

Windermere Little League – Local Rules – Spring 2017 Season

Disclaimer: No local rule can overrule a published rule, regulation, policy or principle of Little League Baseball without the express written consent from the Charter Committee in Williamsport, Pennsylvania. Every effort will be made to make any changes to the local rules at least one month before the first game of the regular season.

1. Minimum Number of Players Required to Start and Finish a Game: Teams must have **eight** players in their batting line-up to start and finish a game. If for any reason a team does not have eight players available to bat in their line-up, the team without the minimum number of players loses that game. The game can still be played using defensive subs from the other team.
2. Umpiring – Little League is a volunteer based organization that requires ALL parents to be involved in the process. Non-paid volunteers will umpire (the field position) each game. If a parent misses their assigned umpiring duty, their child may be forced to sit out the next game at the discretion of the Player Agent and/or Manager. **(This will be enforced)**
3. Batting Order/Base Coaches:
 - A. We will bat the complete roster for every game. Late arriving players will be added to the end of the current (starting) batting order. When batting the complete roster, there can be no offensive substitute players. **A runner can be replaced only if injured on the play, or becomes ill.**
 - B. The offensive team is permitted two adult manager/coaches (base coaches), as long as at least one other adult manager/coach remains in the dugout. **A maximum of three coaches are allowed in the dugout.** If there are only two coaches present, then a player wearing a helmet would coach one of the bases with the other coach remaining in the dugout.
4. Mandatory Play:
 - A. All players will play a minimum of 9 defensive outs, and sit a minimum of one (1) inning (an inning in this instance constitutes 3 consecutive outs in the same inning).
 - i. Exceptions:
 - ii. 1) If a pitcher that starts the game, and has the opportunity for a complete game going into the 6th inning (pitch count applies). If the pitcher is unable to complete the 6th inning (pitch count, etc...), and has to be removed, then the player must sit immediately.
2) If a team doesn't have a Full-Roster (Full Roster is 11 players).
 - B. All players will sit one inning before any player sits a 2nd inning.**
Penalty for violation of playing requirements:
First Offense: Player agent can request a warning be issued to the executive board for approval.
Second Offense: Manager suspended for one (1) game.
Third Offense: Removal as manager for remainder of season.

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5. Pitching Requirements: See pitch count rules below:

Pitches	Days rest
1-20	0
21-35	1
36-50	2
51+	5

- A. 65 pitches for Minors (75 for Majors) is the maximum number of pitches a pitcher can throw. There is one exception to this rule; a pitcher can go over 65/75 pitches if the pitcher starts a batter having thrown less than 65/75 pitches at that point. Once the batter is finished the pitcher must come out.
 - B. Calculating pitches thrown and number of days rest: If a pitcher starts a batter under a threshold (20, 35, 50) he may finish that batter and then, if removed, the number of pitches thrown would be recorded at the threshold. Example: start a new batter at pitch 18, it takes 7 pitches to finish that at-bat (25 total pitches thrown). Pitches thrown would be recorded as 20. (i.e., same rule as maximum number of pitches which allows a pitcher to finish the at-bat)
 - C. If a team declares an intentional walk against a batter, the pitcher does not need to throw the pitches but the pitch count will include the additional four pitches (instituted by LLI for 2017).
 - D. A pitcher who throws more than 40 pitches (41 or more) **CANNOT** play the position of catcher for the remainder of the day.
 - E. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. In this instance one pitch caught constitutes an inning.
 - F. When a pitcher throws more than 50 pitches (51 or more), the mandatory days of rest is five (5) days.
 - G. Once a pitcher is removed from pitching he cannot be re-inserted as a pitcher.
 - H. Penalty for violation of playing requirements:
First Offense: Manager suspended for one (1) game.
Second Offense: Removal as manager for remainder of season.
6. Bullpen Throwing (Pitcher Warm-Up):
- A. Managers or Coaches are not permitted to warm up a player in the bullpen, or elsewhere at anytime. A pitcher and a catcher are allowed in the bullpen for the purpose of warming up the pitcher.
 - B. The catcher must wear protective catcher's mask when warming up (throwing) with the pitcher.
 - C. Refer to Section 3.09 of the Little League Rule Book for additional details on Pitcher warm-up.
 - D. Please Note: Player's swinging bats to warm-up in the bull-pen is strictly prohibited.

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7. Suspended/Canceled Games:

- A. Canceled/Rain-out/Suspended games may be made up during league allotted time slots provided in the schedule. These games will *generally* be scheduled on Friday's, and no more than 8 days from the originally scheduled game. Unless approved by the player agent.
- B. All pitching rules and requirements stay in effect.
- C. Refer to Section 4.11 in the Little League Rule Book which addresses official, regulation and termination of games.

8. Game Times:

Due to the size of our league and the number of games to be played, it is imperative that all Managers, Coaches, Umpires and WLL Board Members on Duty (BOD) ensure games begin on time, move at required pace, and end on time.

- A. Games start with the Umpire saying "Play Ball". Home book will record the starting time given by the Plate Umpire. Umpire maintains the game clock.
- B. No new inning will start after 1:40 minutes.**
- C. Every effort must be made to start games on time. Late arriving players, managers, or coaches will NOT be considered valid excuses. Weather, field maintenance, or late umpires WILL be considered valid excuses.
- D. Refer to Section 4.11 in the Little League Rule Book which addresses official regulation and termination of games.

9. Safety:

- A. If a Player/Manager/Coach is wearing a cast (due to an injury). They are not permitted on field of play.
- B. NO JEWELRY of any kind is allowed. This includes plastic wrist bands and Titan-type necklaces

10. Fake Bunts:

- A. Batters are **not allowed** to square around to bunt, return the bat to the hitting position, and take a full swing at the pitch.
Penalty: Batter is out, base runners do not advance and the pitch thrown counts towards the pitch count.

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FOR Minors Divisions:

11. Run Limits:

Innings 1 - 4: 3 - Run Limits

Innings 5 - 6: 5 - Run Limits

12. Delayed or Half Steals:

A. In Minors Divisions delayed or half steals are not permitted.

13. Batter is not allowed to run to first on a dropped third strike

14. Outfield Positioning:

A. We utilize 4 outfielders on defense in the Minors division. All outfielders must be positioned in the outfield grass, utilized as outfielders, not additional infielders. Outfielders placed directly behind second base, or between the first, and second baseman on the edge of the outfield grass is not permitted. The placement of such fielder's is a judgment call by the umpire, and cannot be appealed.