

**Section  
II**

**BASEBALL RULES**

**March 12, 2009**  
George Allen Commissioner

## SECTION II

### **SPECIFIC BASEBALL RULES**

All Minor and Major League games will be played in accordance with the PRAA Rules and Official Regulation Rules of Little League Baseball, including field dimensions. All Senior League games will be played in accordance (including field dimensions) with the PRAA Rules and Official Baseball Rule Book of the National Federation of State High School Associations. When these sets of regulations conflict, PRAA Rules will prevail.

#### A. DEFINITION OF A COMPLETED GAME

1. Senior League
  - a) A regulation game will consist of seven (7) innings.
  - b) A game called at the end of 4½ innings, with the home team ahead, constitutes a regulation game.
2. Minor and Major Leagues
  - a) A regulation game will consist of six (6) innings.
  - b) A game called at the end of 3½ innings, with the home team ahead, constitutes a regulation game.
3. Curfews
  - a) April and May – No inning may start after 8:00 pm on an unlit field.
  - b) June and July – No inning may start after 8:15 pm on an unlit field.
  - c) Lighted Fields – Regardless of the month, no inning may start after:
    - Minors – 8:30 pm
    - Majors – 10:00 pm
    - Seniors – 10:00 pm

#### B. MINIMUM NUMBER OF PLAYERS

1. All Leagues (except training)
  - a) A team must be able to field a minimum of eight (8) players within 15 minutes of scheduled starting time or the game is forfeited.
  - b) A team fielding eight (8) players will be charged with an automatic out for the ninth position in its batting order, unless otherwise agreed to by both coaches prior to the start of the game.

#### C. FAILURE OF UMPIRE TO APPEAR

1. All Leagues (except training)
  - a) Any person may be used if mutually agreed upon by both managers.

#### D. PROTESTS

1. Little League Rules Apply
  - a) Any team must verbally notify the opposing manager, the umpire, and league coordinator, within 24 hours. The protesting team must submit in writing within 24 hours the protest to either the Commissioner and/or League Coordinator.

## E. HOME TEAM RESPONSIBILITY

1. All Leagues
  - a) Home team manager is responsible for placing bases and umpire's equipment on field before the game and secure at the end of the game.
  - b) Home team dugout will be on the first base side.

## F. SUBSTITUTION

1. All Leagues (except training)
  - a) Free field substitution is permitted. Players may be put on and off the field as desired except that a player may not be taken off the field during an inning, except for injury or disciplinary reasons. No player may change position during an inning, except for:
    - Health or injury.
    - Pitching change.
  - b) Players must participate in games in accordance with the PRAA General Rules.
  - c) Continuous batting will be in effect.
  - d) Manager must notify League Coordinator of any roster changes.

## G. BALKS

1. Minor and Major Leagues
  - a) Balks are not called.

## H. WALKS

1. Minor and Major Leagues
  - a) Intentional walks are not allowed.
2. Minor League
  - a) The normal baseball ball and strike counts are enforced throughout the inning but the pitcher must be removed after a total of 6 walks in any half inning.

## I. STEALING

1. Minor League
  - a) Stealing from first to second and second to third only. No other bases can be stolen. Once safely at third base, the runner must stay there for that play and cannot advance to home on an overthrow.
  - b) No leading is permitted at any time.
2. Major League
  - c) Stealing is permitted (unlimited).
  - d) Runners may not leave the base until the ball reaches the plate. No leading is permitted at any time
  - e) The first time there is a base running violation, there is a team warning. The second time, the base runner is out and there is no pitch.

3. Senior League
  - a) Leading is permitted.
  - b) Stealing is permitted (unlimited)

#### J. SLIDING

1. All Leagues
  - a) Any runner is out when the runner does not slide or attempt to get around a fielder who is waiting to make the tag. It is the responsibility of the runner to slide in order to reduce the potentially injurious contact.

#### K. PITCHING

1. All Leagues (except training)
  - a) PITCH COUNT
    - 1-40 pitches 1 day minimum rest
    - 41-60 pitches 2 day minimum rest
    - 61+ pitches 3 day minimum restMinors- 75 pitch MAX  
Majors- 85 pitch MAX  
Seniors- 95 pitch MAX  
A pitch count sheet must be filled out by the Home Team Coach, attested to and signed by the Visiting Team Coach and submitted to the appropriate coordinator within 48 hours. Failure to do so may result in forfeit and or suspension from coaching duties.
  - b) Players may not return as a pitcher in the same game.
  - c) *A pitcher may catch in a game provided he does not throw more than 41 + pitches to finish the current batter.*
2. Minor League
  - a) A maximum of 3 trips to the field area are allowed in one inning by managers or coaches. On the 4<sup>th</sup> trip, the pitcher must be removed.
3. Major League
  - a) No more than two (2) trips to the field are allowed with the pitcher being removed on the 3<sup>rd</sup> trip.
4. Senior League
  - a) Only one (1) trip to the field by the coach or manager is allowed with the pitcher being removed on the 2<sup>nd</sup> trip.
5. Minor and Major Leagues
  - a) If a pitcher hits three (3) batters in one in a game, he must be removed as a pitcher. It should be noted that batters must attempt to avoid being hit by a pitched ball. This is an umpire's judgment call.
6. Dead Ball – Minor League
  - a) Play stops when the pitcher has sole possession of the ball on the mound. This is an umpire's judgment call.

## L. CURVE BALLS

### 1. All Leagues

**Deliberately attempting to throw curveballs at all age levels covered by PRAA baseball are prohibited. The pitcher will receive a warning by the umpire upon first attempt and removed as a pitcher following a second violation.**

## M. BATTING

### 1. All Leagues

- a) No large barrell bats, greater than 2.25 inches
- a) Batter/ Runner must drop bat before reaching first base.
- b) First thrown bat, team receives a warning. Second thrown bat, the batter is out and the ball is dead.

### 2. Minor and Major Leagues

- a) Batter will be out on a third strike whether or not the catcher catches the ball.
- b) Bunting-Minors 2 per inning  
Majors unlimited
- c) Continuous batting will be in effect.

## N. UMPIRES

### 1. All Leagues

- a) A minimum of one (1) umpire will be used for each regular season game.
- b) A minimum of two (2) umpires will be used for each post-season game.

## O. SCORES

### 1. All Leagues

- a) It is the responsibility of the winning manager to call the final score into the League Coordinator within 24 hours. The winning manager should, at that time, supply the Coordinator with the names of each player who pitched in that game, and how many innings he pitched.

## P. TRAINING LEAGUE 1 RULES

1. Children in Training League 1 will not be allowed to pitch.
2. The child must hit the ball off a tee during the first half of the season.
3. The coach may pitch underhanded or overhand in the second half of the season.
4. When a coach is pitching, each child will be allowed up to 10 pitches to hit the ball successfully. After 10 pitches, the child will hit off the tee.
5. A child cannot strike out.
6. All team members will play in the field and bat in the order.
7. A half inning consists of once through the batting order.
8. The position of catcher will be handled by a coach.
9. Children cannot walk in Training League 1.
10. Upon hitting the ball safely, the batter will run to first base and not advance further.
11. Base runners will advance one base at a time upon each safely hit ball.

12. The team in the field may record an out if the play is successfully completed, removing the base runner.
13. A game will consist of four (4) innings or a maximum of two (2) hours.
14. The defensive team may place two (2) coaches in the field for instruction.

Equipment

T-Ball Baseballs (Worth RIF Level I or Easton Incrediball recommended)

Bases

T-Ball Bats

Helmets

T-Shirt, Cap, Pants

Cleats are optional

Q. TRAINING LEAGUE II RULES

1. All players will bat in the batting order.
2. The defensive team may place up to ten (10) players on the field, with four (4) in the outfield. All other players must sit on the bench or in the dugout. No player should sit two (2) consecutive innings.
3. The position of catcher will be handled by a coach in the first half of the season and a child or coach in the second half of the season.
4. A protective athletic supporter is required for the position of catcher.
5. Kids can pitch from the start of the season with the following restrictions:
  - a) First 5 games or first half of the season a maximum of 1 inning per game and two innings per week with a maximum of 30 pitches per appearance and at least 2 days of rest in between games.
  - b) Second 5 games or second half of season a maximum of 2 innings per game and 4 innings pr week with a maximum of 50 pitches per appearance and at least 3 days rest in between games.
  - c) At all times, there is a coach's discretion rule in effect that allows the coach to pitch at any times, replacing the existing pitcher. The purpose of this discretion is to keep the flow of the game moving at a reasonable pace.

Please note that the coaches should pitch only to their respective teams when replacing a pitcher.

6. A child will be given eight (8) pitches to hit the ball safely. If unsuccessful, the child will be given five (5) soft tosses, and if still no results, the tee.
7. A child may allow a maximum of five (5) walks per inning. An additional walk will result in a removal of the pitcher.
8. If a pitcher hits two (2) batters in one (1) inning, or three (3) batters in a game, he must be removed as a pitcher.
9. A hit batter will count toward the pitcher's inning walk total.
10. A six (6) inning or two (2) hour time limit will be in effect for all games.
11. An inning will be completed when the team at bat incurs one of the following:
  - a) Three (3) recorded outs
  - b) The entire lineup has batted

12. Children should always be in proper uniform. Shirts should be tucked in and hats worn forward.
13. No leading or stealing.
14. Sliding is required to avoid contact or prevent disruption of play.

#### T-2 All Star Summer Recommendations

Two teams will be registered, one at the A Level and one at the B level.

##### Equipment

Catching equipment

RIF Baseball Level 5 or equivalent

Bases

Bats

Helmets

T-Shirt, Cap, Pants

A protective athletic supporter is strongly recommended

Cleats are recommended

#### R. KINDERGARTEN T-BALL LEAGUE RULES

1. For most children, this is their first introduction to baseball. Emphasis should be placed on safety and instruction.
2. A game will consist of four (4) innings or a maximum of two (2) hours.
3. Each batter will hit the ball from the tee.
4. Upon hitting the ball safely, the batter will run to first base and not advance further.
5. Base runners will advance one base at a time upon each safely hit ball.
6. A half inning will consist of once through the batting order.
7. The defensive team may use all of its players in the field.
8. The defensive team should have two (2) coaches on the field for safety and instruction.
9. All catching duties will be handled by a coach.
10. A child in Kindergarten T-Ball cannot strike out.
11. A batting helmet must be worn during the time at bat and on the bases.
12. There is no scoring.

##### Equipment

T-Ball Baseballs (Worth RIF Level I or Easton Incrediball recommended)

Bases

T-Ball Bats

Helmets

T-Shirt, Cap, Pants

Cleats are optional.

## **Filling a Roster Spot with a Call Up**

**PRAA baseball rules don't prohibit calling up players to fill a roster spot. However, in an effort of competitive fairness the following rules must be observed.**

- 1) The player must be from the same grade level i.e.: 3<sup>rd</sup> & 4<sup>th</sup>. You cannot call up a player in 4<sup>th</sup> grade to play in the 5-6<sup>th</sup> grade league.**
- 2) The team calling the player up must be down to 8 players where an automatic out for the 9<sup>th</sup> position would occur, as per rule.**
- 3) The called up player can only play left or right field.**
- 4) The called up player must bat last - 9<sup>th</sup> in the order**
- 5) If the regular team member arrives late & the game is in progress he will be substituted at the 1/2 inning point.**
- 6) The called up player will remain in the batting lineup (batting last) and cannot play the field.**
- 7) The same player can NOT be called up more then 2 times in a season for the same team.**
- 8) No prior year A All-Star team member can be used as a call up player.**
- 9) No Call ups can be used for the playoffs; you must play with 8 players.**

**The idea behind the Call-Up is so the game can be played & not forfeited as per PRAA Rule. Since there are no standings & we are administering a Recreation league all attempts to be fair should be adhered to.**

**Coaches found to be in violation of these guidelines will be brought to the attention of the PRAA for disciplinary action.**