

MANAGER'S HANDBOOK FOR ALL Baseball PLAYER DIVISIONS (excluding tee-ball)

Board approved 02-01-2017

Coach Pitch (Single-A) Rules

Coach Pitch (Single-A) Standing Rules for BLSLL

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Home team
 - a. Receives third base dugout.
 - b. Prepares (drags, chinks, fence) the field for play.
 - c. Makes determination of rain outs due to field conditions(contact away coach)
 - d. Keeps the official scorebook.
2. Away team
 - a. Puts all of the equipment away at the end of the game and secures the field.
3. Each offensive team shall be limited to 5 runs per inning or 3 outs, whichever occurs first.
4. Length of game should be no less than four innings. Upon completing four innings, a new inning shall not start after 1 hour 15 minutes. All play will end at 1 hour 45 minutes, regardless of outcome.
5. Mercy rules for runs scored are not applicable, but no team shall bat any player more than once per inning.
6. No record of game result will be kept.
7. The entire team roster present at the game will be in the batting order. After batting order is established, a player may only be skipped due to injury, without recording an out for injured batter. Players that show up late will be added to end of batting order in current or most recent completed inning.
8. No special pinch runners
9. Bunting is not allowed.
10. No on-deck batters.
11. No runner may steal a base.
12. Coaches may be in the outfield and instruct defensive players to make appropriate plays.
13. When the ball is hit to the infield, the infield defense may make one play to the appropriate base, at which point play is halted. There will be no runner advancement on overthrows or inappropriate plays. Runners may advance at risk to the next base (if over halfway to the next base at time play was halted), and upon reaching base or being put out all remaining play stops.
14. When the ball is hit to the outfield, a runner may continue advancing to the next base until the ball is secured by an infield player, infield player should raise hands when he has the ball, at which point the play will halt. A runner may continue at risk to the next base if more than half the distance to next base at the point the play was halted. Upon runner reaching base or being put out all remaining play stops.
15. Defense shall consist of ten (10) players. All ten (10) defensive players shall be positioned in the location where that position is traditionally played: Four outfielders (left, left center,

right center, right), four infielders (first base, second base, third base, shortstop), one pitcher and one catcher.

16. Recommend coaches pitch from a kneeling position to train batters to learn to see pitch from anticipated pitcher height in subsequent years. **Recommended, but not required.** Consider your safety always.
17. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks.

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.

Kid Pitch (AA) Rules

Kid Pitch (AA) Standing Rules for BLSLL

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Code of Conduct
 - a. Coaches are responsible for their team's players, parents and spectators conduct at all times.
2. Home team
 - a. Receives third base dugout.
 - b. Prepares (drags, chinks, fence) the field for play. Pitching mound may be used if available, but not required.
 - c. Responsible for reporting scores and keeping pitch counts.
 - d. Keeps the official scorebook.
 - e. Makes determination of rain outs due to field conditions with away team Manager. Contact UIC to ensure umpires are notified.
3. Away team
 - a. Puts all of the equipment away at the end of the game and secures the field.
 - b. Makes determination of rain outs due to field conditions with home team Manager. Contact UIC to ensure umpires are notified.
4. The entire team roster present at the game will be in the batting order. After batting order is established, a player may only be skipped due to injury, without recording an out for injured batter. Players that show up late will be added to end of batting order in current or most recent completed inning.
5. Playing time is based on a six-inning game.
 - a. All players must play a minimum four (4) defensive innings and each player must play at least two (2) innings in each of the first four innings. Rationale – Game could end early due to mercy rule, intent is to get all players on defense before any game ends.
 - b. All players must play at least one (1) inning in the infield (pitchers and catchers are considered infield).
 - c. All players must play in an outfield position for at least one (1) inning.
 - d. No player is allowed to play catcher more than two(2) innings.
 - e. Pitchers – See 12 below “ Special Pitching Rules”
6. Length of game
 - a. Limited to six innings regardless of outcome, except in playoffs.
 - b. A new inning cannot start after 1 hour 30 minutes, games will end at 1 hour and 45 minutes unless in playoffs and game is tied.
 - c. Mercy rules do apply and may end game, as applicable.
 - d. A five run inning maximum is enforced.
 - e. There will be no unlimited run inning.
7. Mandatory Play

- a. 9 is the minimum number of players that are required to play a game. Game will be attempted to be made up if possible.
8. Equipment.
 - a. Only Little League approved bats with barrels under 2 ¼ inches may be used. No big barrel bats. Regular baseballs are utilized and provided with other needed equipment by the League. Batters, runners, and catchers must wear protective helmets approved by Little League. Athletic cups are required to be worn.
 9. Defensive Rules.
 - a. Fielders may not block base paths without possession of the ball.
 - b. No balks will be called. Pitcher will be instructed and warned.
 - c. **Infield fly rule will NOT be called.**
 - d. The 46-foot pitching rubber is to be used for the entire season.
 - e. Ball is considered live until pitcher toes rubber or time is given by umpire.
 - f. All nine (9) defensive players shall be positioned in the location where that position is traditionally played: Three outfielders (left field, center field, right field), four infielders (first base, second base, third base, shortstop), one pitcher and one catcher.
 - g. **One base advanced on an overthrow of batted balls. Except over throws to 3rd.**
 10. Offensive Rules.
 - a. The entire roster is to bat.
 - b. Each offensive team shall be limited to 5 runs per inning or 3 outs, whichever occurs first.
 - c. Stealing is allowed. No leading off of any base. **There is no stealing of home.**
 - d. The base runner may not leave the base until a pitched ball has passed home plate. **All passed balls and wild pitches are live. (Unless Manager/Coach is pitching)**
 - If a base runner leaves early, and;
 1. Is thrown out, the runner is out.
 2. Is safe, the runner must return to the previous base.
 3. The ball is hit, the defensive team has the option of the result of the play or a dead ball and base runner returns and hitter hits again.
 4. The ball is not hit, result of pitch (ball or strike) will count.
 - e. A baserunner may only steal **one** base per pitch regardless of throwing errors.
 - f. When baserunner is sliding to oncoming base, feet-first sliding is required.

- g. Head-first sliding is not permitted, unless returning to previous base. Base runner must be called out if sliding head first to oncoming base. It is the base runners' responsibility to avoid contact with the fielder that has the ball.
- h. No on-deck batter is allowed.
- i. The batter may not attempt to advance to first base on a dropped third strike.
- j. Bunting is permitted.

11. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks. (I will be checking)

12. Important dates - Special Pitching rules.

Start of regular season - April 3rd until May 1st (last day April 30th).

Mid-season - May 1st until end of regular season May 30th.

Playoff Tournament May 31st – June 7th – Playoff Tournament.

Start of regular season April 3rd - May 1st (Last day April 30th)

- a. On all ball four counts the batting team's Manager or Assistant coach comes in to Pitch the remaining count. The at bat can only result in batter striking out or putting ball in play.
- b. Only the Manager of the batter (or designated assistant coach) can be the pitcher. No parents or others are allowed to pitch.
- c. When the preceding rule is in effect, the opposing pitcher will start play near pitcher mound and can field a hit. (Never behind the Manager/Coach pitcher.
- d. Pitches by Manager/coach do not count towards the total of opposing pitcher pitch counts
- e. Manager/Coach pitcher can pitch as far as 5 feet ahead of the pitching rubber if needed. Pitches should be over hand NEVER underhand.
- f. Please throw straight with a little speed on pitches. No lobbing of the ball. Lobbing does not help the players get better and prepare for them for what they will see in the future.
- g. No stealing is allowed when Manager/ Coach is pitching.

Mid- Season - May 1st until end of Regular season May 30th

- a. On all bases loaded ball four counts batting team's Manager or Assistant coach will come into pitch the remaining count. So there will be base on balls unless bases are loaded.
- b. through g. remain the same.

Playoff Tournament – May 31st through June 7th

- a. No Manager/Coach Pitch at all. There will be base on balls and bases loaded base on balls.
- b. through g. no longer apply.

13. Pitching.

- a. Pitch count limitations and mandatory days of rest are observed for all players.

April 3rd to May 1st (last day April 30th) No pitcher can throw more than 2 innings or past pitch count limit whichever comes first.

May 1st to May 30th No pitcher can throw more than 3 innings or past pitch count limit whichever comes first.

May 31st to June 7th (Playoff Tournament) No inning restriction. Pitch count limits apply.

- b. Managers of both teams and corresponding coaches are mutually responsible to track pitch counts and ensure rules are followed. **Pitch counts are to be sent in to scheduler for recording** with final score after each game. These counts will be available on the standings page.
- c. Failure to take action upon known violation of pitch count rules or observing required days of rest by any Manager or assistant may result in Manager suspension. It is ALL our job to ensure no kids arms are abused.

14. There will be **no** warming up or taking infield on the infield while fields are being prepped or after field is prepped before a game. (Common sense but here it is in writing.)

15. All-star players may be subject to ALL Star Manager roster considerations.

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.

UMPIRING - to keep BLS Little League costs down we are requiring each team's manager and coaching staff to umpire some games. Amount of games is yet to be determined per team. There will be an Umpiring website set up for managers and coaches to sign up for games. You are not to umpire a game that you coach or manage in. Example AA coaches or Managers can't umpire in AA games. There will be an umpiring clinic at a yet to be determined date.

Minors' Rules

Minors Standing Rules for BLSLL

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Code of Conduct
 - a. Coaches are responsible for their team's players, parents, and spectators conduct at all times.
2. Home team
 - a. Receives third base dugout.
 - b. Prepares (drags, chalks, fence) the field for play. Pitching mound use is preferred, but not required. Home team makes final determination on use of pitching mound.
 - c. Makes determination of rain outs due to field conditions with away team Manager. Reasonable efforts are expected to make field playable. Contact UIC if game is rained out so umpire is notified.
 - d. Responsible for reporting scores and keeping pitch counts.
 - e. Keeps the official scorebook.
3. Away team
 - a. Puts all of the equipment away at the end of the game and secures the field.
 - b. Makes determination with home team Manager of rain out due to field conditions. Reasonable efforts are expected to make field playable.
4. There will be a 1-9 batting order observed regardless of count of players on team.
5. Each player must play a minimum of **six consecutive defensive outs, two innings** total, based on a six inning game. **Each player must have an at bat.**
6. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks.
7. No new inning after 1 hour and 45 minutes.
8. There is a **5 run inning rule.**
9. **Unlimited runs can only be scored in last inning if it is the 6th or announced last inning by the umpire.**

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.

Majors' Rules

Majors Standing Rules for BLSLL

All official Little League rules are applicable except where exception by local rules are outlined, as follows,

1. Code of Conduct
 - a. Coaches are responsible for their team's players, parents and spectators conduct at all times.
2. Home team
 - a. Receives third base dugout.
 - b. Prepares (drags, chalks, fence) the field for play.
 - c. Makes determination of rain outs due to field conditions with **Away** team manager. Contact UIC so umpires can be notified.
 - d. Responsible for reporting scores and keeping pitch counts.
 - e. Keeps the official scorebook.
3. Away team
 - a. Puts all of the equipment away at the end of the game and secures the field.
 - b. Makes determination of rain outs due to field conditions with **Home** team manager.
4. A 1-9 batting order must be observed .
5. Each player must play a minimum of **six consecutive defensive outs.**
6. Each **player must have an at bat.**
7. Managers are accountable to ensure coaches, assistants, or other volunteers have submitted and approved background checks.
8. There is **no run rule per inning.**
9. There is no time limit.

For any consideration of subjectivity or application of rules, please see Manager or Player Agent for any questions.