

LITTLE LEAGUE EDMONTON DISTRICT 2 – RULES SUMMARY FOR COACHES

BENCHES & DUGOUTS

Although not found in the rule book, home teams traditionally use the bench or dugout located on the 1st base line (Edmonton has been different than the rest of Alberta). Home team takes infield practice 20 min before the game. Visiting team takes infield practice 10min before the game.

COACHES & MANAGERS – Rule 3.17

Only one team manager and 2 coaches shall occupy the bench or dugout. *Minors and below may have 1 manager and 3 coaches. Batboys or batgirls are NOT permitted. The use of electronic communication between the bench / dugout / bullpen and on-field personnel is not permitted.

MANDATORY PLAY – Regulation IV(i)

All age divisions during regular season play: Every rostered player present at the start of a game will participate in each game for a minimum of 6 defensive outs and bat at least 1 time..

BATTING ORDER – Rule 4.04

Continuous batting order means each player on the roster at the game must be included in a batting order, regardless of whether or not they are playing defense. This is a mandatory requirement for age divisions Minor and below. The rule book states a league may also adopt a policy of a continuous batting order for Majors and up. District 2 has, in fact, adapted this for Majors and up.

BAT DONUTS / RINGS / WEIGHTS – Rule 1.10

All age divisions: The traditional batting donuts, etc on a bat for warm-up are NOT permitted.

ON DECK BATTERS – Rule 1.08

Majors and below: On deck batters are NOT permitted, even in fenced-in areas. The next batter should be ready with a helmet on, but MAY NOT pick up a bat until it is his/her turn at bat.

****NOTE:** ONLY THE FIRST BATTER OF EACH HALF-INNING WILL BE PERMITTED outside the dugout between half-innings to practice swinging a bat safely. [this on-deck batter is typically permitted while the pitcher is warming up at the start of each half inning]*

Intermediate, Junior and Seniors: may have on deck batters anytime. However, they are still not permitted to use bat donuts / rings / weights as per Rule 1.08.

3rd STRIKE NOT CAUGHT RULE – Rule 6.09(b)

Majors and up: a batter becomes a runner [can run to first base] when the third strike is NOT caught by the catcher, providing:

- First base is unoccupied by a runner with less than 2 outs, or
- First base is occupied by a runner with 2 outs

****NOTE:** A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area).*

SPECIAL PINCH-RUNNER (SPR) – Rule 7.14(a) ***NEW**

All age divisions: Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player on base. A player may only be removed for a special pinch-runner one time during a game.

COURTESY RUNNER – Rule 7.14(b)

All age divisions: A local league may permit a courtesy runner for the catcher and/or pitcher when there are 2 outs (when granted by an umpire). The courtesy runner must be the player who was last out.

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PITCH COUNTS – Regulation VI (Pitchers)

The following is a simplified version of the actual text found in the Rule Book:

- Pitchers must be removed when they reach the pitching limit for his/her age group as noted below, but the pitcher may remain in the game at another position once removed from the mound:

AGE	MAX PITCHES PER DAY
7-8 yrs	50
9-10 yrs	75
11-12 yrs	85
13-16 yrs	95



Warm-up pitches do not count. Only pitches that occur while the ball is live will count towards innings pitched or caught.

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until either 1) that batter reaches base, or 2) that batter is put out, or 3rd out is made. This is commonly known as “finishing the batter”.

**Coaches are encouraged (but not required) to inform the umpire and pitch counter when a pitcher has reached their pitching threshold AND last batter to be faced. Pitchers finishing a batter at threshold will have their pitch count stopped at the designated threshold. Umpires will halt play after the batter, for pitching substitution.*

- Majors and Minors:** Once a pitcher is removed from the mound, that player cannot return as a pitcher in the game.
Intermediate, Junior, Senior: A pitcher removed from the mound but remaining on defence in a different position, can return as a pitcher anytime in the game, but this may occur only once per game (as long as they have not exceeded their max pitches for that day).
- Under no circumstances shall a player pitch in 3 consecutive days. Including all age divisions.
- The pitch count must be kept by the pitcher’s own team and provided to the Umpire or the other Team when requested. After a pitcher is done pitching, the player must be given the following rest periods (without pitching in a game, practices do not count):

PLAYER AGE	PITCHES THROWN IN A DAY	CALENDAR DAYS OF REST
14 yrs & Under	66+	4 days
14 yrs & Under	51-65	3 days
14 yrs & Under	36-50	2 days
14 yrs & Under	21-35	1 day
14 yrs & Under	1-20	0 days
15 yrs – 16 yrs	76+	4 days
15 yrs – 16 yrs	61-75	3 days
15 yrs – 16 yrs	46-60	2 days
15 yrs – 16 yrs	31-45	1 day
15 yrs – 16 yrs	1-30	0 days

WARMING-UP PITCHERS – Rule 3.09 ***NEW**

Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game, pre-game warm-up, and other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

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VISITS TO THE PITCHER AT THE MOUND BY MANAGER OR COACH – Rule 8.06

DIVISION	PERMITTED VISITS PER <u>INNING</u>	PERMITTED VISITS PER <u>GAME</u>	PITCHER MUST BE <u>REMOVED</u>
Minors	2 times per inning (same pitcher)	3 times per game (same pitcher)	On the 3 rd visit in the inning OR 4 th visit in the game
Majors/Int/Jr/Sr	1 time per inning (same pitcher)	2 times per game (same pitcher)	On the 2 nd visit in the inning OR 3 rd visit in the game

PITCHERS / CATCHERS CHANGING ROLES – Regulation VI



- A pitcher who pitches 41 or more pitches in a game and is not covered under the threshold exemption (*ie: exceed max pitches per day*), the player may not play the position of catcher for the remainder of the day.
- Catchers who play the position of Catcher in 4 or more innings in a game are not eligible to pitch on that same calendar day.
- If a player who played the position of catcher for 3 or less innings, then moves to pitcher position, and delivers 21 or more pitches in the same day (15/16yrs=31 or more pitches), that player may not return to the catcher position on that calendar day.
Exception: *If the catcher who became a pitcher reaches the 20-pitch limit (15/16yrs=30 pitch limit) while facing a batter, they may continue to pitch and maintain eligibility to return to catcher, until either 1) that batter reaches base, or 2) that batter is put out, or 3rd out is made.*

STEALING BASES – Rule 7.13

Majors and Minors: Runners may steal bases, but only after a pitched ball has reached the batter (not the catcher's glove). If a base runner leaves a base before a pitched ball reaches a batter and arrives at the next base, the steal is illegal, and the runner will be asked to return to their original bag. If a ball has been successfully batted and the batter gets on base while an illegal steal takes place, the runner committing the illegal steal may not advance more than one base in front of the batter.

Intermediate, Junior, Senior: Runners may steal anytime the ball is live.

INTENTIONAL WALKS – Rule 6.08(A)(2) *NEW

All age divisions: A player may only be intentionally walked by announcing such decision to the home plate umpire, ONE time during the course of the game (**cannot intentionally walk a player more than once per game**). This would not restrict a team from also throwing four balls outside the strike zone to this batter another time during the game.

INNINGS PER GAME – Rule 4.10(a), (b) and (c)

Regulation games are:

	Minimum	Maximum
Majors & Minors	4 innings	6 innings
Intermediate, Juniors and Seniors	5 innings	7 innings

***NOTE:**

Little League Edmonton District 2 has limited the duration of games to 120 min. This means no new inning can be started after 2 hours from the start of each game.

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MERCY RULE – Rule 4.10(e)

A game is called to end when:

	15 Run Mercy Rule	10 Run Mercy Rule	8 Run Mercy Rule *NEW
Majors & Minors	<ul style="list-style-type: none"> • Either team is ahead by 15 runs after 3 innings, or • HOME team is ahead by 15 runs after 2.5 innings. 	<ul style="list-style-type: none"> • Either team is ahead by 10 runs after 4 innings, or • HOME team is ahead by 10 runs after 3.5 innings. 	<ul style="list-style-type: none"> • Either team is ahead by 8 runs after 5 innings, or • HOME team is ahead by 8 runs after 4.5 innings.
Intermediate, Juniors and Seniors	<ul style="list-style-type: none"> • Either team is ahead by 15 runs after 4 innings, or • HOME team is ahead by 15 runs after 3.5 innings. 	<ul style="list-style-type: none"> • Either team is ahead by 10 runs after 5 innings, or • HOME team is ahead by 10 runs after 4.5 innings. 	<ul style="list-style-type: none"> • Either team is ahead by 8 runs after 6 innings, or • HOME team is ahead by 8 runs after 5.5 innings.

***NOTE:** During the regular season, Little League Edmonton District 2 has a 5 run per inning maximum rule. During playoffs, the “open inning” rule (unlimited runs) is usually implemented in the final inning of each game.

FIELD SPECIFICATIONS – Rule 1.04

The following is a list of the field specifications for each age division:

DIVISION	BASE PATH DISTANCE	DISTANCE FROM HOME TO PITCHING MOUND
TeeBall (4-6yrs)	50 feet	40 feet
Rookie/Coach Pitch (6-8yrs)	50 feet	40 feet
Minors (9-10yrs)	60 feet	46 feet (some leagues allow 40-42 feet for pitchers 8yrs or younger playing in Minors)
Majors (11-12yrs)	60 feet	46 feet
Intermediate (13yrs)	70 feet	50 feet
Juniors (13-14yrs)	80 feet	54 feet
Seniors (15-16yrs)	90 feet	60 feet 6 inches

BAT STANDARDS – Rule 1.10

DIVISION	LENGTH	DIAMETER
TeeBall/Rookie (4-8 yrs)	26” max	N/A
Minors/Majors (9-12 yrs)	33” max	2 5/8” max
Inter/Junior (13-14 yrs)	34” max	2 5/8” max
Senior (15-16 yrs)	36” max	2 5/8” max (non-wood must be bats must be ‘Batted Ball Coefficient of Restitution’ – BBCOR rated)

***NOTE:**

All bats labelled BPF – 1.15 bats are prohibited.
 2 1/4” bats are still permitted
 Wood bats are permitted at all ages
 Seniors: The bat shall not weigh, numerically, more than three ounces less than the length of the bat (ie: a 33-inch-long bat cannot weigh less than 30 ounces). This is known as -3 or ‘Drop 3’.

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SUNGLASSES – Rulebook Appendix B: Safety Code for Little League

Although sunglasses are permitted on the playing field during games, players and parents who wear glasses while participating are encouraged to wear “Safety Glasses”. There are no other restrictions on eyewear in any way according to the Little League Rulebook.

PLAY CALL ARM BANDS – Rule 1.11(a)(3) *NEW

The use of play calling bands by defensive players is permitted under the following conditions:

- The equipment must be worn as the manufacturer intended (ie: on the wrist or forearm)
- The play calling band may not be attached to the belt or any other location on the player’s person.

JEWELRY – Rule 1.11(j)

Players are not permitted to wear jewelry such as rings, watches, ear rings, bracelets, or any hard cosmetic/decorative items. However, hard items to control hair, such as beads, are permitted. *NEW

HEAD FIRST SLIDES – Rule 7.08(a)(4)

Majors and Minors: Runners who slide head first while advancing to the next base will automatically be called out. However, they may dive back to a previously occupied base.

Intermediate, Junior, Senior: Runners may head first slide while advancing to the next base.

There is no such thing as a “MUST SLIDE RULE” in Little League baseball at any age division. However, according to Rule 7.08(a)(3) a runner must either slide OR attempt to get around a fielder who has the ball and is waiting to make the tag.

RUNNING OFF THE BASELINE – Rule 7.08(a)(1)

Offensive player running more than 3 feet away from his/her base path to avoid being tagged will result in the runner being called out, unless the runner is trying to avoid interference with the defender fielding a ball. A runner’s base path is established when the tag attempt occurs and is a straight line from the runner to the base to which he/she is attempting to reach.

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APPEALS – Rule 9.02

- (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- (b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such an appeal shall be made only to the umpire who made the protested decision.
- (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

There are four types of appeal plays:

1. Missed base (Rule 7.10(b))
2. Failure to retouch properly (Rule 7.10(a))
3. Failure to return to first base (Rule 7.10(c))
4. Batting out of order (Rule 6.07)

Here are the requirements for making a proper appeal.

1. The appeal MUST be made before the next pitch.
2. The appeal MUST be made before next play or attempted play.
3. The appeal MUST be made while the ball is "In Play" (except batting out of turn)
4. The appeal MUST be made in a precise, unmistakable manner.
5. The appeal MUST be made before all defensive players leave fair territory.

The defense loses the ability to appeal if:

- The throw made for the appeal goes out of the field of play.
- A balk occurs before or during the appeal.
- A pitch is made to the batter.
- A play is made after the action has stopped. ie: *if the pitcher tries to pick off a runner rather than throw to a base for an appeal.*

BACK IN-PLAY TO MAKE APPEAL VALID – Rule 5.11

After the ball is dead (or "Time" is called by an umpire) the pitcher must now return to the mound with possession of the ball, assume a pitching position, and allow the umpire to put the ball back into "Play" before an appeal can be made. From this, we learn that one of the biggest mistakes the manager can make is to request "Time" to make an appeal.

Here are some common appeal myths:

1. Should the defensive team manager or a defensive player request time before making an "appeal"? NO – Appeal plays must be made under "Live Ball" conditions.
2. Does the ball have to go back to the pitcher before making an appeal? NO – Any defensive player with possession of the ball may initiate the appeal.
3. If the pitcher has the ball, does he/she have to go to the mound before making an appeal? NO – Making contact with the pitching plate now restricts the actions of the pitcher. If the pitcher commits an Illegal Pitch in the process of making the appeal; this is considered a play and the right to the appeal is lost.
4. Does the ball have to go to the base that was left early or missed? YES – If the runner being appealed is still on base, the ball must go to the missed bag and verbalize the specific appeal.