

RADNOR - WAYNE LITTLE LEAGUE

2016 GENERAL RULES - Baseball AFFECTING ALL OR MOST LEAGUES

1. **Rules:** Radnor-Wayne Little League (RWLL) establishes these local rules which supplement and support the Official Little League Baseball Rules. Coaches must follow these combined rules as they apply to the various leagues. **Coaches are NOT permitted to interpret, modify or change these published rules.** The RWLL rules committee reviews these rules each year in the off-season, considers any changes, clarifications or written suggestions, and makes changes to the local rules as needed. League directors can help explain the rules as written and can submit suggestions to the rules committee at the end of the season. Questions about the rules should be directed to the League Director, Baseball Commissioner or RWLL President.

2. **Safety:** Safety is paramount for all RWLL activities. Coaches are responsible for controlling their players and take steps to provide for their safety. Players should not be wandering away from the bench during a game. Players should be on their benches or in the field of play participating—and nowhere else. Also no horseplay should be permitted. Accidents occur when this happens.

3. **Coaches & Parents - Keep your cool:** There will be times when calls will go against your team. Don't set a bad example for the kids. There will be a breakdown in discipline if there is a loss of control.

4. **Catchers:** All catchers must wear a helmet with a mask and throat guard, chest protector and shin guards. All male catchers for kid's pitch leagues must wear a protective cup. All catchers must use a regulation catcher's mitt. (Rookie players may use a fielder's mitt.)

5. **Warming up pitchers:** A player must be in full catcher's gear to "warm up" a pitcher. An adult is permitted to "warm up" a pitcher and should use their discretion as to using safety equipment.

6. **No Batters “On Deck”:** ***THERE IS NO ON-DECK BATTER AT ANY LEVEL IN LITTLE LEAGUE.*** Players are prohibited to swing a bat except in the batter's box. Batters should watch out for the catcher and the umpire before a warm-up swing.

7. **Thrown Bat:** If a bat is thrown for any reason, except an accidental slip while swinging at a pitched ball, the umpire shall issue 1 warning per player. On any subsequent offense, the batter will be called out.

8. **Pitching Curve Balls: Strongly discouraged by LL and RWLL.**

9. **Bats:** Only bats meeting little league standards may be used at practices and/or games. (LL Rule 1.10) For Little League (Majors) and below, for regular season play and Tournament, composite bats are prohibited unless approved by Little League International. A complete list of legal and approved bats can be found at:

http://www.littleleague.org/Assets/forms_pubs/2014LicensedBatList.pdf

A. **Illegal Bats:** A batter is out for illegal action when:

The batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box.

Note: If the infraction is discovered before the next player enters the batter’s box following the turn at bat of the player who used an illegal bat:

1. The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

2. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.

3. For the second violation, the manager of the team will be ejected from the game.

Any subsequent violation will result in the newly designated manager being ejected. Rule 6.06(d)

10. **Lightning/Thunder:** In the event of lightning or thunder regardless of

whether it is raining, players should leave the field immediately to a protected non-metal dugout, building or automobile (avoid open fields, large trees, and metal fencing). Teams should wait at least 20 minutes (10 minutes with no lightning or thunder) before postponing the game. Use the lightning detector, if one is available at the location.

11. **Sliding:** Runners should be encouraged to slide into bases (except 1st base) to avoid contact with the defensive player if there is a play at the base the runner is attempting to reach. (LL Rules 7.08(a)(3)) Headfirst slides are prohibited while the runner is advancing to the next base (runner is out). If a runner does not slide, runner interference rules apply. If the runner interferes with, obstructs, hinders, or confuses any defensive player attempting to make a play, even without possession of the ball, the runner is out and the ball is dead. Also, a runner is out when intentionally trying to knock the ball out of the defensive player hands or glove. (LL Rules - definition of Interference) If the defensive player has the ball and is waiting to make the tag at a base (or home plate), the runner must either slide or attempt to get around the defensive player. Obstruction should be called by the umpire if the defensive player, while not in possession of the ball or not fielding a batted ball, blocks a base or impedes the runner's progress. (LL Rules 7.08(a)-(c), 7.06 and definition of Obstruction)

12. **Bunting:** Only permitted in Major, Minor and International Leagues. No "slug bunts" are allowed. A player may **not** offer to bunt and then pull back and take a full swing.

13. **Stealing/Leads:** Stealing is permitted only in the Major, Minor and International Leagues. If a runner leaves the bag before the pitched ball crosses the plate, the runner must return to the last base occupied unless forced to advance by the batter. Runners may not take leads. (See Little League Rule 7.13).

14. **Intentional Walks:** Intentional walks are NOT permitted at any level.

15. **Visits to the Mound:** At Keystone, International, Minor and Major League levels, only 1 defensive coach may enter the field of play only to visit the pitcher's mound. On the 3rd visit to the same pitcher in 1 inning, or the 4th visit to the same pitcher in the game, the pitcher must

be removed. Only 2 visits are permitted on the same batter. A time out to talk to any defensive player is considered a visit to the mound (except to attend to injuries). Any defensive player(s) may be included in a visit to the mound. (LL Rule 8.06)

16. **Schedules:** Postponed games must be made up in the same order as originally scheduled, normally within 1 week of the postponement, as per instructions of the league director.

17. **Make-up Games:** For the Keystone, International, Minor and Major League Leagues, if an incomplete game is called and another game is played the next day, a pitcher may pitch on consecutive days if they pitched less than the applicable limit on the previous day. Where an incomplete game is resumed the next day, the pitchers of record in the called game may pitch in the resumed game. Pitching rules still apply regarding number of pitches or innings pitched per week or per game, and required days of rest.

18. **Out-of-play lines** will be established prior to the game, running parallel to the base lines on the playing field and 3 feet where possible (umpire's discretion) in front of the team benches. Spectators should be asked to remain behind the out-of-play lines. A batted or thrown ball that hits a fence along the out-of-play line is live and in play.

19. **Substitute Players:** Only Major, Minor, International and Keystone Leagues can call up players from the next younger league. No team may call up 1 particular player more than 3 times in a season. A parent and the coach of a player being called up must give their permission prior to asking a player to come up. A player called up must not pitch, must bat at the bottom of the order, and must not play more innings than any player on the team's regular roster. Also, a player called up must play in their regular team's game if it's on the same day.

20. **For the Major, Minor and International Leagues, only adults** (Coaches, Scorekeeper) and team players are allowed in the dugout area. Bat boys or bat girls are not permitted at any level.

21. **Only coaches are allowed to discuss rules or calls with the umpire.** Nobody, other than players and base coaches, is allowed on the field of play during the

game except for a visit to the mound or to attend to an injured player. Any coach or parent disregarding this rule will be asked to leave the field by the umpire.

22. **League Advancement:** No child under age 12 may advance more than one league from the previous season unless there are no other eligible players available to complete team rosters. Twelve year olds, except disabled players, must play Majors. No player will play more than 2 years at the same level, except Majors, or by parents' request.

23. **The home team** will utilize the benches or dugouts on the 1st base side of the field. The home team is responsible for preparing the field for play prior to the game and for clean-up and storing any equipment after the game unless needed for an immediately following game. THIS PROVISION APPLIES IN ALL DIVISIONS.

RADNOR - WAYNE LITTLE LEAGUE

MAJOR, MINOR & INTERNATIONAL LEAGUE PLAYING RULES

1. **Official Little League Rules (major league) and** the RWLL General Rules apply unless adjusted as set forth below.

2. **A regulation game** is 6 innings (5½ if the home team is ahead). A game is complete after 4 innings have been played (3½ innings if the home team is ahead). If one team has a lead of 10 or more runs at any time after the end of 4 innings (3½ if the home team is ahead), the game is over. There is no time limit on Majors games. Minors and International games have a 2-hour time limit. A new inning may not start after two hours have elapsed from the first pitch. For calculation of time under this provision, the next inning is deemed to start immediately after the last out of the preceding inning has been recorded. If 1 inning has not been played, the game is a "no game" and will be replayed from the beginning (See pitching rules #6.) If a game is called after the 1st inning, refer to LL Rules 4.10 and 4.11.

INTL ONLY: A half inning ends when the offensive team has scored 5 runs or when 3 outs are made by the defensive team, whichever comes first. The most runs a team may score in a half-inning are 5.

3. **Every regular roster player attending the game must play a minimum** of 4 innings in the field (or 12 outs) or 3 innings (or 9 outs) if the home does not bat in the 6th inning unless the game is called before the 6th inning. A defensive player removed from the game must sit out at least 1 inning (3 consecutive outs) except when a player who has been removed from the game enters to play the position of pitcher (coming out of the bullpen). However, all minimum playing time requirements still must be honored. Every player on the roster must start every other game that they attend.

FOR MINORS ONLY, EACH PLAYER MUST PLAY AT LEAST ONE INNING IN THE INFIELD EACH GAME.

FOR INTERNATIONAL ONLY, EACH PLAYER MUST PLAY ONE INNING IN THE INFIELD AND ONE INNING IN THE OUTFIELD EACH GAME.

PENALTY: Forfeiture of game.

EXCEPTIONS: In case of injury, illness, ejection, called game or for disciplinary reasons approved in advance by the League Director or Commissioner.

All players attending the game will bat in order regardless of whether they are playing in the field. Players arriving after they have missed their 1st turn at bat will be placed at the end of the order. The number of the inning that they arrive will be subtracted from the 4 inning mandatory play rule, e.g. a player who arrives in the middle of the 3rd inning only has to play 1 inning. Defensive players may change positions in the field whenever time is out, except for pitchers (see pitching rules #6).

A runner can only be removed due to injury, illness or ejection and the replacement runner must be the player who last batted and is not on base.

4. **A team whose roster drops to 10 players** is permitted to play with ten players. If a manager knows in advance that the roster will drop below 10 players, the manager is required to call up 1 or more players from the next lower league. No team may have a roster exceeding the normal number of players for teams in that league. (General rule #18)

5. **Both teams must have 9 players** on their bench or on the field before the game begins (10 min. delay allowed), otherwise the team with less than 9 players forfeits. After the 1st inning, if either team fails to put 8 players on the field, then that team will forfeit. Also, a batter cannot bat again until 7 other batters have batted, otherwise the team at bat forfeits. Exception: No forfeit for batting out of order (LL Rule 6.07).

6. **Pitching rules:** (General rules #8, #14 and #15 and LL Rules 8.01 to 8.06)

Pitching distance is 46 feet.

A. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

B. A pitcher once removed from the mound cannot return as a pitcher. A pitcher who is removed, substituted or relieved between innings may not pitch again in the same game.

C. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

11 and 12 --85 pitches per day

9 and 10-- 75 pitches per day

7 and 8---50 pitches per day

Intl Pitching only:

- A. Pitchers must comply with the pitch limits and days of rest requirements.
- B. In addition, a pitcher can pitch a maximum of 3 innings per game even if the maximum pitch count threshold has not been reached.
- C. A pitcher can pitch a maximum of 6 innings in a week
- D. A single pitch will constitute an inning pitched.
- E. Pitching week goes from Sunday to Saturday
- F. A pitcher must be removed as a pitcher after:
 - a. hitting 3 batters in the game, or
 - b. walking 5 batters in 1 inning.
- G. Strike zone is shoulders to knees, width of the plate plus half a ball width on each side of the plate.
- H. A walk consists of 5 balls.

Exception: Exception: If a pitcher reaches the limit imposed in RWLL Regulation 6C. for his/her league age 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 put out;
3. The third out is made to complete the half-inning with the same batter at the plate.

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 before delivering a pitch to another batter.

As an example, a Little League pitcher requires no rest if he/she throws 20 or fewer pitches, but one day of rest if he/she throws 21-35 pitches. This pitcher will not have a rest requirement provided that he/she is removed after the at bat is complete, even if he/she crosses the 20 pitch threshold during the at bat.

- D. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**
- E. **A player who has played the position of catcher in 4 or more innings in a game is not eligible to pitch on that calendar day.**
- F. **Pitcher's Rest Requirements:** 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 days of rest must be observed.
 - If a player pitches **1-20** pitches in a day, no (**0**) calendar day of rest is required.
- G. Curve balls are **strongly discouraged by LL and RWLL.**
- H. There are no balks. (LL Rule 8.05 regarding illegal pitches.)
- I. **In Int'l and Minors only** --A pitcher must be removed as a pitcher after hitting 3 batters in the game.
- J. A "hit by pitch" will apply even if the ball first hits the ground

before hitting the batter.

K. All pitches delivered in a game count against each pitcher's eligibility, even if the game is "called" or "suspended".

L. If a suspended game is resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent they are eligible for that game and for the day the game is resumed, provided the pitcher has not pitched during the required days of rest.

M. **PENALTY**—Pitch counts are an important rule, designed to protect the players from injury and overuse of their arms. It is the responsibility of BOTH TEAMS to accurately track pitch counts for all pitchers. If a pitcher exceeds his maximum pitches for a given day, the persons acting as head coaches for BOTH teams will be suspended from their next game. The Commissioner shall have discretion to consider extenuating circumstances regarding the timing of the service of said suspension.

7. The **infield fly rule** applies only in Minors and Majors. (Runners on 1st & 2nd or 1st, 2nd & 3rd with less than 2 outs.)

8. **Unless time out is called by the umpire**, a ball thrown errantly from one player to another is a "live ball" and runners may advance. (See General Rule #13 and LL Rule 7.13 for leaving the base early.)

9. **Stealing/Leads:** Stealing is permitted at the Majors, Minors and International levels. If a runner leaves the bag before the pitched ball reaches the batter, the runner must return to the last base occupied unless forced to advance by the batter. Runners may not take leads. (LL Rule 7.13).

INTL only-

A. There is no stealing of home.

B. Players cannot advance beyond the base that they were attempting steal on an errant throw the catcher.

- C. Players can advance on errant throws from players other than the catcher and the ball will be "live" until such time the play is stopped or "time" is called.
- D. Any runners who are between bases when the defensive team has stopped any runner by defensive play must immediately return to the last base reached successfully, or advance to the next base if that base is not occupied.
- E. Once time is called (or signaled) by the umpire, the ball is "dead" and runners may not advance. (LL Rule 7.13) The ball does not become "live" again until it has been put into play by the offensive team, i.e. hit by the batter.
- F. When the ball is live, runners can advance until the umpire calls (or signals) "time". The umpire may call time at their discretion when the defensive team has stopped any runner by defensive play, EXCEPT if the defense attempts another play on another runner (a fake throw is considered a play). Any runners who are between bases when time is called will be directed by the umpire to the last base

10. Dropped 3rd Strike (Majors Only): Rule 6.05 - A batter is out when:

- a. A third strike is legally caught by the catcher;
- b. A third strike is not caught by the catcher when first base is occupied before two are out.

Minor League and International: Catcher does not have to throw to 1st on a dropped 3rd strike. The batter is out and the ball is live.

11. Coaching the bases may be done by adult coaches or by players who must wear a batting helmet. If a base coach touches a runner while the ball is live, the runner is out (LL Rule 7.09 (i)).

12. A new player who does not attend tryouts must be discussed by the League Director and coaches prior to the draft to decide how to fairly assign that player to a league and team.

13. International League Catchers: When there are runners at 1st and 3rd base, the catcher is allowed a "free throw" to 2nd if the runner attempts to steal 2nd base. The runner at 3rd cannot steal home if the

catcher throws to 2nd, even on an overthrow to 2nd base.-

14. **INTL Only**—No bunting with a runner on third base is permitted. Also no swings are permitted AFTER the hitter fakes a bunt/squares to bunt.

15. **All teams** will compete in the playoff series for the league championship. The team with the better record in the regular season will be the home team. Tie-breaker rules apply if 2 or more teams have the same win-loss records. Teams will be seeded according to the regular season standings.

RADNOR - WAYNE LITTLE LEAGUE

ROOKIE PLAYING RULES

1. **Rookie is an instructional division.** Play may be delayed at any time for instruction and coaching; however, coaches should use discretion concerning frequent stoppages of play. With the exception of the adult pitcher and umpires, no coach should be on the field of play while the game is in progress.
2. **Official little league rules** (minor league) and the RWLL General Rules apply unless adjusted as set forth below.
3. A **"regulation game"** is 6 innings (5½ if the home team is ahead). A **game is complete** after 4 innings (3½ innings if the home team is ahead). A new inning may not start after two hours have elapsed from the first pitch. For calculation of time under this provision, the next inning is deemed to start immediately after the last out of the preceding inning has been recorded.
4. A **half inning** ends when the offensive team has scored 5 runs or when 3 outs are made by the defensive team, whichever comes first. A team may only score a maximum of 5 runs in a half-inning.
5. **Offensive Team:** A team batting order will be used. Every player attending the game will be listed on the team batting order and will bat when their turn comes. The 1st batter in the batting order will not come to bat again until all the players attending the game have batted. A batter is entitled to 3 swinging strikes. There are no walks.
6. **Defensive Team: A maximum of 10 players** will be used in the field: pitcher, catcher, 4 infielders in the normal positions, and 4 outfielders who must be stationed on the outfield grass until the ball is hit. Outfielders are permitted to make a play on an overthrow to 2nd, or to make an unassisted play or throw any runner out on a ball which gets passed an infielder. Each player must play at least 2 full innings (or 3

outs) and no more than 4 innings per game at an infield position (including pitcher or catcher) and at least 2 innings in the outfield. **No player may play more than 2 innings (or 6 outs) in the same infield position. Players are limited to a playing a maximum of 6 outs, combined, between 1st base and pitcher.**

7. Coaches should have a grid prepared before the game starts, showing each player's position by inning. The catcher should have appropriate equipment on, ready to start the next inning, unless batting or on base. Players not fielding a position in the inning can work on developing pitching/catching skills outside of the playing field with adult supervision.

8. **Adult Pitch:** An adult from each team will pitch to their own team. Underhand or overhand pitching is permitted; although pitching overhand is encouraged for those players who can hit well. The adult pitcher should start his delivery with one foot on the mound (dirt area). Conventional baseball rules regarding swinging strikes and foul balls shall apply when an adult is pitching. Once a batter hits a pitched ball into fair territory, it becomes playable (no minimum distance); however, a batter must take a full swing since bunting is not permitted.

9. The **adult pitcher** is not permitted to touch any ball in play and, after pitching, should avoid the area of play. A batted ball which strikes the adult pitcher is in play. The **player pitcher** must have one foot on the mound (dirt area) next to or behind the adult pitcher until the ball is hit.

10. **Kid Pitch - Transition to kid pitch will occur on a date set by RWLL near the midpoint of the season.** Similar to the T-Shirt league where the transition is made from a tee to coach pitch, Rookie league will make the transition from coach pitch to kid pitch. Kid pitch will allow the players an opportunity to pitch and develop their pitching skills.

11. **Kid Pitch Rules:**

- a) When a player is pitching, a coach will remain on the mound and be the umpire.
- b) The strike zone will be generous - a ball width outside the plate and from knees to shoulders.
- c) A walk consists of 5 balls. A batter hit by a pitch shall also be

- counted as a walk. Only 3 batters may be walked in an inning.
- d) After 3 walks in an inning, the coach will pitch the remainder of the inning until 5 runs have scored or 3 outs are made.
 - e) If a pitcher hits two batters in an inning, the coach will pitch the remainder of the inning until 5 runs have scored or 3 outs are made.
 - f) If a coach is takes over pitching, the player pitcher will remain in the game fielding pitcher position.
 - g) No player may pitch more than 1 inning in a game and not more than 2 innings per week.
 - h) When a coach is pitching, the batter gets three swinging strikes. There are no walks.
 - i) Coaches can reduce the number of walks allowed before pitching changes to coach pitch, provided it is mutually agreed upon before the start of the game or modifications are necessary to speed the pace of the game.

12. **No Stealing:** Runners must stay in contact with the base until the ball is hit.

13. **No infield fly rule.**

14. **Overthrows:** There are no extra base awarded to any runner if there is an overthrow. If a ball is hit to the infield and does not reach the outfield, then the runners may only advance 1 base for that hit. This 1 base rule applies even if a fielder throws the ball to the outfield or out of play.

15. **Runners may advance** if the ball is hit into the outfield (reaches the outfield grass), the runners may advance until the ball is returned to the infield. Runners may then only advance to the base to which they were running when the ball is returned to the infield. A ball is returned to the infield when (a) a fielder carries the ball from the outfield grass to the infield diamond (dirt or grass), or (b) a fielder throws the ball and it lands on the ground or is touched by any player in the infield diamond (dirt or grass). If the infield diamond is not marked or cut out, the outfield grass shall be approximately 15 feet beyond the base paths.

16. **Time is out** when any runner has stopped because a fielder has control of the ball, either at the base occupied by a runner or the next base.

17. **Coaching the bases** may be done by adults so long as they remain off the field of play. There should be at least 3 coaches (or parents) present to help and supervise safety.

18. **Umpiring:** Each team should select adults familiar with the Rookie rules to be the umpires. The 1st base coach makes calls at 1st and foul balls on the 1st base side. The 3rd base coach makes calls at 3rd and foul balls on the 3rd base side. The adult pitcher makes calls at 2nd and home. **Only the umpires can make the calls.**

RADNOR - WAYNE LITTLE LEAGUE TEEBALL & T-SHIRT LEAGUE PLAYING RULES & GUIDELINES

1. **Tee-Ball & T-Shirt are instructional divisions.** Play may be delayed at any time for coaching. Adults should be on the field during the game.
2. **Coaches & Parents** – Set a good example for the players emphasizing proper sportsmanship at all times. Have fun.
3. **Safety:** Safety is paramount for all RWLL activities. Coaches are responsible for controlling their players. Players should not be wandering away from the bench during a game. Players should be on their benches or in the field of play participating—and nowhere else. Also no horseplay should be permitted. Accidents occur when this happens.
4. **Game length** is four full innings. A new inning is not to start after one and a half hours of play.
5. **A half inning** ends when all of the offensive team players have batted.
6. **Field:** The field should be laid out with the bases approximately 60 feet apart, depending on the field being used. If a backstop is not available, all players and others should keep a safe distance from the batter. A double first base should be used to minimize collisions at first base—orange base for the runner and white for the defensive team.
7. **Helmets, Balls & Bats:** All batters and base runners must wear helmets. Only soft safety baseballs may be used (T-Shirt Boys Baseball may use a harder safety ball, but only if such balls are provided by RWLL) and bats must meet little league specifications.
8. **Offensive Team:** The team batting order will include every player attending the game. Players bat once per inning. The batting order should be changed every inning. The intent is to rotate the players in the batting order so that no player bats ends up batting last every inning.

A. Coaches should designate a safe bench area (away from potential foul ball/overthrows) and keep all players seated within the confines of that area while the individual players bat. Coaches should designate an adult to monitor the bench area.

B. Bats shall be placed away from the players and must remain in the control of an adult until it is the players turn to bat. **No player is allowed to hold or swing a bat** except in the batter's box. **THERE IS NO ON DECK BATTER IN ANY LEVEL OF LITTLE LEAGUE. This is a very important safety requirement.**

C. Players should be seated in the order in which they will bat in an effort to help keep the game moving.

D. Batters hit off the batting tee. (The T-Shirt League may elect to use adult pitch, but the league encourages using the tee until players are capable of hitting a pitched ball). No strike-outs and no infield fly rule. A foul ball will be called if a batted ball does not travel at least 10 feet from home plate or if the batter hits the tee and the ball falls off.

E. While 3 outs do not necessarily end an inning, offensive players who make an out should return to the dugout and NOT remain on base.

F. **“Last Batter”**- the offensive team coach shall announce the team’s last batter. When the last batter puts the ball in play all base runners will continue to run the bases until a defensive play is made and a runner is out. The defensive team will only make one attempt to get a runner out. If a defensive out is made on any of the base runners, the play is over and the teams switch offensive and defensive roles. If a defensive out is not made on any of the base runners, all runners will circle the bases and the last batter will have hit a “homerun” and the defensive team will remain in their positions until all base runners have cleared the bases. At no time will the defensive team attempt to make multiple plays on multiple base runners nor attempt to chase down multiple runners at home plate.

9. **Defensive Team: SHORT SIDED GAMES**— If there are sufficient players (8 or more) from both teams, two side-by-side fields can be set up. Players from each team are divided between the 2 fields and 2 simultaneous games are played. One team switches its players between the 2 fields after 2 innings. Players should oc-

copy the infield positions of P, 1B, 2B, SS AND 3B. The object is to have all players in the infield and engaged on defense, as well as to reduce the time between at bats.

FULL SIDED GAMES—If insufficient players are available to create 4 squads of 4-6 players, the teams can play on one field in a full sided game. The entire team can be used in the field - a pitcher, four infielders in normal positions, a player behind second base and the rest of the team as outfielders who must be stationed on the outfield grass (at least 15 feet from the base paths) until the ball is hit. There is no catcher. Players must play two innings in the infield and two in the outfield.

Players must change position each inning. Coaches should arrive at each game with a prepared grid that complies with the position requirements above.

10. **Adults in the field** may be positioned between the infielders and outfielders, one adult on the pitcher's mound and one adult to help with the batter or act as the catcher. Adults should explain to the players where the next "play" is and where to throw the ball.

11. **Runners** must stay in contact with the base until the ball is hit.

12. **Overthrows:** No extra base on an overthrow. A ball thrown from the infield to the outfield, out-of-play or into foul territory will be an overthrow.

13. **Runners advance one base** if a ball is hit to the infield and does not reach the outfield. If the ball is hit into the outfield, the base runners may advance until the ball is thrown to the infield. Base runners may then only advance to the next base when the ball was thrown to the infield.

14. **Coaching the bases** should be done by adults. There should be at least three coaches (or parents) present to help and supervise safety.

15. **Umpiring:** Adults will act as umpires. The first base coach makes calls at first and fouls on the first base side. The third base coach makes calls at third and fouls on the third base side. The adult pitcher makes calls at second and home. Only the umpires can make the calls.

RADNOR-WAYNE LITTLE LEAGUE TIE BREAKER RULES

The following rules apply to all tie breaker situations. The rules are applied in the order listed below until the tie is broken:

1. Best win-loss record (% won) over the entire regular season.
2. Results of the regular season series between the 2 teams in question or among the 3 or more teams in question.
3. Winning run differential in the regular season games played between the 2 teams or among the 3 or more teams. In applying this rule to 3 or more teams, the results are considered in pairs until one or more teams break the tie. Then, the remaining teams repeat the tie breaker rules.
4. Winning run differential over the entire regular season for the teams in question.
5. Team representation by a manager or coach at each of the pre-season and mid-season meetings is worth (1) point for each meeting. The team with the most points wins the tie.

NOTE: RUN DIFFERENTIAL IS DEFINED AS THE DIFFERENCE BETWEEN THE TOTAL RUNS SCORED AND THE TOTALS RUNS ALLOWED. A MAXIMUM RUN DIFFERENTIAL OF 10 RUNS WILL APPLY TO ANY SINGLE GAME. ANY FORFEITED GAMES WILL HAVE A SCORE OF 6-0.