

Upper Tonka Little League

Northern League Rules (Ages 9 and 10)

This league continues the development of more competitive baseball, with players pitching, and with a regular nine-player defensive line-up. Players bat in continuous order. Base stealing is allowed. Good sportsmanship, as well as competition, is emphasized. Teams will be grouped in such a way as to create equal balance throughout the league through the use of a tryout evaluation. Baseball instruction is encouraged to continue the baseball development of each and every ballplayer. All of these concepts are taught in a manner in which to build the player's self-esteem and confidence. Coaches are asked to attend coaching clinics provided by Upper Tonka Little League. Players in this league will use Major League balls. Little League Baseball, Inc., headquartered in Williamsport, PA, publishes an exhaustive handbook each year titled "Official Regulations and Playing Rules" which Upper Tonka Little League abides by. Where permitted, UTLL supplements these rules with the following local rules:

LEAGUE/UMPIRES

- 1) The Little League Code of Conduct will be observed by players, coaches, umpires, parents and spectators.
- 2) The umpires are in complete control of the game, including starting and ending times. All coaches, players and fans must abide by their rulings.
 - a. Coaches & players will not question the umpire on balls, strikes and outs. [UTLL] While a play is in progress, the coaches & players shall not make any gestures or verbally call "safe" or "out" to influence the umpire's judgment prior to making a call on the play. Any coach or player violating this rule shall be immediately ejected from the game and ballpark.
 - b. If a League rule is in question, the umpire will call time out. Both and only the team head coaches will approach the umpire to discuss (in an appropriate manner) the proper call for that play, using the rule book and league rules.
- 3) Bat girls or boys are not permitted.

WOLNER FIELD

- 1) Batting cages have been blocked off from 3:00 PM to 6:30 PM. Use the batting cage closest to the field where you will be playing. Batting cages are not allowed to be used during the game.
 - a. 4:30 games: Home teams from 3:00 PM to 3:45 PM, Visiting teams 3:45 PM to 4:30 PM.
 - b. 6:30 games: Home teams from 4:45 PM to 5:30 PM, Visiting teams 5:30 PM to 6:15 PM.
- 2) The bull pen can be used during the game by the players only. If a pitcher is warming up, the player that is catching must use a catcher's helmet/mask. Another player must protect the pitcher from the game ball. The player protecting the catcher must wear a batters helmet and use a glove. A coach or manager can protect the pitcher and does not need to use a helmet but should use a glove.

GAME

- 1) [UTLL] All games have a one-hour and forty-five minute time limit from the SCHEDULED start time of the game. A new inning may not be started with less than 30 minutes before the scheduled start time of the next game. Without exception, regardless of the game circumstances, the game must end 15 minutes before the scheduled start of the next game. If the game is stopped due to the 15 minute rule, the score will revert back to the score at the end of the last completed inning. If the home team is ahead when the 15 minute rule is enacted, the home team will be declared the winner of the game. A regulation game must play at least 4 complete innings and not more than 6 complete innings. If the umpire calls the game before the 4th inning can be completed, the game must be rescheduled per Little League rules. Games ending in a tie will be recorded as a tie. If the game is the last scheduled game the following will apply:
 - a. If 4 complete innings have not been reached, the game shall continue until the 4th inning can be completed or the umpire calls the game due to weather or darkness.
 - b. Once all the above have been met, at the discretion of both head coaches and clarifying with the umpire the game has officially ended, the teams are encouraged to continue playing as a controlled "scrimmage" until the umpire calls the "scrimmage" due to weather or darkness. All the rules are applicable, including the pitching rules.

- 2) A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team:
 - a. Refuses to start play within 10 minutes after the appointed hour for beginning the game, unless such delay, in the umpire's judgment, is unavoidable.
 - b. Refuses to continue play one minute after the umpire has called "play".
 - c. After warning by the umpire, willfully and persistently violates any rules of the game.
 - d. Must have at least 8 players.
- 3) Cancellations due to darkness or weather must be rescheduled through the league director.
- 4) Each team is allowed to score a maximum of 5 runs per inning. **There is no 10-run rule.**
- 5) **[UTLL]** Each team will be responsible for cleaning their entire dugout and spectator stands after their game.
- 6) Each team will receive 1 game ball that they keep upon completion of the game that is kept for practices.

COACHES

- 1) Coaches may not leave the dugout and go out onto the field without first getting the approval for a "Time Out" from the umpire unless it is to attend an injury. **[UTLL]** Base player coaches shall remain in the dugout until the pitcher has finished the preparatory pitches to the catcher. Base coaches shall remain near the base they are coaching at all times and not return to the dugout (except in Rule 7.11) or until the ½ inning has been completed. The base coach shall not conference with the batter while the batter is going from the dugout to the batters box. If the base coach wants to conference with a batter, an offensive time out must be called. An offending base coach will be removed as a base coach and will not be allowed to base coach for the remainder of the game.
- 2) **[UTLL]** Only (3) adults and uniformed players are permitted in the dugouts – parents, friends or relatives are not. (1) adult shall remain in the dugout at all times. The adults and uniformed players must stay within the dugout during the game.
- 3) All Equipment must be within the dugout.

BATTING

- 1) There will be continuous batting. **[UTLL]** During the course of the season, each player will have at least one opportunity to bat lead off. Because of the continuous batting, pinch running is not allowed except in case of injury. The injured player will be replaced by the player who made the last out.
- 2) Batters are not allowed to warm-up during the game. There is no "on deck circle".
- 3) The traditional batting donut is not permissible
- 4) Bunting is allowed.
- 5) BAT: shall not be more than thirty-three (33) inches in length nor more than 2¼ inches in diameter. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less. Non-wood bats may develop dents from time to time. Bats that cannot pass through the 2¼ inch approved Little League bat ring must be removed from play. Wood bats are allowed.

RUNNING

- 1) **When a play is being made on an advancing runner** to any base except for first base, the offensive player (runner) must slide. Penalty for not sliding, runner is automatically out (**NO WARNINGS**). If the runner slides headfirst they are automatically out. Exception: If the runner is returning to a base already obtained, he may slide headfirst.
- 2) **[[UTLL]** Stealing home is allowed.
- 3) **[UTLL]** An overthrow by the catcher to throw out a runner attempting to steal a base is considered a dead ball after the runner safely reaches the base.
- 4) **[UTLL]** A wild pitch on ball four, the forced runner(s) & batter/runner are allowed to advance one base without being put out. Any runner can advance more base(s) at their own risk. If the runners are not being forced to walk to the next base, they can advance to the next base(s) at their own risk.
- 5) **[UTLL]** Runner reaches the base at the same time the fielder catches the thrown ball, tie goes to the fielder.

- 6) Each runner including the batter-runner may advance only one base if a fielder makes an overthrow (excludes stealing, see item 2 above). The award shall be governed by the position of the runners when the wild throw was made. If multiple overthrows occur during the play, each occurrence is allowed only 1 base. Runners advance at their own risk.
- 7) Each runner including the batter-runner may, without liability to be put out, advance two bases if a thrown ball goes out of play, ball is dead. When it is the first play by a fielder, the umpire in awarding such base shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.

FIELDING

- 1) On a close play at any base, the defensive player (fielder) may not block the base path until having the possession of the ball. Also, players shall not stand directly on the base to catch a ball in effort to throw out a runner. Penalty for blocking the base or base path: runner is automatically safe.
- 2) [UTLL] All players will have equal playing time at all positions (excluding pitcher). No player shall sit out defensively for more than one consecutive inning or more than three innings (four innings for 14 players) in consecutive games they play in. Each player shall play one complete inning in the outfield prior to the end of the 4th inning. A complete inning constitutes to 3 consecutive outs or 5 consecutive runs by the opponent. Any team found in violation of this rule will automatically forfeit the game.
- 3) [UTLL] No infield fly rule.

PITCHING

- 1) Any player wishing to pitch shall be given an opportunity to pitch. Pitchers once removed from the mound may not return as pitchers in that game. Pitchers will not be allowed to throw curve balls. All curve balls will automatically be called a ball. Pitcher is permitted to pitch not to exceed eight (8) preparatory pitches to the catcher or player acting in the capacity of the catcher. Such preparatory pitches shall not consume more the one (1) minute of time. All players "catching" for a pitcher must wear a catcher's helmet/mask. During the game, only a player is allowed to "catch" for a pitcher. Coaches can stand by and observe a pitcher during warm-up in the bullpen. Catchers must use a catcher's glove.
- 2) UTLL is observing Option #1 in the Little League Pitch Count Rules (see attached). Coaches are required to keep a score book to record date, player and number of pitches for each game. [UTLL] If the league consists of an odd number of teams and if a team has one scheduled game for the given week (Sunday to Saturday), Option #2 can be used in lieu of Option #1. A pitcher who delivers 41 or more pitches in a game cannot play the position of a catcher for the remainder of that day. [UTLL] If a player is going to pitch, they can catch for a maximum of two innings.
 - a. Both teams will keep a Pitch Count for each pitcher. Between innings, the persons keeping count will agree on the number of pitches.
 - b. [UTLL] The HOME team manager will post pitch counts on the UTLL website no later than 2:00 PM the following day. Failure to post the pitch counts within this time frame will prohibit the head coach from attending the next game.
 - c. If an illegal pitch is declared (see rule 8.05), the pitch will be a ball. If a play follows the illegal pitch the Manager of the offensive team may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play. If the batter hits the ball and reaches first base safely and if all base runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch. If the runner advances more than one base and is put out, the out will stand. A ball which slips out of the pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called "no pitch" without runners on base. There is no balk.
- 3) The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- 4) Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
- 5) In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.