain tied, for purposes of league standings and trophies, the teams will remain tied. The remaining tie breaking procedures will be used to determine tournament seeding and drafting position for the following year.
 - a) Head to head competition
 - b) Won-Loss record against the top teams in their order of finish
 - c) Won-Loss record against the remainder of the teams in their order of finish
 - d) One game playoff between the two teams tied for one remaining playoff spot
 - e) Coin tosses for seeding purposes only



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General Rules - continued

These general rules apply to AA, AAA and Majors competitive divisions.

In the event of a tie between any of the top four finishers (playoff contenders) from league play the tiebreaker protocol will follow the format depicted above through C. If such teams remain tied after the protocol waterfall is exhausted a coin toss will determine playoff seeding. The winner of the coin toss will have the option of home advantage and the seed or drafting position in the subsequent year. The draft position selected will remain the drafting position for that team throughout the entire subsequent year's draft. Trophies will be awarded to the tied teams for the regular season in the position of finish (i.e. if there is a perfect tie for first place all players on both teams will be awarded first place trophies)



Majors Rules

These local rules apply to all Major regular season games.

AGE REQUIREMENT

1. 9 year olds or younger are not eligible for the Majors
2. All 12-Year Olds will play in the Majors with the exception of safety concerns.

DRAFT

1. A three person panel will be assigned to evaluate option eligible players and seed them appropriately into draft.
2. 12-Year Olds will be evenly distributed between the eight teams. The number of 12's on each team will be based on the number of 12s returning to each team. The order in which will additional 12s beyond a number divisible by eight will be selected will be by the number of 12s returning to that team.
 - Example: If there is one additional 12 beyond a number divisible by eight, the team with the most 12s will be required to have the additional 12 added to their roster via the draft. This will continue until each of the teams have their allotted number of 12s assigned. If teams have the same number of 12s returning and an odd number of 12s, the team that will be assigned the additional 12 will be selected by a coin toss.

The player ages ten through twelve, who were not previously a member of a major team, must attend at least 50% of the tryouts to be eligible to play in the majors during the current season.

3. Player Call-up – If a Majors player is absent for 1/3 of the season, a player must be called up from AAA. If the player If the player that misses the games returns to the team, the team will play with 13 players with approval from Little League. No player will be brought up from the AAA after the 13th game of the AAA season. See Appendix B

RESCHEDULED GAMES

1. Suspended or Rained Out Games – Suspended or rained out games will be rescheduled to be played on the next available Friday. If there are more than one canceled or suspended games during the week, then the games will be played on successive Fridays in the same order that they were originally scheduled.



Majors Rules - continued

These local rules apply to all Major regular season games.

2. Rescheduling Games prior to season – Once the schedule is released to the managers, which will be within 48 hours of the Major Draft, each manager has two weeks to alert the Majors Coordinator of possible conflicts. After the two weeks, the Major Coordinator will release the Final Schedule. This schedule is then final.

PREGAME

1. Pre Game Warm Up – The visiting team shall take the field 25 minutes prior to game and warm up for a period not to exceed 10 minutes. The home team may warm up 15 minutes prior to game not to exceed 10 minutes at which time the umpires will call the start of the game. The board member on duty will control the start time of games and resolve any warm-up disputes.

GAMETIME

1. Bat Throwing – If a player throws his bat while at bat or otherwise, he will be warned. A second occurrence will result in the player being benched for that game. If the umpire deems that the player threw the bat on purpose, the player may be ejected from the game immediately.
2. Minimum playing time - Each player in the Majors Division must play for nine defensive outs (3 innings), and have one at bat. The only exception to this rule is when the home team is ahead after 5 ½ innings or called games. Playing time can be reduced to 2 innings for actions detrimental to the team, but only after submitting in writing the reason for the reduction to the Division Coordinator and approved by the Player Agent and Division Coordinator. Managers must make an effort to allow players to receive one at-bat during a game. Players that don't received an at-bat during a game (for any reason), must play the first 3 innings of the next scheduled game.



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Majors Rules - continued

These local rules apply to all Major regular season games.

3. Time Limits – Only the weather and available daylight will limit weekday games. Weekend games will be limited to 2 and ½ hours, although the last game shall be limited only by daylight as decided by an on duty Board Member. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The Official Scorekeeper must document the start time of each game

ALL STAR MANAGER

1. Starting with the Manager of the first place team and working down the team standings, each Manager will select an All Star team to manage. Once the Manager is announced, the Manager can determine their coaching staff.



AAA Rules

These local rules apply to all AAA regular season games.

AGE REQUIREMENT

1. It's recommended that 8 year olds or younger are not eligible for AAA

DRAFT

1. A 3 person panel will be assigned to evaluate option eligible players & seed them appropriately into draft.
2. Coach's Option - is determined and voted by the AAA Managers before tryouts. Coaches selected by the "Coach's Option" must participate in most practices and games. Failure to participate, the situation will be reviewed by the Board of Directors.
3. In Season Major League Draft – When an AAA player is drafted into majors, the AAA team needing a player will follow the attached San Mateo National Little League Procedure for AAA Promotion. However, should the AAA player refuse a draft by a Major League Team during the season, that player will be ineligible for the Majors for the balance of the season and ineligible for any All-Star team during the season. No player may be drafted after 70% of the AAA season has been completed.

RESCHEDULED GAMES

1. Suspended or Rained Out Games – Will be rescheduled for the next available Friday. If there is more than one game suspended or postponed during a week (Saturday through Thursday), the games will be made up in the same order in which they were originally scheduled. Any suspended or postponed games that are not played before the final regularly scheduled season game, the teams will receive a tie in the standings.



AAA Rules - continued

These local rules apply to all AAA regular season games.

PREGAME

1. Home teams shall provide an Official Scorekeeper.
2. The Batting Order – will be the entire team roster. Managers shall establish and submit a batting order to the official scorer (to be provided by the home team) and to the opposing manager before each game. All batters will bat in order, with no changes allowed in that order.

GAMETIME

1. Minimum Playing Time – Each player must participate in each game for a minimum of nine defensive outs. There is free substitution, and players once removed from the game may re-enter. However, no defensive substitutions will be allowed in the middle of the inning except pitching changes or substitution due to injury. If a manager abuses this rule and limits player from playing under the allotted innings required (with the exception of a 5 inning games or called games) the manager may be suspended for 1 game.
2. Time Limits – Only the weather and available daylight will limit weekday games. Weekend games will be limited to 2 and 15 minutes, although the last game shall be limited only by daylight as decided by an on duty Board Member. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The Official Scorekeeper must document the start time of each game
3. Twelve-year-olds are not permitted to pitch. A player once removed as a pitcher, may not pitch again in the same game. Delivery of a single pitch constitutes having pitched an inning.
4. There is a 5 run limit except for the 6th inning or extra innings.
5. A game is over if a team is ahead by 10 or more runs after the end of the fifth inning.



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AAA Rules - continued

These local rules apply to all AAA regular season games.

ALL STAR MANAGER

1. The Manager of the team that's titled regular season champions will manage the AAA All Star team. Once the Manager is announced, the Manager can determine their coaching staff



AA Rules

These local rules apply to all AA regular season games. The new SMNLL AA system is being put in place to prepare our more advanced players for AAA type baseball while increasing their knowledge of the fundamentals of baseball at a more competitive level. This also allows us to focus more time and attention on increasing our developing players' skill set within a fun and supported environment.

DRAFT

1. Roster size is 12 players

PREGAME

1. A 10' diameter Pitcher's Circle will be drawn around the pitcher's mound

GAMETIME

1. Time Limits – Games will be limited to 1 hour and 45 minutes. No new inning will start after 1 hour and 30 minutes. A new inning starts at the moment the third out is made completing the preceding completed inning. The Official Scorekeeper must document the start time of each game
2. Score will be kept by the Home team who will write down & confirm start time
3. Coach pitching will occur in the first HALF of the season. Coach Pitchers will be the offensive team and cannot coach the batter and will throw a maximum of 7 pitches to a batter unless the 7th pitch (and beyond) is fouled off. Strikeouts apply
4. The batter starts with a 0-0 count during Coach Pitch
5. Kid pitching will begin during the 6th week of the season (Weeks 1 through 5 is all Coach Pitch).
6. When kid pitching begins, batter starts with a 1-1 count.
7. 9 players will be on defense. Must have a minimum of 8 players to play with penalty.
8. Every player must play a minimum of 4 innings on defense.
9. Continuous batting order will apply.
10. No stealing, bunting, infield fly rule, curve balls.
11. Outfielders must play at least 10 feet back off the edge of the infield.
12. Kid Pitcher must throw from the pitcher's rubber as must the Coach Pitcher.
13. A batted ball that hits the Coach Pitcher is a live ball.
14. Play is stopped when the ball is returned to the Kid Pitcher with both feet inside the Pitcher's Circle and the Kid Pitcher must have control of the ball. Umpire will make an assessment.



AA Rules - continued

15. A half-way line will be drawn between 1st and 2nd, 2nd and 3rd, and 3rd and Home Plate. Umpires will make an assessment at the time that the ball was delivered to the Kid Pitcher if runner crossed the half-way line. The defensive team is free to make plays on runners but once the ball reaches the Kid Pitcher who has both feet inside the Pitcher's Circle and control of the ball, the play is dead , period. In the event a Kid Pitcher fields a batted ball inside the Pitcher's Circle and shows intent to make a play on a runner, the ball will not be considered dead. Umpires assessment of intent applies.
16. There is a 3 out or 5-run rule per inning except in the last inning (unlimited runs allowed in the last inning)
17. If the Coach Pitcher hits a batter, it is a dead ball and considered a ball unless it is the Coach Pitcher's 7th pitch or 3rd pitch (or beyond) at which point this is considered a looking strikeout and the batter is out.
18. During any Coach Pitch, the Kid Pitcher must stand anywhere behind the Coach Pitcher in the circle with a clear view of the batter.
19. Kid Pitcher gets to throw 4 pitches to the batter unless the 4th pitch is fouled off.
20. Warning: Pitch count rules apply to all ages. Check your LL rules for age related pitch count.
21. A game is over if a team is ahead by 10 or more runs after the end of the fifth inning
22. No protests will be honored past the end of a game.



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Appendix A

Summary of Current SMNLL Major Division Draft Option Policy

Major Draft Option policy:

A three person panel will be chosen by the Division Coordinator and League President. The panel will evaluate option eligible players during the tryouts. The panel will then seed the players appropriately into the draft. The team Manager affected by the player option may exercise this option prior to the draft. If the Manager does not exercise the option, the player can be drafted by any team in any round.



Appendix B

Procedures for AAA Promotion to Majors

Pre-Season Promotions:

Occasionally, subsequent to the major draft and prior to (or concurrent with) the AAA draft a player may decline to play in the league. When such a situation arises, it is the responsibility of the affected major manager to notify the player agent no later than 24 hours after learning of the potential withdrawal from the league and to provide the player agent with the names of five alternative player candidates listed in order of preference. It is then the player agent's responsibility to notify the AAA coordinator as soon as possible thereafter such that the AAA coordinator can inform the respective AAA managers regarding the potential loss of a player candidate. If the affected major manager fails to notify the player agent within 24 hours of learning of the potential for a withdrawal from the league, the affected major manager will be suspended from the league.

Mid-Season Promotions:

1. Immediately upon learning of a player vacancy, the Player Agent shall compile a list of AAA players eligible for promotion to the majors ("eligible list"). The Player Agent shall promptly provide the eligible list to the major manager with the player vacancy.
2. Within one week of the receipt of the eligible list, the major manager must provide the Player Agent with a written roster identifying five choices for promotion listed in order of preference. The deadline for the major manager's timely submission of the promotion roster to the Player Agent shall be in writing, specifying the time and date the roster is due.
3. As soon as possible, the Player Agent will arrange a face-to-face meeting with at least one parent of the first player selected by the major manager.
4. The selected player will have 72 hours from the meeting with the Player Agent to accept the promotion ("decision period"). Failure to timely accept promotion will result in the elected player's loss of all-star eligibility and any future promotion during the current season. The Player Agent will notify the major manager of the player's decision. Once a selected player does not accept the promotion, the Player Agent will promptly repeat the promotion process with the next candidate selected by the major manager.
5. In the event that the first three candidates do not accept promotion, the major manager should begin preparation of another list of five candidates. The next list shall be provided to the Player Agent, no later than the end of the decision period for the fourth candidate.
6. In the event a major manager fails to timely provide the Player Agent with a roster of candidates, the Player Agent shall use his own discretion to select an AAA player for promotion from the eligible list. All applicable AAA promotion rules will still apply. If the candidate selected by the Player Agent does not accept promotion, the Player Agent shall continue to use his discretion in the election of additional candidates until the major manager provides the Player Agent with a written roster of candidates (Rule 2). The Player Agent will not use any tardy roster submitted by a major manager until the current candidate does not accept the promotion.
7. The local "six player of any age group" rule shall be waived as to 12 year olds for the purposes of promotion.
8. There shall be no contact between the major manager and the AAA prospect for promotion or his/her parents. All contacts must be through the Player Agent. The AAA manager should be notified immediately after one of his players accepts a promotion. If a manager contacts a prospect, he or she loses the right to that player.



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Appendix C
PITCH COUNT LOG

DIVISION: _____ **GAME #:** _____

DATE: _____

TIME: _____

HOME TEAM: _____

VISITING TEAM: _____

INNING	PITCHER (NAME / NUMBER)	# OF PITCHES
1		
2		
3		
4		
5		
6		
7		

INNING	PITCHER (NAME / NUMBER)	# OF PITCHES
1		
2		
3		
4		
5		
6		
7		

GAME TOTAL

PITCHER	# OF PITCHES

GAME TOTAL

PITCHER	# OF PITCHES

Official Scorer: _____



Appendix D
2010 Pitching Rules

Regular Season Pitching Rules - Baseball

VI - PITCHERS

- (a) Any player on a regular season team may pitch.
(NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher. Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- (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

- 17-18 105 pitches per day
- 13 -16 95 pitches per day
- 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.



Regular Season Pitching Rules - continued

- (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.
- (e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- (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.
- (g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- (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.



Regular Season Pitching Rules - continued

(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. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.



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2010 Local Rules
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THESE RULES ARE IN ADDITION TO THOSE CONTAINED IN THE OFFICIAL LITTLE LEAGUE RULEBOOK.

Regular Season Pitching Rules - continued

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.