

ULLL 2022 Spring Rules – Majors Division
LOCAL PLAYING RULES

ULLL Local Rules for the Majors Division (Updated – February 2022):

1. **Batter Keeping One Foot In Batter's Box**

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

- a) On a swing, slap, or check swing.
- b) When forced out of the box by a pitch.
- c) When the batter attempts a "drag bunt."
- d) When the catcher does not catch the pitched ball.
- e) When a play has been attempted.
- f) When time has been called.
- g) When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- h) On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty: If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. No pitch has to be thrown, the ball is dead, and no runners may advance. NOTE: The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.

2. **Slash hits with Fake Bunts:** If the batter makes a motion like the batter is going to bunt, the batter must attempt a bunt or take the pitch. If the batter pulls the bat back and then attempts a full swing, the ball is dead, the batter is out, and the runners may not advance. Umpires must report the incident (including the player's number and the manager's name) to the ULLL Umpire-in-Chief for review.
3. Each umpire or Adult Game Coordinator 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

4. **Special Local Rules**

- a. Games can be started with 8 players. When batting with 8 players, the 9th spot in the order is skipped over without penalty (no out).
- b. During the regular season, there is a continuous batting order. As such, all players on the team roster present for the game batting in order. Each player would be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play. If a player is late for the start of the game, s/he should be added to the bottom of the batting order (at the manager's discretion).
- c. A "courtesy runner" for the catcher and/or pitcher of record is permitted when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the lineup. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire. Exception: When a continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.
- d. **Mandatory Playing Time:** Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- e. Coaches or the Active Catcher (in their full gear) will be able to warm up pitchers – both on the field or in the bullpen during the regular season. Coaches may not warm up pitches during playoff, championship, and/or tournament play.

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5. **Special Pinch Runner Rules (End-of-Season Tournament Only)**

Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.

6. **Stealing and Relaying of Pitch Selection and Location**

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.

7. **Eligibility for the ULLL's End-of-Season Majors Tournament**

Each Majors team must play at least twelve (12) complete regular season games to be eligible for participation in the ULLL's End-of-Season Majors Division tournament.

Note: With the exception of these Spring Local Rules modifications cited above, the Little League "Blue Book" Rules for the Majors Division applies.