

Pennsylvania District 30 Little League Rules Addendum

1. No one, other than a player or coach who is officially listed on the Tournament Affidavit, is permitted to be on the field or in the dugout either prior to OR during games.
2. Cell phones are NOT permitted inside of the dugouts. The ONLY exception to this rule is if a manager/coach is *on-call* and acting in their capacity as either medical, police, fire or EMT personnel.
3. Your team's scorebook and pitch count must be maintained by a coach in the dugout AND that coach MUST be one of the coaches who is officially listed on the Tournament Affidavit. After each half inning, please verify the pitch count with the scorer's booth. In the event of a discrepancy, the Tournament Director or District Staff member will be the deciding factor. If you need to double-check the pitch count during an inning, feel free to check with the scorer's booth. However, neither District staff members nor official scorekeepers are obligated to prompt you when a player reaches the various pitch count levels. (EXCEPTION: When a player has reached his MAXIMUM pitch count for that age group, the scorer's booth will notify you.)
4. Subs/Offensive and Defensive: Please note that ALL substitutions, both offensive and defensive must be communicated to the scorer's booth prior to the sub being made. As a courtesy, please ensure that the opposing team is also aware of any changes. This is particularly important for two reasons: determining if a runner is eligible under the 7:14 Special Pinch Runner rule AND satisfying Mandatory Play Rules.
5. Batters MUST keep one foot inside the batter's box between pitches.
6. ALL fans, including parents and siblings, are PROHIBITED from approaching the dugout during the games. Please help us enforce this.
7. Only PLAYERS, with appropriate protection (CUP & MASK), are allowed to warm up pitchers. This rule INCLUDES any pre-game pitcher's warm up, whether it is inside the fenced-in field OR outside the field AND during the game between innings .
8. There are to be absolutely NO WARM UP SWINGS in the dugout or bat rack area. That means NO WAGGLING or HOLDING the bat while in the dugout or bat rack area. All players, with the exception of the on-deck batter, should remain in the dugout. Between innings, ONLY the first batter scheduled to hit may take warm-up swings provided they are OUTSIDE of the dugout and a safe distance away from anyone/anything.
9. Catchers must have a dangling throat protector, even if they are wearing a hockey-style catcher's mask. Masks MUST be worn by catchers while warming up pitchers AND during

pre-game infield practice. Catchers are always allowed to leave the dugout for equipment purposes, hydration, etc.

10. If your team has only two coaches either on the affidavit OR present at the game, one of them **MUST** remain in the dugout at all times. That means that only one adult coach can be in either the 1st or 3rd base coach's box. If that is the case, you **MUST** have a player (wearing a helmet), positioned in the opposite coach's box. Similarly, if you only have one coach at the game, that coach **MUST** remain in the dugout and then each coach's box (1st AND 3rd) must be occupied by a player (wearing a helmet).
11. The schedule, as posted on the www.pa30LL.org website, indicates which team occupies which dugout. All game sites are to be considered to be neutral sites, therefore, a team cannot express preference for a dugout because it happens to be the one they use for travel, in-house, etc.

As a rule of thumb, before we get to bracketed play, the team listed in the left hand column of the schedule occupies the 1st base dugout and the team listed in the right hand column occupies the 3rd base dugout. Similarly, when we reach bracketed play, the team name listed on the top of the bracket gets the 1st base dugout and the team listed on the bottom of the bracket gets the 3rd base dugout.

12. Jewelry, necklaces, bracelets, etc. of ANY kind (with the exception of Medic Alert type of bracelets) must be removed before any pre-game activities begin
13. 30 Minutes Prior to Game Time: Home/Away teams are determined by a pre-game coin toss for ALL post season LL games (Seeding, standings, host team field, etc. have no bearing on HOME/AWAY; it is always determined by a coin toss, up to and including the final game in Williamsport.)
14. BOTH teams must present their affidavits and LEGIBLE line-ups (including first and last names along with player numbers for starters AND subs along with COACHES' first and last names) IMMEDIATELY following the coin toss
15. IMMEDIATELY FOLLOWING THE COIN TOSS, Home Team, as determined by the toss, takes infield practice first for 10 minutes, followed by the Away Team for 10 minutes
16. 10 Minutes prior to game time: Player Intros with players lined up along their respective base paths, followed by National Anthem (If PA System is available), followed by LL Pledge read by a player on the field (with OR without a PA System)

As long as an umpire is ready to go and barring any games on the same field that are running beyond their expected time, all games will start promptly at their scheduled time (In all practicality, with the exception of 10 Run Rule stoppages, the second game scheduled on the same field will normally be

delayed, BUT don't plan on it...have your teams ready to go with infield warm-ups no later than 30 minutes prior to the scheduled game time.)

17. The Home team supplies game balls...not the home field team...the Home team as determined by coin toss supplies balls (At least 4 NEW balls should be given to the umpire for each game)
18. All game balls should be Little League Approved with the "RS-T" designation; i.e. No Babe Ruth, Legion, Connie Mack, etc. balls are allowed.
19. If a Home Run is hit and the ball cannot be retrieved or is kept by players/fans, the team who hit the home run is responsible for replacing that game ball back into play with an alternate ball (So, each team should bring plenty of baseballs and have them available in the dugout, not your trunk...LOL)
20. Rule 7:14, Special Pinch Runner: The runner must be a player who is NOT currently in the line-up. Just having the intent to remove the player when his next at-bat is due, does NOT make that player eligible to act as a Special Pinch Runner. i.e. Player Speedy plays the field in the top of the 4th inning and is the 3rd scheduled hitter to appear in the bottom of the 4th inning. Player Slowpoke leads off the bottom of the 4th and hits a double. As a coach, you were going to pinch hit for Player Speedy when his at-bat came up in the third spot that inning and now you want Player Speedy to pinch run at 2nd base for Player Slowpoke. Player Speedy cannot be a Special Pinch Runner for Player Slowpoke because Player Speedy is still considered to be in the line-up until his next at-bat. A Rule 7:14 may ONLY be used ONCE per Inning and a maximum of TWICE per game.
21. A pitcher, once removed from the mound, is *ineligible* to return as the pitcher for the remainder of that game. However, if a pitcher is removed for his sub while his team is at-bat, *and the sub has already completed his Required Minimum Playing time*, the pitcher may return to the mound when his team resumes play on defense.
22. Please do not cause unnecessary delays during the game. For example: Teams are allowed only ONE offensive time out per inning. Additionally, Coaches should have their teams ready to take the field each half inning and there are to be no on-field team meetings at the end of each defensive inning.
23. Scoreboards are for the fans. If the balls/strikes/outs/runs are inaccurate on the scoreboard, please realize that the scoreboard is NOT for official use; it is a courtesy provided for the fans. Inevitably, players' names and even team names are mispronounced by the PA announcers; please let us know immediately so that we can correct it.
24. Alcoholic beverages of ANY kind are strictly prohibited at Little League games. (This includes beverages in plastic cups.) If a District Official observes such behavior, the

offending fan will be asked to immediately leave the complex. This is a ZERO TOLERANCE rule. NO EXCEPTIONS. PLEASE COMMUNICATE THIS TO YOUR FANS. Additionally, tobacco use of ANY kind by a coach is strictly prohibited. Fans should know that some of the fields we use in District 30 prohibit tobacco use or restrict their use to designated areas. Please advise your fans that there is to be no tobacco used in any close proximity of the dugouts and playing field. Also, if they insist on smoking, they should be courteous of other fans in attendance.

25. In the event of lightning, and if the umpires or District Officials halt the game, get all of the players out of the dugouts and into cars. We must wait at least 30 minutes after a lightning strike occurs within a 6-10 mile radius of the playing field before resuming play. All District staff members carry a LL approved lightning detection system app on their cell phones at all times.
26. Each team is responsible for the removal of all trash from their respective dugouts. This includes any post-game refreshment provided by the host site. (Spectators should also be responsible for the proper removal of any trash.) The host league is providing the use of their facilities for the teams to play as a courtesy, please respect the facility and clean up before leaving the complex.
27. PA District 30 is dedicated to promoting every tenet of the Little League Pledge. Please remind your players, fans and fellow coaches to show good sportsmanship before, during and after the games. Coaches ARE responsible for the actions of their fans. Poor sportsmanship on the part of the fans, will result in the ejection of the offending individuals and/or the manager of the offending team. Once the game begins, all judgment calls are in the hands of the umpires.
28. Please remind your fans that the tournaments are run by UNPAID volunteers. This includes the scorekeeper, announcers, umpires (in most cases) and the District staff.

Here are some important rule changes for 2018:

- a. Each umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire this behavior is occurring, those responsible including any player(s), coach(es), and/or manager shall be ejected from the game.
- b. Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

- c. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest. In the event that the first inning is not completed, all records, including pitching records, batting records, etc., shall be retained.
- d. Tournament Rule 11

SUSPENDED GAMES: Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played. Exception: In the event that the first inning is not completed, the game shall be replayed from the beginning and all records, including pitching, disregarded. Incomplete (not regulation) or tie games are considered suspended games.

NOTE: A contest decided by forfeit does not constitute a “game” for the purposes of this rule, unless one complete inning was physically played before the game was forfeited. (Forfeits are only by decree of the Tournament Committee in Williamsport.)

- e. Tournament Rule 12

RUN RULE: If at the end of three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

NOTE: If the visiting team has a lead of fifteen (15) or ten (10) or more runs respectively, the home team must bat in its half of the inning.

f. Tournament Rule 7

VISITS: A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule. When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

9- to 11-Year-Old Division, Little League, Intermediate (50-70) Division, Junior League, and Senior League: A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be removed as a pitcher. The manager or coach may come out twice in a game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

8- to 10-Year-Old Division: A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.

NOTE: Only one offensive time-out will be permitted each inning.

The attached Rules Matrix is quite helpful. See the following page:

http://www.pa30ll.org/2018/2018_tournament_rules_chart_bb.pdf