2016 Dells-Delton / Baraboo Little League Rules and Regulations

Dells/Delton and Baraboo Little League use the Official Regulations and Playing Rules for the Little League Baseball Inc. Dells/Delton and Baraboo Little League have adopted these local rules which supersede the official rules.

2016 Major League Adopted Rules (Age 11-12 Grades 5-6 2015-2016 school year)

1. Games begin at 6:00 PM. The GEOGRAPHIC home team will take the practice field at 5:00 PM and the GEOGRAPHIC away team at 5:30 PM. No inning shall begin after 7:45. An inning starts after the 3rd out of the previous inning. The home team on the schedule team will occupy the first base dugout. When two GEOGRAPHIC home teams play each other follow the schedule for home vs. away warm up time. THE SCHEDULE DOES NOT ALWAYS REFLECT THE GEOGRAPHIC HOME TEAM BEING THE HOME TEAM FOR THE GAME.
2. A game will be called if a 15 run margin exists in the score GIVEN THAT one of the following situations is present. If the home team's 15 run margin exists at the start of the bottom of the 4 inning the home team will not bat. If the visiting teams 15 run margin is created in the top of the 4, 5, or 6 innings the home team still gets to bat. If the home team's 15 run margin is created in the 4, 5, or 6 innings the game will be called at that time. A game tied at the end of 6 innings or time limit/darkness is ended in a tie.
3. Umpires and coaches will decide whether a game shall be called due to weather or darkness-safety is the determining factor. If a game is called after 4 complete innings it will be considered a complete game. If it is called prior to completion of 4 innings the game will be rescheduled and continued at the next open date of your league schedule.
4. Only the players, coaches, and umpires can be on the field of play and must be inside the dugout when not playing. No one else is allowed in the dugouts. An incoming pitcher is allowed to be warmed up by a player who must be wearing a facemask with throat guard and adult supervision. NO OTHER KIDS IN DUGOUT. NO BATS OUTSIDE DUGOUT.
5. **Stealing**
   - Only 5 runs per game (runs stolen home) are allowed on a passed ball or wild pitch. (This does not include base overthrows, only pitched passed balls) You are allowed as many attempts as you want, but a maximum of 5 runs. After 5 runs have been scored no more attempts can be made. A verbal announcement must be made by the batting teams coach when the 5 run limit is reached.
   - Leading off will be allowed at the start of the season.
   - On a delayed steal once the pitchers foot is in contact with the toe-plate and has possession of the ball in hand/glove the runner must return to the base.
   - The batter becomes a runner when the third strike called by the umpire is not caught, *the definition of a caught ball is a ball that reaches the glove in flight and does not touch the ground, hence a ball that hits the dirt prior to being caught is not caught,*

providing (1) first base is unoccupied prior to that pitch (*if the runner on first steals the base is still considered occupied and the batter cannot advance on dropped third strike*) or (2) first base is occupied with two outs. (NOTE: A batter forfeits his/her opportunity to advance to first base when he/she leaves the batter's box and makes no attempt at running to first base)

- No head first sliding is allowed except when diving back to a base. The runner shall be out if they slide head first into the base they are advancing to. The runner will not be out if they slide head first back to a base they have already occupied.

6. Coaches and managers shall assist the umpires with the spectators if needed.
7. All players must play at least 3 innings in the field of each game. If not they must start the next game.
8. All players must bat in rotation for the entire game.
9. **Pitching**

- 12 year olds can pitch max 6 innings per week for weeks with 2 games, a max of 9 innings for weeks with 3 games, but no more than 3 consecutive innings in any single game.
- 11 year olds will pitch a minimum of 6 innings per week for weeks with 2 games and minimum of 9 innings for weeks with 3 games, but no more than 3 consecutive innings in any single game.
- If the length of a game is altered by weather or score 11 year olds can pitch less than 6 innings
- Each Monday will start a new week. A pitcher can pitch a maximum of three innings in a game, regardless of pitch count.
- Coaches are allowed to go to the mound. The coach is allowed 2 trips to the mound per inning per pitcher. On the third trip the pitcher must be replaced.

<u>Pitch Count Majors</u>

1-20 Pitches: No Rest
21-35 Pitches: 1 Calendar Day Rest
36-50 Pitches: 2 Calendar Days Rest
51-65 Pitches: 3 Calendar Days Rest
66+: 4 Calendar Days Rest
85 Pitches Max/Day

<u>Pitcher/Catcher Minors & Majors</u>

- A pitcher who delivers **41** or more pitches in a game cannot play the position of catcher for the remainder of that day.
- A player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.

- **EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. The batter reaches base; 2. That batter is retired; 3. The third out is made to complete

the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

10. **Catchers will come off the bases with 2 outs and be replaced by the player who made the last out.**
11. On deck batters are not allowed. A batter cannot warm up in the field of play or outside the field of play
12. Throwing or releasing of the bat is ONE TIME TEAM WARNING for each team then an automatic out
13. Batters, base runners, and player base coaches must wear a helmet.
14. All male players will wear athletic supporters and catchers will wear protective cups while playing.

15. All players must wear hats and have their shirts tucked in at all times. No jewelry is allowed except for jewelry that alerts medical personnel of medical condition or religious content.
16. All players, except player coaches must remain in the dugout at all times while the ball is in play. Only coaches are allowed in the dugout and on the field of play. An incoming pitcher is allowed to be warmed up by a player who must be wearing a facemask with throat guard and adult supervision.
17. Bats and helmets shall be kept in order and each team is responsible to keep dugouts clean.