

QuickRules

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The *Little League Official Regulations and Playing Rules* (OR) booklet is the final authority for **any** and **all** questions regarding Windermere Little League. This handout is simply a easy-to-read reference tool to aid players, parents, managers, and umpires as they participate in Little League.

All sections include a reference back to the OR for complete clarification.

The Local Rules for the separate divisions of Windermere Little League must be consulted as well.

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## PLAYERS NEEDED

- A game may not be started or be continued with less than nine (9) players on each team. The Board of Directors will decide whether the game will be rescheduled or forfeited. [4.16-4.17] If the managers agree, they may still play a practice game, but the game will not be official.

## UMPIRES

- Any judgment decision made by an umpire is final (i.e. balls and strikes, fair and foul balls, runners safe or out, etc.). [9.02 (a)]
- No player, manager, or coach shall object to judgment decisions, i.e. no appeal can be made on a judgment call. [9.02 (a)]
- If a manager has reasonable doubt that a decision may be in conflict with the rules, he may appeal the decision to the umpire who made the decision. [9.02 (b)]
- Appeals must be made before the next pitch or any play or attempted play once the umpire calls "play." [see 6.07 (b) as an example]
- The umpire appealed to may ask another umpire for information before making a final decision. No umpire shall reverse another umpire's decision unless asked to do so by the latter. [9.02 (c)]

## UNIFORMS/JEWELRY

- Any part of a pitcher's undershirt (worn under the jersey) exposed to view cannot be white or gray. [1.11 (a3)]
- Players may not wear jewelry, watches, rings, pins, etc. Exception: jewelry that alerts medical personnel to a specific condition is permissible. [1.11 (j)]

### HIT BATTERS

- If a batter is hit by a pitch while swinging at the ball, it is a strike; the batter is not entitled to first base. [2.00 STRIKE (e)]

### FOUL TIP

- A ball that is tipped and sharply travels to the catcher and is caught is a strike. So a foul tip, with two strikes, constitutes a strikeout. [2.00 FOUL TIP]

### FAIR AND FOUL BALLS

- The field and space above the field within and including the first and third base lines is fair territory. This includes home plate and first and third bases, i.e. a batted ball which bounces off home plate and into fair territory is a fair ball. [2.00 FAIR TERRITORY]
- A batted ball is fair if it stops or travels in fair territory. A fair ball can go into foul territory once the ball travels past either first or third base. If a ball hits a base it is fair because bases are in fair territory. [2.00 FAIR BALL]
- If a fielder touches a batted ball, it is the relative position of the ball, and not the position of the fielder, that determines whether the ball is fair or foul. [2.00 FOUL BALL]

### RUNNER HIT BY BATTED BALL

- If a batted ball hits a runner in fair territory before the ball is touched by or passes by an infielder (excluding the pitcher), the runner is out and the ball is immediately dead. No runners may advance, except those forced to (i.e., the batter). No runner may score. [7.08 (f)]

### TWO RUNNERS ON A BASE

- If, while the ball is in play, two runners are touching the same base, the trailing runner is out when tagged. The leading runner is entitled to the base. [7.03]

### FORCE PLAYS

- The moment a trailing runner is out, a leading runner can no longer be forced out, but must be tagged while off a base. [2.00 FORCE PLAY]
- A run does not score when the third out of an inning is a force play at any base. [2.00 FORCE PLAY]

### RUNNER LEAVING A BASE TOO EARLY (MINORS/MAJORS)

- A base runner may not leave the base until the pitched ball has “reached the batter” [i.e. equivalent to “crossed the plate”]. [7.13]
- If a runner leaves early and the batter doesn’t hit the ball, the runner can continue. If a play is made on the runner and the runner is out, the out stands. If the runner is safe, the runner returns to the original base occupied, and no out results. [7.13 (a)]
- If a runner leaves early and the batter hits the ball, the runner can continue. If a play is made on the runner and the runner is out, the out stands. If the runner is safe, the runner returns to the original base occupied or the unoccupied base nearest the one that was left. [7.13 (b)] [SEE 7.13 for more situations...]

### RUNNERS SLIDING

- It is a popular myth that runners must slide or they are out. The rules state that a 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.” The intent of the rule is to avoid a collision at the base. In the words of one umpire, “LL is trying to avoid a Rose-Fosse (*see the 1970 All-Star Game*) type play, where the runner deliberately crashes the catcher.” So if a fielder has the ball and is waiting to make the tag, the runner must slide or attempt to get around the fielder. If the runner does not, the runner is out. [7.08 (a3)]
- In Tee Ball up to Majors, a runner is out if he makes a head-first slide. [7.08 (a4)] Note: a dive back to a base which the runner already occupies does not constitute a head-first slide.