



Upper Providence Little League
P.O. Box 194
Oaks, PA 19456-0194



2007 Quick Start Internal Rules

- Home team is responsible for setting out bases and lining the fields. Visiting team is responsible for raking the field and putting away bases and equipment after the game. Both teams are responsible for emptying trash containers and general clean-up of their dug-out area.
- Each child will play a minimum of 2 innings defensively and players will bat in a Round Robin format.
- Game length will be six (6) innings or 2 hours.
- Any runner leaving the base before the pitched ball passes home plate will be given a warning by the umpire on the first infraction. The umpire will immediately inform the coaches. Upon the second infraction by either team the runner will be called out.
- After the first thrown bat by either team, the umpire will stop the game (after completion of the play) and warn the player and both team managers that the next infraction by either team will result in an automatic out (after completion of the play).
- Any pitcher hitting three (3) batters in a game in Major, Minor or Midget Baseball/Softball will be removed from pitching. He/she will be issued a warning after the second hit batter.
- Managers or coaches cannot warm up a pitcher at home plate, in the bullpen, or elsewhere at any time.
- If the catcher is a base runner when the second out occurs, the player who made the second out may pinch run for the catcher. This allows the catcher to put on his/her equipment and be ready for the next inning.
- Any player removed for a substitute may re-enter the game at any time. As per LL rules, a pitcher may not re-enter as a pitcher in baseball only (girls softball the pitcher can re-enter as long as she is still in the game.)
- All managers and coaches will be strongly encouraged to participate in umpiring two games within their respective division, or any other division that they choose.
- Every effort will be made to ensure that umpires are scheduled for each game; however in the event umpires are not available it is the home team's responsibility to supply the umpire for the game.
- Rules are current as of 3/24/07. Updates may be made periodically by the Rules Committee.
- Refer to UPLL website <www.up-littleleague.org> for the current, complete version of the UPLL Internal Rule Book.
- **UPLL will follow and uphold all rules in full accordance with Little League unless otherwise noted and contained in the UPLL Internal Rule Book.**

Highlights for **Midget A BB**

- **Pitching** – Coach Pitch only. Balls and strikes will be called but no walks will be issued. After the third strike, a tee should be used. Effective on May 7th, strike-outs will count and the tee will not be used.
- **Runs per Inning** – 5 run maximum per inning.
- **Infield Fly** – not used.
- **Base Stealing** – No stealing of second base. Effective on May 7th, after the runner has earned 2nd base, he can attempt to steal 3rd base. The catcher must throw the ball and attempt to get the runner out. On the steal attempt, if there is a passed ball, the runner must stay at third base and cannot advance to home on the overthrow. No leads allowed in LL softball.
- **Batting** – bunting is not permitted.
- **Umpires** – Home team supplies the umpire. It is acceptable to umpire from a spot located behind the pitcher and slightly toward the 1st base side. Umpiring from this position will not require the mask, chest protector and shin guards that are used when behind the plate.
- **Farm System** – not used.
- **Play-Offs** – not held.
- **Other** - It is encouraged to have a manager/coach in the outfield during defensive play. A maximum of two (2) manager/coaches will be allowed in the field.