

Yorkville Youth Athletic Association Little League Rules 2010

Expectations and Objectives

The primary objective at the Little League level, as is the case with all leagues, is to prepare players for advancement to the next level of play. As coaches at this level, your role is considered the most critical of all our leagues. As players move up to the Major League, it is necessary for them to have received sufficient training in prior years to ensure a successful outcome including their safety, competitiveness, and their continued desire to play baseball.

Once a player leaves the Little League, he should have a good understanding of the fundamentals of baseball and know "why" he/she is making certain plays. In order to maximize the abilities of our players, coaches at each level of play are being challenged to ensure that players on their teams receive instruction in various aspects of the game.

The coaches at the Little League level should ensure that throughout the season, and certainly by the end of the season, players on their team receive instruction on the following skills:

I. BATTING

- A. Proper batting stance
- B. Correct bat position
- C. Effective swing execution
- D. Effective bunting technique
- E. Knowledge about the difference between bunting for a base hit and a sacrifice bunt

II. BASE RUNNING

- A. Effective base running technique
- B. Exploding off the base after the ball crosses the plate or after ball is hit
- C. Knowing when to tag up and when to go halfway on a fly ball
- D. Effective and safe sliding technique
- E. Knowledge and understanding of the "no stealing" rule and knowing when to run

III. FIELDING

- A. Consistent use of two hands to field the ball
- B. Knowledge of how to play the infield positions
- C. Execution of correct foot work at a base when taking a throw from another fielder
- D. Effective execution of the double play
- E. Effective execution of the run down play
- F. Effective execution of catching a fly ball that is beyond the outfielder
- G. Knowledge and execution of the correct use of the outfield relay
- H. Knowing who covers each base after the pitch
- I. Knowing who is the relay man in the infield based on where the ball is hit and where the play is to be made

IV. **PITCHING**

- A. An effective, comfortable, natural pitching motion
- B. How to hold the ball to throw a fastball. (Four seams and two seams)

V. **CATCHING**

- A. An effective, comfortable position behind the plate
- B. Effective technique for blocking wild pitches in the dirt (Drop down vs. reaching for the ball)

RULES

I. **GENERAL AND ADMINISTRATIVE**

A. **The Field** - The games will be played on a 60-foot diamond. The distance from the back corner of home plate to the far side of first base and third base will be 60-feet. The distance from the outside corner of first base to the far corner of second base will be 60-feet. The distance from the back corner of home plate to the front edge of the pitcher's rubber will be approximately 46 feet.

B. **The Umpires** - The league will provide (1) one umpire for each game. In the event that no umpire is available, each team will provide one home plate umpire. Each umpire will work during his team's offensive half-inning.

C. **The Teams**

1. Minimum players to start the game: At the starting time for the game, each team must have present on the field at least (8) eight players from its official roster for the game to be considered "official"

2. Bat the roster: During the game, the teams will bat their roster of all the players present at the game, regardless of the number of players each team has. No pinch-hitting is permitted. The batting order may not be altered.

3. Substitutions: The teams may substitute in the field freely, including pitchers. All players must play a minimum of three innings in the field per game if the game lasts six innings.

D. **The Game**

1. Number of Innings: There will be a maximum of (6) six innings per game.

2. Time Limits: The time limit for each game will be (120) one hundred and twenty minutes - (2) two hours. The last inning cannot begin if there is less than (15) fifteen minutes remaining in the (2) two- hour time limit according to the umpire's watch.

3. A Half-Inning: The offensive half-inning will consist of 3 outs or a number of at-bats equal to the number of batters in the line-up of the team with the fewer number of players present at the game, whichever comes first. For example, if team "A" has (10) ten players and team "B" has (13) players, the "maximum number of at-bats" during an offensive half-inning in that game will be (10) ten.

4. Bases-on-balls: We will play normal baseball rules.
5. Dropped third strike rule: There is no dropped third strike rule. On a dropped third strike, the batter is out, and he may not advance to first base.
6. Infield fly rule: The infield fly rule shall apply in all games.
7. A batter may not be walked intentionally.
8. Final Batter: When the final batter in the inning comes to bat, the umpire will call “two out, last batter”. At that time play will resume and shall be played as any other out or until the umpire calls time out at the end of the play.
8. **Game Responsibility** – Coaches are responsible for fielding a team to all Yorkville Youth Athletic Association scheduled games, regardless of the number of players who will attend. Coaches do not have the authority to cancel any game for any reason. Any disputes with fellow coaches, umpires, directors, rules or Yorkville administration, shall be discussed with parties involved and Yorkville Youth Athletic Association Executive Director at the proper appointed time. The only time a coach may remove a team from the field is in the event of imminent danger. walks: A batter may not be given and intentional walk.

II. OFFENSE

A. Batters

1. Number of batters: As many as 14 batters may come to bat in any offensive half-inning.
2. Bunting: A batter is allowed to bunt the ball.
3. Dropped third strike rule: on a dropped third strike, the batter is out. He may not advance to first base.
4. Bases-on-balls: Regular baseball rules apply – 4 ball, 3 strikes.
5. Intentional walks: A batter may not be given an intentional walk.
6. Batting helmet: All batters will wear a batting helmet during their at-bat.
7. Time out: A batter who steps out of the batter's box without calling for and receiving a time out from the home plate umpire, will receive a called strike.
8. Avoiding a pitch: A batter who steps out of the batter's box to avoid being hit by a pitch will not be penalized.
9. Hit by a pitch: when a pitch hits a batter, he will be awarded first base.
10. A batter may not be walked intentionally.

B. Base Runners

1. Stealing or leading: A team may "steal" or attempt to "steal" only one base per offensive half inning. It is permitted to attempt a steal from first base to second, or from second base to third. Attempting to steal from third base to home is prohibited. **A player is not allowed to advance to** the next base if the ball is thrown into the outfield or gets away from a fielder while **attempting to steal second or third base**. Any other attempted steals will result in the runner being called out. Stealing and leading are prohibited when:

- a. the pitcher has the ball in his possession, and
- b. the pitcher's foot is in contact with the rubber, and
- c. the catcher is in the catcher's box.

2. Leaving the base: The base runner may attempt to "steal" the next base after the pitched ball passes home plate completely or if the pitch hits the ground in front of home plate.

3. Penalty for leaving the base early: if a batter leaves his base before the ball is hit or before the ball passes home plate, or before the ball hits the dirt, he will be called out by the umpire. Any ball in play is dead.

4. Sliding: Sliding is permitted. Player may refuse to slide, but must not come in contact with a fielder – he must give himself up. Base runners may not slide into a base headfirst.

5. Avoiding contact: A base runner will make a reasonable effort to avoid contact with a defensive player covering a base. A base runner will not attempt to "collide" or "knock down" or "run into" any defensive player covering a base for any reason. A base runner that intentionally collides with a defensive player will be called out.

6. Batting helmet: Base runners will wear a batting helmet while on base.

III. DEFENSE

A. Pitchers

1. Maximum innings per game: A pitcher may not pitch more than (4) four innings per game
2. Maximum innings per double-header: A pitcher may not pitch more than (6) six innings in a double header.
3. Maximum innings per calendar week: A pitcher may not pitch more than (6) six innings during a calendar week.
4. Pick-offs: A pitcher may not attempt a pick-off at any base.
5. Balk: A pitcher may not be charged with a balk.

6. Hit batsman: A pitcher who hits (2) two batters in one offensive half-inning, or hits (3) batters in three innings will be removed as pitcher, and may not return to the game as a pitcher.

7. Bases-on-balls: a player will be removed by his coach if he is unable to place the ball over the plate and gives up many walks.

8. Complete inning: If a pitcher throws one pitch in an inning, he will be charged with a complete inning pitched.

9. Pitcher removed: If a pitcher is removed from a game for any reason, he may return to pitch if he has not been removed from the field. For example, he may play the outfield and then return as the pitcher later in the game.

B. Catchers

1. Equipment: Catchers will wear helmet, mask, throat protector (if available), chest protector, shin guards, catcher's mitt (if available), and protective cup.

2. Talking to batters: Catchers will not talk to batter or attempt to distract the batter in any way. If a catcher violates this rule, he will be given one warning by the umpire. Any subsequent infraction of this rule, and the batter will be awarded a base-on-balls. This is a judgment call and may not be protested.

C. Fielders

1. Maximum number of fielders: There may be (10) ten fielders on the field during the defensive half of an inning.

2. Maximum number of infielders: There may be as many as (6) infielders in the infield.

3. Maximum number of outfielders: There may be as many as (4) four outfielders, and there will be no use of the "short fielder" to cover an infield position.

IV. SPORTSMANSHIP

A. Fighting: A player who instigates a fight will be automatically ejected. A player who responds in a manner to defend himself will not be ejected. However, a player who responds to an instigated fight in a manner which escalates the fight shall be ejected as well.

B. Unsportsmanlike Conduct: This behavior which includes, but is not limited to, trash-talking, arguing with an umpire, purposely distracting the pitcher, and foul language, can result in suspension.

C. Suspension: If warranted, a player or a coach from any team can be suspended by the league or organizational directors. Coaches can bench their players, and can request that a player be suspended.