

Michigan District Six Little League Differences between NFHS and Little League Baseball Rules & Regulations

The rules differences shown on the next several pages are the MAJOR differences between NFHS and LL rules and regulations (“Rule” for the purpose of this chart) **as applicable to Intermediate (50/70) Division and Junior/Senior Leagues only**. There are other, more subtle, differences that the umpire needs to know and understand.

Note: During the regular season leagues may approve local rules to speed up the game and those rules shall be implemented accordingly. Any local rules intended to speed up game utilized during the regular season are **NOT** to be used during District Tournaments.

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule						
No Rule	Regulation VI	Pitchers – maximum pitches in a day and number of days rest required		<p>LL has regulations related to the maximum number a pitches a player can pitch in a game, restrictions on catchers in a game being able to pitch and the number of days rest a player must have based on the number of pitches thrown in a day.</p> <p>(a) Any player on a regular season team may pitch. Exception: Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch to a batter in the 4th inning constitutes having caught four (4) innings. Warm-up pitches do not count.</p> <p>(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.</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;"><u>League Age</u></td> <td style="text-align: center;"><u>Max # pitches per day</u></td> </tr> <tr> <td style="text-align: center;">17-18</td> <td style="text-align: center;">105</td> </tr> <tr> <td style="text-align: center;">13-16</td> <td style="text-align: center;">95</td> </tr> </table> <p>Exception: If a pitcher reaches the limit imposed, the pitcher may continue to pitch until any one of the following conditions occur;</p> <ol style="list-style-type: none"> 1. The batter reaches base 2. That batter is put out 3. The third out is made to complete the half inning <p>NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.</p>	<u>League Age</u>	<u>Max # pitches per day</u>	17-18	105	13-16	95
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No Rule	Regulation VI – Cont.	Pitchers – maximum pitches in a day and number of days rest required		<p>(d) Pitchers league age as noted below must adhere to the following rest requirements;</p> <table border="1" data-bbox="1423 261 1997 594"> <thead> <tr> <th><u>League Age</u></th> <th><u>Pitches thrown</u></th> <th><u>Days Rest Required</u></th> </tr> </thead> <tbody> <tr> <td rowspan="4">18-15</td> <td>76+</td> <td>4</td> </tr> <tr> <td>61 – 75</td> <td>3</td> </tr> <tr> <td>46 – 60</td> <td>2</td> </tr> <tr> <td>31 – 45</td> <td>1</td> </tr> <tr> <td rowspan="5">14 & Under</td> <td>1 – 30</td> <td>0</td> </tr> <tr> <td>66+</td> <td>4</td> </tr> <tr> <td>51 – 65</td> <td>3</td> </tr> <tr> <td>36 – 50</td> <td>2</td> </tr> <tr> <td>21 – 35</td> <td>1</td> </tr> <tr> <td></td> <td>1 – 20</td> <td>0</td> </tr> </tbody> </table> <p>NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.</p> <p>Exception: If a pitcher reaches the day(s) rest threshold, the pitcher may continue to pitch until any one of the following conditions occur;</p> <ol style="list-style-type: none"> 1. The batter reaches base 2. That batter is put out 3. The third out is made to complete the half inning <p>The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during the at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.</p> <p>(k) Pitching in more than one game in a day;</p> <p>Intermediate (50/70) Division – A player may not pitch in more than one game in a day</p> <p>Junior and Senior Leagues – A player may be used as a pitcher in up to two games in a day. (Exception: <i>If a player pitches 31 or more pitches in the first game, that player may not pitch in the second game on that day.</i>) If a Junior or Senior League player pitches in more than one game in a day and has not pitched 31 or more pitches in the first game, the total number of pitches that player may pitch in both games combined is the daily maximum number of 95.</p>	<u>League Age</u>	<u>Pitches thrown</u>	<u>Days Rest Required</u>	18-15	76+	4	61 – 75	3	46 – 60	2	31 – 45	1	14 & Under	1 – 30	0	66+	4	51 – 65	3	36 – 50	2	21 – 35	1		1 – 20	0
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No Rule	Reg XIV	Field Decorum		<p>LL has regulations specifically related to decorum by all participants in particular;</p> <ul style="list-style-type: none"> (b) ...Batboys and/or batgirls are not permitted at any level of play (c) Two adult base coaches are allowed (d) ...At least one adult manager or coach MUST be in the dugout at all times <p>NOTE: In order to have two adult base coaches allowed by item (c) you must have a manager and two adult coaches present at the game. If you have less than three adults between the manager and coaches present at the game then players, with helmets on, must be a base coach or coaches to allow at least one adult in the dugout at all times.</p> <ul style="list-style-type: none"> (f) Managers and coaches shall not warm up pitchers <p>NOTE: This is allowed by local rules to keep the game moving during regular season play only and is strictly enforced during District Tournaments</p>
No Rule	1.08 A.R.	Bats in dugout		The next batter (batter in the hole) should be ready with an helmet on, but may not pick up a bat until it is his/her turn at bat (on-deck)
1-2-3	Reg XIV	On-deck circle/batter	Neither team's players shall warm up in the other team's on-deck circle. The on-deck circle does not have to be occupied, but if a player wishes to warm up, he shall do only in his own team's on-deck circle is located safely away from home plate.	<p>The on-deck position is permitted.</p> <p>NOTE: In Michigan District Six and for safety reasons, the player on-deck actually is required to stand in the on-deck circle behind the batter (i.e. – 3rd base side with a right-handed batter up and 1st base side with a left-handed batter up).</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
1-3-2,3,4,5	1.10	Legal Bat	<p>NFHS allows both wood and non-wood bats;</p> <p>Wood Bats:</p> <ul style="list-style-type: none"> • Must not be more than 2-3/4" in diameter • Must have no more than a negative three ratio between weight and length (a 36" bat must weigh at least 33 ounces) • May have tape or other substance not more than 18" from the handle end of the bat <p>Non-Wood bats must:</p> <ul style="list-style-type: none"> • Must not be more than 2-5/8" in diameter • Have no more than a negative three ratio between weight and length (a 36" bat must weigh at least 33 ounces) • Be certified and labeled as meeting the BBCOR standard (permanently imprinted or silk-screened by the manufacturer) • Have a safety grip that extends a minimum of 10", but not more than 18", from the handle end of the bat 	<p>LL allows both wood and non-wood bats;</p> <p>Non-wood and laminated bats used in Intermediate (50-70) Division and Junior League shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats are prohibited. The bat diameter shall not exceed 2-5/8 inches for these divisions of play.</p> <p>Intermediate (50/70) Division and Junior Leagues:</p> <p>It shall not be more than 34" inches in length; nor more than 2-5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.</p> <p>Senior League:</p> <p>It shall not be more than 36 inches in length, nor more than 2-5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
1-3-4	1.10 – Note 1	Batting Donut	NFHS allows the use of the traditional batting donut	The use of the traditional batting donut is NOT allowed at any level of LL
No Rule	1.10 – Note 2	Pine Tar	No Rule	The use of pine tar or any other similar adhesive substance is prohibited at all levels. Use of these substances will result in the bat being declared illegal and removed from play.
2-1-12	1.11 (j)	Wearing of jewelry	In NFHS jewelry shall not be worn except for religious or medical medals. A religious metal must be taped and worn under the uniform. A medical alert must be taped and may be visible.	In LL jewelry of any composition may NOT be worn during the game by players EXCEPTION: Medical Alert bracelets are allowed. NOTE: Medical alert bracelets should be taped.
2-1-8	1.11 (k)	Wearing of a cast	In NFHS hard and unyielding items (guards, casts, braces, splints, etc.) must be padded with closed-cell, slow recovery foam padding no less than 1/2“-thick.	In LL casts may NOT be worn during the game by players and umpires NOTE: Persons wearing casts, including managers and coaches, MUST remain in the dugout during the game
1-3-6	1.12	Catcher’s Mitt	NFHS allows the glove/mitt worn by the catcher by the catcher may be any size.	In LL the catcher must wear a catcher’s mitt (not a first baseman’s mitt or fielder’s glove) of any shape, size or weight consistent with protecting the hand.
1-3-6	1.13	First Baseman’s Mitt	In NFHS the glove or mitt worn by all fielders, except the catcher, shall conform to the following maximum specifications (refer to Rule Book for details): (a) Not more than 14-inches long (b) Not more than 8-inches wide across the palm (c) Webbing not more than 5-3/4-inches wide	In LL the first baseman must wear a glove or mitt of any weight with the following maximum specifications (refer to Rule Book for details): (d) Not more than 14-inches long (e) Not more than 8-inches wide across the palm (f) Webbing not more than 5-3/4-inches wide
No Rule	1.15 (b)	Batting glove under pitcher’s glove	NFHS does not allow a pitcher to wear a batting glove under the pitcher’s glove	LL allows the pitcher to wear a batting glove on the non-pitching hand under the pitcher’s glove provided the batting glove is not white, gray or optic yellow

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
1-5-4	1.17	Catcher's Helmet	<p>In NFHS the catcher's helmet and mask combination shall meet the NOCSAE standard. ...A throat protector, which is either part of or attached to the catcher's mask, is mandatory. ... While in a crouch position, any non-adult warming up a pitcher at any location shall wear a head protector, a mask with a throat protector and a protective cup.</p>	<p>In LL the catcher's helmet must meet NOCSAE specifications and standards, and bear the NOSCAE stamp. All catchers must wear a mask, "dangling" type throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games.</p> <p>NOTE: Skull Caps are not permitted. A.R – The "Hockey Style" helmet is authorized for use at all levels of play. The "dangling" type throat guard still must be attached properly.</p>
2-4-3	6.08 (a)	Intentional Base on Balls	<p>NFHS allows an intentional base on balls simply by request of either the coach or the catcher. It is NOT necessary to "pitch out" for four balls. The request can be made at any time while the batter is still at bat.</p> <p>Upon request, call TIME and award the batter first base</p>	<p>LL does NOT allow an intentional base on balls simply by request of either the coach or the catcher. It is necessary to pitch and/or "pitch out" four balls.</p> <p>NOTE: Do NOT allow the batter to swing at any "pitch out" type pitches to extend the at-bat and/or increase the pitch count against the pitcher. If the "pitch out" is close to the plate and is hittable then the batter can attempt to hit the pitch, but we want to avoid the waving of the bat at a pitch that is significantly away from the plate. The penalty for this blatant "integrity of the game" action is to call the first attempt a "ball", still count it as a pitch in the pitch count and warn the player and manager if it happens again, both of them will be ejected.</p> <p>NOTE: Do not allow the pitcher to perform four illegal pitches (i.e. fake pitches to home) versus throwing four pitches and/or "pitch out" balls. The penalty for this blatant "integrity of the game" action is to call the first attempt a "ball", still count it as a pitch in the pitch count and warn the player and manager if it happens again, both of them will be ejected.</p>
2-22-1	7.06	Obstruction	<p>In NFHS obstruction of a runner is ALWAYS a delayed dead ball</p>	<p>In LL there are two types of Obstruction of a runner;</p> <ul style="list-style-type: none"> (a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching 1st base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment (Type I obstruction) (b) If no play is being made on the obstructed runner, the play shall always proceed until no further action is possible (Delayed dead ball)

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
2-32	No rule	Illegal Sliding	<p>In NFHS an illegal slide is specifically defined</p> <p>A LEGAL slide</p> <ul style="list-style-type: none"> • Can be either head first or feet first • If feet first, must have at least one leg and one buttock on the ground • Must slide within reach of the base with either a hand or foot <p>An ILLEGAL slide</p> <ol style="list-style-type: none"> (a) A rolling, cross-body, or pop-up slide that makes contact with a fielder (b) The runner’s raised leg/foot is higher than the fielder’s knee would be if the fielder were in a standing position (c) The runner slides beyond a base, and THEN makes contact with a fielder or alters the play of the fielder (d) The runner slashes or kicks the fielder with either leg (e) The runner tries to injure the fielder (k) The runner, on a FORCE PLAY, does not slide on the ground, and in a direct line between the two bases, UNLESS <ol style="list-style-type: none"> a. The runner is sliding or running away from the fielder to avoid contact or altering the play of the fielder <p>NOTE: A runner is NEVER <u>required</u> to slide. However, if he does, it must be a legal slide ----- There in NOT at “mandatory slide rule”.</p>	<p>In LL there is not a defined ILLEGAL slide in the rules, but the runner can be ejected from the game, be called out for interference and/or a double play can be called for interference if the runner slides in a manner;</p> <ol style="list-style-type: none"> (l) A rolling, cross-body, or pop-up slide that makes contact with a fielder (m) The runner’s raised leg/foot is higher than the fielder’s knee would be if the fielder were in a standing position (n) The runner slides beyond a base, and THEN makes contact with a fielder or alters the play of the fielder (o) The runner slashes or kicks the fielder with either leg (p) The runner tries to injure the fielder
3-1-1	4.19 (d)	Illegal Substitute	<p>IN NFHS an illegal substitute, when identified, is restricted to the bench for the remainder of the game. He is not “ejected”.</p> <p>If the same player re-enters the game, he is “ejected”.</p>	<p>In LL an illegal substitute or ineligible player, as defined in the rule book, is resolved with protesting the game</p> <p>4.19 (d) – Protest made due to the use of an ineligible pitcher or an ineligible player may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or an ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
3-1-3	3.03	Re-entry of starting players	<p>In NFHS starting players may be pulled out of the game (substituted for) and then re-enter the game later, but only ONE TIME. The re-entered player must remain in the same spot in the batting order.</p> <p>NOTE: This applies ONLY to starting players, not to substitutes.</p> <p>This applies to the PITCHER, who may RE-ENTER AS PITCHER even though he was put on the bench, unless that player or coach has violated certain other provisions (See “Troublesome Rules – Substitution for clarification)</p>	<p>LL has different re-entry rules depending on the league as described below;</p> <p>Intermediate (50/70) Division and Junior/Senior Leagues:</p> <p>A player in the starting line-up who has been removed for a substitute may re-enter the game, in the SAME position in the batting order, provided:</p> <ul style="list-style-type: none"> (a) the substitute has completed one at bat AND (b) has played defensively for a minimum of six (6) consecutive outs (c) a pitcher remaining in the game, but moving to a different position, can return as a pitcher any time in the remainder of the game, but only once per game (d) A starter and her/his substitute must not be in the line-up at the same time, except as provided in 3.03 Note 3. Once mandatory play is met, a starter and substitute(s) can enter/re-enter for each other as desired but must re-enter in the SAME position in the batting order. (e) Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base. <p>NOTE 1: A substitute may not be removed from the game prior to completion of his/her mandatory play requirements.</p> <p>NOTE 2: When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the Umpire-in-Chief such players’ positions in the team’s batting order and the Umpire-in-Chief shall notify the official scorer. The Umpire-in-Chief shall have authority to designate the substitutes’ places in the batting order if this information is not immediately provided.</p> <p>NOTE 3: If during a game either team is unable to place nine (9) players on the field due to illness, injury, ejection, or inability to make a legal substitution, the opposing manager shall select a player previously used in the line-up to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
3-1-4	3.03	Designated Hitter	In NFHS the Designated Hitter may hit for ANY player in the lineup, not just the pitcher	<p>LL allows for the use of a Designated Hitter (DH) in the Senior League ONLY</p> <ul style="list-style-type: none"> (a) At the beginning of a game, each manager may list on the line-up card a DH to bat throughout the game for a designated player in the regular line-up (b) Only a player not in the regular batting order may be used as a DH (c) In the event a manager decides to use the DH as a defensive player, the player must remain in the game in the same position in the batting order, unless otherwise replaced by a substitute. If so, the player for whom the DH was batting must be removed from the game. Such player may re-enter the game once, but only in the batting order position of the former DH, who must be removed.
3-3-1n (Penalty)	9.01 (d)	Malicious Contact by Runner	In NFHS malicious contact is interference by the runner and results in ejection of the player involved. If the runner has not scored prior to the contact, he is also out.	In LL malicious contact is not specifically defined in the rule book but if it occurs in a play can result in ejection of the player involved for unsportsmanlike conduct.
3-3-1n (Penalty)	9.01 (d)	Malicious Contact by Fielder	In NFHS malicious contact by a fielder results in ejection of the player involved. The runner is either safe or out on the play. If the player was obstructed by the contact, then the umpire may enforce the obstruction rule.	In LL malicious contact is not specifically defined in the rule book but if it occurs in a play can result in ejection of the player involved for unsportsmanlike conduct.
3-3-1 (Penalty)	9.01 (c)	Umpire discipline of coach	NFHS allows the umpire to restrict the coach to the bench for the remainder of the game rather than ejecting him. Once restricted to the bench, any further infractions results in ejection.	LL does not specifically allow the umpire to restrict the coach to the bench for the remainder of the game rather than ejecting him. This type of game management may be enforced if the umpire feels it is the appropriate action to maintain order in the game. Once restricted to the bench, any further infractions results in an ejection.

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
3-3-1	4.08	Team Warnings	NFHS provides for “bench warnings” for several violations rather than ejecting the first player violating certain rules	<p>LL does not specifically provide for “bench warnings” for several violations rather than ejecting the first player violating certain rules.</p> <p>Rule 4.08 does address when the occupants of a player’s bench show violent disapproval of an umpire’s decision, the umpire shall first give warning that such disapproval shall cease. If such action continues the umpire shall order the offender out of the game and away from the spectators’ area. If the umpire is unable to detect the offender or offenders, the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.</p>
3-3-1 (Penalty)	8.06	Defensive Conferences	<p>In NFHS a coach is allowed 3 “charged” conferences during a regular 7-inning game. There is <u>no restriction</u> as to when these conferences can be used They could, if a coach desired, be used all in one inning or all during one batter’s at-bat. After three “charged” defensive conferences, the coach must replace the pitcher on each subsequent visit</p> <p>For extra-inning games, each team is allowed one “charged” defensive conference in each extra inning</p>	<p>In LL;</p> <ul style="list-style-type: none"> (a) 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. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit. (b) A manager or coach may come out twice in one game to visit with the pitcher, but the third time out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above. (d) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach granted a time out to talk any defensive player will be charged with a visit to the pitcher

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3-3-2	4.07	Ejections	<p>In NFHS;</p> <p>COACH A coach who has been ejected must “leave the vicinity of the playing field” and is prohibited from further contact, direct or indirect, with his players. EXCEPTION: The coach may return to the field to attend to an injured player “when requested by the umpire”</p> <p>PLAYER (<i>Official Interpretation from NFHS</i>) A player who has been “ejected” from a game is NOT required to leave the field. He may, if the coach so desires, remain in the dugout so that he is still under the direct supervision of the coaching staff.</p>	<p>In LL;</p> <p>COACH A coach who has been ejected must “leave the field immediately” and take no further part in the game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of the game.</p> <p>PLAYER A player who has been “ejected” from a game must “leave the field immediately” and take no further part in the game. They may not sit in the stands and may not be recalled. They may, if the coach so desires, remain in the dugout, but may not participate in any way.</p>
4-4-1f	4.17	Finishing game with 8 players	NFHS requires a team to start a game with nine (9) players, but allows them to finish the game with (8) players. Once they have gone to eight players, they can return to having nine players, if additional eligible substitutes show up for the game. An out is called each time the vacant batting slot comes up to bat	<p>LL requires a team to start and finish a game with nine (9) eligible players (not injured or ejected). If no players are available for re-entry, or if a team refuses to place nine (9) players on the field, this shall not be grounds for automatic forfeiture but shall be referred to the Board of Directors for a decision.</p> <p>NOTE: A game may not be continued with less than nine (9) players on each team unless allowed by local rule of the league.</p>
4-2-2	4.10 (e)	Mercy Rule	<p>NFHS allows that the game shall end the prior to playing a full game when either team is ahead by 10 runs after 4-1/2 innings (home team ahead) or 5 full innings (visiting team ahead).</p> <p>MSHAA has modified the rule to allow the game to end if either team is ahead by 15 runs after 2-1/2 innings (home team ahead) or 3 full innings (visiting team ahead) or either team is ahead by ten after 3-1/2 (home team ahead) or 4 full innings (visiting team ahead)</p>	<p>LL allows that the game shall end the prior to playing a full game when either team is ahead by 10 runs after 4-1/2 innings (home team ahead) or 5 full innings (visiting team ahead).</p> <p>NOTE: Local leagues may adopt the option of not utilizing the 15 run portion of this rule but MUST utilize the 10 run portion of this rule.</p> <p>CHECK YOUR LOCAL LEAGUE RULES PRIOR TO THE SEASON STARTING!!!</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
5-1-2e	9.01 (c)	Removing helmet	<p>In NFHS it is a delayed dead ball when anyone who is required to wear a batting helmet deliberately removes his helmet, while the ball is in live-ball territory and the ball is alive.</p> <p>PENALTY: Warn the manager after first violation and subsequent violations shall result in ejection.</p>	<p>Even though it is not specifically covered in the LL rules, treat a play where a player who is required to wear a batting either removes the helmet deliberately or the helmet comes off during a play as a delayed dead ball and call “Time” as soon as possible.</p> <p>There is no penalty for removing the helmet in LL unless it is used as means to interfere on the play (i.e. throwing it at a fielder). In that case follow the interference rule 7.09.</p>
6-2-2	8.03	Number of warm-up pitches allowed	<p>In NFHS;</p> <ul style="list-style-type: none"> • Starting pitchers are allowed a maximum of 8 warm-up throws within one minute (timed from the 1st throw) • Relief pitchers that enter during an inning are allowed a maximum of 8 warm-up throws within one minute (timed from the 1st throw) • At the beginning of the subsequent inning the pitcher is allowed a maximum of 5 warm-up throws within one minute (timed from the third out of the previous inning) <p>NOTE: The umpire may authorize more throws because of injury, ejection or inclement weather.</p>	<p>In LL;</p> <ul style="list-style-type: none"> • Starting pitchers are allowed a maximum of 8 warm-up throws within one minute (timed from the 1st throw) • Relief pitchers that enter during an inning are allowed a maximum of 8 warm-up throws within one minute (timed from the 1st throw) • At the beginning of the subsequent inning the pitcher is allowed a maximum of 8 warm-up throws within one minute (timed from the third out of the previous inning) <p>NOTE: The umpire may authorize more throws because of injury, ejection or inclement weather.</p>
7-3-1 (penalty)	6.02 (b)	Batter’s position in the batter’s box	<p>In NHFS for failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter’s box, delays the game ..., the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains live.</p>	<p>In LL the batter shall not leave that position in the batter’s box after the pitcher comes to Set Position or starts a windup.</p> <p>PENALTY: If the pitcher pitches, the umpire shall call “Ball” or “Strike” as the case may be.</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
7-4-1	6.06 (d)	Use of an illegal bat	In NFHS the batter is out when the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat, the defense may take the penalty or the result of the play.	<p>In LL the 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 or is discovered having used an illegal bat prior to the next player entering the batter's box.</p> <p>NOTE: If the fraction is discovered before the next player enters the batter's box following the turn at bat of the player who used the illegal bat:</p> <ol style="list-style-type: none"> (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. (A.R. – Any of the three adults in the dugout may be used as the one 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.
6-2-1e & 6-3	8.02(a) & (c)	Illegal action of a pitcher	<p>In NFHS, illegal acts of the pitcher include:</p> <p>6-2-1e: Bringing the pitching hand in contact with the mouth without distinctly wiping off the hand before it touches the ball. PENALTY: a ball shall be awarded each time a pitcher violates this rule and subsequently engages the pitching plate.</p> <p>6-3 Intentionally pitch close to a batter. PENALTY: The pitcher shall be ejected if the act is judged to be intentional. In case of doubt, the umpire may first warn the pitcher.</p>	<p>In LL, the pitcher shall not;</p> <ol style="list-style-type: none"> (a) (1) bring the hand in contact with the mouth or lips while in the 18-foot circle surrounding the pitcher's plate; EXCEPTION: Provided it is agreed to by both managers, the umpire, prior to the start of a game in cold weather, may permit the pitcher to blow on his/her hands while in the 18 foot circle. PENALTY: The umpires shall immediately call a ball and warn the pitcher that repeated violation can cause the pitcher to be removed from the game. <p>NOTE: Never call a "Balk" for this violation.</p> <p>NOTE: Typically do not enforce the 18 foot circle and just make sure the pitcher is off the pitcher's plate similar to the NFHS rule.</p> <ol style="list-style-type: none"> (c) Intentionally pitch at the batter. The umpire shall warn the pitcher and the manager of the defense that another such pitch will mean immediate expulsion of the pitcher.

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
7-1-5	8.05 (i)	Illegal Pitch	In NFHS it is also a balk if a runner or runners are on base and ... he places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.	In LL the pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate feints a pitch. NOTE: This basically eliminated the "hidden ball trick" once the pitcher either stands on or astride the pitcher's plate without the ball. PENALTY: Call a "Balk" if a runner or runners are on base.
5-1-1k	8.05 (Penalty)	Balk	In NFHS a balk is an IMMEDIATE DEAD BALL. All playing action after the balk is automatically negated (steals, home runs, etc.)	<p>In LL the ball is dead, and each runner shall advance one base without liability to be put out unless the batter reaches first on a hit, an error, a base on balls, a hit batter or otherwise, and all other runners advance at least one base in which case the play proceeds without reference to the balk. When the balk is called and the pitch is delivered it will be considered neither a ball nor a strike unless the pitch is ball four (4) awarding the batter first base and forcing all runners on base to advance.</p> <p>When a balk is called, if the pitch is delivered, a pitch shall be charged against the pitch count regardless of whether the batter put the pitch into play. However, on a balk that is called on a pickoff attempt or in an instance that the pitcher does not deliver the pitch, no pitch shall be charged to the pitch count.</p> <p>In LL the position of the fielder (i.e. 1st baseman) on a pick off play is not to be considered part of a balk being called. Therefore, the 1st baseman can have both feet in foul territory when trying hold the runner on 1st base on and it is NOT a balk. The same applies to the 3rd baseman trying to hold a runner on 3rd base. There is NO PENALTY for the fielder being in foul territory. Do NOT call a Balk. It is considered a NO PITCH and the player must put at least one foot in fair territory.</p>
6-1-2	8.01 (a)	Allowable movements from the windup position	<p>In NFHS no pickoff move can occur from the windup position. The pitcher can only do one of two things:</p> <ul style="list-style-type: none"> • Pitch to the batter • Step off the rubber legally 	<p>In LL a pickoff move can occur from the windup position. The pitcher can only do one of three things:</p> <ul style="list-style-type: none"> • Pitch to the batter • Step and throw to a base in an attempt to pick-off a runner • Step off the rubber legally

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
8-2 (Penalty)	7.10	Missed base or leaving base too soon on caught fly ball (Appeals)	<p>In NFHS an appeal for a runner missing a base or leaving a base too soon on a caught fly ball can be made either during a LIVE ball or DEAD ball situation.</p> <p>During a live ball appeal, it is NOT necessary for the pitcher to contact the rubber and then step off and throw to the fielder making the appeal.</p>	<p>In LL an appeal for a runner missing a base or leaving a base too soon on a caught fly ball can ONLY be made either during a LIVE ball situation.</p> <p>During a live ball appeal, it IS necessary for the pitcher to contact the rubber and then step off with the proper foot prior to making the appeal.</p> <p>READ AND KNOW THE APPEALS SECTION!!</p>
8-3-3d	5.10 (f) 7.04 (c)	Fielder steps into dead ball territory after a catch	<p>There is no “catch and carry” in NFHS. If a fielder steps into dead ball territory with both feet after having caught a ball, it is an immediate dead ball and bases are awarded</p> <p>NOTE: If he “slides” into dead ball territory and the upper part of his body is still in live ball territory, then he has not “stepped” out of play. If he throws from this position the ball is alive. If he stands up and BOTH FEET remain in dead ball territory, then he HAS “stepped” out of play and the ball is dead and bases are awarded.</p>	<p>There is “catch and carry” in LL. If a fielder falls into dead ball territory with both feet after having caught a ball, it is an immediate dead ball and bases are awarded. If a fielder steps into dead ball territory, but does not fall, after having caught the ball, the ball is alive and in play and runners may advance at their own peril.</p> <p>NOTE: The fielder must come back out of the dead ball territory prior to throwing the ball. If the player throws the ball from the dead ball territory then the ball is dead and bases are awarded.</p>
8-4-2g	7.09 (g)	Interference on a double play	In NFHS interference does not have to “intentional”. Any illegal contact that alters the play is interference by definition	In LL the interference by the runner/batter-runner has to be “willingly” and “deliberately” in order to enforce a double play call.
No rule	7.14	Special Pinch-Runner		<p>In LL once each 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.</p> <p>NOTE: This does not apply if the local league adopts the continuous batting order.</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
8-4-1d	6.05 (f) & (g)	Hitting a ball twice with the bat	<p>In NFHS the batter-runner is out when after hitting or bunting, he INTENTIONALLY contacts the ball with the bat a second time in FAIR OR FOUL territory. The ball is dead and no runner(s) advance</p> <ol style="list-style-type: none"> 1. In the case of a foul ball, it must have a chance to become fair in the umpire's judgment. 2. If the bat and ball accidentally come in contact with each other a second time while the batter is holding the bat in the batter's box, it is a foul ball. 	<p>In LL the batter is out when;</p> <p>(f) a fair ball touches said batter before touching a fielder. <i>Comment from Make the Right Call – Casebook for LL:</i> Make sure the batter is out of the box when you call this, otherwise call “foul ball” if the batter is still in the box.</p> <p>(g) after hitting or bunting a FAIR ball, the bat hits the ball a second time in FAIR territory. The ball is dead and no runner(s) advance. If the batter-runner drops the bat and the ball rolls against the bat in FAIR territory and, in the UMPIRE’S JUDGMENT there was no intention to interfere with the course of the ball, the ball is alive and in play; A.R. – If a bat is thrown into fair or foul territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not.</p>
8-4-1i	6.05 (b) A.R.	Uncaught third strike	<p>In NFHS the batter-runner is out when on a dropped third strike, he gives up by entering the bench or dugout area, or with two outs he does not attempt to reach first base before all infielders leave the diamond at the end of the half-inning.</p>	<p>In LL when a batter becomes a runner on a third strike that is not caught, and starts for the bench or his/her position, the batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the batter out, the defense MUST TAG the batter or first base before the batter touches first base.</p> <p>COMMENT: Do NOT call the batter out as soon as he starts heading to the dugout. You MUST wait until he/she enters the dugout, is tagged or first base is tagged before he/she reaches first base. There is NO “giving themselves help” in LL.</p>
No rule	6.06 (h)	Batter deflects foul ball		<p>In LL the batter is out when after hitting a FOUL ball, the batter-runner INTENTIONALLY deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
8-4-2 b-f	7.08 (3)	Runner shall slide or avoid contact on a force or tag play	<p>In NFHS the Runner is OUT if:</p> <p>8-4-2(b)</p> <ul style="list-style-type: none"> • Does not legally slide makes illegal contact that alters the actions of a fielder in the immediate act of making a play • Does not legally slide that does not make contact, but alters the actions of a fielder in the immediate act of making a play • On a force play, does not slide on the ground, and in a direct line between the two bases, UNLESS <ul style="list-style-type: none"> ○ The runner is sliding or running away from the fielder to avoid contact or altering the play of the fielder • NOTE: Runners are never required to slide, but if a runner elects to slide, the slide must be legal <p>8-4-2(c)</p> <ul style="list-style-type: none"> • Does not legally attempt to avoid a fielder in the immediate act of making a play on him (tag, force play, etc.) <p>8-4-2(d)</p> <ul style="list-style-type: none"> • Dives over a fielder <ul style="list-style-type: none"> ○ Diving over a fielder (headfirst) is ALWAYS illegal <p>8-4-2(e)</p> <ul style="list-style-type: none"> • Initiates malicious contact <ul style="list-style-type: none"> ○ Malicious contact supersedes obstruction <p>8-4-2(f)</p> <ul style="list-style-type: none"> • As a runner or retired runner, fails to execute a legal slide, or does not attempt to avoid the fielder or the play on a force play at any base 	<p>In LL the runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag. AR- There is no “must slide” rule.</p> <p>NOTE: The runner can be either head first or feet first</p> <p>NOTE: The runner, on a FORCE PLAY, does NOT have to slide on the ground or run away from the fielder to avoid contact or altering the play of the fielder. The runner is allowed to stay in the base line and the fielder must throw around the runner.</p>

NFHS Rule Ref	LL Rule Ref	Subject	NFHS Rule	LL Rule
8-4-2d	9.01 (c)	Hurdling or Jumping over fielder	<p>In NFHS it is ILLEGAL to jump or hurdle a fielder, <u>with or without</u> the ball, who is standing or kneeling.</p> <p>Hurdling, Jumping, or Leaping over a fielder is LEGAL -- ONLY IF the fielder is lying on the ground. This means laying flat on the ground in a prone position</p> <p>It is LEGAL to jump or hurdle over an outstretched arm</p> <p>The key to this is jumping or hurdling over the torso or head is ILLEGAL unless the fielder is laying flat (prone) on the ground. It does not matter if the fielder has the ball, is attempting to make a play, or just in the base path.</p> <p>DIVING over a fielder, regardless of the reason, is ALWAYS ILLEGAL. For purposes of this rule, diving means “headfirst”.</p>	<p>In LL it is not specifically noted to be ILLEGAL to jump, hurdle, leap or diving over a fielder, <u>with or without</u> the ball or any other circumstances.</p> <p>NOTE: Even though it is not specifically note as being ILLEGAL, due to safety concerns with metal spikes it is not allowed at any level of play.</p>
No rule	9.01(d)	Stealing and relaying pitch selection		<p>In LL 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.</p> <p>NOTE: The local league has the option to adopt this rule application.</p>
No rule	9.01 (f)	Unruly spectators		<p>In LL umpires may order both teams into their dugouts and suspend play until such time as league officials deal with unruly spectators. Failure of league to adequately handle an unruly spectator can result in the game remaining suspended until a later date.</p> <p>NOTE: An umpire CANNOT eject a spectator.</p>
Speed-Up Rules	3.04	Courtesy Runner	In NFHS a team may use courtesy runners for the pitcher and/or catcher.	In LL a team may NOT use courtesy runners for the pitcher and/or catcher unless it has been approved for use by the International Rules Committee.