

Rules Training



This deck is designed for managers/coaches and umpires. The notes section of each slide will be tagged with the appropriate audience:

- [Managers/Coaches] – The slide is relevant to managers/coaches, but not umpires.
- [Umpires] – The slide is relevant to umpires, but not managers/coaches.
- [Presentation] – The slide is relevant to an audience presentation. Generally, the Questions slides and animated slides.
- [Print] – The slide is relevant to a printed presentation. Generally, non-animated slides with the content from a following animated slide.

If there is no tag, the slide is relevant to all audiences.

Agenda

Approved Volunteers

Equipment

Uniforms

Safety

Pre-Game

Pace of Play

Pitching and Catching

Basic 6

Dead Ball

Leaving Early

Slide or Attempt to Avoid

Interference and Obstruction

The Manager Ask

Umpiring

This presentation is an introduction to the most common rules and situations. The limited time of this presentation allows only a brief overview of each of these topics. This will be sufficient for most of the situations you will encounter, especially at the lower levels, but is not an exhaustive review of every rule and possible situation. Refer to the Little League Rulebook for a complete understanding of all rules.

Baseball and softball are more than pitching and hitting, throwing and catching. Many of these rules address safety and game management. Master these safety and game management rules first and everyone will have a better Little League experience.

There will be time for questions after each topic and at the end of this presentation. It is easiest to type questions into the chat window.

Expectations

We expect that you WILL:

- Ask Questions
- Make Mistakes
- Be Engaged and Focused
- Look the Part
- Work The Games You Can
- Do Your Best
- Have Fun

Be There For The Players

We expect that you WON'T:

- Know Everything
- Be Perfect
- Be Distracted
- Buy Your Own Equipment
- Work Every Game
- Do It All
- Be Miserable

[Umpires]

If you find umpiring overwhelming, step back and refocus on the goal: we are here for the players as they grow and develop. So too will we grow and develop.

We do not expect you to know everything. Instead, ask questions. No matter how much experience you have, there is always something you can learn.

We do not expect you to be perfect. Instead, be ok with making mistakes. Even professional umpires make mistakes.

We do expect you to be engaged and focused on the game.

We do not expect you to buy your own equipment. We do expect that you will wear at least the polo and cap to look like an umpire.

We do not expect you to work every game. If your team has another volunteer umpire or two, each umpire only needs to work 8 – 10 games.

Remember to do your best and have fun. If you find yourself overwhelmed or miserable,

reach out for help. We want you to be successful and will provide whatever you need.

Approved Volunteers

Manager and Coaches

1 manager and 2 coaches (3 coaches if Coach Pitch)

Must be approved volunteers

One must be an adult and in the dugout at all times

Cannot change manager or coaches after plate meeting

Everyone Else:

- May spectate and cheer
- May NOT involve themselves in the game in any way

There is one manager and two coaches. A third coach is allowed if the division uses Coach Pitch.

The manager and coaches must be approved volunteers.

One of the manager or coaches must be an adult and in the dugout at all times during the game.

You cannot change the manager or coaches during the game.

No one else should be involved with the game. Spectators may cheer, but should not approach or enter the field or dugout or coach from outside the field.

Scorekeeper

At least one (1) approved volunteer

League provided training

Home team provides the official scorer

Visitor team may record the game in an unofficial scorebook

Official representative of the league. NOT the team.

NOT in the dugout

NEVER call attention that a player is batting out of turn

For baseball AA and above and softball AAA and above, a team needs at least one approved volunteer to score the games. The league provides training to support these volunteers.

The home team will provide the official scorebook and scorer. The visitor team may record the game in an unofficial scorebook.

The official scorer is an official representative of the league and not a representative of the team. They do not sit in the dugout. They do not assist a team with their lineup management. They never call attention to either team that a player is batting out of turn. But they should do everything possible to prevent a protest situation, such as an ineligible pitcher or catcher.

Umpires

At least two (2) approved volunteers

League provided training and equipment

League Game:

- Home Team: Plate Umpire
- Visitor Team: Base Umpire

Interleague Game:

- Home Team: Both Umpires

For baseball AA and above and softball AAA and above, including Majors, Intermediates, Juniors, and Seniors, a team needs at least two approved volunteers to umpire the games. The league provides training and equipment to support these volunteers.

If the game is between two league teams, the home team will provide the plate umpire and the visitor team will provide the base umpire.

If the game is against another league, the home team will provide both umpires.

Positive Coaching

Remember the Players, Scorekeepers, and Umpires

Fill Emotional Tanks

Demonstrate Leadership

Bounce Back from Mistakes

Honor the Game

Have Fun, Try Hard, Be a Good Sport

[Managers/Coaches]

Remember your Positive Coaching Training. You need to be a positive coach to everyone, including your scorekeepers, umpires, and other volunteers. Your actions will determine your volunteer participation. If you argue balls and strikes or get upset over calls, then the team and spectators will learn that is acceptable behavior. If the team or spectators deride the umpires and you do nothing, that supports that bad behavior. You will quickly drive volunteers, families, and players out of the league.

Remember, everyone, both players and adults, are here to have fun, try hard, and be a good sport. Be positive and support your volunteers.

Equipment

Mitts and Gloves

Catcher:

- Baseball must use a catcher's mitt
- Softball may use any mitt or glove that protects hand

First Base:

- May use a first base mitt or a fielder's glove

Pitcher:

- Cannot wear anything on pitching hand
- Baseball cannot use a white or gray glove
- Softball cannot use a glove same color as the ball



A baseball catcher must use a catcher's mitt. A softball catcher may use any mitt or glove that protects the hand.

The first baseman may use a first baseman's mitt or a fielder's glove.

All other defensive players must use a fielder's glove.

The pitcher cannot wear anything on their pitching hand.

The pitcher cannot wear a glove that is the same color as the ball. For baseball, this is white or gray. For softball, this is probably yellow.

Catcher's Helmet

Must have the NOCSAE stamp

Must be a hockey-style catcher's helmet

Must have a dangling throat guard

May NOT be cracked or missing padding

The face cage must be securely attached

Must have a non-glare surface and cannot be mirror-like in nature

May NOT have decals, stickers, paint, or other modifications



The catcher's helmet must be a hockey-style catcher's helmet with the NOCSAE stamp and a dangling throat guard. See the picture for an example.

The catcher's helmet must be in good condition to protect the catcher. And without modifications that could compromise its protection.

Remember, safety first.

Batting Helmet

Must have the NOCSAE stamp

May NOT be cracked or missing padding

C-Flaps and face guards must be affixed by manufacturer

Must have a non-glare surface and cannot be mirror-like in nature

May NOT have decals, stickers, paint, or other modifications



The batting helmet must have the NOCSAE stamp. See the picture for an example.

The batting helmet must be in good condition to protect the batter. Any attachments, such as a C-Flap or a face guard, should be affixed by the manufacturer. The helmet should be without modifications, including after-market attachments, that could compromise its protection.

Remember, safety first.

Bats

Non-wood bats must have a non-slip grip

No pine tar or other adhesives

No dents, cracks, sharp edges, or other damage

The traditional batting donut is NOT allowed

These rules apply to both baseball and softball bats.

Non-wood bats must have a non-slip grip.

Pine tar or other adhesives are not allowed on any bat.

Bats must be free of any damage that might compromise the safety of the bat.

Batting donuts are not allowed.

Remember, safety first.

Softball Bats



	Solid Wood	BPF 1.20 Logo
Tee Ball	<= 26" length	<= 26" length <= 2 ¼" diameter
Minors Majors	<= 33" length	<= 33" length <= 2 ¼" diameter
Juniors Seniors	<= 34" length	<= 34" length <= 2 ¼" diameter

[Print]

These are the rules for softball bats.

This is the BPF 1.20 logo. It will be printed on the bat for all divisions of play.

The most common case is Minors and Majors where the bat will have the BPF 1.20 logo, be not more than 33" in length, and be not more than 2 ¼" in diameter.

If the bat does not have the BPF 1.20 logo, and the bat is not solid wood, it is not a legal bat and may not be used.

Baseball Bats



	Solid Wood	USABat Tee Ball Logo	USABat Logo	BBCOR Logo
Tee Ball	<= 26" length	<= 26" length <= 2 5/8" diameter	NO	NO
"A" Division	<= 33" length	<= 26" length <= 2 5/8" diameter	<= 33" length <= 2 5/8" diameter	NO
Minors Majors	<= 33" length	NO	<= 33" length <= 2 5/8" diameter	NO
Intermediates Juniors	<= 34" length	NO	<= 34" length <= 2 5/8" diameter	<= 34" length <= 2 5/8" diameter
Seniors	<= 36" length	NO	NO	<= 36" length <= 2 5/8" diameter

[Print]

These are the rules for baseball bats.

This is the USABat logo. A bat with this logo may be used in Minors, Majors, Intermediates, and Juniors.

This is the USABat Tee Ball logo. Notice that it states "Only for Use With Approved Tee Balls." A bat with this logo may only be used in Tee Ball and A Division.

Finally, this is the BBCOR logo. A bat with this logo may be used in Intermediates, Juniors, and Seniors.

The most common case is Minors and Majors where the bat will have the USABat logo, be not more than 33" in length, and be not more than 2 5/8" in diameter.

If the bat does not have the correct logo, and the bat is not solid wood, it is not a legal bat and may not be used.

Uniforms

Uniforms

Pitcher:

- Baseball pitcher cannot wear white or gray sleeves
- Softball pitcher cannot wear sleeves same color as ball

Manager and Coaches:

- May wear similar jerseys and hats
- Cannot wear traditional uniform (uniform pants)
 - **Exception:** Intermediates, Juniors, and Seniors



Players wear matching jerseys and pants. For baseball, they also wear matching hats.

If the pitcher wears sleeves, the sleeves cannot be the same color as the ball. For baseball, this is white or gray. For softball, this is probably yellow.

The manager and coaches cannot wear the traditional uniform, meaning uniform pants. They can wear similar jerseys and hats.

Casts

No hard casts may be worn on the field

This applies to players, managers, coaches, and umpires



Hard casts may not be worn on the field by any participant. If any player, manager, or coach requires a cast, notify the Player Agent, Safety Officer, and VP regarding return-to-play and post-season eligibility.

Jewelry

Players are not permitted to wear jewelry

- Includes earrings, necklaces, rings, watches, and any bracelets (including rubber and thread)
- **Exception:** jewelry that alerts medical personnel to a specific condition

Do NOT pierce ears during the season

CANNOT tape over earrings



Players cannot wear jewelry. This includes earrings, necklaces, rings, watches, and any bracelets, including rubber and thread bracelets. There is an exception for medically necessary jewelry.

Do not pierce ears during the season. The player will need to remove the earrings for the game. You cannot tape over earrings.

Cleats

Metal cleats are NOT permitted

- **Exception:** Intermediates, Juniors, and Seniors IF permitted by the field



For Minors and Majors, metal cleats are not permitted.

Sunglasses

Players, including the pitcher, are allowed to wear sunglasses
Cannot be reflective or otherwise distracting to the batter



Sunglasses may be worn by any player, including the pitcher, if they are not distracting to the batter.

Safety

Focus

Players, managers and coaches shall not address or mingle with spectators, nor sit in the stands during a game in which they are engaged



Players, managers and coaches are in the dugout or on the field. Spectators are in the stands.

Children are here to play and learn the games of baseball and softball. The managers and coaches are here to teach the children. The players, managers and coaches need to focus on their responsibilities to be successful. Spectators are not part of this.

Weather and Darkness

Rain Outs:

- Parks Department will announce if field has been rained out. **Do NOT play or practice on field.**
- [Download Statusfy app for real time updates](#)

Pre-Game:

- “Marginal”: league discretion
- Managers agree to the fitness of the playing field

During the Game:

- Game UIC is sole judge if play should be suspended

Lightning: Suspend the game and leave



Before the game, the Parks Department will announce if the field has been rained out. If the field has been rained out, do not play or practice on the field. Even if the sun has come out, the field has dried, and the weather is glorious. Doing so jeopardizes our field contracts.

If the Parks Department announces a field is “marginal,” they are trusting the league and its officials to make the right decision. If there is any concern about the safety or playability of the field, do not play.

During pre-game warmups, both managers will agree to the fitness of the playing field. If there are any safety or playability issues, they must be addressed or the game suspended.

Once the game starts, the game Umpire-in-Chief is the sole judge if play should be suspended for weather, darkness, or the unfit condition of the field.

If there is lightning, suspend the game, leave the area, and reschedule the game for a future date. There is no reason to wait and attempt to resume the game.

Restrooms

Inform an umpire. Use the buddy system.

For beginning divisions, if appropriate, have an approved volunteer escort the buddy pair

Never leave a child unattended



If a player needs the bathroom, inform an umpire and use the buddy system with another player.

For beginning divisions, consider age and field layout. If appropriate, have an approved volunteer escort the buddy pair. For example, for baseball A and AA divisions at Juanita Beach, the porta potties are across the park. An escort back and forth might be appropriate.

Never leave a child unattended.

Concussion Protocol

- 3) A youth athlete who is suspected of sustaining a concussion or head injury in a practice or game shall be removed from competition at that time.
- 4) A youth athlete who has been removed from play may not return to play until the athlete is evaluated by a licensed health care provider trained in the evaluation and management of concussion and receives written clearance to return to play from that health care provider.

[Washington State Law \(Zackery Lystedt Law\)](#)

A player suspected of a concussion or head injury must be removed from play. They cannot return to play until evaluated and cleared by a health care provider.

A concussion or head injury might not be immediately obvious. Symptoms are not necessary to suspect a concussion or injury. Exercise care and protect the players.

Remember, safety first.

<https://apps.leg.wa.gov/rcw/default.aspx?cite=28A.600.190>

Beware the Swinging Bat

Any player standing near a swinging bat must wear a catcher's helmet



Any player standing near a swinging bat must wear a catcher's helmet.

A common warm-up drill is for a coach to hit a ball to a fielder who throws the ball back to a player near the coach. This player must wear a catcher's helmet.

Quick Pitch

Batter must be reasonably set in the batter's box and umpire is ready

Pitcher may not step quickly onto the pitcher's plate and immediately pitch

This is dangerous and should not be permitted



A quick pitch is a pitch delivered before the batter is ready.

First, the batter must be reasonably set in the batter's box. This can be interpreted that the batter has both feet in the batter's box, with both hands on the bat, and looking at the pitcher. A pitch before then is a quick pitch.

Second, the pitcher may not step quickly on the pitcher's plate and immediately pitch. This is a quick pitch, regardless if the batter was reasonably set in the batter's box.

The quick pitch is dangerous and should not be permitted.

On-Deck Batter

There is NO on-deck batter

Exception: Majors, Intermediates, Juniors, and Seniors

ONLY the player at-bat may have a bat in hand

A player with a helmet may retrieve a bat back to the dugout

There is no on-deck batter. Only the player at-bat may have a bat in hand. A player with a helmet may retrieve a bat back to the dugout.

Throwing the Bat

VERY DANGEROUS

NOT an out

- First: Warn
- Second: Remove from Batting Lineup



Throwing the bat is very dangerous. Teach the players to control the bat.

This is not an out. Instead, on the first offense, warn the batter. On the second offense, remove the player from the batting lineup. The player can still play defense.

Pre-Game

Warming Up the Pitcher

ONLY an eligible properly-equipped player may warm-up the pitcher

- Uniform
- Catcher's helmet with dangling throat guard
- Catcher's mitt (baseball) or glove (softball)

New rule for 2023

Managers and coaches may warm up pitcher

This is a point of emphasis.

Only an eligible properly-equipped player may warm-up the pitcher, before, during, and after the game. This is a Little League rule so players play with other players.

Eligible and properly-equipped means uniform, catcher's helmet with dangling throat guard, and catcher's mitt for baseball or glove for softball.

Again, a manager or coach cannot warm up the pitcher at any time. This includes before, during, or after the game, whether in the bullpen or on the field.

Equipment Inspection

15 minutes before start time

All equipment outside of dugout ready for inspection

- Catcher's Helmets
- Batting Helmets
- Bats

Only inspected, approved equipment back in dugout



15 minutes before the game, have all catcher's helmets, batting helmets, and bats out of the dugout and against the fence for inspection by the umpires. Improper equipment should be removed from the field and dugout.

Mandatory Play

1. Continuous Batting Order
 - All players bat in order
 - If a player arrives late, they are added to the end of the order
 - If a player must leave, their spot in the order is skipped without penalty
 - If the player returns, they resume their original spot in the order
2. Every player must play at least two (2) innings at an infield position
3. No player may sit more than one (1) inning than any other player

Little League is about opportunity and development. Mandatory play exists to ensure fair playing time to all players.

All players bat in a continuous order. If a player arrives late, they are added to the end of the order. If a player must leave, their spot in the order is skipped without penalty. If the player returns, they resume their original spot in the order.

Every player must play at least two innings at an infield position. This is pitcher, catcher, 1st base, 2nd base, shortstop, or 3rd base.

No player may sit out more than any other player.

The Lineup

Use a 3-part or 4-part form

Player number

- unofficial and may be corrected

Player name

- official

Starting pitcher and catcher

Players ineligible to pitch



Before the game, complete a lineup form. This should be a 3-part or 4-part form so the original can be given to the plate umpire and a copy can be given to the other manager.

Include both the player name and number. Indicate the starting pitcher and catcher and any players ineligible to pitch.

Plate Meeting

5 minutes before start time. Umpire and managers ONLY.

Confirm and exchange lineups

- White copy to the plate umpire
- Yellow copy to the other manager

Game balls

Time limit

Ground rules?

Special circumstances?

Legal and properly equipped



The plate meeting is 5 minutes before the start of the game, between the umpires and managers. The coaches and players are in the dugouts.

Confirm the lineups are correct. Confirm the starting pitcher and catcher. Confirm any players ineligible to pitch.

Exchange the lineups. The top white copy to the plate umpire and the middle yellow copy to the other manager.

Lineups are now official and the umpires control the game.

The home team provides two new game balls. Be prepared to provide additional new or used balls of satisfactory quality.

Confirm the time limit for the game.

Review any ground rules for the field.

Raise and address any special circumstances. An example would be a player who requires a medical check during the game.

Confirm manager, coaches, players, and equipment are legal and properly equipped.

Know the rules. Do not make up or negotiate rules at the plate meeting. The rules have already been set by the Local Rules and Little League.

Pace of Play

Time Between Innings

Not more than **90 seconds** for not more than eight warm-up pitches
One minute from the 3rd out of the previous inning

REMEMBER:

ONLY an eligible properly-equipped player may warm-up the pitcher
Manager or coaches must not warm up a pitcher AT ANY TIME

Teams have one minute between innings. This one minute starts at the time of the 3rd out.

If the catcher is not immediately available to warm-up the pitcher, an eligible properly-equipped player may warm-up the pitcher.

Time Between Innings

A 2-hour, 6-inning game is:

- 9 minutes of play per half-inning
- 1.5 minutes between half-innings

If you slow to 3 minutes between innings, you have **wasted 22%** of your game time or almost 1 ½ innings.

Have a plan. Hustle.

A 2-hour, 6-inning game is 9 minutes of play per half-inning and 1.5 minutes between half-innings.

If you slow to 3 minutes between innings, you have wasted an inning and a half of your game time.

Know the defensive positions for all players. If the catcher is not immediately available to warm-up the pitcher, have another player ready to warm-up the pitcher. Hustle into position.

Batter Must Remain in the Batter's Box

Batter must remain in the batter's box with at least one foot throughout the at-bat

- Batter does not swing
- Catcher catches the pitched ball
- Catcher quickly returns the ball to the pitcher
- Pitcher is near the pitcher's plate

LLOR 6.02 (c)



The batter must remain in the batter's box with at least one foot throughout the at-bat.

Refer to LLOR 6.02 (c) for the exceptions to this rule. But, simply, if:

- The batter does not swing
- The catcher catches the pitch
- The catcher quickly returns the ball to the pitcher
- And the pitcher is near the pitcher's plate

then the batter must remain in the box.

Pitching and Catching

Visits

Charged to the pitcher when the manager or coach is granted Time to talk to any defensive player.

Not a charged visit if to evaluate a player for an injury.

Pitcher is removed and cannot return at the second visit in an inning or third visit in a game

- **Minors:** at the third visit in an inning or fourth visit in a game



A manager or coach may ask for time to talk to any defensive player. This usually happens when the manager or coach wants to talk to the pitcher, but the manager or coach may talk to the catcher, shortstop, center fielder, or any other defensive player. However, this will be charged as a visit to the pitcher, even if the manager or coach did not talk to the pitcher.

It is not a visit if the conference is to evaluate a player's condition for an injury. If this discussion turns to defensive strategy or includes other defensive players, it then becomes a visit charged to the pitcher.

A pitcher has a limited number of visits before they must be removed as a pitcher.

For Majors, Intermediates, Juniors, and Seniors, at the second visit in an inning or third visit in a game the pitcher must be removed.

For Minors, at the third visit in an inning or fourth visit in a game the pitcher must be removed.

Softball: Removed From Mound

A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game



A pitcher moving to a different defensive position and remaining in the game can return as a pitcher. The manager, plate umpire, and scorekeeper need to work together to track this player's eligibility to return as pitcher.

Baseball: Removed From Mound

A pitcher removed from the mound cannot return as pitcher.

Intermediates, Juniors, and Seniors:
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.



For Minors and Majors, a pitcher removed from the mound cannot return as pitcher.

Softball: Inning Count and Rest Requirements

Minors and Majors: A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

Majors, Juniors, and Seniors: Not more than five (5) pitchers per team shall be used in one game.

For softball, the pitch rules are simple.

For Minors and Majors, a player may pitch in a maximum of twelve innings in a day. If the player pitches in seven or more innings in a day, one calendar day of rest is mandatory.

Baseball: Pitcher Development

AA, AAA, and Coast: Every rostered player shall appear as a pitcher in no less than two (2) games and face no less than ten (10) batters during the regular season.

[Managers/Coaches]

For baseball, the rules are more complex.

Kirkland National Little League has a Local Rule to encourage development of every player as a pitcher. For Minors, every player must appear as a pitcher in at least two games and pitch to at least ten batters.

Baseball: Threshold Exception

If a pitcher reaches a threshold while facing a batter, the pitcher may continue to pitch to that batter until any one of the following conditions occurs:

- That batter reaches base
- That batter is put out
- The third out is made to complete the half-inning

The player will only be required to observe the threshold reached during that at-bat.

The following pitch rules specify thresholds, such as the maximum number of pitches delivered in a game. These pitch rules have an exception where the pitcher may exceed the threshold during an at-bat, complete the at-bat, and retain eligibility. We will discuss examples during the following slides.

Baseball: Pitch Limits

League Age	Pitch Count Per Day
7 - 8	50 pitches
9 - 10	75 pitches
11 - 12	85 pitches
13 - 16	95 pitches

Intermediates and Juniors:

- 65 pitches per day up to and including the first Sunday in May.

Seniors:

- 65 pitches per day up to and including the third Sunday in April.

[Print]

Baseball pitch limits are per day and are based on the league age of the player. Know your player ages and their pitch limit.

League ages 7 and 8 may pitch 50 pitches in a day.

League ages 9 and 10 may pitch 75 pitches in a day.

League ages 11 and 12 may pitch 85 pitches in a day.

Finally, league ages 13 through 16 may pitch 95 pitches in a day.

Baseball: Pitch Limits Example

Example: League Age 10 Player

Peyton starts a new batter with a pitch count of 74.

Peyton delivers 5 pitches to the batter for a pitch count of 79.

Threshold Exception: Peyton may continue to pitch to that batter.

In this example, we have a league age 10 player who has a pitch limit of 75 pitches. Peyton starts a new batter with a pitch count of 74. This qualifies as a threshold exception and Peyton may continue to pitch to the batter. After that batter reaches base or is put out or the third out is made, Peyton must be removed as pitcher.

Baseball: Doubleheaders

Minors, Majors, and Intermediates:

- A player may not pitch in more than one game in a day.

Juniors and Seniors:

- A player may pitch in up to two games in a day.
- If a player delivers 31 or more pitches in the first game, they may not pitch in the second game.
- If a player pitches in both games, the total number of pitches in both games combined may not exceed the daily maximum.

For Minors, Majors, and Intermediates, a player may not pitch in more than one game in a day.

For Juniors and Seniors, a player may pitch in two games in a day. However, if a player delivers 31 or more pitches in the first game, they cannot pitch in the second game. This is another threshold exception rule.

Remember the pitch limit is for the day. Any pitches delivered in the first game are counted towards the daily limit.

Baseball: Doubleheaders Examples

Example 1a: Juniors League Age 14 Player

Casey starts a new batter with a pitch count of 29.

Casey delivers 5 pitches to the batter for a pitch count of 34.

Casey is removed as pitcher.

Threshold Exception: Casey is eligible to pitch in a second game that day.

Example 1b:

Casey appears as a pitcher in the second game.

Casey may deliver up to 61 pitches for a combined pitch count of 95.

Casey starts a new batter with a combined pitch count of 94.

Threshold Exception: Casey may continue to pitch to that batter.

Let's look at an example.

In the first part, Casey starts a new batter with a pitch count of 29. Casey may pitch to this batter and retain eligibility to pitch in a second game that day because of the threshold exception.

In the second part, Casey pitches in the second game. Because Casey delivered 34 pitches in the first game, Casey may deliver up to 61 pitches in the second game for a combined pitch count of 95 pitches. Casey starts a new batter with a combined pitch count of 94 pitches. This qualifies as a threshold exception and Casey may continue to pitch to the batter. After that batter reaches base or is put out or the third out is made, Casey must be removed as pitcher.

Baseball: Rest Requirements

League Age 14 and Under		League Age 15 and Over	
Pitches in a Day	Calendar Days of Rest	Pitches in a Day	Calendar Days of Rest
1 – 20	0	1 – 30	0
21 – 35	1	31 – 45	1
36 – 50	2	46 – 60	2
51 – 65	3	61 – 75	3
66 or more	4	76 or more	4

A player cannot pitch in three (3) consecutive days

[Print]

After pitching, a player must observe calendar days of rest before pitching again. Know your player ages, their number of pitches, and their rest requirements.

If a player delivers 1 to 20 pitches in a day, they may pitch the next day. Note that a player cannot pitch in three consecutive days.

If a player delivers 21 to 35 pitches in a day, they must observe one day of rest. For example, if they pitch on Monday, they can next pitch on Wednesday.

If a player delivers 36 to 50 pitches in a day, they must observe two days of rest. For example, if they pitch on Monday, they can next pitch on Thursday.

If a player delivers 51 to 65 pitches in a day, they must observe three days of rest. For example, if they pitch on Monday, they can next pitch on Friday.

Finally, if a player delivers 66 or more pitches in a day, they must observe four days of rest. For example, if they pitch on Monday, they can next pitch on Saturday.

Baseball: Rest Requirements Examples

Example 1: League Age 11 Player

Morgan starts a new batter with a pitch count of 49.

Morgan delivers 8 pitches to the batter for a pitch count of 57.

Threshold Exception: Morgan must observe 2 calendar days of rest.

Example 2: League Age 12 Player

Jessie starts a new batter with a pitch count of 65.

Jessie delivers 1 pitch to the batter for a pitch count of 66.

NOT a Threshold Exception: Jessie must observe 4 calendar days of rest.

Here we have two examples.

In the first example, Morgan is a league age 11 player who starts a new batter with a pitch count of 49. At this point, Morgan must observe two calendar days of rest. Morgan may pitch to this batter under this rest requirement because of the threshold exception.

In the second example, Jessie is a league age 12 player who starts a new batter with a pitch count of 65. At the pitch count of 65, Jessie must observe three calendar days of rest. But on the first pitch to the new batter, Jessie now must observe four calendar days of rest. This is not a threshold exception because the threshold of 65 pitches was reached during the previous batter.

Baseball: Suspended Games

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.



Pitch limits and rest requirements are based on pitches delivered in a day. If a game is suspended and then resumed on another day, the pitcher may continue to pitch if that player has observed the required days of rest from the last time they pitched. If they are eligible to pitch, they would start with a pitch count of 0.

Baseball: Suspended Games Example

Example: League Age 12

Riley delivers 70 pitches in a game on Monday when the game is suspended.

Riley must observe 4 calendar days of rest.

The next game is Friday. Riley is not eligible to pitch.

The Monday game resumes on Saturday. Riley is eligible to pitch up to 85 more pitches in the resumption of the game.

We have a game on Monday that is suspended. Riley is league age 12 and has delivered 70 pitches. Riley must observe 4 days of rest before they can pitch again.

The next regularly scheduled game is Friday. Riley is not eligible to pitch because only three days of rest have passed.

The game suspended from Monday is resumed on Saturday. Riley is eligible to return as pitcher because they have observed four days of rest. And Riley is eligible to deliver up to 85 pitches.

If the game suspended from Monday was instead resumed on Tuesday, Wednesday, Thursday, or Friday, Riley would not be eligible to pitch.

Baseball: Pitcher Moving to Catcher

If a player delivers 41 or more pitches, the player may not play the position of catcher for the remainder of the day.

The threshold is 40 pitches and is covered by threshold exception



A pitcher may move to the position of catcher, but not if the pitcher has delivered 41 or more pitches. Work with the manager, plate umpire, and scorekeeper to track this player's eligibility to move to the position of catcher.

Baseball: Pitcher Moving to Catcher

Example 1:

Taylor starts a new batter with a pitch count of 39.
Taylor delivers 8 pitches to the batter for a pitch count of 47.
Taylor is removed as pitcher.
Threshold Exception: Taylor may play the position of catcher.

Example 2:

Kendall starts a new batter with a pitch count of 40.
Kendall delivers 1 pitch to the batter for a pitch count of 41.
NOT a Threshold Exception: Kendall may NOT play the position of catcher.

In the first example, Taylor starts a new batter with a pitch count of 39. Taylor is eligible to play the position of catcher as they reached the threshold of 40 pitches during the at-bat.

In the second example, Kendall starts a new batter with a pitch count of 40. Upon the first pitch to the new batter, Kendall will not be eligible to play the position of catcher. This is not a threshold exception because, by rule, the threshold of 40 pitches was reached during the previous batter.

Baseball: Catcher Moving to Pitcher

A player who has played the position of catcher in four (4) or more innings is not eligible to pitch on that calendar day.

Receiving one (1) pitch to a batter in an inning constitutes having caught that inning.

Warm-up pitches do not count.



A catcher may move to the position of pitcher, but not if the catcher has caught four or more innings. One pitch in an inning constitutes a whole inning. The manager, plate umpire, and scorekeeper need to work together to track this player's eligibility to move to the position of pitcher.

Baseball: Catcher Moving to Pitcher

Example 1:

Chandler catches the 1st, 2nd, and 3rd innings.

At the start of 4th inning, Chandler moves to pitcher.

Example 2:

Jody moves to catcher during the 2nd inning.

Jody remains as catcher in the 3rd and 4th innings.

Jody remains as catcher in the 5th inning and receives 1 pitch.

Jody is NOT eligible to pitch.

Let's look at two examples.

In the first example, Chandler plays the position of catcher in the 1st, 2nd, and 3rd innings, for a total of 3 innings. Chandler is eligible to move to pitcher.

In the second example, Jody moves to catcher in the 2nd inning, and catches in the 2nd, 3rd, 4th, and 5th innings, for a total of 4 innings. It does not matter that Jody did not catch complete innings in the 2nd inning and 5th inning. This is still 4 innings and Jody is not eligible to move to pitcher.

Baseball: Catcher Moving to Pitcher and Back

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more may not return to the catcher position on that calendar day.

- 15- and 16-year-olds: 31 pitches or more

The threshold is 20 pitches and is covered by threshold exception

- 15- and 16-year-olds: 30 pitches

A player may play the position of catcher, move to the pitcher position, and then back to catcher. That player has a lower threshold of pitches they may deliver and remain eligible to return to catcher. The manager, plate umpire, and scorekeeper need to work together to track this player's eligibility.

Baseball: Catcher Moving to Pitcher and Back

Example 1: League Age 11

Tristan catches the 1st, 2nd, and 3rd innings.

At the start of 4th inning, Tristan moves to pitcher.

Tristan starts a new batter with a pitch count of 19.

Tristan delivers 8 pitches to the batter for a pitch count of 27.

Tristan is removed as pitcher.

Threshold Exception: Tristan may return to the position of catcher.

In this example, Tristan is league age 11 and catches the 1st, 2nd, and 3rd innings, for a total of 3 innings. Tristan is eligible to move to pitcher and does so in the 4th inning. Tristan starts a new batter with a pitch count of 19. This qualifies as a threshold exception and Tristan may continue to pitch to the batter and retain eligibility to return to the position of catcher.

Baseball: Catcher Moving to Pitcher and Back

Example 2: League Age 12

Tracy catches the 1st, 2nd, and 3rd innings.

At the start of 4th inning, Tracy moves to pitcher.

Tracy starts a new batter with a pitch count of 20.

Tracy delivers 1 pitch to the batter for a pitch count of 21.

NOT a Threshold Exception: Tracy may NOT return to the position of catcher.

In this example, Tracy is league age 12 and catches the 1st, 2nd, and 3rd innings, for a total of 3 innings. Tracy is eligible to move to pitcher and does so in the 4th inning. Tracy starts a new batter with a pitch count of 20. This is not a threshold exception because the threshold of 20 pitches was reached during the previous batter. Tracy cannot return to the position of catcher.

A Moment to Reflect

A Moment to Reflect

First: Safety and Game Management

Then: Game Play

Back when we reviewed the Agenda, I mentioned that much of this presentation addresses safety and game management. We are nearly half-way through this presentation and not yet reviewed a single game play rule or situation.

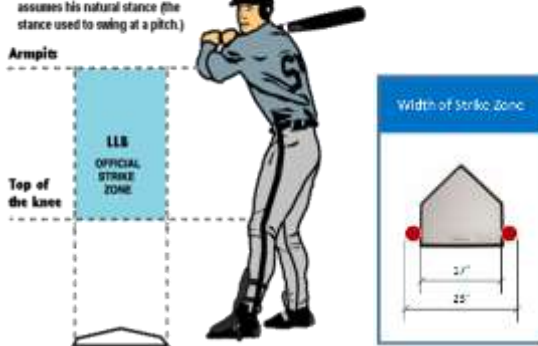
So again, master the safety and game management rules first and everyone will have a better Little League experience.

Basic 6 - Strike or Ball

Strike Zone

The Strike Zone

The Strike Zone is over home plate between the batter's armpits and the top of the knee when the batter assumes his natural stance (the stance used to swing at a pitch.)



That space:

- over home plate
- between the batter's armpits and top of the knees
- when the batter assumes a natural stance

The strike zone is that space over home plate between the batter's armpits and the top of the knee when the batter assumes a natural stance to swing at a pitch.

The strike zone will change for each batter, depending on their height and natural stance, but should be consistent for the game.

The strike zone does not move forward or backward as a batter moves forward or backward in the batter's box. It is always over home plate.

It is a strike if any part of the ball passes through any part of the strike zone. Since a baseball is almost three inches wide and the ball can pass that width on the inside or outside of the plate and still pass over the plate, the effective strike zone is almost 23" wide. A softball is an inch wider than a baseball, so the softball strike zone is almost 25" wide.

At lower levels such as baseball AA and AAA and softball AAA, the strike zone should be expanded further, by the width of another ball.

Strike Zone



The strike zone is a volume. If the ball passes through any part of this volume, it is a strike.

A ball may not be in the strike zone at the front edge of the plate but then pass through the strike zone before the back point of the plate. This is a strike.

Likewise, a ball may be in the strike zone at the front edge of the plate but then exit the strike zone before the back point of the plate. This is a strike.

Strike

- a) Is struck at by the batter and missed
- b) Is not struck at, if any part of the ball passes through any part of the strike zone
- c) Is fouled by the batter when there is less than two strikes
- d) Is bunted foul (the batter is out and ball is dead, if the batter bunts foul on the third strike)
- e) Touches the batter's person as the batter strikes at it (dead ball)
- f) Touches the batter in flight in the strike zone
- g) Becomes a foul tip (ball is live and in play)

These are the seven ways to get a strike. The first three are the most common.

First, the ball is struck at by the batter and is missed. This is a strike swinging.

Second, the ball is not struck at, but any part of the ball passes through any part of the strike zone. This is a strike looking.

And third, the ball is fouled by the batter. This is a strike when there is less than two strikes.

Called Strike Mechanic - Breakdown

[Called Strike Mechanic - Video](#)

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Swinging Strike Mechanic - Breakdown

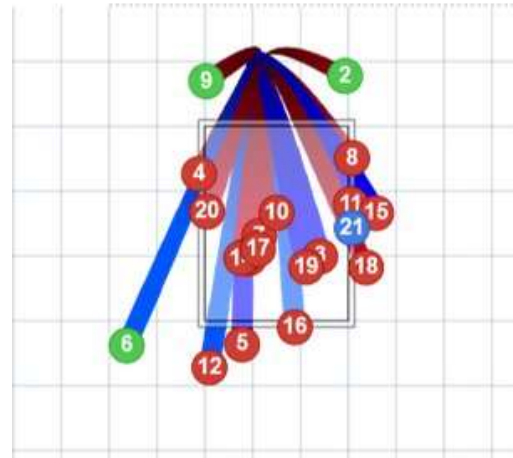
[Swinging Strike Mechanic - Video](#)

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Ball

NOT a Strike



A ball is a pitch that is not a strike.

The three pitches in green and numbered 2, 6, and 9 did not pass through the strike zone and were balls.

Ball Mechanic - Breakdown

[Ball Mechanic - Video](#)

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Basic 6 - Out or Safe

Catch

The act of a fielder

- in getting **secure possession** in the **hand or glove** of a batted ball **in flight**
- shall hold the ball long enough to prove **complete control** of the ball
- and that **release** of the ball is **voluntary and intentional**

IN FLIGHT describes a batted, thrown, or pitched ball, which has not yet touched the ground or some object other than a fielder



We will discuss three common ways to get an out.

First is the catch, which is a batted ball caught in flight.

In flight means the ball has not yet touched anything or anyone not a fielder, such as the ground or the fence.

The fielder must demonstrate secure control and voluntary release. Generally, if the fielder has the ball in their glove, the ball is not moving, and that fielder transfers the ball to their other hand, it is a catch.

Remember secure control and voluntary release because it will come up again.

In this picture, we have a fielder demonstrating secure possession of the ball. We can infer the release will be voluntary and intentional. This is a catch and an out.

Tag

The action of a fielder in touching a runner with the hand or glove [**securely and firmly**] holding the ball

A runner is out when that runner is tagged, while the ball is alive, while off a base



The second common way to get an out is to tag a runner who is off the base.

The fielder must tag the runner with the hand or glove that holds the ball. We again have secure possession of the ball in hand or glove.

In this picture, we have a fielder tagging a runner. From the picture, we do not have enough information to determine if this is an out. Does the fielder have secure possession of the ball? Did the fielder tag the runner before the runner reached the base? If both answers are yes, then we have an out.

Force

A runner is forced to advance when the batter becomes a runner [by hitting the ball into fair territory and it is not caught]

A runner is out when failing to reach the next base before a fielder tags the base after that runner has been forced to advance



The third common way to get an out is to tag a base before a runner who has been forced to that base reaches that base.

The fielder must have secure possession of the ball in hand or glove. The fielder may tag the base with any part of their body.

In this picture, the fielder is tagging the base with their foot. But they could have used their hand or any other body part.

Force Example

Example:

Runner on 1st base

Batter hits a fair ball to the shortstop

The runner on 1st base is forced to 2nd base

The shortstop tags 2nd base before the runner



Let's examine the events behind this picture.

There is a runner, red #47, on 1st base.

The batter, not shown, hits a fair ball to the shortstop.

The runner, red #47, is forced to advance to 2nd base.

The shortstop, with secure possession of the ball, tags 2nd base with their foot before the runner reaches 2nd base.

The runner is out.

Out Mechanic - Breakdown

[Out Mechanic - Video](#)

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Safe

NOT an Out



A runner is safe if the defense attempts a play and fails to get an out.

The picture captures a play at 1st base on the batter-runner. The fielder could tag the base or the batter-runner before the batter-runner reaches 1st base. However, the fielder does not have secure possession of the ball. The batter-runner is safe.

Safe Mechanic - Breakdown

[Safe Mechanic - Video](#)

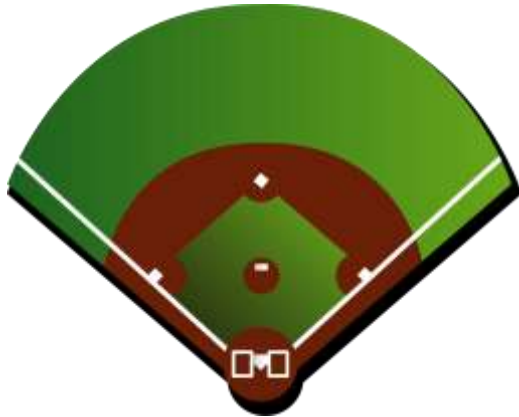
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Basic 6 - Fair or Foul

Fair Territory

Within the 1st base and 3rd base foul lines, including the foul lines, home plate, 1st base, and 3rd base



Fair territory is the space within the 1st base and 3rd base foul lines, including the foul lines, home plate, 1st base, and 3rd base. Fair territory ends at the top of the outfield fence.

Fair

A batted ball that

- a) settles on fair ground between home plate and 1st base or 3rd base
- b) is on or over fair territory when bounding past 1st or 3rd base to the outfield
- c) touches 1st, 2nd, or 3rd base
- d) first falls in fair territory on or beyond 1st base or 3rd base
- e) while on or over fair territory touches a player or umpire
- f) while over fair territory passes out of the playing field in flight

A fair ball is a batted ball that meets one of these six criteria.

First, if the ball settles in fair territory before passing 1st base or 3rd base.

Second, if the ball is hit on the ground and is in fair territory when passing 1st base or 3rd base.

Third, if the ball touches 1st, 2nd, or 3rd base.

Fourth, if the ball is in the air and lands in fair territory on or beyond 1st base or 3rd base.

Fifth, if the ball is on or over fair territory when touched by a player. It only matters where the ball is. A player could be in foul territory and touch the ball in fair territory. This is a fair ball.

Finally, if the ball is over fair territory and passes out of the field in flight. This is a home run.

Fair Mechanic

Umpires do not verbalize a fair ball

Arm extended point into fair territory



Umpires do not verbalize a fair ball.

Instead, it is an arm extended point into fair territory.

Foul

A batted ball that

- a) settles on foul territory between home plate and 1st base or 3rd base
- b) is on or over foul territory when bounding past 1st or 3rd base to the outfield
- c) first falls in foul territory beyond 1st base or 3rd base
- d) is not a fair ball and while on or over foul territory touches a player or umpire or any foreign object (usually, the fence)

The ball is dead and out of play, unless caught

A batted ball is a foul ball in these other cases.

First, if the ball settles in foul territory before passing 1st base or 3rd base.

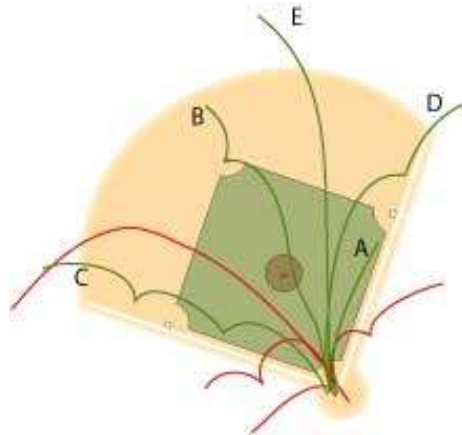
Second, if the ball is hit on the ground and is in foul territory when passing 1st base or 3rd base.

Third, if the ball is in the air and lands in foul territory beyond 1st base or 3rd base.

Fourth, if the ball is not a fair ball and is on or over foul territory when touched by a player or it touches the fence. It only matters where the ball is. A player could be in fair territory and touch the ball in foul territory. This is a foul ball.

If the ball is caught in flight, this is not a foul ball. The ball remains live and in play.

Fair, Foul, or Not Yet



Let's look at several examples.

For the ball labeled A, we must wait because it has not passed 1st base. If it settles or is touched in fair territory, it is a fair ball. If it settles or is touched in foul territory, it is a foul ball. Until then, it is neither fair nor foul.

For the ball labeled C, it was hit on the ground and passed 3rd base in fair territory. This is a fair ball.

For the ball labeled D, it passed 1st base in flight and falls in fair territory. This is a fair ball.

Foul Mechanic - Breakdown

[Foul Mechanic - Video](#)

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Foul Tip

A batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught

Strike. The ball is live and in play.



A foul tip is not a foul ball. A foul tip remains live and in play.

A foul tip is a pitched ball that hits the bat and goes sharp and direct from the bat to the catcher's hands and is legally caught.

If the ball does not go sharp and direct to the catcher's hands or is not legally caught, then it is a foul ball.

Foul Tip Mechanic - Breakdown

[Foul Tip Mechanic - Video](#)

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Dead Ball

Dead Ball

No plays can legally occur until the umpire resumes the game (“Play!”)

End of the inning
Foul ball
Batter hit by pitch
Ball out of play
Interference
Obstruction
Time



When the ball is dead, nothing can happen. The umpire must resume the game with a call of “Play!”

The common cases when a ball is dead are:

- The end of an inning
- A foul ball
- The batter hit by a pitch
- A ball out of play
- Interference
- Obstruction
- An umpire called Time

Time

Manager, coach, or player may ask for Time

ONLY an umpire may call Time

- When no further action is possible
- When there is reason to do so



The manager, any coach, or any player may ask for Time. But only an umpire may call Time.

An umpire will call Time only when no further action is possible and when there is a reason to do so.

For example, the batter receives a base on balls. The manager asks for Time. The umpire will not call Time as this prevents the batter-runner from continuing their advance, possibly to 2nd base. Only when the batter-runner has stopped at a base will the umpire call Time.

Time Mechanic

Hands out in front as a stop gesture

“Time!”



[Umpire]

To call Time, extend your hands out in front as a stop gesture.

Verbalize “Time!”

Hit By Pitch

When the batter is hit by a pitched ball

“Time!”

Runner is awarded first base. Exceptions:

- Pitch is in the strike zone. Strike.
- Batter swings at the pitch. Strike.
- Batter does not attempt to avoid. Ball.



A hit by pitch is when the batter is hit by a pitched ball, even if the ball bounces before hitting the batter.

Announce “Time!” The ball is always dead on a hit by pitch.

Usually, the runner is awarded first base, but there are three exceptions.

First, if the pitch was in the strike zone when it hit the batter. This is a strike.

Second, if the batter swung at the pitch. This is a strike.

Finally, if the batter made no attempt to avoid the pitch. This is a ball.

Leaving Early

Softball: Leaving Early

Before the pitch, when the pitcher has the ball in the circle and is not making a play, the runner must keep contact with the base until:

- **Minors:** the ball has reached the batter
- **Majors, Juniors, Seniors:** the ball has been released by the pitcher on delivery

“No Pitch!” Dead ball. The runner is out.



We start with softball.

Before the pitch, the runners must keep in contact with their base. For Minors, until the pitch has reached the batter. For Majors and above, until the pitch has left the pitcher's hand.

If a runner leaves early, it is a dead ball and no play can occur even if the pitch was delivered. The runner is out. If multiple runners left early, the most advanced runner is out.

Softball: Indecision (The Look Back Rule)

After the play, when the pitcher has the ball in the circle and is not making a play, any runner not in contact with their bases must immediately advance or return

The runner cannot stop before reaching the base unless a play is made on any runner

“Time! That’s indecision.” The runner is out.



When the pitcher has the ball back in the circle and is not making a play, any runners not in contact with a base must immediately advance to the next base or return to their current base. The runner cannot stop before reaching the base unless a play is made on any runner.

If a runner does not advance or return or stops before reaching the base, it is a dead ball. The runner is out. If multiple runners commit indecision, the most advanced runner is out.

Softball: Leaving Early and Indecision

Example:

- The batter receives a base on balls.
- The catcher returns the ball to the pitcher.
- The pitcher possesses the ball in the circle.
- The batter does not stop and continues to 2nd base.
- This is allowed.



Both the leaving early and the indecision rules have a stop criteria. That is, only if the runner has stopped on or off a base is the rule in effect. If the runner has not stopped, she may continue to advance or return.

In this example, the batter receives a base on balls and starts towards 1st base.

The catcher returns the ball to the pitcher and the pitcher possesses the ball in the circle.

The batter does not stop and continues to 2nd base.

This is allowed.

Baseball: Leaving Early (Minors and Majors)

Before the pitch, base runners shall not leave their bases until the ball has reached the batter

- Pitcher in contact with the pitcher's plate and in possession of the ball
- Catcher in the catcher's box ready for the pitch
- Until the pitcher and catcher have satisfied the above elements of this rule, the runners are free to advance without violation
- The pitcher cannot stop the runner by taking the ball back to the pitcher's plate



Let's move on to baseball, where the rules are more complex.

The leaving early rule applies to baseball Minors and Majors only.

Before the pitch, the runners must keep in contact with their base. The pitcher must be in contact with the pitcher's plate and in possession of the ball and the catcher must be in the catcher's box ready to receive the pitch for this rule to be in effect. If the pitcher or catcher have not satisfied these elements, the runners are free to advance.

Baseball: Leaving Early (Minors and Majors)

The runner is allowed to continue. The umpire shall drop a signal flag to indicate the violation.

After the play, "Time! Left early."

- Any outs on the play will stand.
- All other runners return to their original bases or nearest unoccupied bases.
- The batter-runner cannot advance beyond 1st base on a single or error, 2nd base on a double, or 3rd base on a triple.



If a runner leaves early, the play is allowed to continue. The umpire will drop a signal flag to indicate the violation.

After the play, the umpire will call Time and enforce the penalty.

Any outs will stand.

All other runners will return to their original bases or nearest unoccupied bases.

The batter-runner cannot advance beyond the base value of the hit. The game Umpire-in-Chief will determine this base value.

Baseball: Leaving Early (Minors and Majors)

Example 1:

- Runner on 2nd base and leaves early.
- Batter hits clean double.
- The runner is returned to 3rd base.

Example 2:

- Runner on 2nd base and leaves early.
- Batter hits a clean single.
- The batter-runner advances to 2nd base on the throw to home plate.
- The batter-runner is returned to 1st base.
- The runner is returned to 2nd base.

Let's examine two examples.

In the first example, there is a runner on 2nd base who leaves early. The batter hits a clean double. After the play, the runner is returned to 3rd base.

In the second example, there is a runner on 2nd base who leaves early. The batter hits a clean single and advances to 2nd base when the defense throws to home plate. After the play, the batter-runner is returned to 1st base since the base value of the hit was 1st base and the runner is returned to 2nd base.

Slide or Attempt to Avoid

Slide or Attempt to Avoid

There is No Must Slide Rule

Any runner is OUT when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag



There is no must slide rule.

The runner must slide or attempt to avoid a fielder waiting to make the tag. If the runner fails to slide or attempt to avoid the fielder, the runner is out.

Head-First Slide (Minors and Majors)

A runner cannot slide head-first while advancing

- The runner is OUT
- Does not apply if the runner is returning to a base

Stumbling, tripping, or crawling do not constitute a head-first slide

The ball remains live and in play



This rule applies to Minors and Majors for both baseball and softball.

A runner cannot slide head-first while advancing the bases. The runner is OUT.

A runner can slide head-first back to a base.

Stumbling, tripping, or crawling do not constitute a head-first slide.

Baseline

A runner is OUT when running more than three feet away from **their baseline** to avoid being tagged. The runner's baseline is a **straight line from the runner to the base** they are attempting to reach.



A runner is OUT when running more than three feet away from their baseline to avoid being tagged.

The runner's baseline is established when a tag attempt occurs. Then it is a straight line from the runner to the base they are attempting to reach.

It is NOT a line, chalked or otherwise, between two bases.

Interference and Obstruction

Offensive Interference

An act by a member of the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play.

Batted Ball: Does NOT need to be intentional

Thrown Ball: Must be intentional

The offender is out. All other runners return to their base at the time of the interference.



Offensive interference is an act by the offensive team which interferes with any fielder attempting to make a play.

For batted balls, the interference does not need to be intentional. A batter or runner should know where the batted ball is, where it is going, and be able to avoid it and any fielder making a play on the ball. Therefore, no intent is required.

For thrown balls, the interference must be intentional. A batter or runner cannot always know where a ball will be thrown. Instead, the fielder should know where the runner is, where the runner is going, and be able to avoid the runner with their throw. Therefore, the batter or runner must intentionally interfere with the throw.

The offender is out. All other runners return to their base at the time of the interference.

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Offensive Interference

Example:

- Runners on second (R2) and third (R3).
- Batter hits the ball towards the shortstop.
- R2 collides with the shortstop fielding the ball.
- “Time! That’s interference.”
- R2 is out.
- R3 returns to 3rd base.
- Batter to 1st base.



Let’s examine the events behind this picture.

There is a runner, wearing the green uniform, on 2nd base. This runner is R2.

There is another runner, not shown, on 3rd base. This runner is R3.

The batter, not shown, hits a fair ball to the shortstop, wearing the white uniform.

R2 attempts to advance to 3rd base.

R2 collides with the shortstop fielding the ball.

This is interference. R2 is out. R3 returns to 3rd base. The batter is put on 1st base.

Batter's Interference

When the batter hinders the catcher attempting to field or throw the ball

When the batter hinders a fielder making a play at home plate

Does NOT need to be intentional

With less than two outs, the runner is out.

With two outs, the batter is out.



Batter's interference is an act by the batter which interferes with the catcher attempting to field or throw the ball or with any fielder making a play at home plate. The interference does not need to be intentional.

With less than two outs, the runner is out. With two outs, the batter is out.

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Batter's Interference

Example:

- Runner on third (R3).
- Wild pitch and R3 attempts to score.
- The batter blocks the catcher attempting a play.
- "Time! That's interference."
- With less than two outs, R3 is out. With two outs, the batter is out.



Let's examine the events behind this picture.

There is a runner on 3rd base. This runner is R3.

The pitch is wild and R3 attempts to score.

The batter blocks the catcher attempting to field the ball and tag out R3.

This is interference. If there are less than two outs, R3 is out. If there are two outs, the batter is out.

Catcher's Interference

The batter becomes a runner and is entitled to 1st base without liability to be put out when the catcher or any fielder interferes with the batter.

- The manager of the offense may decline the penalty and accept the play.
- If the batter reaches first base and all runners advance at least one base, the play proceeds without reference to the interference.



Does NOT need to be intentional

Catcher's interference is when the catcher or any fielder interferes with the batter. Since this is almost always the catcher, this is known as catcher's interference. And it almost always happens when the batter's forward swing hits the catcher's mitt. The interference does not need to be intentional.

This is a delayed dead ball. After the play, the manager may decline the penalty and accept the play. Or if the batter reaches 1st base and all runners advance at least one base, the interference is disregarded. Otherwise, the batter is awarded 1st base.

LLOR 2.00, 6.08 (c)

Obstruction

The act of a fielder who, while not in possession of the ball, impedes the progress of any runner.

Does NOT need to be intentional



Obstruction is an act by a fielder, not in possession of the ball, that impedes the progress of a runner. It does not need to be intentional.

There are two types of obstruction.

LLOR 2.00, 7.06

Obstruction: Type A

Type A: If a play is being made on the runner

- Dead ball
- Runner is awarded at least one base beyond the base last legally touched

Example:

- The runner is in a run-down between 3rd base and home plate.
- The runner retreats to 3rd base and collides with a fielder without the ball.
- “Time! That’s obstruction.”
- The runner is awarded home plate and scores.



First is Type A obstruction.

If a play is being made on the runner, it is a dead ball and the runner is awarded at least one base beyond the base last legally touched.

Let’s examine the events behind this picture.

The runner is in a run-down between 3rd base and home plate.

The runner retreats to 3rd base and collides with a fielder, who does not have the ball.

This is Type A obstruction and a dead ball.

The runner is awarded home plate and scores.

Obstruction: Type B

Type B: If no play is being made on the runner

- Delayed dead ball
- Impose any penalties to nullify the obstruction

Example:

- The batter hits a clean double.
- The batter-runner collides with a fielder.
- Obstruction. Delayed dead ball.
- The batter-runner is tagged out at 2nd base.
- “Time! That’s obstruction.”
- The batter-runner is awarded 2nd base.



Second is Type B obstruction.

If no play is being made on the runner, it is a delayed dead ball. After the play, the umpires will impose any penalties to nullify the obstruction.

Let’s examine the events behind this picture.

The batter hits a clean double.

After rounding 1st base, the batter-runner collides with the 1st baseman who does not have the ball.

This is Type B obstruction with a delayed dead ball.

The batter-runner is tagged out at 2nd base.

The umpires award the batter-runner 2nd base as they adjudge the batter-runner would have safely reached 2nd base without the obstruction.

Train Wreck

A fielder steps or reaches into the runner's base path to catch a poorly thrown ball and collides with the runner

"That's nothing!"

The ball remains live and in play



A train wreck occurs when legally positioned players, through no fault of their own, are drawn into an unintentional collision. This occurs when a fielder steps or reaches into the runner's base path to catch a poorly thrown ball and collides with the runner.

Let's examine the events behind this picture.

The catcher is legally positioned in front of home plate, not blocking the plate or obstructing the runner, and awaiting the throw.

The throw is up the 3rd base line, drawing the catcher into the runner's base path, causing a collision.

This is a train wreck. "That's nothing" and the ball remains live and in play.

Train Wreck

Use timing to determine the call

- If the ball arrives at the same time as the collision: **Train Wreck**
- If the fielder has the ball and positioned to make the tag: **Interference**
- If the collision occurs before the ball arrives: **Obstruction**
- If the runner slows or alters their path before the ball arrives: **Obstruction**



Use timing for the correct call.

In our example, the runner, catcher, and ball all converged at the same spot at the same time. This is a train wreck.

If the catcher had fielded the ball and was positioned to make the tag, the collision is instead interference on the runner.

If the collision occurred before the ball arrived to the catcher, it is instead obstruction on the catcher.

If the runner slowed or altered their path to avoid the catcher in their base path, it is instead obstruction on the catcher.

The Manager Ask

The Manager Ask

If there is reason to believe that an umpire's decision is in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made.

- The manager must ask for and be granted Time.
- The appeal must be made to the umpire who made the decision.
- The appeal must be specific.

NOT a decision involving an umpire's judgment

If a manager reasonably believes there is evidence that an umpire's decision is in conflict with the rules, the manager may appeal the decision.

The manager must ask for and be granted time and make a specific appeal to the umpire who made the decision. They cannot appeal the umpire's judgement.

The Manager Ask

Example 1:

- The base umpire calls the batter-runner out at 1st base on a close play.
- The manager appeals to the base umpire that the batter-runner was safe.
- The base umpire sustains the decision. This was a judgment decision.

Example 2:

- The manager instead appeals that the fielder pulled their foot and failed to tag 1st base and therefore the batter-runner was safe.
- The base umpire may ask their partner(s) for any facts pertinent to the play (did the fielder pull their foot and fail to tag first base?).
- The base umpire makes the final decision.

In our first example, the base umpire calls the batter-runner out at 1st base on a close play. The manager appeals to the base umpire that the batter-runner was safe. The base umpire upholds the decision because it involved the umpire's judgement.

In our second example, the base umpire calls the batter-runner out at 1st base on a close play. The manager appeals to the base umpire that the fielder pulled their foot and failed to tag 1st base and therefore the batter-runner was safe. This is a valid appeal. The base umpire may ask their partner(s) for any facts pertinent to the play. (In this example, if the fielder pulled their foot and failed to tag 1st base). The base umpire makes the final decision.

Balls and Strikes

Arguing balls and strikes is not permitted and is not limited to overt disagreements about pitch location but can also be general complaining or grumbling from the defensive dugout after pitches or persistently questioning the umpire about pitch location

Arguing balls and strikes is not permitted. Any action that even suggests arguing balls and strikes is not permitted. This includes comments like:

- That looked good!
- Throw that one again
- Where was that?!?
- C'mon!

Umpiring

[Umpires]

Officiate the Game

Safety First!

Make the Call

Know where the ball is. Almost nothing can happen without the ball.

Move to the best position. Angle over distance.

Stop and set.

See it. Think it. Call it. Do not rush!

Be seen and heard. With confidence!

[Umpires]

The umpires are charged with officiating the game from beginning to end.

The primary responsibility is safety. We want all participants to leave at least as well off as when they came. If anyone is acting in a reckless manner, address it immediately.

The umpires are responsible for all calls, including strike or ball, out or safe, fair or foul, leaving early, obstruction, and interference.

Know where the ball is. Almost nothing can happen without the ball. The one exception is obstruction.

When making a call, put yourself in the best position you can and exercise good timing. Where is the runner? Did they touch the base? Where is the ball? Does the fielder securely control the ball? Did the fielder tag the base before the runner? When you know the call, make it with confidence.

Positioning & Responsibilities

- **The Standard: Plate Umpire Behind The Catcher**
Competitive Divisions (Coast and Above)
Instructional Divisions (AAA and Below)

- **The Alternative: COVID-19 Social Distancing Protocol**
Instructional Divisions (AAA and Below)

Pros: More approachable
Cons: Harder to call balls and strikes; Always in the middle of the play

[Umpires]

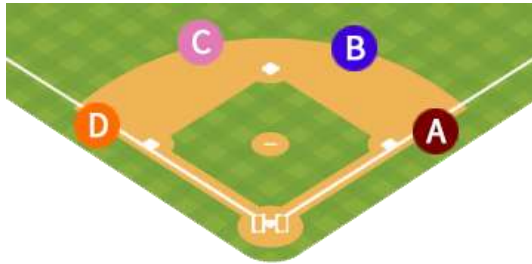
Umpires work as a team, the base umpire and the plate umpire, each with different positioning and responsibilities. This improves how much we can observe on the field.

We support two different options for positioning and responsibilities. We encourage the Standard Option at all levels. But, for instructional divisions, we also support the Alternative Option, also known as the COVID-19 Social Distancing Protocol, that was used last season.

We have found that the Alternative Option is more approachable to new and beginning umpires, as the plate umpire is not positioned behind the catcher in the path of the ball. The downside is it is harder to call balls and strikes and the base umpire is always in the middle of the play.

Before the game, agree with your partner which option you will be using. If you are using the Alternative Option, try the Standard Option as the season progresses and you gain more experience and confidence.

Base Umpire: Starting Position (Standard)



A Position – No runners on base

- 8 – 10 feet behind 1st base with right foot just outside the foul line

B Position – Runner on 1st base

- 2 – 3 steps behind and 2 – 3 steps to the left of the normal 2nd baseman position

C Position – All other situations

- 2 – 3 steps behind and 2 – 3 steps to the right of the normal shortstop position

[Umpires]

In the Standard Option, the base umpire has different starting positions, seen here labeled A, B, and C. These starting positions will put you in the best position for the most likely play.

These positions are designed for the small diamond in baseball and softball. Big diamond baseball positions are similar, but different.

The A position is 8 – 10 feet behind 1st base, in foul territory, with your right foot just outside the foul line. This is the starting position when there are no runners on base. The most likely play will be at 1st base.

The B position is 2 – 3 steps behind and 2 – 3 steps to the left of the normal 2nd baseman position. This is the starting position when there is one runner on 1st base. This gives you a great angle for a play at 2nd base or at 1st base.

The C position is 2 – 3 steps behind and 2 – 3 steps to the right of the normal shortstop position. This is the starting position for all other situations. This gives you a great angle for a play at any base.

Base Umpire: Working Area (Standard)



The Working Area is behind the pitcher's mound and extending left and right of 2nd base

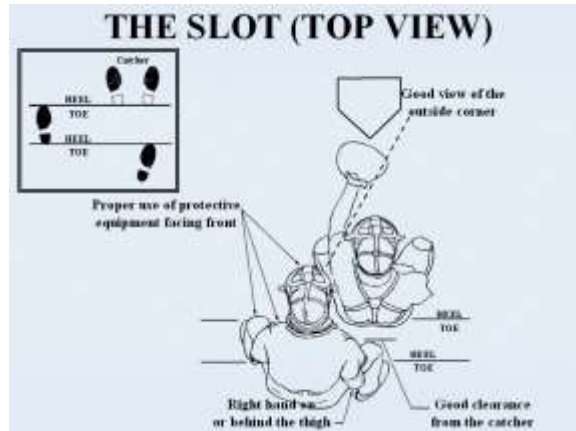
If the ball is hit to the outfield, run "inside" to make the call

If the ball is hit within the infield, stay "outside" to make the call

[Umpires]

Once the ball is hit into play, the best position to make the call will change. Move to the new best position. If the ball is hit to the outfield, move to the Working Area. This is the area behind the pitcher's mound and extending to the left and right of 2nd base. You will be able to see the throw from the outfield and it gives you a great angle for a play at any base.

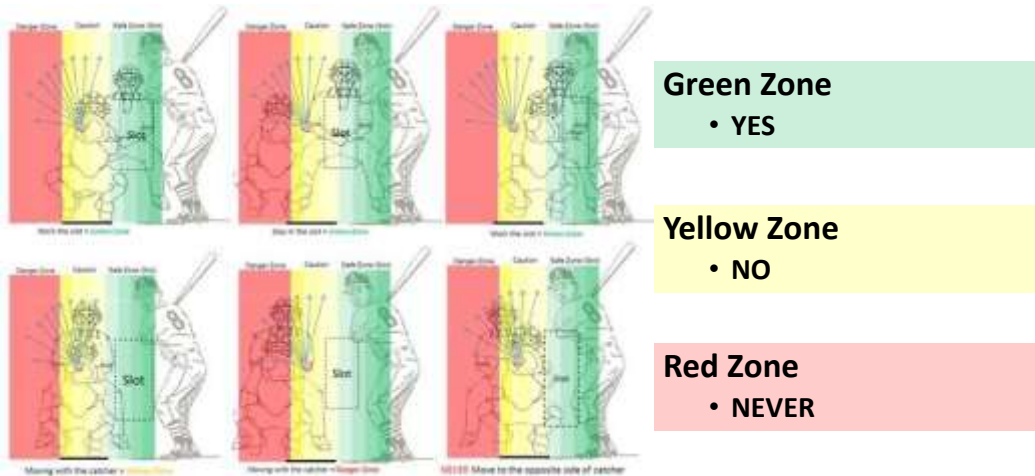
Plate Umpire: The Slot (Standard)



[Umpires]

In the Standard Option, the plate umpire has one starting position: the Slot. This is the space between the chest of the batter and the catcher's shoulder closest to the batter. This picture demonstrates the Slot for a right-handed batter. It will be reversed for a left-handed batter. This will give you the best view of the pitch and whether the pitch passes over home plate and through the strike zone.

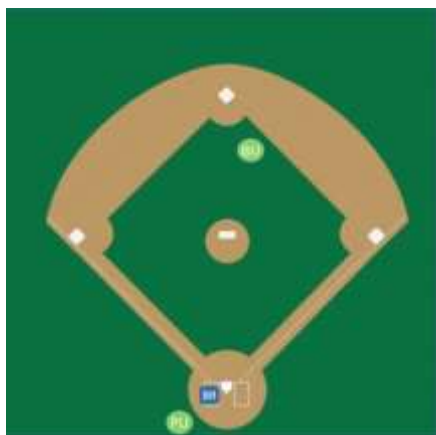
Plate Umpire: The Slot (Standard)



[Umpires]

The Slot is also the safest position for the plate umpire. The appropriate Slot position is in the green zone, which is unlikely to encounter pitched or foul balls. If the plate umpire moves across the plate into the yellow or red zones, the danger from pitched or foul balls significantly increases. Stay safe.

Base Umpire (Alternative)



Behind the Pitcher

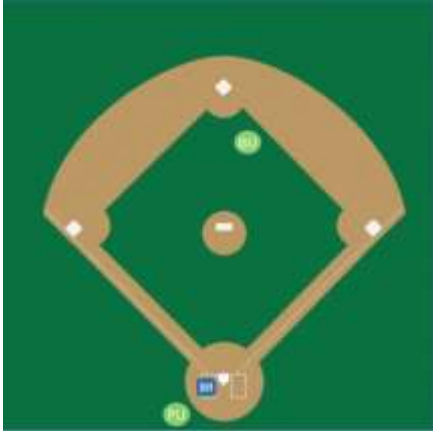
Always in the Working Area

[Umpires]

In the Alternative Option, the base umpire is always positioned behind and to the side of the pitcher.

When the ball is hit into play, the base umpire is already in the Working Area. Stay here to make all calls, even balls that remain in the infield.

Plate Umpire (Alternative)



Behind the Batter
At least 6'

Foul Line Extended
1st Base Line: Right-Handed Batter
3rd Base Line: Left-Handed Batter

Move to Point of Plate

[Umpires]

In the Alternative Option, the plate umpire is not positioned in the Slot behind the catcher. Instead, the plate umpire is at least 6' behind the batter. For a right-handed batter, the plate umpire is 1st base line extended, as seen in the picture. For a left-handed batter, the plate umpire is on the other side, in 3rd base line extended.

When the ball is hit into play, move to the point of plate to make your calls.

Base Umpire: Responsibilities (Standard)

- Out and Safe at all bases
- Leaving Early from all bases
- Runners touching 1st and 2nd bases
- Runners re-touching 1st and 2nd bases after Catch
- Interference along all bases
- Obstruction along all bases
- Dugouts

[Umpires]

In the Standard Option, when you are working as the base umpire, these are your responsibilities.

Most of your calls are going to be out or safe at 1st, 2nd, and 3rd bases.

Prior to the pitch, you are watching if any runner leaves any base early.

Know if the runner touches 1st base when advancing to 2nd base and if the runner touches 2nd base when advancing to 3rd base.

Know if the runners at 1st base and 2nd base touched their bases after a catch.

Watch for interference and obstruction along the base paths.

Finally, periodically check on the dugouts. There should only be the manager, coaches, and players. At least one adult must always be in the dugout. The players should not be acting recklessly with bats or balls. Remember, safety first.

Plate Umpire: Responsibilities (Standard)

- Strikes and Balls
- Catch
- Fair and Foul
- Runners touching 3rd base
- Runner re-touching 3rd base after Catch
- Interference at home plate
- Obstruction at home plate
- Game Management

[Umpires]

In the Standard Option, when you are working as the plate umpire, these are your responsibilities.

Most of your calls are going to be strikes and balls.

The plate umpire calls every catch, even fly balls to the outfield.

Call fair or foul.

Know if the runner touches 3rd base when advancing to home plate.

Know if the runner at 3rd base touched their base after a catch.

Watch for interference and obstruction at home plate.

Finally, game management. Push both teams to stay on schedule of one minute between innings. Handle all lineup changes. Ensure pitchers are eligible to pitch and catchers are eligible to catch.

Responsibilities (Alternative)

Base Umpire

- Strikes and Balls
- ~~Leaving Early from all bases~~

Plate Umpire

- Leaving Early from all bases
- ~~Strikes and Balls~~

[Umpires]

In the Alternative Option, the plate umpire is not in a position to call strikes and balls. Instead, the base umpire takes the responsibility to call strikes and balls. The plate umpire then has responsibility to call leaving early from all bases.

All other responsibilities remain the same.

Base Umpire: Uniform



League Provided

- Umpire Polo
- Umpire Cap
- Red Flag (Baseball)

Personal

- Grey Slacks
- Black Belt
- Black Socks
- Black Shoes
- Water

[Umpires]

If you look like an umpire, you will earn more credibility and respect. The league will give you an umpire polo and cap. And lend you a runner violation flag for the game. Please complete the outfit with grey slacks, a black belt, black socks, and black shoes. Bring water to hydrate between innings.

Plate Umpire: Uniform



League Provided

- Umpire Polo
- Umpire Cap
- Chest Protector
- Shin Guards
- Mask
- Indicator
- Plate Brush
- Ball Bag

Personal

- Grey Slacks
- Black Belt
- Black Socks
- Black Shoes
- Cup (Men)
- Pencil
- Lineup Holder
- Water

[Umpires]

In the Standard Option, the plate umpire is in the path of the pitched ball, so there is additional protective gear. The league will give you an umpire polo and cap. And provide a chest protector, shin guards, mask, indicator, plate brush, and ball bag for the game. Please complete the outfit with grey slacks, a black belt, black socks, and black shoes. Men, wear a cup. Bring a pencil and a way to hold the lineup and write notes on it. Bring water to hydrate between innings.

In the Alternative Option, the plate umpire is not in the path of the pitched ball, but there is still a risk of a foul ball. The chest protector, shin guards, and mask are optional.

Before the Game

30 Minutes Before Scheduled Start

- Meet with your partner in the parking lot
- Dress in your uniform
- Confirm responsibilities
- Discuss anything you are trying to improve

15 Minutes Before Scheduled Start

- Walk the field
- Inspect the equipment

5 Minutes Before Scheduled Start

- Plate Meeting

[Umpires]

The umpire team needs to start working together before the game starts.

30 minutes before the game, meet in the parking lot. This is the time to confirm responsibilities and discuss anything you are trying to improve. Early in the season this can be your positioning, your timing, and your confidence.

15 minutes before the game, walk the field for any safety issues or anything that could impact play and then inspect the teams' equipment.

5 minutes before the game, meet the managers at the plate for the pre-game meeting.

After the Game

Leave together back to the parking lot

Provide feedback on anything asked about before the game

Review anything from during the game

Follow-up with the league if necessary

Thank your partner

[Umpires]

After the game, leave together back to the parking lot.

Provide feedback on anything your partner asked about before the game.

Review anything from during the game. You are likely to see something new, so now is the time to discuss it to be better prepared for next time.

If you need further help, please follow-up with the league. This can be for rules clarification, mentoring, or providing feedback on the game, whether positive or negative. We want you to be successful and we will give you any support you ask for.

Finally, thank your partner.

Mentoring

League and District supported umpire mentor program

Experienced umpires are available to observe and help

Work with mentor before, during, and after the game

Sign-up in Arbiter now

[Umpires]

The league and district supports an umpire mentor program. I encourage all umpires, especially new and beginning umpires, to take advantage of this program.

For the first weeks of the season, experienced umpires are available to observe and help you during the game.

You just need to self-assign a game when a mentor is available.

The umpire mentor will email you at least 24 hours before the game to coordinate meeting time and location.

You will meet the umpire mentor 30 minutes before the game starts. Tell the mentor 2 or 3 things you are working on.

The umpire mentor will stand outside the field during the game. In-between innings or during pitching changes, the mentor may offer guidance, or you may ask for feedback.

After the game, spend 15 minutes debriefing the game.

Sign-up in Arbiter now to take advantage of this program

Arbiter

arbitersports.com

Self-assign games

Important!

- Ensure umpire coverage
- Find umpire mentoring

Invitation and instructions to follow



The screenshot shows the 'Self Assign' interface on the Arbiter website. It features a search bar at the top, a list of games on the left, and a detailed table of game assignments on the right. The table includes columns for Game ID, Priority, Field & Time, Sport & Level, Title, Status, and Assign. The 'Assign' column shows the assigned umpire's name and a 'Assign' button.

Game ID	Priority	Field & Time	Sport & Level	Title	Status	Assign
1	High	Field 10, 7:00 PM	Baseball - League	1 - 10000 - 10000	Open	Assign
2	High	Field 10, 7:00 PM	Baseball - League	2 - 10000 - 10000	Open	Assign
3	High	Field 10, 7:00 PM	Baseball - League	3 - 10000 - 10000	Open	Assign
4	High	Field 10, 7:00 PM	Baseball - League	4 - 10000 - 10000	Open	Assign
5	High	Field 10, 7:00 PM	Baseball - League	5 - 10000 - 10000	Open	Assign
6	High	Field 10, 7:00 PM	Baseball - League	6 - 10000 - 10000	Open	Assign
7	High	Field 10, 7:00 PM	Baseball - League	7 - 10000 - 10000	Open	Assign
8	High	Field 10, 7:00 PM	Baseball - League	8 - 10000 - 10000	Open	Assign
9	High	Field 10, 7:00 PM	Baseball - League	9 - 10000 - 10000	Open	Assign
10	High	Field 10, 7:00 PM	Baseball - League	10 - 10000 - 10000	Open	Assign

[Umpires]

Arbiter (<https://www.arbitersports.com/>) is the umpire scheduling system. It allows you to self-assign the games you will umpire.

This is important, as it enables the league to view and ensure umpire coverage for all games. And it drives the umpire mentoring opportunities. So please use it.

An invitation to your email address and instructions will follow.

Wrap Up

League Resources

<https://www.kirklandnational.com/rules/>

Rules Training

Local Rules

- Establish alternate game play rules

The league publishes its rules resources to its website. That includes this training presentation and the Local Rules.

Local Rules are the alternate game play rules for all divisions of play. Examples include time limits, mandatory play, and modified pitching rules. Be sure to review them.

Other Resources

Little League Rulebook App



[UmpireBible](#)

[Little League Umpiring 101](#)

[Little League University](#)

[YouTube](#)

Download the Little League Rulebook App to your phone. It includes the rulebooks for baseball and softball and automatic updates for future seasons for a one-time purchase of \$1.99.

App Store: <https://apps.apple.com/us/app/little-league-rulebook/id1464594539?ls=1>

Google Play:

<https://play.google.com/store/apps/details?id=com.littleleaguerulebook>

UmpireBible (<https://umpirebible.com/>) and Little League Umpiring 101 (<http://www.littleleagueumpiring101.com/>) are great sites for learning the rules.

Little League University (<https://www.littleleague.org/university/>) is the training and education site for Little League with great content and videos.

Finally, YouTube (<https://www.youtube.com/>) probably has a video of every situation you are likely to encounter.

Thank You

