Little League Baseball Rules – Summary

Note: This is intended to be a helpful guide to know the basic rules of BRHLL Baseball for AAA and Major Boys. It does not replace the official Little League rulebook. Any rules listed in this summary that are in conflict with the rulebook, EXCEPT LOCAL BRHLL RULES APPROVED BY THE BRHLL BOARD OF DIRECTORS, will be overridden by the rulebook. During interleague games or post-season, All-Star tournaments, local BRHLL rules will not apply.

Note: These rules do not necessarily apply to BRHLL “Rookies” or “Minors”.

Safety
1. Only the batter in the batter’s box (or going to/from the dugout to bat) may have a bat in his hand. No players allowed “on deck” and no players in dugout allowed to have bat in their hands.
2. Pitchers warming up must have a catcher with a catcher’s mask and a protector player who is facing the game and wearing a helmet and ball glove.
3. All catchers must wear athletic supporters with a protective cup (Ask coaches if catchers are properly protected)
4. All catchers masks must have a dangling throat protector on mask.
5. Only the first batter of an inning may be outside the dugout with a bat in hand and only in front of his dugout.
6. It is the coaches’ responsibility to make sure team/players are properly equipped.

General
1. No Jewelry of any kind is allowed. Coaches should check before game. Umpires will ask it to be removed.
3. Parents should not be up against or near backstop coaching players during game.
4. Injured, sick or ejected players
   a. If leaving game while on base, the player that made the last out that inning, scored the last run that inning (whichever is more recent) or the last out the previous inning would take the position on base.
   b. If leaving game in the middle of an at-bat; the batter/runner who made the most recent out that inning or who scored the most recent run that inning (whichever happened most recently) would take the batter’s position and would assume the count; if no outs or runs scored that inning, player removed would be replaced by player that made the last out in the prior inning.
   c. For all future at bats, the position is merely skipped over. Not automatic out.

   However, a BRHLL roster must have 8 active players to continue. If roster has 8, an automatic out will be registered for the open player slot in the batting order.

5. BRHLL discourages chanting of all types during games. Players should instead focus their communication on the number of outs, the play to be made, and the encouragement of their fellow players. Softball cheers that are positive and directed towards their own team are acceptable. Any negative chatter will be issued a warning.
Game Rules (Local BRHLL Rules in Italic)

1. **Duration**: No time limit for Major Boys games. AAA boys may not start an inning after 1 hour 45 minutes from the declared start time.
   a. Note: If game is tied, new inning may start after 1:45.
   b. Note: Inning “starts” when last inning ended.

2. Games may not be started with less than nine (9) players on each team and at least one adult manager in the dugout. Games may not be continued with fewer than 9 players on each team. Note: BRHLL will allow games to start and continue with 8 players. The open spot in the batting lineup will be an automatic out. If fewer than 8 players are available, that team will forfeit.

3. **AAA Boys** have a 5 run per inning limit except the last inning or later (“last inning” defined as the 6th inning or later)

4. AAA boys half inning will also end if the entire batting order has batted in that half inning. This pertains to ALL innings.

5. There is no 10-run mercy rule in AAA or Major Boys baseball.

6. BRHLL has a requirement for AAA and Majors that every player must not play in the field less than 4 innings (4 half-innings on defense).
   a. Umpire interpretation: A half-inning is comprised of 3 outs. Player must be in a defensive position while 12 outs are made.
   b. BRHLL uses continuous batting order. All players on game roster will bat.
   c. Note: Little League official rules require that substitutes must play a minimum of one “at bat” and 6 consecutive “outs”
      c.i. “At bat” is defined as starting the batting position with no count.
      c.ii. Substitute player may not be removed before he has completed the mandatory minimum play.
   d. BRHLL allows free substitution throughout game as long as minimum playing time is maintained. (Note: Pitchers substituted may not re-enter as pitcher).
   e. BRHLL minimum play requirement will be the rule during the BRHLL Season including BRHLL tournament play.
   f. Penalty if minimum play is not upheld by manager:
      f.i. The player not playing the minimum will start the next game and will play the minimum in the new game PLUS will play the minimum not completed in the previous game
      f.ii. First offense: Manager gets a written warning
      f.iii. Second offense: Manager is suspended one game
      f.iv. Third offense: Manager is suspended for remainder of the season
      f.v. No forfeiture is invoked for the disputed game.

7. **Regulation game**: 
   a. 3 1/2 innings if called due to weather or darkness and home team is leading.
   b. 4 innings if called due to weather or darkness and either team is leading.
   c. Games suspended before they become regulation game but after one or more innings will be resumed exactly where left off (all stats still count).
   d. Games suspended after 4 or more innings that are tied at the end of the most recently completed inning will be resumed exactly where left off.
   e. Only the winning run will count toward final score
      e.i. Exception: Home runs to win game will count all runs scored
8. Incomplete innings:
   a. Games suspended before the first inning is complete will resume as if the game had never been played. All stats will be erased.
   b. Games suspended before they become regulation game but after one or more innings will be resumed exactly where left off (all stats still count; pitch count rules apply)
   c. Games suspended after they become a regulation game but in the middle of an inning, score will revert to the end of the previously completed inning when:
      c.i. Visiting team scores one or more runs to tie score or take lead in the incomplete inning and home team does not finish its half of the inning and does not tie score or take lead
      c.ii. As noted above, if previous inning ended in a tie, game will continue exactly where left off.

Examples:
- Score is tied after 4 (regulation game). Top of the 5th, Visitors score 2 runs. Game is suspended. Since game is tied at previous inning completed, game will resume in top of 5th at exactly the point where left off.
- Score is tied after 2 innings (not a regulation game yet). Top of 3rd, Visitors score 2 runs. Game is suspended. Game will resume at exactly where left off.
- Home team is up after 4 innings (regulation game). Top of 5th, Visitors score runs to either tie or take the lead. Game is suspended before Home team has chance to complete its half of the 5th inning. Game reverts to end of 4th inning. Home team wins.
- Visitors are leading after 4 innings. Home team takes the lead in the bottom of the 5th. Game called due to darkness before Home team completes 3 outs. Complete game. Home team wins.

9. Weather
   a. Umpire is the sole judge (with input from Officers of the Day) of whether to suspend a game for weather or darkness
   b. Games may not be called for at least 30 minutes after play has been suspended.
   c. Lightning requires a minimum of 30 minute wait after most recent sighting.

10. Umpires may not forfeit a game due to fans. Controlling fans is the local board’s responsibility.

11. Play is LIVE until umpires call “TIME” or “TIME OUT.” Coaches and players should not assume a timeout is in place without asking an Umpire. Coaches that enter playing field while play is live are at risk of being called for interference.

12. All defensive players, except catcher, must be in fair territory for start of each play.

Coaching
1. Two base coaches are allowed – one at first base and one at third base
2. There must be one adult manager/coach in the dugout at all times
3. Base coaches may be players in uniform with helmet on
4. Base coaches must remain in coach’s box. Leaving box could be called, “interference.”
5. Coaches ejected from a game must leave game site are also ineligible to coach at the next game.
6. No more than three (3) adults in the dugout during the game.
7. Coaches/Adults are not allowed to warm up pitchers between innings

**Pitcher**
1. 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.
   a. An inning would include one pitch.
2. A pitcher, once removed from the mound, cannot return as a pitcher.
3. A pitcher that has thrown 41 or more pitches in a game cannot play the position of catcher for the remainder of the calendar day.
4. May not wear sweat bands on arm, or wrist
5. May not wear long sleeve white shirt under uniform.
6. May wear a batting glove under ball glove but it may not be white, gray, or optic yellow
7. Ball glove may not be a white or very light color that could be deemed distracting to batter
8. Pitch may be declared an “illegal pitch” if pitcher throws a quick pitch – before batter is ready. This would be a “ball” and counts against pitch count.
9. Pitch may be declared an “illegal pitch” if pitcher motions to throw home but does not release the ball;
   a. If runners on base, pitch is considered a “ball;”
   b. If no runners on base, play resumes with no penalty.
10. Pitchers that intentionally damage a ball will be removed from the pitching position immediately.
11. Only players may warm-up pitchers.
12. Warm-up time: 8 pitches or one-minute, whichever happens first.
13. Illegal pitches will be called “balls” if runners are on base. No call if bases empty.
14. A coach is allowed two visits to the mound for the same pitcher. On the third visit, the pitcher must be removed. A coach is prohibited from making three visits during the same batter’s at bat.

**Pitch Limits/Rules**
1. Age 11-12 Maximum: 85 pitches per day
2. Age 9-10 Maximum: 75 pitches per day
3. Age 8 Maximum: 50 pitches per day

Note: If pitcher reaches maximum limit while facing batter, pitcher may continue to pitch to same batter until:
   a.i.a) Batter reaches base safely;
   a.i.b) Batter is put out;
   a.i.c) Third out of inning is completed.

**Pitcher Rest Requirements (Under age 14)**
1. 66 or more pitches in a game, four (4) calendar days rest required (that’s 4 calendar days of rest before he can pitch the next game)
a. Example: 85 pitches on Monday; Rests on Tuesday thru Friday; can pitch on Saturday
2. 51 -65 pitches in a game: three (3) calendar days rest required
3. 36-50 pitches in a game: two (2) calendar days rest required
4. 21-35 pitches in a game: one (1) calendar day rest required
5. 1-20 pitches in a game: zero (0) calendar days rest required
6. Note: if less than one full inning is completed, all records, including pitch count are disregarded.
7. Violation of this rule: game may be protested
8. Player may not pitch in more than one game in one day

Note: Effective 2013, there is an exception to the rest requirement. If pitcher reaches a rest threshold while facing a batter, pitcher may continue with that batter until:
   a) Batter reaches base safely;
   b) Batter is put out;
   c) Third out of inning is completed.
If pitcher does not pitch to subsequent batter, pitcher will only be charged with rest requirement as of the first pitch for that batter. (This rule does not apply to catchers).

**Bats**
1. May not exceed 33 inches in length
2. May not exceed 2 1/4 inches in diameter
3. Non-wood bats must have BPF 1.15 or lower rating permanently affixed on bat (stickers not allowed)
4. Composite barrel bats are prohibited UNLESS specifically noted as approved by [www.littleleague.org](http://www.littleleague.org)
5. Illegal Bat Penalties:
   a. Bat is immediately removed from play upon discovery.
   b. If batter enters batter’s box with one or both feet entirely on the ground with an illegal bat or is discovered to have used an illegal bat prior to next player entering the batter’s box:
      b.i. Batter is “out”;
      b.ii. Defensive manager may advise plate umpire to accept penalty or decline penalty and accept result of play (must be made immediately at end of play);
      b.iii. First violation: offensive team loses one eligible adult base coach for remainder of game;
      b.iv. Second violation: manager of violating team is ejected;
      b.v. Subsequent violations: substitute manager is ejected.
   b.vi. Note: in tournament play, both batter and manager are immediately ejected and loss of one adult base coach is enforced.

**Batter**
1. Batting out of turn:
a. The proper batter may take a position in the batter’s box at anytime prior to the improper batter becoming a runner, or being put out. Proper batter inherits the improper batter’s count.
b. If improper batter becomes a runner or is put out and the defensive team successfully appeals to the umpire before next pitch is thrown, the proper batter is called “out,” and the next proper batter is the batter that followed the proper batter in the official lineup.
   b.i. Example: If batter #4 bats in #3’s place,
      b.i.1. Batter #3 can come in before at bat is completed and inherits the count
      b.i.2. If batter #4 gets a hit, defense may appeal. Batter #3 is “out” and batter #4 comes to the plate again.
      b.i.3. If batter #4 gets an out, defense can accept out (batter #5 becomes the next proper batter) or defense can appeal (batter #3 is out) and batter #4 bats again.
      b.i.4. If batter #4 bats in place of proper batter #2 –
         b.i.4.a. If successfully appealed, batter #2 is out and batter #3 becomes proper batter
         b.i.4.b. If not discovered until after next pitch or play, batter #5 becomes the next proper batter (batter #3 will have lost his/her turn)
c. When improper batter becomes a runner or is put out and a pitch is made to next batter, the improper batter thereby becomes legal. And the next proper batter is the batter that followed the improper batter in the order.
d. Note: runners advancing on a stolen base or scoring on a wild pitch (while improper batter is at bat) - such advances are legal.

2. Batter will receive a warning the first time a bat is thrown. He will be called “out” each successive occurrence thereafter in the game. (This is a local rule. LL has no rule that it’s an out.) Little League rule: If this is a safety issue or unsportsmanlike conduct, player may be removed on 2nd event, after warning issued on first event. Substitute player takes batter/runner’s position. No automatic out is awarded for this removed batter’s position in the batting order.

3. Batter is awarded first base for “hit by pitch” when pitched ball strikes any part of batter’s body or clothing. Batter must make an effort to get out of way of pitch. Umpire should use judgment for fast pitches or little kids who may freeze. In such cases, first base should be awarded.
   a. This includes bounced pitches
   b. This includes pitches that brush the jersey or pants
   c. This includes pitches that strike the hands on the bat (when not swinging). Hands are part of the body (not the bat).
   d. Exceptions:
      d.i. If batter swings and ball hits batter, it’s a “strike”
      d.ii. If pitch hits batter but pitch was in the strike zone, it’s a “strike”
      d.iii. If, in umpire’s judgment, batter makes no attempt to get out of the way, it’s simply a “ball”
4. Holding bat in bunt position in strike zone is not an automatic “strike.” Pitch must be a called “strike” or batter must attempt to bunt the ball.

5. A batter is out if
   a. He hits the ball (fair or foul) with one or more feet outside of the batter’s box;
      a.i. This is only an out if batter strikes the ball. If he/she swings and misses, it’s a “strike” even if one or more feet are out of the batter’s box.
   b. He bunts foul on the third strike

6. Dropped 3rd Strike is a live ball. Batter must be tagged or a play made at 1st base (or home plate if bases are loaded when batter was at plate. This rule applies to Major Boys only.

7. Base on Balls – the ball is live. Do not call time out until runners have completed their advance to all bases.

8. Batter should run to first base in area within three feet to right of baseline.

9. Batter/runner may safely overrun first base without being put out, unless runner is tagged while making an attempt for 2nd bases (umpire’s judgment).

Runner

1. Head first slides when advancing is an automatic out. May only head-first slide when returning to a base. Make sure that it was an intentional head-first slide and not a trip.

2. Batter/runner cannot be tagged out when overrunning first base if batter/runner immediately returns to first base and is not making an attempt for 2nd base. (Umpire judgment call).

3. Runners may not advance off a base before pitched ball “reaches batter”
   a. Delayed dead ball
   b. If runner is put “out” the out will stand. If “safe,” runner must return to previous base.
   c. If runner is forced to advanced by a hit, runner may not get more bases than batter/runner.
   d. If runner is not forced to run by batted ball, runner must return to farthest base back after the batter.
      d.i. For example: runner on 2nd; runner leaves early; batter hits double; runner will be sent back to 3rd. If batter only hits single, runner will go back to 2nd.
      d.ii. Example: runner on 2nd, leaves early, scores on single; runner returns to 2nd.
   e. Runner must not advance until pitched ball reaches batter
      e.i. Runner may advance on a wild pitch that does not cross the plate.
      e.ii. There is no “dropped ball” rule as in softball. Ball must reach batter or equivalent distance before runners may legally leave the base. If the runner leaves on a dropped ball, they may be put out or required to return to prior base if not put out.
   f. If runner leaves early on a bunt, no run shall be allowed to score.
      f.i. If bases loaded and batter reaches first base safely, all other runners advance except runner on third base. He/she is removed from play with no run and no out.
4. Runner who misses a base may return to touch that base before touching the next base. He may not return to the previous base once she has touched the next base. If caught on appeal, he will be “out.”
   a. Note: Umpire does not make any call if runner misses a base or home plate. Defensive team must appeal the play while play is live.
   b. Defensive team must call “Appeal – we don’t think player touched base or plate.” Catcher can tag runner or touch home plate. Pitcher must return to mound and from the pitcher’s plate, throw the ball to the base and defensive player should tag the base.
   c. Appeal must be made before the next pitch or next play.
5. Runner may be called out (on Appeal only) if failing to re-touch a base or leave base before a fly ball is caught. NOTE: if fielder one juggles the ball, runner may leave the base as soon as ball is touched by fielder.
6. Runner must slide or avoid tag. But if runner runs more than three feet out of the base path, runner is out (unless attempting to avoid interference). If runner runs into fielder with the ball and collision causes fielder to drop the ball, runner is “out.”
7. Runner may legally attempt to hurdle a fielder.
8. If two runners are tagged while occupying the same base –
   a. The lead runner is out if forced
   b. The lag runner is out if not forced
9. Runner may be granted (without risk of being put out):
   a. Three bases if fielder illegally touches batted ball in fair territory with cap or detached uniform or thrown glove
   b. Two bases if fielder illegally touches thrown ball in fair territory with cap or detached uniform or thrown glove
   c. One base if fielder illegally touches pitched ball with cap, mask, or detached uniform or thrown glove.
   d. Ball is live and runners may advance beyond bases grated at their own peril.

Calls at the Plate
(Generally the plate ump will have all fly ball calls, fair and foul, and balls and strikes plus calls at home plate. The base umps will have the calls on all the bases unless called off by the plate ump).

• You may ask for clarification. But the umpires’ calls will stand. Under no circumstances should a coach or parent or player argue with one of the kid umps.
• You cannot protest umpires’ judgment. You cannot protest the use of illegal equipment.

1. The following calls by umpires in indisputable and may not be challenged:
   a. “Safe” and “Out”
   b. “Fair” and “Foul”
   c. “Ball” and “Strike”
2. Strike Zone: Three dimensional space over home plate from the players armpits to the top of the knees. If pitch crosses this area over the plate it is a strike.
   a. Often to speed the game, umpires will widen the strike zone to approximately one ball width inside and one ball width outside the plate.
3. A batted ball hitting home plate before entering fair territory is fair ball.
4. The “foul” pole is in fair territory.
5. The “foul” line is a fair ball.
6. A batted ball hitting the batter outside the batter’s box in fair territory is an “out.”
7. A batted ball hitting the batter with at least one foot inside the batter’s box is a “foul” ball.
8. **Hit by Pitch** – player is awarded first base (unless he swings the bat). Play is dead.
   a. Hand is NOT part of the bat. If hand is hit, it’s a “hit by pitch” (Unless the batter is swinging the bat. Then it is a “strike.”
   b. Bounced pitches that hit the batter is a “hit by pitch” and batter is awarded first base. Dead ball.
   c. Exception: If a pitch hits the batter in the strike zone, it’s a “strike”
   d. Exception: Batter must make attempt to get out of the way. If he does not, it will be simply called a “ball” (This is an umpire’s judgment). (UIC Interpretation: you will get young players that freeze. Award the hit by pitch the first time, but advise the runner and his coach that next time, if they don’t make any attempt to get out of the way, it will be called a “ball” not a “hit by pitch.”
9. Bunt “strike” – batter must make an attempt to bunt the ball. The mere holding of the bat in the strike zone is not an attempted bunt. (Umpire’s judgment call). This is different in softball.
   e. A foul ball on a bunt with 2 strikes is an automatic out.
10. **Caught Fly Ball** or line drive is an “Out” - Plate umpire has the call whether any ball is caught or dropped – NOT the base ump. If the ball is dropped in the act of throwing (umpire judgment), this is still a catch. If the ball is juggled by one or more players and is caught before the ball hits the ground, this is an “out.” (See definition of “Catch” below)
11. “Foul Ball” vs. “Foul Tip”
   a. Foul ball – ball that settles in foul territory.
      e.i. A line drive that passes inside or over 1st or 3rd base but lands foul is a foul ball.
      e.ii. A caught foul ball is an out – regardless of how many strikes the batter has
      e.iii. Generally a caught foul ball must be a ball that is either a line drive or pop fly caught by a fielder or a batted ball over the batter’s head caught by the catcher.
   b. Foul Tip – a batted ball that goes sharply and directly from the bat to the catcher’s mitt and is legally caught. Play is live.
      a.i. It is not a “catch” if the ball first rebounds off the catcher, unless the ball hit the mitt first.
      a.ii. A foul tip caught with less than 2 strikes is simply a “strike” (runners may advance at their own risk; ball is live).
      a.iii. A foul tip that first strikes the catcher’s mitt or hand and is juggled and caught, is considered a catch (according to Central Region).
      a.iv. A foul tip that strikes any other part of the catcher and is juggled and caught is simply a “foul ball” and not an out – even if this occurred with 2 strikes on the batter.
      a.v. If the batted ball is not caught, it is a “foul ball” not a “foul tip” and play is dead.
12. Checked Swing. If plate umpire is blocked, he/she may ask base ump for clarification. A catcher may signal to the base umpire. But the base umpire’s call will only take effect if the plate umpire has asked for assistance.

13. Dropped 3rd Strike:
   a. If less than 2 outs, 1st base must be unoccupied (Note: If a runner steals on the pitch is the dropped third strike, 1st Base would still be considered “occupied” because it is defined as where runners were when pitcher started his motion).
   b. If 2 outs, batter may run to 1st Base even if base is occupied.
   c. If 2 outs, and runners on 1st, 1st and 2nd, or bases loaded, a dropped third strike leads to a force out. Fielders may simply touch the plate or first open base on a force out vs. tagging the batter or throwing the ball to 1st base to make the out.
   d. Regardless of what batter does, if runners run (even if they are not forced to) on a dropped third strike (with any outs) or catcher throws the ball, the play is live and runners could be put out on the base paths.

14. Intentional dropped ball by infielder with runners on 1st, 1st and 2nd, 1st and 3rd, or bases loaded:
   a. Batter is out.
   b. Automatic dead ball.
   c. Runners may not advance
   d. Exception: If infielder allows ball to drop untouched, batter is not out automatically unless “Infield Fly” applies.

General Calls:
1. On any Interference call, except umpire interference which is delayed dead ball, the play is immediately DEAD.
2. Interference by the Catcher – If batter in a normal swing, hits the catcher’s mitt. Batter is awarded first base and play is dead.
3. Interference by the Coach – If coach holds a runner back or pushes runners forward. Play is dead. Runner is called “out.” All other runners must return to the last base legally touched (umpire judgment). Coaches may not run down third base path to instruct runner. This is interference. Coaches should remain in coaches’ box. 
   a. Note: “High Five’s” after a home run is not “interference”
4. Interference by the Runner – If runner runs into fielder in the act of fielding the ball; runner is “out.” [Batter may be called out at first base if, in the judgment of the umpire, the fielder would have made a double play].
   a. Note: If batted ball touches runner before fielder fields the ball, runner is “out.”
   b. Note: If batted ball touches runner after fielder mishandles the ball, this is incidental contact and play is live; runner is not automatically out.
   c. Note: If runner runs into fielder with the ball, and causes fielder to drop the ball, the runner is “out.” (Runner must either slide or try to avoid fielder with ball – within 3 feet of base path. If runner avoids tag but goes outside 3 foot line, runner is “out”) [Unless avoiding field to prevent interference]
   d. Note: Runner may NOT be called for interference if remaining on a base when a batted ball is hit at him and is in the way of the fielder.
5. **Interference** by the Runner on a thrown ball – intentionally blocking a thrown ball – runner is “out.”
   a. If runner intentionally tries to break up double play by interfering with fielder or with the throw, both the runner and the batter will be out.

6. **Interference** by the Batter on a play at home:
   a. If batter interferes with catcher’s throw or plate at the plate, batter is out.
   b. Exception: Batter is not out if runners attempting to advance are thrown out or put out at home.

7. **Interference** by the Umpire.
   a. Umpire is part of the game. It is interference if, in the umpire’s judgment, he impeded a throw that might have changed the outcome of a play. [This is a delayed dead ball situation].
   b. It is not interference by umpire on a passed ball or wild pitch.
   c. On umpire interference of batted ball before ball reaches fielder, runners advance if forced.

8. **Obstruction** by the Fielder/Catcher – If fielder/catcher (without the ball) impedes progress of runner (runner runs into fielder/catcher without ball or has to slow down or has to avoid fielder/catcher without ball), this is “obstruction” on the fielder/catcher and runner will be awarded the next base or plate safely. Fielder/Catcher must have possession of the ball or it is “obstruction.” If play is being made on the obstructed runner, play is DEAD. If play is not being made on obstructed runner, it is a delayed dead ball.
   a. Note: If runner intentionally tries to run into fielder/catcher without the ball, the appropriate call must still be made (“safe” or “out”), but the runner will be ejected from the game for unsportsmanlike conduct. (Even if called “safe”)
   b. Note: If fielder is attempting to field a throw or a deflected batted ball and runs into runner, this is incidental contact – neither obstruction nor interference.
   c. Obstruction at a base or at home plate is a delayed dead ball.
   d. Obstruction of a batter/runner going to first base is a dead ball and all other runners are entitled to the next base based on umpire’s judgment.
   e. Award only what you think obstructed runner was prevented from achieving had he not been obstructed. [Runner may be awarded multiple bases if obstructed on a multiple base hit. Umpire judgment call.]
   f. Fielders must give runners access to the base.

9. **Infield Fly** (see more details below) – this is NOT a dead ball. Play is live.
   a. Runners may advance at their risk. They must tag up, however, if the ball is caught.
   b. A dropped “infield fly” in foul territory is simply a “foul ball” and batter is not out (Umpire should yell: “Infield fly if fair!”).
   c. An infield fly that goes untouched and rolls foul is a “foul ball” and batter is not out.
   d. An infield fly that goes untouched and lands in foul territory but rolls fair before 1st and 3rd base, is an infield fly and batter is “out.”
   e. You cannot have an infield fly off a bunt.

10. “Catch” is a secure possession in the hand or glove of a ball in flight.
   a. It is not a legal “catch” if ball falls to the ground as a result of a collision of two fielders or the fielder falling down.
b. It is not a legal “catch” if the fielder touches the ball in flight, then ball touches an offensive player or umpire, then is caught in flight.

11. “Foul” ball is determined by where the ball is when it is touched by an infielder (not where the fielder is standing), whether it crosses the inside plane of first or third base before going into the outfield, or where the ball finishes when it comes to a stop (untouched) before reaching first or third base.

12. “Tag” must be made with ball (in hand or securely in glove).

13. Appeal plays resulting in an out where a force out would have taken place will be treated as a force out for determining whether runs scored. For example, if bases are loaded with two (2) outs, and runner on first misses second base on a base hit; defensive team properly appeals with throw to 2nd base; third out is a force out and no runs will have scored from that base hit.

14. “Out of Play”
   a. Runner is entitled to two bases on a wild throw on a batted ball that goes out of play. The two-base award is based upon where the runner/batter-runner was at the time of the pitch.
      a.i. The award would be 2nd base for a batter
   b. Runner is entitled to one base on a thrown ball from the pitcher on the pitcher’s plate that goes out of play…this could be a pick-off throw (older leagues) or a pitch.
      b.i. Pitcher throwing the ball from off the pitcher’s plate would be considered a two-base award.
   c. Remember the rule of thumb: “One from the pitcher’s plate and two from the field” (How many bases they get depends on where throw was initiated).
   d. Runners are entitled to one base (batter to first base only) on a called fourth “ball” that passes the catcher and lodges in the umpire’s mask or equipment.

**Infield Fly**

If there are runners on first and second, or first, second and third with less than two out, there is an infield fly possibility.

If the batter then hits a fair fly ball (not a line drive or bunt) that COULD be caught by a defensive player stationed in the infield with ORDINARY EFFORT, an Infield Fly should be called. Keep in mind, “ordinary effort” can be very different between a 9-year-old and an 18-year-old. One way to think of it is, “Is the fielder comfortable under the ball?” If so, you’ve got ordinary effort. It could be an infield fly if the ball is in shallow outfield and infielder can reach it with ordinary effort. [Note: if umpire calls “infield fly” and an outfielder is able to catch the ball, it is still an “infield fly.”]

The umpire must watch the ball and the fielders, and decide if the batted ball qualifies as an infield fly. If so, when the ball reaches the apex of its flight, in other words, its highest point, the umpire should point at the ball, and holler, "Infield fly, the batter's out!" If the ball is close to the foul line, say "Infield fly, if fair!" (Either/any umpire can call it.) The umpires have to watch the ball, watch the reaction of the fielders, back and forth until the ball is at the apex, then make a decision.

As soon as the umpire says “Infield fly”, the batter is out AND THE FORCE IS REMOVED
FROM THE RUNNERS. Of course, that's the purpose of the rule, to keep the defense from getting a cheap double play. THE RUNNERS DO NOT HAVE TO RUN if the umpire says "Infield fly, the batter's out!"

Now, the call of "Infield fly" only affects the batter-runner....the batter-runner is immediately out which removes the force, REGARDLESS of whether the ball is caught or not. The other runners are subject to the rules regarding tagging up just as if the ball had been hit into the outfield. If it's caught, they must tag up before they advance. But if it's not caught, they do not have to tag nor do they have to advance.

Don't think of the "Infield fly" call as a "catch" because it's not. The ball has just been ruled an Infield Fly which makes the batter-runner out instantly, but the ball may or may not be caught. Whether it's caught or not does NOT affect the Infield Fly call. Check Rule 2.00, “Catch” definition. This applies to an infield fly situation, too.

Also remember a few other things:

The ball stays alive during an Infield Fly play. It's not dead, so runners off base may be tagged, etc.

An infield fly is a fair fly ball which CAN be caught by an infielder with ordinary effort. That doesn't mean it HAS to be caught by an infielder. Imagine a shortstop playing deep, backing up into the outfield grass to catch a fly with, in the ump's judgment, ordinary effort. The umpire points up and calls "Infield fly, the batter is out!" But the left fielder charges in, and calls him off and catches the ball.......or doesn't catch it, either way. That is STILL an infield fly, by definition.

If the umpire calls "Infield fly, the batter's out!", or "Infield fly, if fair!" and the ball drops untouched and rolls foul; it is NOT an infield fly....just a foul ball. If it lands untouched foul, and rolls fair, it's an infield fly.

Last but not least, don't get confused with Rule 6.05k, the intentional drop. If you read that rule, you will see the differences between it and an infield fly. The infield fly rule always takes precedence. (Besides, you'll almost never see these kids intentionally drop a fly ball, they have a hard enough time catching them!!)

**Dropped Third Strike**
When a third strike is called, or is swung at and missed and the catcher does not make a legal catch (cannot bounce off the glove or body and then be caught – must be a clean catch – this is different than a flyout which can be juggled and caught for the out), the batter may attempt to reach first base if it is unoccupied when there are less than 2 outs, or even when it is occupied when there are 2 outs. Occupied means it was occupied at the time of the pitch. The fact that the runner attempts to steal does not make the base unoccupied. Time of pitch is defined as the moment the pitcher starts his windup or commits to a pitch to the plate.

To be legally caught the ball must be caught in-flight. This means if the catcher catches the ball cleanly on a bounce it is **NOT** a legal catch. Rule 2.00 BALL casebook.

Rule 6.09(b) Comment: A batter who does not realize his situation on a third strike not caught,
and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.

If the bases are loaded with 2 outs and the catcher does not make a legal catch of a third strike, a force play goes into effect because the batter has now become a runner. The catcher may step on home plate to force out the runner from third or tag the batter or throw to any other base.

In Little League® Majors and Minors (9 - 12) the batter is out on any third strike and may not attempt first base.

Rule 6.09(b)

For purposes of BRHLL, umpires will declare a batter as having abandoned the play:

a) Once they have walked more than 10 feet from batter’s box or
b) Once the on-deck batter has passed the previous batter on deck

c) Note: Batter/runners leaving the box to the third base side of the batter’s box must retrace their steps through the batter’s box on their way to first base or they will be called “out” for leaving the base path (and must run on the foul side of the first base line).

Unique Plays/Rules

1) Runners on 1st and 2nd, no outs. Batter squares to bunt. Pitch is thrown at batter’s head. The pitch strikes the bat, lands foul, but rolls fair. Catcher picks up ball in fair territory, throws to third who throws to 2nd who throws to 1st. Call: Triple Play. (This happened the weekend of 4/15/2012 in a Dodgers/Padres game).

2) Runner tags up on a fly ball. Runner leaves base after ball touches fielder’s glove, but fielder juggles ball before it is legally caught. Runner’s advance was legal.

3) On ball four, the ball lodges in the umpires gear. Batter gets first base. All base runners allowed to advance one base.

Pitching Rules – Tournament Play at BRHLL

- 11-12 year olds may pitch a maximum of 85 pitches per day. Pitcher may finish the last batter (and exceed 85 pitches) if total pitch count for pitcher was 84 or fewer pitches when batter came to the plate, until batter strikes out, is put out, or another out is made while batter is at bat.

- 9-10 year olds may pitch a maximum of 75 pitches per day. Pitcher may finish the last batter (and exceed 75 pitches) if total pitch count for pitcher was 74 or fewer pitches when batter came to the plate, until batter strikes out, is put out, or another out is made while batter is at bat.

- Any pitcher delivering 41 or more pitches in a game cannot play catcher for the remainder of that day.
- Any player who catches in 4 or more innings in a game, is not eligible to pitch the remainder of that day (Note: A player who catches at least one pitch during live play in an inning is deemed to have “caught in an inning”)

- No pitcher may pitch in more than one game in the same day.

- Pitchers, once removed from the mound, may not return to the position of pitcher that same game.

- Calendar rest requirements:
  - 66 or more pitches – 4 full calendar days of rest required before pitcher is eligible. For example: 66 pitches thrown on Monday, (Tues, Wed, Thurs, Fri. are rest days. Eligible on Saturday to pitch again).
  - 51-65 pitches – 3 full calendar days of rest are required before pitcher is eligible.
  - 36-50 pitches – 2 full calendar days of rest are required.
  - 21-35 pitches – 1 calendar day of rest is required.
  - 20 or fewer pitches – no calendar rest is required (Note: pitcher cannot pitch again that same day, however).

- If game is suspended due to weather/darkness/etc. and resumes the next calendar day, the pitcher of record may continue to pitch the next day IF the pitcher threw 40 or fewer pitches before game suspension:
  - If pitcher pitched 20 or fewer pitches, the pitcher’s pitch count will begin at zero for the continuation of the game
  - If pitcher pitched 21-40 pitches before game suspension, the pitcher’s pitch count will begin with the number of pitches before the game suspension.

- If game is suspended due to weather/darkness/etc. and resumes more than one calendar day after the original game started, the pitcher of record may continue to pitch in the beginning of the resumed game IF the pitcher threw 40 or fewer pitches before suspension:
  - If pitcher pitched 20 or fewer pitches, the pitcher’s pitch count will begin at zero for the continuation of the game
  - If pitcher pitched 21-40 pitches before game suspension, the pitcher’s pitch count will begin with the number of pitches before the game suspension.
EXCEPTION: If pitcher pitched in an interim game between the suspended game and the completion of the suspended game. In such a case, the regular tournament pitch count and days of calendar rest will apply in determining eligibility for pitcher to pitch in the resumed suspended game based on the pitch count from the interim game.

Clarification: If there is not interim game between suspended game time and resumed game time, the pitcher of record at suspension may immediately pitch regardless of when resumed game takes place, if pitcher of record had thrown 40 or fewer pitches before suspension. The number of pitches thrown before suspension will determine eligibility and whether pitch count resumes or starts over. See above.

- Warm-up time should be limited to 8 pitches or one minute per half inning. If catcher of record is delayed getting into position, one-minute time limit still applies from the time the pitcher was on the mound ready to warm-up. COACHES MAY NOT WARM-UP PITCHERS (or any fielders).

- If pitcher stops in the middle of his throwing motion, this should not be called a “ball.” However, if pitcher makes motion to pitch but does not release ball (or drops ball in the motion of a pitch), this should be called an “illegal pitch” and ruled a “ball.”

- A coach may visit the mound twice per inning per pitcher. The third visit in an inning, the pitcher must be replaced.

- A coach may visit the mound three times per game per pitcher. The fourth visit in a game, the pitcher must be replaced. A coach may not visit the mound three times during the same batter.

- A coach may confer with any other player besides the pitcher. A coach that is granted time out to visit any defensive player will be considered a visit to the pitcher.

- A conference with a defensive player due to injury is not considered a visit to the pitcher. All other defensive players should remain in their respective position.

- Pitcher may wear a batting glove under his ball glove, as long as it is not white, grey, or optic yellow.

- Pitcher may not wear sweatbands or jewelry of any type.

- Pitcher should not wear white long sleeves under a dark or colored jersey. Under sleeves the color of the jersey would be appropriate.
General Safety reminders:

1) Only the batter in the batters box may have a bat in his/her hand. Period. Remind the coaches.
2) PLEASE watch the batter around the batters box. He/she may take practice swings with the catcher not paying attention. Let’s not have any accidents.
3) No non-players allowed in the dugouts. Period.
4) Catchers must be properly protected (cup; dangling throat protector; mask on during warm-up)