

Operating rules NC CL NE 9/10 Combination

- 1- Running batting order.
- 2- 2010 rule book applies.
- 3- Strike zone will be line to line and armpits to knees.
- 4- Sliding: must slide or sidestep to avoid contact with catcher/fielder holding ball.
- 5- Managers are responsible for behavior of players, staff, and fans.
- 6- Steals: 7 total bases per inning in first half of season. Unlimited stealing in second half and playoffs. Can steal on passed balls and straight steals.
- 7- 10 batter rule in effect except in last inning for the trailing team.
- 8- 2 ½ hour time limit on Sat. games. Must finish whole inning. May not start another inning after 2 hours and 20 minutes from start of game.
- 9- 10 run rule in effect after 4 innings (3 ½ if home team is winning). 3 complete innings will be needed for a complete game, 2 ½ if home team is leading.
10. Prior to second half, we will re-vote on the number of steals for the remainder of the season.

10th Batter Rules

- 1- Regardless of the number of actual outs, it is considered to be two outs.
- 2- The ball is dead until a strike is called, a swinging strike, or a foul ball. No balls are called until after this point. However, all pitches do count against pitcher's pitch count.
- 3- Once first strike is called, ball is now live and stealing is allowed.
- 4- Ball is live unless batter or base runner is put out.
- 5- Tenth batter must be put out, OR REACH BASE BY HIT OR WALK.
- 6- If Batter is hit by pitch, by rule ball is dead and batter is awarded first base and runners advance as normal and inning is over. The same applies if walked after a strike is thrown.
- 7- Tenth batter rule is waived in the last inning if the batting team is trailing, unless at such time 3 outs are made or they take the lead.
- 8- If batter reaches base by hit or walk, ball is live until returned to pitcher on the rubber.

We must remember that rule # 8 has a lot of gray area and has been abused way too much. If the ball is in control of the pitcher, I would think the play would be over and the runners could not advance unless they were more than half way to the next base. The only runner that should really matter at this point is the runner at third base. If the runner at third is more than half way, you can either let the run score or make a play on the runner. However, if you make a play on the runner, the ball is now back into play and the play continues until the catcher has the ball at the plate, or the ball is back on the mound. This should be an umpire's call and should not be a "run until someone gets out" call by a coach or manager. Remember we are at a teaching level.

2010 COMBINATION LEAGUE RULES
MINOR BASEBALL DIVISIONS

Official rules of play are in the Little League Rule book.

The home team manager must report the final score on the day game was played.
SCORES go to: Scott Phillips phone: _____ email: bumphillips11@rcn.com
Standings will be posted regularly on District 20 website: **WWW.PA20LL.ORG**

1. Weekday games start at 5:45 PM. Weekend games start at the time listed on the schedule. A team has 15 minutes from official posted start time to field 9 players or they shall forfeit the game. However in hardship cases a farm league 7 or 8 year old player can be brought up for that one game only, as long as that player is declared prior to game time and his farm league team does not have a game. Such players must meet the mandatory minimum playing requirements.
2. For postponements due to weather conditions, the home team manager should call the visiting team manager at least 2 hours prior to the game starting time to cancel. If you do not receive a call, your team should report to the field. Make-up games must be rescheduled at the time of postponement for the next available rain date or a date no later than the Sunday of that week. Contact combination coordinator for a decision if the game cannot be played by that Sunday.
3. Any team which knows that they will be unable to field 9 players on the scheduled game day, must notify the Combination Coordinator and opposing manager at least 1 day before the game. The rescheduled game shall take place on the next available field date. This rule only applies to known school or church functions.
4. Pregame: Home team practices until 5:00 PM.
Visiting team practices from 5:00 PM to 5:30 PM
Line the field and exchange lineups from 5:30 to 5:45 PM
Start game at 5:45 PM
Adjust these times to weekend start times
5. **Home teams are responsible** for providing umpires' game baseballs and keeping the official pitch count for **all** pitchers. Umpires must be at least eighteen (18) years of age for behind home plate and 16 for the bases.
6. Only the manager and 2 coaches as well as one score keeper (at least age 16) are permitted in the dugout during a game. Players, managers, and coaches remain in the dugout during the game.
7. The ten run rule shall apply to all games.
8. No local curfew rules are allowed. Prior to starting the game, the managers decide if field is in playing condition. Once game starts, it is in the umpire's discretion on when to call a game.

9. The host league's ground and smoking rules must be observed by all teams, participants and fans. Each team is responsible for cleaning their dugout at the end of the game.

10. PLAYOFFS – see schedules.

11. For any protested games, protest committee shall consist of one representative from each league, either president or player agent. Protest must be lodged before the umpires leave the playing field, protesting manager, within 24 hours, notifies the Coordinator in writing/email.

12. Any player, coach or manager ejected from a game shall be suspended for the rest of that game and the following game. Notify combination coordinator via e-mail of all suspensions.

13. All teams must observe the new LL guidelines regarding pitch count. The home team scorekeeper will hold the official pitch count for both teams. At the end of every half inning the game score and pitch count needs to be shared with the plate umpire and both managers. All other Little League pitching rules shall apply as set forth in the Little League Rule Book.

14. Team rosters are frozen by May 9, 2010.

15. Pitching week is from Monday through Sunday because Sunday is used for make-up games.

16. Continuous batting order includes every player. Players arriving late are added at the end of the batting order.

Conduct code:

- Coaches must sign code of conduct. Umpires are asked to enforce it.
- Any player, manager, or coach ejected from a game is suspended for the next 2 games. Notify coordinator of any suspension.
- Fans on the playing field for any reason other than injury are ejected from the game.
- No one is permitted behind backstop.
- No smoking, observe host team rules. Each team cleans up its dugout after each game.
- Players and fans may cheer for their team only, until pitcher steps on the rubber and is ready to pitch. Badgering any player on the opposing team is not permitted.

Un-sportsmanlike conduct, profanity, or abusive language, from any player, coach, manager or fan is not tolerated. Managers / coaches are responsible for actions of their team and fans, and may be penalized for offenses.

- First offense—manager gets a written warning
- Second offense—manager is suspended for this game and next 2 games.
- Third offense—manager is suspended for rest of season.

Fan may be asked to leave field for any offense.