

2010 EAST SHORE LITTLE LEAGUE RULES

1. Meetings held several times a year at a time set by the president of the East Shore Little League.
2. Each team must have a representative at the meetings by adjournment time. \$10.00 fine.
3. A franchise fee determined at the April meeting and due by the May meeting. \$70 (2007)
4. The home team will furnish the game balls and 2 umpires. Umpires must be 16 years old.
5. Games are to be called off because of bad weather, one hour before game time.
6. All evening games are to start no later than 6:30 PM.
7. The home team must be through with practice 15 minutes before game time.
8. Number of players on the roster is unlimited.
9. Team rosters will be sent to the league president by the second game, showing name, age, birth date, and grade of player. Team roster is required for tournaments. Players must play at least 3 games before they become eligible for the All-Star game.
10. An eligible player is a player that is age 12 or under as of April 30th of the current year. (2010)
11. No metal cleats allowed.
12. There is a no balk rule. Pitcher must use legal windup or stretch. If not, a NO PITCH should be called by the umpires.
13. A missed third strike by the batter and is dropped by the catcher is an automatic out.
14. Any pitcher can pitch 3 innings during a 6 inning game. One pitch is considered an inning. Any pitcher can be brought back in as pitcher one time to complete his allowed 3 innings. In an extra inning game, any pitcher may pitch a 4th inning, but the one time re-entry rule still applies. Rule 31 regarding substitutions must also be followed.
15. No curve balls, knuckle balls, or breaking balls allowed. Only a straight pitch is acceptable. This is left up to the discretion of the umpire. An intentional curve is called a ball.
16. Pitcher's mound is 46 feet from the front of the pitching rubber to the back of home plate. (2010)
17. On a passed ball by the catcher, runners may advance ONE base. On a steal of second base and over throw, a runner may advance to third base. A runner may score only if a throw is made to 3rd base in an attempt to put the runner out at 3rd base. (2009)
18. Runners cannot leave base until the pitched ball is across the plate. 1st offense the runner is not called out, but a team warning is issued. 2nd offense the runner is called out. Dead ball.
19. Runner on third can score on any batted ball or as long as it is a continuance of play or until the ball is declared dead.
20. No runner may purposely run over the catcher at the plate or the fielder at any other base. If there is no play it is up to the catcher or other fielder to clear the base path. (Umpires discretion)
21. On any physical interference by the base coaches, the runner is automatically out.

22. Infield fly rule is in effect.
23. On a missed base, no appeal is made. Umpire declares runner out after the play is declared dead.
24. Rule 1.10 page 22 of the Little League Rule book **A**. Bat Size: The bat shall not be more than 33 inches in length and not more than 2 ¼ inches in diameter. **Penalty:** First time bat is used the player is called out. Second time bat appears the player is out of the game.
25. No fake tags allowed. 1st offense player & coach warned. 2nd offense player will sit out 2 innings.
26. AH RULE: Teams that starts with an AH must stay with the position and bat 10. Teams that start without an AH must maintain 9 in the batting order.
27. Completed game is 4 innings unless the home team is ahead, then only 3 ½ innings is required.
28. Ground rules should be discussed before the game.
29. RE-ENTRY RULE —A player in the starting lineup, or substitute may be removed from the game and re-entered, provided they re-enter the game in the same position in the batting order. No limit on number of times a player may re-enter. (2007)
30. An intentional walk may be given by having the defensive coach request the umpire to award the batter first base. The ball is dead during an intentional walk. (2005)
31. All games must start within 15 minutes of the scheduled game start time or the conclusion of the previously concluded games. If a team is not ready to start that team will forfeit the game.
32. PROTEST RULES: **A**. Game must be protested immediately. **B**. Only the interpretation of the rules may be protested, not of an umpire's judgment. **C**. Game situation at the time of the protest must be recorded: home team, score, position of runners, number of outs and the count on the batter, etc. The game continues under protest at this point. **D**. The umpire and the protesting coach must call and write a letter to the president within 24 hours of the protest. **E**. The protest then goes to the board consisting of three individuals, president of the little league and 2 other people as picked by the president.
33. Courtesy runners are allowed only for the active pitcher and catcher. An eligible courtesy runner is any team member who is not in the lineup at the time of the request. (2004)