

NFHS/LL Rules Differences 2010

NFHS Rules		LL Rules (based on OBR)	
Rule	Reference	Reference	Rule
1	Legal bat. Non-wood bats must meet BESR standard	13-2.3.4, 1-3-2	1-10 Maximum diameter is 2 5/8 inch, -3 max differential & BESR requirement for Seniors, no BESR for Juniors
2	Intentional base on balls, dead ball award	2-4-3	6.08 (a) Pitches must be thrown
3	Obstruction: Always a delayed dead ball. Any obstruction entitles the runner to a minimum of one base beyond the last base safely reached.	2-22-1	7.06 If no play being made on the runner, award if necessary. If play is made on obstructed runner, ball becomes dead and runner is awarded a minimum of one base. Dead ball immediately if the batter-runner is obstructed before reaching 1st base.
4	Illegal slide	2-32	no rule Interpretation: The runner must be able to reach the base with a hand or foot or it is interference. No roll block or cross body block.
5	Illegal to dive over fielder	8-4-2d	no rule
6	Re-entry of players	3-1-1	3.03 Starter can re-enter once provided substitute has met minimum play requirement
7	Designated hitter for any player	3-1-4	3.03 Only allowed in 16-18 year old program (Big League) Not allowed in Juniors or Seniors
8	Fielder without ball fakes tag	3-3-1a, 8-3-2	7.06 Not permitted. A fielder without the ball faking a tag is considered obstruction.
9	Malicious contact	2-21-1b, 3-3-1n	9.01(d) Not permitted. Ejection for unsportsman like conduct.
10	Umpire discipline of coach	3-3-1 penalty	4.07 Ejection. No restriction to dugout. Must leave the facility.
11	Team warnings	3-3-1 penalty	4.06, 4.08 Warnings then ejection(s) Must leave the playing area.
12	Defensive conferences: Pitcher must be removed on 4th trip. Can have 3 conferences in one inning with no pitching change.	3-4-1 penalty	8.06(a)(b) Pitcher must be removed upon the 3rd visit in an inning and 4th visit in a game
13	Offensive conferences	3-4-2	5.10(d) Only one offensive conference allowed per inning
14	Finishing game with 8 players	4-4-1f	4.16 Can not play with less than 9 players, no borrowing of players allowed, no forfeits allowed, refer to league BOD
15	Umpire handles live ball: Ball immediately dead	5-1-1h	6.08(d) Batter entitled to first base if the ball is touched by an umpire before a fielder, nothing if touched by an umpire after passing a fielder

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16	Balk: Ball immediately dead	5-1-1k	8.05 penalty	If balk is followed by a pitch then play continues. If all runners including the batter-runner advance at least one base, balk is nullified, runners liable to be put out. If there is a balk to the base and the ball is thrown to a base, ball remains alive.
17	If the pitcher is ambidextrous, the umpire shall require the pitcher to face the batter as either a right handed or left handed pitcher. Not both.	6-1-2	no rule	Interpretation: Just like a batter can't switch from one batters box to the other, the pitcher should NOT be allowed to pitch from either side.
18	Allowable movements from the wind up position: Can't throw to a base without stepping back off the rubber.	6-1-2	8.01(a)	(1) Deliver the ball to the batter (2) Step and throw to a base (3) Disengage with the pivot foot
19	Batter is out for hitting the ball w/ foot completely out of the box OR stepping on home plate	7-3-2	6.06(a)	Batter is out for hitting the ball with one or both feet entirely out of the box.
20	Missed base or leaving too soon on a caught ball	8-2 penalty	7.10	No verbal appeals. No dead ball appeals. Must throw to base while time is in. Must appeal before next pitch or play.
21	Fielder steps into dead ball territory after catch. Each runner awarded one base.	8-3-3d	5.10(f), 7.04(b)	If catch is made in live area and fielder enters dead ball area while standing, ball remains live.
22	Runner struck with a fair batted ball while in foul territory: Runner is out if contacted by a fair batted ball	8-4-2-k	7.08(f)	Ball remains in play, runner is not out. Runner is out if he is touched by a fair ball in fair territory before the ball has touched or passed an infielder.
23	Runner shall slide or avoid contact on a force or tag play	8-4-2b,c,d,e,f	7.08(a)	Fielder has right to batted ball. Runner can slide, attempt to get around, give themselves up, go back to previous base.
24	Interference on a double play attempt	8-3-2g	7.09(g)	Interference must be willful and deliberate for a double play to be called. Dead ball with batter runner out as well as runner closest to home.
25	Winning starting pitcher must pitch 4 innings.	9-6-6a	no rule	
26	Pitcher must wipe hand after going to mouth	1-2-1e	8.02(a)	Pitcher may not bring pitching hand into contact with mouth while on the mound (18 foot circle)
27	Base coaches: 'One player or coach <u>may</u> occupy each coaches box...'	3.21	4.05(a)	The offensive team <u>shall</u> station two base coaches on the field....' means that the offensive team must have two base coaches
28	No jewelry permitted	3-3-1c	1.11(j)	Only 'medic alert' allowed as jewelry

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29	Courtesy runner for pitcher or catcher	2-33-1	7.14	Once each inning a team may utilize a player who is NOT in the batting order as a special pinch-runner. Every player can be run for once in the game.
30	'Mercy' (10 run) rule	4-2-2	4.10(e)	League option to adopt or not.
31	Verbal obstruction	2-22-1	no rule	
32	Defense in fair territory at time of pitch with one foot in fair territory			Fielders feet to be in fair territory when ball is put in play.
33	Game called after visiting team takes lead or ties the score in top half of the inning, score reverts back to last completed inning		4.12	Game is suspended.
34	Batter interference on strike 3 with runner stealing, batter is out. Runner may be called out.		7.08 (g)	Any runner is out when attempting to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts
35	Batter must have one foot in the batters box at all times.	7-2-1e	no rule	

LL District 35 Safety plan:

- 1 Pre-game equipment inspection.
- 2 No decals or painted helmets unless done by factory.
- 3 Catchers helmets require dangling throat guard (hockey style helmet too)
- 4 Coaches/managers/players stay in the dugout
- 5 Player with helmet on can retrieve balls down the line (not behind catcher).
- 6 Players must keep their helmets on when on the field.
- 7 Nobody can sit in doorway.
- 8 Coaches/managers can stand in the doorway. Players can NOT.
- 9 Managers/coaches can not warm up pitchers (players job).
- 10 Players shagging for coaches must wear helmet for infield/outfield pre-game.
- 11 Pitchers can return once in a game (stay on field).
- 12 Pitcher can not go to catcher if more than 40 pitches.
- 13 Pitch count (95 pitches 13-16 years old)