

2006 Revised Pacific Little League Rules

I. Pitching

Teams shall abide by the Pitch Count Regulation as stated by National Little League. Pitchers shall be given mandatory periods of rest as required by this regulation. See Little League pitch count pilot program for 2006.

An illegal pitcher is a pitcher that has not been given the required minimum days of rest or exceeded the maximum pitches allowed per game, in relation to their age. If a pitcher has been determined to be illegal and the offended team desires to protest, rules shall be followed as written in section 4.19 of the Little League Official Regulations.

EXCEPTION:

The pitcher may be removed with no penalty prior to the pitcher throwing their first pitch in the game (i.e. If they are removed during warm-ups, no violation has occurred.)

II. Pacific LL Pitch Count Protest/Forfeit Procedures:

Scenario #1

During the game, if a team believes that pitcher has not adhered to the required days rest or thrown too many pitches, they may protest the game at anytime prior to the umpires leaving the field of play. The Umpire in Chief and board members will review pitch count records and the protest within 48 hours. If the protesting team is correct, they will win the game by forfeit. **Note:** During a game, if a pitcher is determined to be illegal (without question or doubt from both managers) and after a 'violation pitch' has been delivered to a batter, the pitcher shall not throw any further pitches in that game. If desired, the offended team may still protest. But if the action had 'no significant impact' on the game, it is recommended not to file a protest.

Scenario #2

If a pitcher is determined to be illegal after a game is concluded and pitch count numbers are later reviewed, the offense shall be reported to the Umpire-in-Chief within 48 hours from completion of said game. If it is determined a violation did occur, a forfeit will be recorded.

Little League coaches and officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

III. General League Rules for Minors/Majors

- 1. The managers shall provide responsible and knowledgeable score keepers to keep the official score book and pitching records/ pitch count numbers. These are the official records of Pacific Little League.**
- 2. Home run baseballs hit over the outfield fence shall be awarded to the batter.**
- 3. Managers or coaches are not allowed to warm-up pitchers at the plate or in the bullpen. Players warming up pitchers must wear full catchers gear if they are in the crouched position. If they are simply standing up while warming up a pitcher they wear only a mask.**
- 4. Each player must play six consecutive outs and have one at bat before being substituted for, per the Little League Rule Book. See rule and consequences in Little League rule book #IVi.**
- 5. Inability to field nine players prior to a game or anytime during a game shall constitute a forfeited game. EXCEPTION: If ninth player is removed because of an injury, game will be suspended and completed at a later date. Games shall resume at the point it was suspended.**
- 6. Protests: Protests must follow the procedures as defined in the National Little League rule book and will be submitted in writing per Little League rules and submitted to the League President or Vice-President within 24 hours of the incident. A Protest Committee comprised of Members from the Board of Directors and the Umpire-in-Chief will meet within 48 hours of receipt of the incident. Decisions made by the Protest Committee are final. Judgment calls made by the umpires cannot be protested. PLEASE SEE PITCH COUNT RULES FOR SPECIFIC PROTESTS PROCEDURES AND POSSIBLE FORFIETS.**
- 7. Time Limits: Clock shall start at scheduled game time and shall be controlled by the umpire's watch and/or a timer. No new innings shall start after a 1hour and 45 minutes from scheduled game time. Games shall drop dead at 1hr and 55mins from scheduled game time. If the game ends prior to the completion of an inning, due to the drop dead time, the game will resort back the score of the last completed inning. If this results in a tie, the game will be completed at a later date; at the point it was suspended**

Last games of the day shall not be subject to the above time limits. These games shall be played until completed or the lights go out. If lights do go out prior to the completion of the inning, the game will be resumed at a later date at the point it was suspended. See rule 4.12 in Little League rulebook.

- 8. All male players will be required to wear an athletic supporter and cup.**

- 9. If there is a play being made on the runner, the runner must slide feet first. If in the judgment of the umpire, the runner should have slid, or in anyway interfered with the defensive player making the play, the runner shall be called out.**

- 10. Offensive time-outs are limited to one per inning.**

- 11. If a batter throws a bat, the umpire will issue a warning to the team. If the same or any other player throws the bat again, that batter will be called out. If a third offense occurs the player will be ejected from the game.**