

Greater West Melbourne Little League 2011 Playing Rules



The official regulations and playing rules as they appear in the 2011 Rules Book for Baseball and Softball shall apply to all Divisions of the Greater West Melbourne Little League. The following rules shall also be in effect for the 2011 season.

All Divisions of Baseball and Softball

1. The Home team uses the third base dugout; the visiting team uses the first base dugout.
2. Each team Manager shall appoint a team representative to assist the league in coordinating parent participation in meeting league volunteer needs – to include concession stand responsibilities, umpiring, special events for players, fund raising, work parties, picture day sessions, and other essentials in operating the league. Remind all parents and guardians that there is no paid staff for the league – everything relies on participation of volunteers.
3. All Managers, coaches, and team representatives are expected to attend field workdays, special events (such as Opening and Closing Ceremonies), and all practices and games.
4. Following each game or practice, players and spectators of both teams shall pick up paper and food containers around the fields, playing areas, dugouts, and bleachers. The teams following will appreciate your thoughtfulness.
5. The Home Team shall be responsible for field preparation (raking and chalking). Time permitting, the field should be re-chalked before each game. The Home Team is responsible for turning off any field lights and scoreboards after the last game or practice of the day and for covering the pitching mound. Both team Managers shall see that the dugouts are clean and that all field and that all field equipment is returned to the proper storage area.

6. The Home Team shall provide an official scorekeeper for the Minor Kid Pitch (Minor A) Major, Junior, Senior, and Big League Divisions.
7. The Home Team shall provide two new game balls and the visiting team shall provide two serviceable balls for each game.
8. The Home Team shall provide one concession workers who report for duty ten minutes prior to the start of the game. If no concession workers report for duty, then the Concession Manager shall report to the Umpire for the game who will ask the visiting Manager to provide workers. The game shall not begin or continue until workers report for duty. In the case of T-Ball or Minor B Divisions, the Concession Manager shall report to a league official who will contact the Managers as stated above.
9. If the League does not schedule Umpires for the game, then the Home Team shall provide a plate Umpire and the Visiting Team shall provide a field Umpire.
10. For any inter-league play, the Home Team (or Host) shall be responsible for both Home and Visiting Team responsibilities.
11. Managers and Coaches are responsible for keeping order in the dugout during the game. The presence of parents, siblings, or friends from other teams in the dugout distracts the players and prevents them from concentrating on the game. In the event a Coach is unable to attend a game due to unavoidable circumstances, and there would otherwise be no adult present in the dugout during the team's time at bat, the Manager shall inform the Umpire that a designated representative drawn from the parents attending the game will act as a coach in the dugout. This person must be a registered volunteer with GWMLL and may not enter the field during the game.
12. Soft toss against any fence is prohibited. Soft toss is allowed in designated areas only.
13. Managers, Coaches, or Players removed or ejected from a game shall be suspended from their team's next physically played game (Little League Rule 4.07). They are also subject to further disciplinary action upon review by the GWMLL Board.

14. Managers and Coaches are not allowed in the park after being ejected (Little League Rule 4.07). Players ejected are not allowed on the playing field or in the vicinity of the field at the discretion of the umpire. Any disruption of team play or controversy on the part of the Manager or Coach at the ballpark during a suspension may be deemed detrimental to the League and be cause for further action by the Board of Directors.
15. The Board of Directors shall not tolerate misconduct on the part of any Manager, Coach or member. Any disciplinary action will take place according to the GWMLL Constitution.
16. The Manager and Coaches of each team shall be responsible for the actions of the spectators and shall be asked to control the games, so that the game on the field and in the stands will be conducted in a manner exemplified by Little League, Inc. and emphasizing fair play, good behavior and good sportsmanship. The Umpire in charge of the game and any Board members in attendance may assist the umpires by halting the game until good order is restored or individuals causing problems have been removed from the premises.

The District Administrator will set the Softball Divisions and Baseball Divisions playing rules for interleague play at the beginning of the season.

Bat Rules (T-Ball and Baseball Only)

Rule 1.10

What is changed; Junior, Senior, and Big League Baseball Only: Composite bats are hereby prohibited for use in Junior, Senior, and Big League Baseball with exceptions being shown on the Little League International website www.littleleague.org. As this list of approved bats may change from time to time GWMLL will attempt to keep the latest listing posted at Rodes Park and on the GWMLL website.

1.10 – The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick made of wood or of material and color tested and proved acceptable to Little League standards.

Little League (Majors) and below: it shall be no more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less;

Junior League: it shall not be more than 34 inches in length; not more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at it’s smallest part.

Senior/Big League: it shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at it’s smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch long bat cannot weigh less than 30 ounces). All non-wood bats shall meet the BESR performance standard, and such bats shall be labeled with a permanent certification mark.

In all divisions, wood bats may be taped or fitted with a sleeve not exceeding sixteen (16) inches (18 inches for Junior/Senior/Big League baseball) from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. An illegal bat must be removed.

NOTE 1: Junior/Senior/Big League: The 2¾ inch in diameter bat is not allowed in any division.

NOTE 2: The traditional batting donut is not permissible.

NOTE 3: The bat may carry the mark "Little League Tee Ball".

NOTE 4: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼ inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions. The 2 5/8 inch bat ring must be used for bats in the Junior, Senior, and Big League divisions of baseball.

Tee Ball

Ages: 4 to 6 year old boys and girls (7 year olds may participate with BOD approval)

Game Time Limit: Play will end 1 hour and 15 minutes from scheduled start time.

Team Size: 15 players maximum, 12 players ideally.

Fielding:

1. All players will play the field each inning. Players will be positioned in the field to most closely simulate baseball defense. The use of two pitchers will not be allowed. It is strongly recommended that a fourth outfielder be used along with a "shortstop" position between first and second base. Under no circumstances will a coach position players in the field to intimidate the batter or otherwise gain an unfair advantage.
2. All players will rotate to a new field position each inning.
3. Hats must be worn at all times in the field.
4. Catcher will wear full gear.

Batting and Base Running:

1. All batters will hit from the Tee.
2. The bat must hit the ball, not the Tee. If the bat hits the Tee it is a dead ball and the batter re-hits.
3. The ball must travel a minimum of 10 feet from the Tee (travel outside the hitting circle or get to the grass). If the ball is within the 10-foot circle, it is a dead ball and the batter re-hits.

4. Continuous batting order will be used; a half-inning will consist of batting through the side.
5. After three (3) outs, the bases will be cleared and the batting order continues until all players have batted. Players who are put out must leave the field.
6. There is no continuous play. If the last batter is out or has to stop at a base, the inning is over.

Pitching:

1. There will be an 8-foot circle around the pitching plate. Once the ball is returned to this circle, ALL PLAY STOPS. If a runner is more than halfway to the next base, the runner will be awarded such. If not more than halfway, the runner will be returned to the previous base.
2. There will be one base awarded on an overthrow.

Coaches:

1. The Manager and two Coaches must be registered volunteers and on the team roster.
2. Two Coaches will be allowed on the field for defensive purposes, providing that there is a Coach or registered volunteer parent in the dugout. No other adults, siblings, friends, or players from other teams are allowed in dugouts.
3. Three Coaches will be allowed in the field for batting/running (provided one remains in dugout). One at the plate and two in the field (first and third base).
4. No score is kept in Tee Ball.
5. At season end, the players should minimally know:
 - Where each fielding position is located
 - Proper throwing technique
 - Proper ground ball and fly ball catching/fielding technique
 - Proper batting technique (where and how to swing)
 - Proper base running technique (where to run)

6. At no time is a Manager or Coach to allow a child to leave the field of play (including dugout) without proper supervision such as a parent or guardian.

Minor B Baseball

Reminder: This is instructional baseball – teach proper skill techniques and age-appropriate game strategy.

Age: 7 – 10 year olds and 6 year olds who have previously played a full spring season of Tee Ball.

Team Size: Maximum 15 players, ideally 12 players.

Game Time Limit: Game will end 1 ½ hours from scheduled start time.

Fielding:

1. (Coach Pitch) – teams shall employ 10 defensive positions with two being pitchers positioned at each side of the mound. The positions will be marked clearly on the field by the home team while striping the field. The pitchers will remain on these spots until the ball is struck by the batter. UNDER NO CIRCUMSTANCES will a Manager/Coach place or instruct the pitchers to leave their positions early or in make any attempt to intimidate or otherwise gain an unfair advantage in the field.
2. (Player Pitch) – in the event a player pitch format is used the Manager/Coach will adopt the standard 9 defensive positions.
3. Catchers will be fully equipped (cup, mask, chest protector, throat guard, shin guards, and a catcher's mitt).
4. Players shall play no more than two innings at the same defensive position (preferably rotating between outfield and infield.)

Batting and Base Running:

1. A continuous batting order will be used and the Manager shall vary the batting order from game to game.
2. A half-inning shall consist of three outs or 4 scored runs. At the time the 4th run scores, the half-inning is over.

3. There will be no continuous play, once a runner has stopped, the play is over.
4. No stealing of any base is allowed at any time.
5. Runners will be allowed one base on an overthrow.

Pitching Option A:

1. The first half-season (e.g., 10 games in a 20-game season) will be Coach pitch. The Coach will stand at the 46' mound and be allowed to throw a total of 7 pitches. The at-bat will not end on a foul or foul tip. The batter shall either place the ball in play (by hitting) or be considered out at the end of the 7 pitches. The batter shall not be awarded first base for either a hit pitch or walk.
2. The second half-season will be modified player/coach pitch. The player pitcher will throw to the batter. The pitcher will be allowed to throw to a 4-ball count and then the coach will throw the remainder of the strikes (limit 7 total pitches – exception of fouled-off third strike). Note: if a batter swings at three pitches or any combination to be considered a strikeout before the count reaches 4 balls, the batter is out and is not entitled to 7 pitches. A batter hit by a player pitched ball shall be awarded first base in accordance with the rules of baseball.
3. Player-pitchers will pitch from the 46' mound.
4. Player-pitchers will adhere to the following rules (NO EXCEPTION)
 - a. NO LEAGUE AGE 6 PLAYERS WILL BE ALLOWED TO SERVE AS PITCHERS.
 - b. Players removed from the mound cannot return as pitchers.
 - c. A pitcher who delivers forty-one (41) or more pitches in a day cannot play the position of catcher for the remainder of the day.
 - d. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.
 - e. The Manager must remove the pitcher when said pitcher reached the limit for his/her age group as noted below (**2011 regular season**), but the pitcher may remain in the game at another position (see catcher rule 4(c) above):

League Age 9-10:	75 pitches per day
League Age 7-8:	50 pitches per day

Exception: if a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Pitching Option B (Requires BOD Approval):

1. All pitching shall be machine pitch. The Batter shall receive a total of seven (7) pitches. At that time either the batter shall have put the ball in play or be considered "out".

Run Limit:

1. There will be a four-run limit per half-inning. Play stops once the 4th run has scored and no further runs count.
2. There is no unlimited run rule for the last inning if less than six innings will be played because of time limits being imposed.
3. If the game reaches the 6th inning, the run limit is lifted and the team at bat may score as many runs as is possible within the structure of the other rules and time limit.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base Coaches as long as a registered coach is in the dugout. No other adults or children are allowed in the dugout.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field.
4. Managers and Coaches are not allowed to enter the field until the pitcher has completed his/her warm-up pitches. Coaches MAY NOT warm up pitchers.
5. No official scorebooks or standings will be kept. The Manager will fill out and submit the line-up card to the Umpire at the beginning of each game.

Minor A Baseball

Reminder: This is instructional baseball – teach proper techniques and age-appropriate game strategy.

Ages: 9 – 11 year olds and 8 year olds qualifying at skill tryout. 12 year olds may participate only with BOD and District Administrator approval.

Team Size: Maximum 15 players, ideally 12 players.

Game Time Limit: Play will end 1 ½ hours from scheduled start time.

Fielding:

1. Regulation nine players in the field defensively.
2. Catchers will be fully equipped with cup, shin guards, chest protector, mask, throat guard, and catcher's mitt.
3. Players will play no more than three innings in the same defensive position (preferably rotating into the outfield and infield).

Batting and Base Running:

1. A continuous batting order shall be used.
2. Each half-inning shall consist of three outs.
3. Runners may steal 2nd or 3rd base at any time after a pitched ball has crossed the plate, regardless of whether the catcher catches the ball.
4. Base runners may not "lead off". Runners must be in contact with the base at the time of pitch delivery and may not leave the base until the ball arrives at home plate.

Run Limit:

1. There will be a four-run limit per half-inning. Play stops once the 4th run has scored and no further runs count.
2. There is no unlimited run rule for the last inning if less than six innings will be played because of time limits being imposed.

3. If the game reaches the 6th inning, the run limit is lifted and the team at bat may score as many runs as is possible within the structure of the other rules and time limit.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base Coaches as long as a registered coach is in the dugout. No other adults or children are allowed in the dugout.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field.
4. Managers and Coaches are not allowed to enter the field until the pitcher has completed his/her warm-up pitches. Coaches MAY NOT warm up pitchers.
5. Official standings will not be kept. Official scorebooks will be kept for the purpose of maintaining pitching records and player attendance for tournament eligibility verification. The Manager will fill out and submit the line-up card to the Umpire and Scorekeeper at the beginning of each game. The Home team will provide the Official Scorekeeper. Scorebooks will be stored in the concession stand. Both Managers and Umpire shall sign the Official Scorebook at the conclusion of the game.

Pitching:

1. All games will be player pitch from the rubber on the 46' mound.
2. Pitchers will be allowed to pitch a maximum of three innings per game. One pitch is considered an inning.
3. Players removed from the mound may not return as pitchers during that game.
4. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.
5. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.

6. The Manager must remove the pitcher when said pitcher reached the limit for his/her age group as noted below (**2011 regular season**), but the pitcher may remain in the game at another position (see catcher rule 4 above):

League Age 12:	MAY NOT PITCH IN MINOR A
League Age 11:	85 pitches per day
League Age 9-10:	75 pitches per day
League Age 7-8:	50 pitches per day

Exception: if a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Major Baseball

Reminder: This is competitive baseball – teach proper skill techniques and age-appropriate game strategy. Remind parents that attendance, attitude, and skill will factor into the Manager’s decisions about game strategy while adhering to Little League minimum playing time rules.

Ages: 9 – 12 year olds selected for a team draft by qualifying at a skill tryout. All 12 year olds must be placed on a Major team unless granted a waiver approved by the GWMLL Board of Directors (BOD) AND the District Administrator.

Game Time Limit: All games will be regulation in length with no time limits (Little League Regulation X) unless there is a game scheduled to follow on the same field. In such case a two-hour time limit will be imposed once the game has reached regulation length.

Fielding, Batting, and Pitching:

The number of pitches allowable are determined by Little League Rule (**2011 Regular Season**).

1. Players removed from the mound may not return as pitchers during that game.
2. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.
3. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.
4. The Manager must remove the pitcher when said pitcher has reached the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (see catcher rule 2 above):

League Age 11-12:	85 pitches per day
League Age 9-10:	75 pitches per day

Exception: if a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitchers must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Run Limit:

1. The ten-run slaughter rule will be in effect. Any team ahead by ten or more runs after four completed innings will be declared the winner.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base coaches as long as a rostered coach is in the dugout. No other adults or children are allowed in the dugouts.
3. Managers and Coaches are not allowed to leave dugout other than to enter the field after calling and receiving a time-out from the Umpire.
4. Base Coaches are not allowed to enter the field until pitcher has completed their warm-up pitches. Coaches MAY NOT warm up pitchers.
5. The Manager will keep a pitching record in the official scorebook and the home plate Umpire will sign said record after each game. Any violation of this rule will be brought to the attention of the league player agent for the appropriate division.

6. The Home team will provide the Official Scorekeeper and keep the Official Scorebook for the Major Division. These scorebooks will be stored in the concession stand between games.

Junior, Senior, and Big League Baseball

Reminder: This is competitive baseball – teach proper skill techniques and age-appropriate game strategy. Remind parents that attendance, attitude, and skill will factor into the Manager’s decisions about game strategy while adhering to Little League minimum playing time rules.

Ages: Juniors 13 & 14 year olds, Seniors 15 & 16 year olds, Big League 17 & 18 year olds.

Game Time Limit: All games will be regulation in length with no time limits (Little League Regulation X) unless there is a game scheduled to follow on the same field. In such case a two and one-half (2 ½) hour time limit will be imposed once the game has reached regulation length.

Fielding, Batting, Pitching, and Base Running:

The number of pitches allowable are determined by Little League Rule (**2011 Regular Season**).

1. 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.
2. A pitcher may not pitch in more than one (1) game per day if they exceed thirty (30) pitches in the first game (*Junior and Senior League Baseball only*).
3. A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.
4. A catcher is prohibited from pitching when said catcher has caught in (4) or more innings.
5. The Manager must remove the pitcher when said pitcher has reached the limit for his/her age group as noted below, but the pitcher may remain in the game at another position (see catcher rule 3 above):

League Age 17-18	105 pitches per day
League Age 13-16	95 pitches per day

Exception: if a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 36 – 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 – 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitched 46 – 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitched 31 – 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 30 pitches in a day, no (0) calendar day of rest is required.

Coaches:

1. The Manager and two Coaches must be registered volunteers and listed on the Team Roster.
2. Two adult Coaches will be allowed as base coaches as long as a rostered coach is in the dugout. No other adults or children are allowed in the dugouts.

3. Managers and Coaches are not allowed to leave dugout other than to enter the field after calling and receiving a time-out from the Umpire.
4. The Manager will keep a pitching record using the stand Tournament Pitching Record and the home plate Umpire will sign said records after each game. The forms will be kept with the official GWMLL home Scorebook. Any violation of this rule will be brought to the attention of the Player Agent of the appropriate division.
5. Base Coaches are not allowed to enter the field until pitcher has completed his warm-up pitches. Coaches MAY NOT warm up pitchers.
6. The Home team will provide the Official Scorekeeper and keep the Official Scorebook for the Junior, Senior, and Big League Divisions. These scorebooks will be stored in the concession stand between games.
7. The use of the "Designated Hitter" is hereby permitted (*Senior League Baseball only*).

Pool Players for Interleague Play (District Tournament)

1. Can add pool player to bring playing roster to 10 players.
2. No more than 2 pool players can be added:
 - a. 9 regular players can add 1 pool player
 - b. 8 regular players can add 2 pool players
 - c. 7 regular players can add 2 pool players
 - d. 6 or fewer regular players no pool players can be added – team does not play.
3. Pool players **CANNOT** pitch, catch, or play any other infield position, they **MUST** play outfield.
4. Pool players must bat in batting order positions 6 thru 9.
5. When using item 2(a) the pool player **CANNOT START**, also the pool player can only play a maximum of 6 defensive outs and can only bat twice, unless while batting in an inning the pool player bats twice in that inning.
6. When using item 2(b) only one pool player can be in the game at the same time (they are each others substitute).

All Softball Divisions

Rules shall be as stated in the *Official Regulations and Playing Rules for All Divisions of Little League Softball for Year 2011*.

The GWMLL 2011 Playing Rules were adopted by the GWMLL Board of Directors at it's meeting on November 9, 2010 and will be in force for the 2011 Spring Season and 2011 Fall Season.

President's Name: Rory A. Dittmer

President's Signature: 

Date: 11.9.10

Little League ID Number: 3090211