



Welcome to the 2015 season! The following is a list of rules/guidelines for our division. These rules/guidelines apply to Mattawan only games. If you are playing in the District 15 tournament (aka “Fun for all”) or All-Stars they will have specific rules to follow. If you have any questions or comments, please let me know.

1. General

- 1.1. Have fun!
- 1.2. When possible, all the kids should play each position during the season. Pitcher, catcher, 1st and 3rd base are exceptions. The coach should not put someone at a position where they think it's a safety risk.
- 1.3. No new innings after 8:00pm on a school night. Please exercise good judgment. Just because the inning ended at 7:58pm, does not mean you should start another inning.
- 1.4. Limit of 5 runs/inning, except for the last inning which is unlimited.
- 1.5. Limit of 2 runs /inning by stealing home. A steal of home is defined as a straight steal, wild pitch, or passed ball.
- 1.6. Every team makes the end of the season tournament. Win/loss records do not affect tournament seeds. We will draw from a hat towards the end of the year to determine seeding.
- 1.7. Cups are required to play catcher. Recommended for all other positions.
- 1.8. Home team supplies the game balls.

2. Batting

- 2.1. For all games, a continuous (open) batting order is in effect.
- 2.2. Bunting is allowed.
- 2.3. There is no running on a dropped strike 3.

3. Base Running

- 3.1. Stealing is allowed. However, the runner cannot lead off. The base runner must remain on the base until the pitch has crossed home plate. Kids who play travel ball will get mixed up because they are used to leading off and stealing once the pitcher commits to home during practices/tournaments.

If a runner leaves early and:

- Is thrown out by the catcher, the runner is out.
 - The ball is not put in play, the runner returns to the original base.
 - The ball is put in play, no additional bases. For example, if the runner is on 1st and leaves early and the batter hits a single. The runner on 1st cannot advance past 2nd on the play.
- 3.2. Once the runner starts to head back to the base, they are committed to that base. Typically this involves a runner on 3rd who leads off once the pitch crosses home plate. The runner will try to get the catcher to throw to 3rd and advance to home on the throw (which is legal). Once



the runner makes a move back to 3rd base, they are committed to return to 3rd. This way we aren't wasting too much time between pitches.

- 3.3. Sliding into home: Rule 7.08 (3) will be followed. It states: Any runner is out when The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Little League Casebook states: "There is no "must slide rule". The rule is, "slide or attempt to get around." The key in this situation is "fielder has the ball and is waiting to make a tag." If the fielder (any fielder, not just the catcher) does not have the ball, and there is a collision, you CANNOT call the runner out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct."

4. Pitching

- 4.1. Due to Little League International age chart changes, we will have several younger kids playing AAA this season. With the increased numbers, our pitching is diluted. Therefore, we are designating Monday evenings as a pitching machine game. If both coaches feel they have the pitchers available, they can forgo the machine. We will reevaluate this a couple of weeks into the season to see if we want to continue.
- 4.2. When using pitching machines, we will follow district special game rules for balls/strikes. There are no balls. A player gets three strikes – swinging or called. A called strike should be a pitch from the shoulders to the knees. A coach should feed the machine.
- 4.3. Balls that come to rest under the machine are a deal ball. Batter is awarded first and runners advance ONLY if forced.
- 4.4. We do not call balks. However, if you see an obvious balk you may want to mention it to your pitcher so they can learn from it.
- 4.5. Pitch counts

Pitches	Calendar days of rest
0-20	0
21-35	1
36-50	2
51-65	3
66-75	4

The maximum pitch count is 75 pitches. The pitcher may exceed 75 pitches to finish the current batter.

Please try to have two-way communications with the player's parents or coach if the kid pitches in travel. The travel coach needs to know how many pitches the player threw for Little League and vice versa.



- 4.6. A pitcher that has thrown 41 or more pitches in the game cannot play catcher for the remainder of the game.
- 4.7. A catcher who has caught 4 or more innings cannot pitch for the remainder of the game.
5. Umpiring
 - 5.1. Home team is responsible for providing the home plate umpire. The away team supplies the field umpire.
 - 5.2. Please tell your parent umpires that we want strikes called from the chest to the knees and an inch or two on either side of the plate. Bottom line is we want the kids going up to bat and swinging. If they call a strike zone like an MLB ump, we will be there all night.
 - 5.3. Please tell your team not to argue with the umpires. If they disagree with a call, they should talk with you and you can discuss with the umpire. Please remember that most times, the parents aren't as well versed on the rules as you are. If a play is in dispute, have both managers come out and talk with the ump and work it out.
 - 5.4. Under no conditions will arguing or "chirping" at an umpire be tolerated. The offending party (player, coach, or parent) may be removed from the field at the field director or board members' discretion.
 - 5.5. For pitching machine games, the home plate will call strikes/no pitches.