



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](http://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 AA BB

- **Pitching** – Beginning with the 1<sup>st</sup> game, Machine Pitch will be used for the 1<sup>st</sup> three innings and kids will pitch for the last 3 innings.
  - Machine Pitch Rules:
    - A pitching machine, set up and adjusted by the Visiting team will be used
    - The pitching machine speed will be set to 35-40 mph.
    - The umpire will feed the pitching machine for both teams. Adjustments will be made at the discretion of the umpire at any time.
    - Strikes will not be called. Each batter gets 5 pitches or 3 swinging strikes. A foul on the 5<sup>th</sup> pitch and each pitch thereafter will result in another pitch.
    - There are no walks.
    - The player playing the pitching position may not play in front of the pitching machine. The pitcher position player must have one foot in the dirt of the mound area and one foot on the grass.
    - The umpire has the authority to call a “no pitch” if, in his opinion, the pitched ball is not hittable but only after the player has not offered at the pitch. A player swinging at a bad pitch does so at his own risk.
  - Kid Pitch Rules:
    - The Umpire will call balls and strikes from behind the pitching mound.
    - Strikes will be called on pitches not swung on that are in the strike zone (no warnings)
    - After 4 balls the umpire will finish the at bat by feeding the pitching machine. Any strikes on the batter when the umpire takes over will remain. Batters do not take a base on a walk or hit by pitch.
    - If the pitcher hits the batter, the umpire will finish the at bat by using the pitching machine. Any strikes on the batter when the umpire takes over will remain. Batters do not take a base on a walk or hit by pitch.
    - After three hit batters the pitcher must be relieved and may not return as the pitcher.
    - A kid can only pitch 2 consecutive innings per game.
- **Runs per Inning** – 5 run maximum per inning.
- **Infield Fly** – not used.
- **Base Stealing** – No stealing of second base. Effective on May 7<sup>th</sup>, after the runner has earned 2<sup>nd</sup> base, he can attempt to steal 3<sup>rd</sup> 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 baseball.
- **Batting** – bunting is not permitted. A ball hit in play that hits the pitching machine results in a dead ball and batter is awarded 1<sup>st</sup> base. All base runners advance one base. A dead ball may be called if the umpire determines that a player in the field may be at risk of coming in contact with the pitching machine. When a ball is hit to the infield (meaning the ball does not enter the outfield as a hit or an error), the batter can only advance to first, and all other runners can only advance 1 base at their own risk. No advancement on an overthrow.
  - When a ball is hit into the outfield the runner may advance to as many bases as possible.
  - The play is dead when the ball is retrieved and returned to the infield (ball must enter into the infield area, does not have to be in possession)
  - A runner in-between bases when the ball enters the infield area can either advance to the next base or return to the prior base at their own risk. No advancement by any base runners on an overthrow.
- **Umpires** – Home team supplies the umpire. The umpire shall be located on a spot located on the pitching mound. 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** – At the end of the regular season, an internal double elimination tournament will be held to determine the division champion. Team play-off positions will be placed into the appropriate bracket position in accordance with the final results of a lottery draw. If there are an uneven number of teams, then a bye will be awarded by lottery draw.