



Little League Rules Meeting for the 2022 International Tournament

Presented by



Agenda

- Meet the Instructors
- Safety and Equipment
- Rule Differences between Regular Season and Tournament Play
- New Tournament Rules for 2022
- Points of Emphasis

Instructors



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Safety & Equipment

Rule 1.10

Baseball non-wood bats

8-10 9-11 10-12	Intermediate Juniors	Seniors
USA Bat	USA Bat Or BBCOR	BBCOR

The complete logo must be visible.

Rule 1.10

Softball non-wood bats

All Levels of play
BPF 1.20

The logo must be visible.

Rule 6.06(d)

Batter enters batter's box with an illegal bat

- Batter is out
- Manager and player are ejected
- Offense loses one adult base coach for the remainder of the game

If illegal bat is identified after batter uses it

- In addition to the above penalties,
All runners return to previous base
unless defense elects results of the play

Rule 1.16

Use of a helmet is required for all batters, base runners and non-adult base coaches

Helmets may not

- be repainted
- contain tape or re-applied decals
- have a mirror-like finish



Rule 1.16

Altering helmets in any way can void manufacturer's warranty

Anything attached at time of purchase is approved

Stickers are not approved without letter from manufacturer



Rule 1.17

Dangling throat guards are required at all levels of play whenever a catcher's mask is required

There are NO exceptions

This includes

- Hockey mask style helmets
- Masks with wire extensions



Rule 1.17

Catcher's masks are required:

- Any form of infield/outfield practice
- Pitcher warm up
- Games



On-Deck Batter

8-10 / 9-11 / Little League

The on-deck batter is not allowed, at any time, regardless of field design or presence of a safe area.

Intermediate / Juniors / Seniors

The on-deck batter is permitted

Equipment Checks

Teams should be prepared for an equipment check before *every* game

- Helmets
- Bats
- Catcher's gear

Please line up all equipment along dugout fence as soon as possible so the games can start on-time



Rule Differences Between Regular Season and Tournament

Rules

No local rules are to be used

All rules are per the Little League Official Playing Rules

Local “ground rules” still apply

- Field conditions
- Establishment of live ball/dead ball territory

Mandatory Play

Regular Season	Tournament
<p>Each player shall have a minimum of 1 at-bat and play 6 defensive outs</p>	<p>If the team has 12 player <i>or fewer</i></p> <ul style="list-style-type: none">• Each player shall have a minimum of 1 at-bat and play 6 <i>consecutive</i> defensive outs <p>If the team has 13 or 14 players</p> <ul style="list-style-type: none">• Each player shall have a minimum of 1 at-bat

Mandatory Play

For purposes of mandatory play, the batter **MUST** enter the batter's box with a 0-0 count.

A manager's failure or refusal to meet mandatory play shall result in their immediate ejection, for the remainder of the International Tournament, without replacement.

This does not require a protest.

This rule does not apply to Senior BB or SB

Mandatory Play

New rule implemented in 2021:

For purposes of mandatory play, an at-bat is not complete until:

- The batter is retired,
- The batter scores,
- The end of the half-inning, or
- The end of the game

Mandatory Play

A *starter* can be removed prior to achieving their mandatory play requirement, however . . .

- a) If removed, their substitute must complete their mandatory play requirement before the starter can re-enter the game
- b) The starter must still meet the mandatory play requirement
- c) In first at-bat, the starter reaches base, they cannot be substituted for special pinch runner

Batting Order

Regular Season	Tournament
Continuous batting order League option	Standard 9 players in the line-up

Game Duration

Regular Season	Tournament
<p>Shortened games</p> <ul style="list-style-type: none">• Time limits• Drop dead <p>League options</p>	<p>Full regulation games</p> <ul style="list-style-type: none">• No time limits <p>8-10 / 9-11 / 11-12</p> <ul style="list-style-type: none">• 6 innings <p>Juniors / Seniors</p> <ul style="list-style-type: none">• 7 innings

Runs per Inning

Regular Season	Tournament
Limits on runs scored per inning League option	No limits to runs scored

“Mercy” Rule

Regular Season	Tournament
<p>15 runs after 3 innings 10 runs after 4 innings League options</p> <p>Inning limits League options</p>	<p>15 runs after 3 innings 10 runs after 4 innings <i>In effect, not optional</i></p> <p>No inning limits</p>

Pitching Substitutions - Baseball

Regular Season	Tournament
A pitcher removed from the mound cannot return as pitcher	<p><i>* Intermediate / Junior / Senior *</i></p> A pitcher removed from the mound <i>but stays in the lineup</i> can return to the mound once per game

Pitching Substitutions - Softball

Regular Season	Tournament
A pitcher removed from the mound cannot return as pitcher	<p>A pitcher removed from the mound <i>but stays in the lineup</i> can return to the mound once per inning</p> <p><u>8-10 / 9-11 / 11-12</u></p> <ul style="list-style-type: none">• Cannot return to mound if pitcher removed for a <i>substitute</i> <p><u>Juniors / Seniors</u></p> <ul style="list-style-type: none">• Can return to mound if substitution rules are not violated

Other Tournament Rules

Tie-Breaker

If at the end of regulation, the score is tied, teams will play one extra inning under normal scoring provisions

If *after* that extra inning, the score is still tied, the following will be applied to that, and each subsequent, inning:

- The next scheduled batter shall bat and is considered the first batter for that inning.
- The last scheduled batter for that inning shall be placed at 2nd base.

Rules regarding substitutions and special pinch runners for the runner at 2nd base still apply.

Managers and Coaches

The number of Managers/Coaches a team is allowed is determined by the number of eligible and uniformed players on-site at the start of the game.

- If a team has 12 or more eligible and uniformed players at the start of the game, the team is allowed one (1) adult Manager and two (2) adult coaches.
- If a team has 11 or fewer eligible and uniformed players at the start of the game, the team is allowed one (1) adult Manager and (1) adult coach.

Points of Emphasis

The following organizations will be at the game to scout your child:

Number of Players

Teams must have at least 9 players to start the game

The game is considered started at the plate meeting

Teams must have at least 9 players to continue the game

If, at any time, a team has less than 9 players, the game will be suspended and be referred to the tournament committee.

Who's the Home Team?

For all games, home team is determined by a coin toss.

Coin toss shall be performed by an authorized representative of the Tournament Director.

Home team shall occupy the 3rd base dugout

Line-Up Card

A properly completed line-up card is required to be presented to the home plate umpire at the plate meeting

- Player name
- Player number
- Player position
- All substitutes must be listed

TEAM		<u>Padres</u>						
MANAGER		<u>Bob Melvin</u>						
BATTING ORDER AND LINE UP FORM								
NO	POS	PLAYER	2	3	4	5	6	7
10	7	Profar						
13	5	Machado						
7	6	Kim						
30	3	Hosmer						
5	9	Myers						
9	4	Cronenworth						
2	8	Grisham						
26	2	Nola						
11	1	Darvish						
25		Hill						
17		Rogers						
23		Tatis, Jr						
45		Voit						

Pitching Limitations

Under no circumstances shall a player pitch in three (3) consecutive days

Substitutions

Once mandatory play is met, the starter his/her substitute can freely substitute for each other.

Starters and substitutes must re-enter in the same position in the batting order.

Substitutions

Defensive substitutions must be made when the defensive team is on the field.

- Substitutions can be made at any time

Offensive substitutions must be made when each player comes to bat

- Informing the umpire of all substitutions before their time at bat is not considered a legal substitution

3rd Strike Not Caught

	Less than 2 Outs		2 Outs
	1st Base Occupied		
Age	Yes	No	
8-10	Batter is Out		
All Other	Batter is Out	Batter becomes Runner	

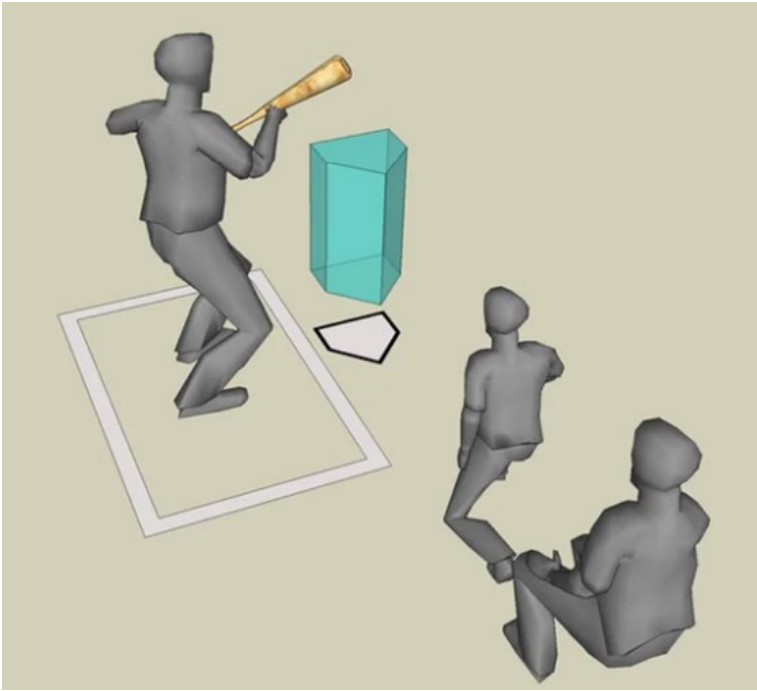
The Strike Zone

This is NOT the strike zone



The Strike Zone

THIS is the strike zone



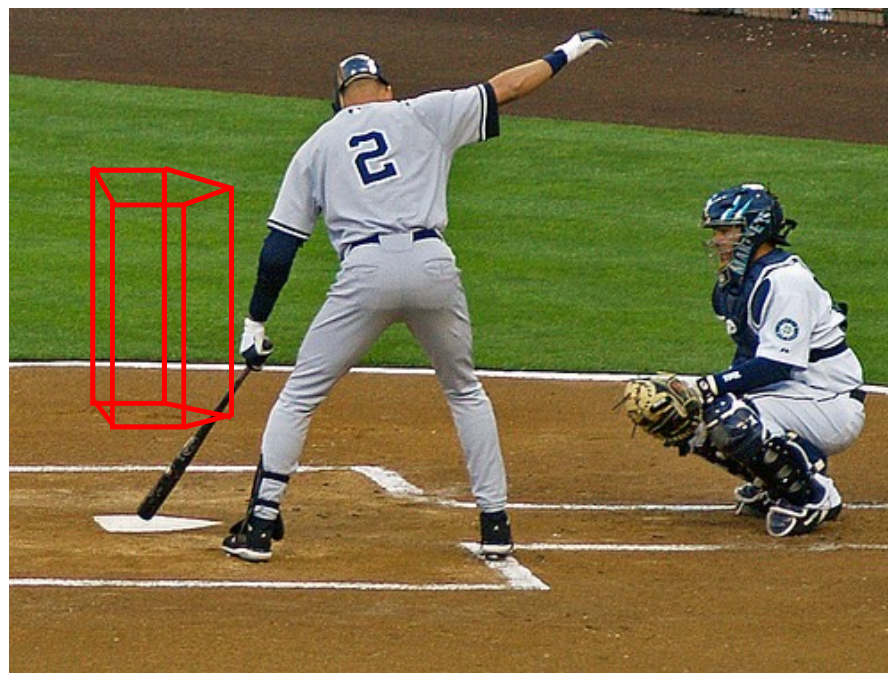
The Strike Zone

The space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance.

The umpire shall determine the strike zone according to the batter's usual stance when that batter takes a swing.

The Strike Zone

Over home plate



Special Pinch Runner

Each team is allowed the use of a special pinch runner

- A specific player may be substituted for only once per game
- A special pinch runner can be used twice during a game, but only once per inning
- Special pinch runner must be a player not in the current line-up

There are no courtesy runners at any time

Special Pinch Runner

A starter may still be substituted for before they have met their mandatory play requirements.

Special Pinch Runner cannot be used during the batter's 1st at-bat.

Unsportsmanlike Behavior

Stealing Signs

The stealing or relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior.

If, in the judgment of the umpire(s), this behavior is occurring, both the player and the manager may be ejected from the game.

It is the discretion of the umpire to decide if the action is blatant and consistent to the point where ejection is warranted.

This is NOT a protestable decision.

Unsportsmanlike Behavior

Bat Flips

Flipping the bat, or other demonstrations, are considered unsportsmanlike behavior and can result in ejection.

Don't do it!

This is NOT a protestable decision.

Unsportsmanlike Behavior

Communication Devices

Communication devices are not allowed to be used by any players, managers or coaches once the game has started

If a communication device is observed by an umpire or any Tournament official, the individual using such a device shall be removed from the game.

Unsportsmanlike Behavior

Communication Devices

Electronic devices used for keeping score are permissible, however, the umpire has the right to verify that the device is being used strictly for its intended purpose.

Individuals who are required to carry communication devices (such as first-responders) are provisionally exempted, but must let the plate umpire know prior to the beginning of the game.

Unsportsmanlike Behavior

Chanting and Noisemakers

Chanting and cheering from the dugout is permissible, as long as it is not meant to disrupt the pitcher - - this is umpire judgment

Artificial noisemakers are not permitted

Defensive Visits

The manager may request time and visit with any member of the defense.

A visit with ANY member of the defense is a charged visit to the pitcher

On the 2nd charged visit in any inning, the pitcher MUST be removed.

On the 3rd charged visit during the game, the pitcher MUST be removed.

Visits start over upon change of pitcher.

8/9/10 – 3rd charged visit in an inning or 4th in a game

Defensive Visits

Injury visits do not count as charged visits, however . . .

If an umpire hears any discussion other than the status of the injury, the visit will count as a charged visit.

Yes . . . the umpires will accompany the manager during the injury visit

Side note: should a player come out of the game due to injury or illness, that player cannot return without written clearance from trained medical personnel

One Foot in the Batter's Box

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter.

This is umpire judgment

After one warning on the batter, the umpire shall call a strike.

Any number of strikes can be called until the batter re-enters the batter's box, or until the third strike is called.

A delay of game is strictly the decision of the umpire.

Intentional Base on Balls

If the defensive team wishes to give the batter an intentional base on balls:

- Manager must request time and inform plate umpire
- No pitches need to be thrown, but any remaining pitches will be added to pitch count
- Batter will be awarded first base

The ball is dead - - no other runners may advance (unless forced)

Intermediate/Juniors/Seniors

- Conventional pitches must be thrown

Pitching Limits - Baseball

Maximum number of pitches in a day

Age	7-8	9-10	11-12	13-16
Maximum Pitches per Day	50	75	85	95

Note that the limitation is based on age and not level of play

Days Rest - Baseball

Mandatory days rest based on pitch count, and level of play

Age	1-20	21-35	36-50	51-65	66+
Juniors and Below	0	1	2	3	4

Age	1-30	31-45	46-60	61-75	76+
Seniors	0	1	2	3	4

Days Rest - Baseball

If the pitcher reaches a days of rest threshold while facing a batter, the pitcher will only be required to observe the calendar days of rest for the threshold he/she achieved prior to the at bat.

Age	1-20	21-35	36-50	51-65	66+
Up to 14	0	1	2	3	4

Example:

A pitcher has thrown 33 pitches. The next batter comes in and fouls off 10 pitches before he gets a base hit. The manager removes the pitcher. The pitcher is required to rest 1 day.

Pitching Limits - Softball

8-10 / 9-11/ 11-12

- 12 innings per day maximum

A single pitch shall constitute an inning

Juniors / Seniors

- No limitations

Days Rest - Softball

8-10 / 9-11/ 11-12

- 7 innings pitched in a calendar day requires 1 calendar day of rest
A single pitch shall constitute an inning

Juniors / Seniors

- No limitations

Switching Pitchers and Catchers - Baseball

Any player that has caught 4 or more innings is not eligible to pitch that calendar day

Any player that has caught 3 or more innings *and* thrown 21 or more pitches cannot return to catcher that calendar day

Any player that has thrown 41 or more pitches cannot catch that calendar day

NOTE: A single pitch shall constitute an inning

Warming up the Pitcher

Regulation XIV (f)

Managers and coaches shall not warm up pitchers

Rule 3.09

Managers or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time

Protests

- Protests for improper rule application must be made before next pitch or play

If a protest is filed, play will cease until a ruling is made

- Protests for the use of an ineligible player must be made prior to the next game

The use of an ineligible player shall result in the team being disqualified and removed from the International Tournament

- Protests will NOT be considered for rulings involving umpire judgment

Appeals

- Appeals must be made during a live-ball situation
- Appeals must be made before the next pitch or play
- Appeals will NOT be considered for umpire judgment



Asking for Help

By rule, umpire judgment can not be appealed or protested

However, umpires want all calls to be correct

Asking for Help

Should you wish to discuss a call with an umpire

- Request time - - - from any umpire
- When granted time, approach the umpire who made the call
- Discuss the issue
- Return to dugout

Asking for Help

Asking for help just because you don't like the call will be summarily dismissed

"Hey blue, I think he was safe. Can you get some help?"

Asking for help because of something factual may be considered

"I think the 1st baseman pulled his foot"

Unless it is a rule interpretation, the umpires have no responsibility or obligation to "hear you out"

Between Innings

- Pitcher has up to one (1) minute or up to eight (8) warm-up pitches
- Managers/coaches are not allowed in fair ball territory
- Base coaches must stay in their dugouts until catcher throws to 2nd base
- Defensive substitutions must be made when the players go into the field
- Offensive substitutions must be made immediately prior to the at bat

7.08(f) Runner hit by batted ball

A base runner hit by a batted ball is NOT automatically out

- This is umpire judgment, based on the position of the runner and any fielders in the vicinity

Questions???