



Malibu Little League Baseball 2012 Local Amendments to The Official Regulations and Playing Rules

As a result of the Malibu Little League Board of Directors vote, the following changes to Little League's Official Regulations and Playing Rules are approved for the 2012 Season:

Regulation IV - THE PLAYERS – All Levels of Baseball was amended to read:

- (a) **Little League (Majors) Division:** Any candidate who shall attain the age of **10 years** before May 1 and who will not attain the age of 13 before May 1 of the year in question shall be eligible to compete in Little League Baseball **Majors Division**

- (i) **Middle and Minor Division:** Every player on a team roster will participate in each game for a minimum of nine (9) defensive outs. Each team shall include every player in a continuous batting order and may substitute freely on defense.
Major: Every player on a team roster will participate in each game for a minimum of twelve (12) defensive outs. The only exception will be games played less than six (6) complete innings.

Regulation VI - PITCHERS – All Levels of Baseball was amended to read:

- (a) Any player on the team roster may pitch. EXCEPTION: A player who has attained a league age of twelve (12) is not eligible to pitch in the Minor *or Middle Division*.

In the Minor Division, we will be using a combination of coach pitch and kid pitch. Coach pitch will be implemented for the first four innings of each game, with a coach from each team pitching to their own team at a distance of 35-40 ft. Coaches must pitch from their knees. There will be no walks when coaches are pitching. After five pitches from a coach, if the batter has not put the ball in play the count advances to a two-strike count. The sixth pitch is the final pitch unless the batter fouls off that pitch, in which case the batter continues batting if the next pitch is fouled off or the ball is put in play. If the batter takes or swings and missed on the sixth or subsequent pitches, the batter is out. This combination of coach and kid pitch will last until Spring Break, at which time the MLL Board with input from the minor managers will discuss expanding kid pitch for more innings. Kid pitch will begin after four full innings at a regulation distance (44 feet). Balls and strikes will be kept during kid pitch, which follows the rules of Baseball.

- (e) *Pitch count rules are in effect. The official scorekeeper will track the pitch count. (Foul balls after the second strike will be noted by making an additional "tick" mark on the left.) Each manager will be provided with a "clicker". After each half inning, each manager will confer with the official scorekeeper and the three will compare pitch counts for the prior half inning. Once it is determined how many pitches were thrown, the official scorekeeper will mark it in the official book next to the pitcher's name.*

Rule 1.00 –OBJECTIVES OF THE GAME – Middle and Minor Levels of Baseball was amended to read:

- 1.01** Little League Baseball, *in the Middle and Minor Division*, is a game between two teams of *ten (10) players each, with a maximum of six (6) infielders (including catcher and pitcher)*, under the direction of a manager and not more than two coaches, played on a regulation Little League field in accordance with these rules, under the jurisdiction of one or more umpires.

Rule 2.00 – DEFINITIONS OF TERMS –

The **INFIELD FLY** Rule does not apply to the **Minor Division**.

The **STRIKE ZONE** in the **Minor Division** is the regulation strike zone.

An **INNING** is defined per Little League Rules. However, the Minor Division will have a 4-run per inning limit for the first five (5) innings, but not in the sixth (6th) inning. If the umpire calls “last inning” prior to an earlier inning, there will be no run limit for that final inning. For the Middles, we have a 4-run limit for the first 4 innings, and no limits after that – NO EXCEPTIONS.

BENCH or **DUGOUT**. Please note that Little League Rules limit adult participation to a maximum of one manager and not more than two coaches. No more than three adults will be allowed on the field or in the dugout at any time.

Rule 3.00 – GAME PRELIMINARIES – All Levels of Baseball was amended to read:

- 3.03** All levels of baseball: *A player may be substituted for another freely provided:*
- 1. all players play a minimum of nine (9) defensive outs [twelve (12) defensive outs for Majors]*
- 3.04** *For all Levels of Baseball, a “courtesy runner” may be used to replace a runner provided:*
- 1. there are two outs in the inning and,*
 - 2. the runner being replaced shall play catcher the next half inning and,*
 - 3. the “courtesy runner” shall be the last player to have made an out.*

Note: Rule 7.14 (pinch runner) does not apply when using a continuous batting order.

- 3.09** Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. Managers or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time. They may, however, stand by to observe a pitcher during warm-up in the bullpen.
- 3.19** *The Home team shall be responsible for field preparation and post game maintenance in accordance with these rules (see Diagrams) and regular maintenance after the game.*
PENALTY: *A team’s failure to comply with proper field maintenance instructions shall for the:*
- A. First Offense - receive a warning from the Board of Directors.*
 - B. Second Offense - forfeit practice time.*
 - C. Third Offense – forfeits additional practice time and receives a reprimand from the Board of Directors.*
- 3.20** *The Visiting team shall have the field for practice 10 minutes, 20 minutes prior to the scheduled starting time, and the Home team shall next have the field for practice 10 minutes prior to the scheduled starting time. In the event there are less than 20 minutes available, the time shall be divided equally with the Visiting team taking the field first. These times may be modified by mutual agreement of the manager of both teams.*

Rule 4.00 – STARTING AND ENDING THE GAME – All Levels of Baseball was amended to read:

- 4.04** *Every team shall have a continuous batting order that includes all players on the team roster present for the game batting in order. A player may be entered and/or reentered defensively into*

the game anytime provided that player plays the required minimum number of defensive outs. If a player is injured, becomes ill or otherwise is unable to play after the start of the game, the team will skip over that player's at bat without penalty. If the player later returns, the player shall be inserted into their original spot in the batting order and the game continues. If a player arrives late to a game, if the manager chooses to enter the player in the lineup (See Rule 4.01 NOTE) they would be added at the end of the current lineup.

- 4.06** No manager, coach or player, shall at any time, whether from the bench or the playing field or elsewhere –
- (1) incite or try to incite, by word or sign, a demonstration by spectators;
 - (2) use language which will in any manner refer to or reflect upon opposing players, manager, coach, and umpire or spectators;
 - (3) make any move calculated to cause the pitcher to commit an illegal pitch;
 - (4) take a position in the batters line of vision, with the deliberate intent to distract the batter.
 - (5) use a cell phone, PDA, or other handheld electronic device within the confines of the field or dugout during a game.

The umpire shall first issue a warning. If continued, remove the player, coach and/or manager from the game or bench. If such action causes an illegal pitch, it shall be nullified.

- 4.10** (a) A regulation game consists of six innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the sixth inning or only a fraction of it; or (2) because the umpire calls the game. *The umpire shall call the game should any of the following occur:*
- (1) *No new inning may begin after two hours from the actual start time. If you start the inning, you must complete the inning unless the home team does not need to bat.*
 - (2) *In the opinion of the umpire, darkness, weather conditions or other exigencies make it prudent to do so.*

(Remember, games shortened during an inning will cause the score to revert back to the previous completed inning.) (Pitch Count does not revert back.)

PLAYOFFS: There are no time limits on playoff games. Playoff games shall not end in a tie. If the game is tied, then the game shall continue until a winner is established.

- 4.16** If a game cannot be played because of the inability of either team to place nine (9) players on the field *within a 15 minute grace period after the time the game is scheduled to begin, the game shall be declared a forfeit, and the score shall be 6-0 in favor of the team with nine players. The manager of the losing team has the right to appeal the forfeiture to the Board within 24 hours. Should both managers agree to do so, a "practice game" may be played with umpires (who shall be compensated as if a regulation game).* Note: A *regulation* game may not be started with fewer than nine (9) players on each team.
- 4.17** If during a *Major Division* game either team is unable to place nine (9) players on the field due to injury or ejection, the opposing manager shall select a player to re-enter the lineup. A player ejected from the game *at any Level of Baseball* is not eligible for re-entry. If no players are available for reentry, or if a team refuses to place nine (9) players on the field, *the game shall be declared a forfeit, and the score shall be 6-0 in favor of the team with nine players. The game will not be rescheduled, due to lack of field space. The manager of the losing team has the right to appeal the forfeiture to the Board within 24 hours. Should both managers agree to do so, a "practice game" may be played with umpires (who shall be compensated as if a regulation game).* Note: A *regulation* game may not be continued with fewer than nine (9) players on each team.

Rule 5.00 – PUTTING THE BALL IN PLAY – LIVE BALL – Middle and Minor Levels was amended to read:

5.07 Minor and (Middle) Divisions: When three offensive players are legally out, *or for the first five innings of the game (four innings for Middles) if four runs have been scored by the offensive team*, that team takes the field and the opposing team becomes the offensive team (side retired). (Also note that, when using a continuous batting order, Little League Rules end a half inning when all offensive players have batted during that half inning.)

Rule 7.00 – THE RUNNER – Minor Level of Baseball only was amended to read:

7.15 Minor Division: *A runner may steal second or third base, advancing only one base, on a pitch provided:*

- (1) *the ball has reached the batter and,*
- (2) *the ball gets behind the catcher*

Note: Runners are only allowed to steal one base per at-bat.

Note: Overthrows on attempted steals do not allow ANY runner to advance another base.

7.16 Minor Division: *A runner may advance only one base on any steal, pickoff play or overthrow, unless that play is the continuation of a ball being batted into fair territory. A runner may advance to home base only when there is a live ball as a result of that ball being batted into fair territory, or when bases are loaded in the event of a walk or hit batter. (No stealing home!)*

Rule 8.00 – THE PITCHER – Minors and Middles Levels of Baseball was amended to read:

8.02 The pitcher shall not –

(a) (7) *deliver a breaking ball of any type. If, in the sole judgment of the home plate umpire, the pitch is a breaking ball, then the pitch shall be called a “ball”. If the pitch is swung at and missed, it is shall be called a “ball”. If the ball is put into play, and the batter reaches first base safely, the pitch will count. If the batter puts the ball into play, but is put out prior to reaching first base, then the pitch will be called a “ball” and the at-bat continues.*

Note: This call can NOT be argued – whether called or not called. Arguing this call should result in automatic ejection per the basic rules of play.

8.07 Any pitcher who hits three (3) batters in a game shall be removed from pitching for the remainder of that game.

Rule 10.00 – THE PLAYOFFS – For all levels of Baseball was added to read:

10.01 Seeding for Playoffs shall be set by way of a blind draw by all teams regardless of finish position during the regular season.

Remember, our local playoffs use Regular Season rules, and not Tournament Rules.