



# Section 6

## The Pitcher



Presented by  
Coco Alfaro





# Regulation VI

- Any player on the team roster may pitch.
- 12 year olds can **NOT** pitch in Minors
- Pool Players can **NOT** pitch
- There is no limit to the number of pitchers a team may use in a game.





# Regulation VI

**There IS a limit to how many pitches each pitcher can throw in a day.**

<b>League Age:</b>	<b>11-12</b>	<b>85 pitches per day</b>
	<b>9-10</b>	<b>75 pitches per day</b>
	<b>7-8</b>	<b>50 pitches per day</b>

**EXCEPTION:** If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until that batter finishes the at-bat...this is called the “THRESHOLD” – we’ll see more about this in a minute



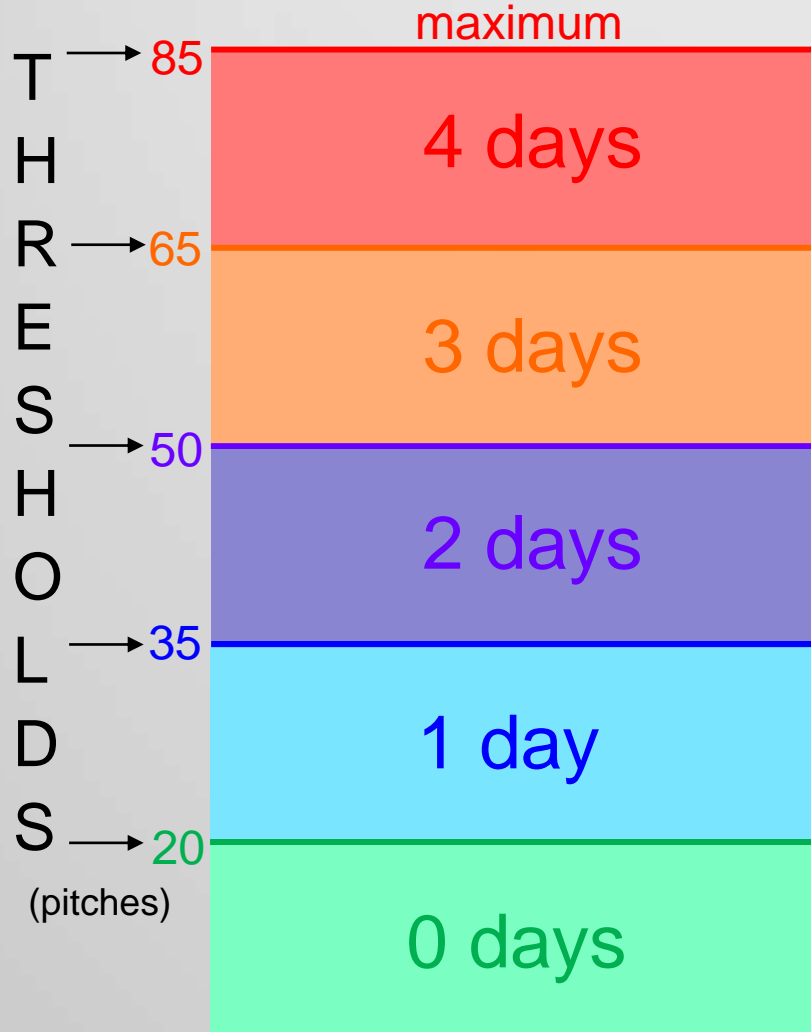
- Pitch Count is the manager’s responsibility but ...
- ...the umpire should know the pitch count, and can and should remove the pitcher when the pitcher reaches the limit



# Regulation VI

## Days of rest & THRESHOLD

The PITCHER



Thresholds shown for pitcher age 14 or under

- This chart shows the days of rest requirement for pitchers age 14 or under
- The numbers on the left are the “THRESHOLD” - pitchers may **complete** a batter after reaching each THRESHOLD, including the maximum pitch count threshold.
- The first pitch to a batter determines the pitcher’s threshold

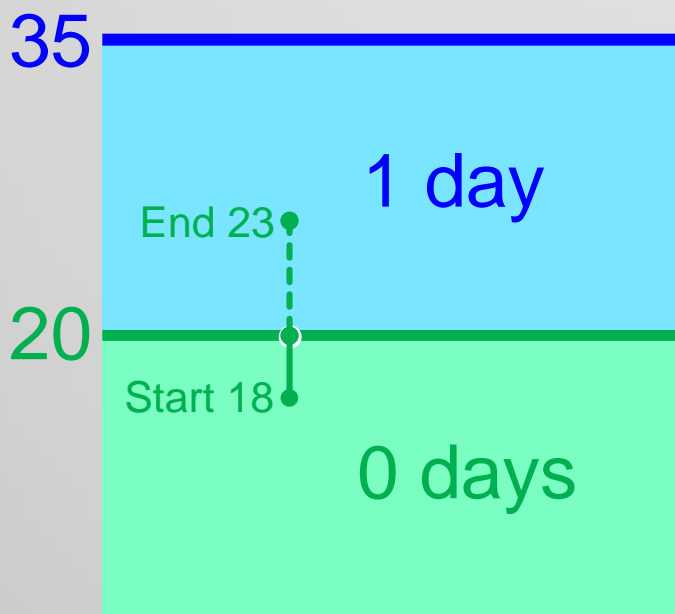




# Regulation VI

## Days of rest & THRESHOLD

- **Regulation VI D: NOTE 2:** A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter.



- So let's say Little Billy has thrown 17 pitches and now a new batter comes up
- The first pitch to the new batter is number 18. So Little Billy's threshold is 20, meaning 0 days rest.
- If the first pitch had been number 20, his threshold would still have been 20.
- It does not matter how many pitches he throws to the new batter, his threshold is still 20
- If he is lifted after this batter, he can pitch again tomorrow





# Regulation VI

## THRESHOLD

- So let's say Little Billy finished the batter with 23 pitches
- If Little Billy pitches to the next batter, the first pitch will be number 24, making his threshold 35, and now he needs 1 day of rest before he can pitch again.
- So if he pitched on Monday he can't pitch again until Wednesday



**NOTE** that under no circumstances shall a player pitch in three (3) consecutive days.





# Regulation VI THRESHOLD

- For the maximum pitches in a day, the threshold also applies
- The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met
- Meaning if Little Billy's first pitch to a batter is pitch number 85 or less he can pitch to that batter
- But if the first pitch would be greater than 85, he cannot
- If his pitch count is right at 85 and the next batter comes up, he is done.





# Regulation VI

## THRESHOLD

Here is the official wording of the Regulation – note this defines what it means to “complete a batter”:

**If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:**

- 1. That batter reaches base;**
- 2. That batter is retired;**
- 3. The third out is made to complete the half-inning.**
- 4. The pitcher is removed from the mound prior to the batter completing his/her at bat**

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.







# Regulation VI

(K) Pitching in more than one game in a day:

- Little League, 50-70, & Minor League- A player may NOT pitch in more than one game in a day.
- This is true even if the first game is a makeup game or a continuation of a game that got called

(NOTE: No threshold)





# Regulation VI

## Catcher <-> Pitcher

- Any player who has played the position of catcher in (4) four or more innings in a game, is NOT eligible to pitch on that calendar day.  
(NOTE: 1 pitch counts as an inning, so this really means “more than 3 innings” – this includes warmups)
- (c) **Note 1: A pitcher that delivers 41 or more pitches in a game (meaning anything more than 40) can NOT play the position of catcher for the remainder of that day.**
- So if you plan to catch a player for awhile, then put him in as pitcher, or if you have a pitcher who you want to put in as catcher after he's done pitching, you need to be aware of this

**Threshold in effect – meaning if he goes past 40 while pitching to a batter, it's treated as 40 if he pitches to no more batters**





# Regulation VI

## Catcher <-> Pitcher

- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more -- meaning anything more than 20 -- in the same day, may not return to the catcher position on that calendar day
- **15- and 16-year-olds:** 31 pitches or more, meaning anything more than 30
- So if you plan to catch a player for awhile, then put him in as pitcher, then put him back as catcher, you need to be aware of this

**Threshold in effect – meaning if he goes past 20 while pitching to a batter, it's treated as 20 if he pitches to no more batters**





# Rule 8.01

- Legal Pitching Delivery

- Windup position



- Set (stretch) position



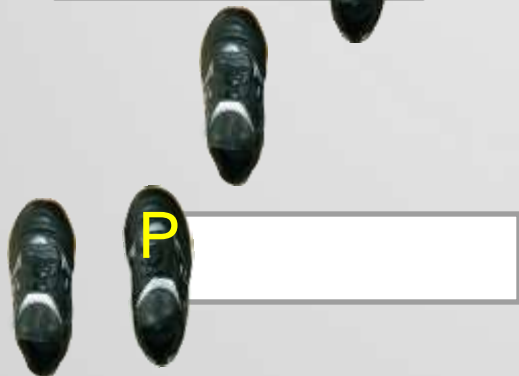
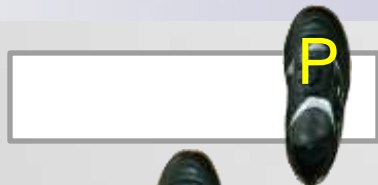
- Either position can be used at any time.





# Pitching Plate

## Right Hand Pitcher



Right handed  
pitcher, pivot  
foot is right foot





# Rule 8.01(a) - Windup

- Pitcher shall stand facing the batter.
- PIVOT foot must be on or in contact with the rubber.
- FREE foot can be on OR off the rubber.
- Pitcher in this position must pitch without interruption or alteration.
- Pitcher shall not raise either foot EXCEPT to deliver the ball to the batter.
- Pitcher may take one step backward and one step forward with the free foot.





# Rule 8.01(b) - Set

- Pitcher shall stand facing the batter.
- PIVOT foot must be on or in contact with the rubber.
- FREE foot must be in front of the rubber.
- Maj/Min: The pitcher does NOT need to come to a complete stop after coming set.





# Rule 8.01



Pitcher from either the Windup or the Set may:

1. Deliver the ball to the batter.
2. Step and throw to a base in an attempt to pick-off a runner.
3. Disengage the rubber. Pitcher must step off with the PIVOT foot first.



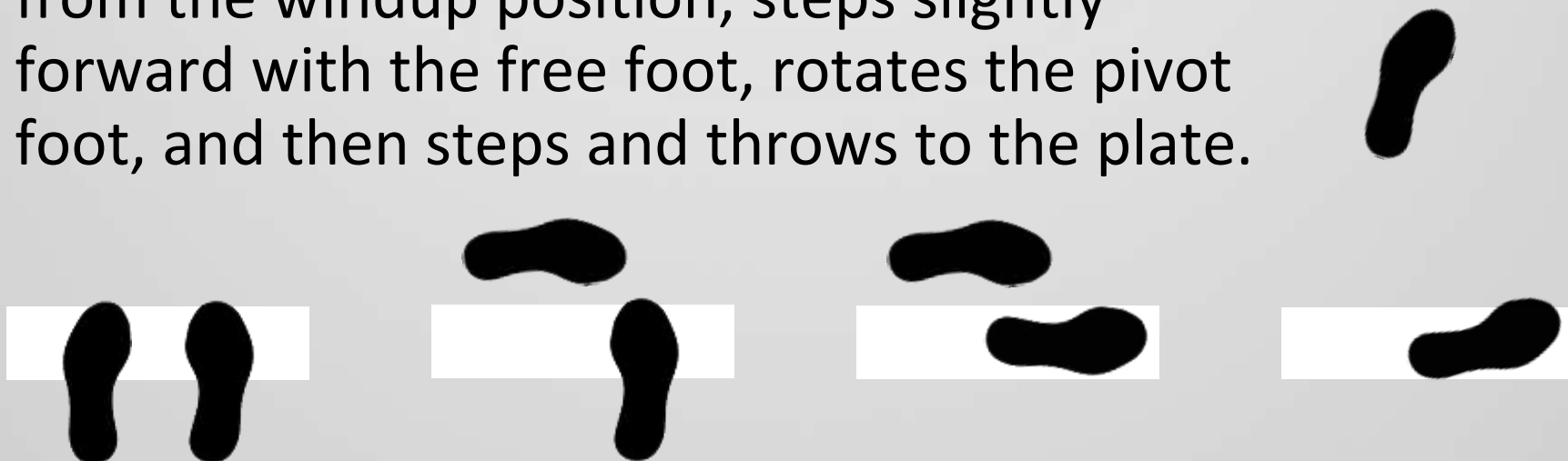




# Modified Windup



In Little League baseball, a delivery is sometimes used in which the pitcher starts from the windup position, steps slightly forward with the free foot, rotates the pivot foot, and then steps and throws to the plate.



This delivery, sometimes called the “modified windup” is a hybrid of the windup and set positions, and is allowed by Little League Baseball at all levels.



# Modified Windup



Here is an example of a Little League pitcher using the modified windup position.



Thanks to  
Mason  
Caster  
RVLL 2022



# Rule 8.01

- Pitcher shall take signs from the catcher while standing on the rubber.
- Pitcher may disengage the rubber after taking the sign BUT may not step quickly onto the rubber and pitch. This is a “quick pitch” which is an “illegal pitch.”
- NOTE: an illegal pitch cancels any appeal in progress





# Rule 8.02(a)(1)



- The pitcher may not bring the pitching hand in contact with the mouth or lips while in contact with the pitcher's plate.
- **EXCEPTION:** The pitcher may bring the hand in contact with the mouth or lips while in the 10-foot circle (**Intermediate (50-70) Division/Junior/Senior:** 18-foot circle) surrounding the pitcher's plate provided he/she distinctly wipes off the pitching hand before contacting the ball.
- **PENALTY:** For violation of this part of the rule the umpire shall immediately call a ball (which adds to the pitch count) and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game (**might just be a habit, so warn them**). However if the pitch is made and a batter reaches first base on a hit, an error, a hit batter, or otherwise, and no other runner was put out before advancing at least one base, the play shall proceed with out reference to the violation (**not going to penalize the batter**).





# Rule 8.02(a)(2)-(6)

The pitcher shall not-

- Apply a foreign substance to the ball.
- Spit on the ball, hand or glove.
- Rub the ball on the glove, person or clothing.
- Deface the ball in any manner.
- Deliver a “shine ball,” “spit ball,” “mud ball” or “emery ball” (foreign substances)
- For violation of 8.02(a)(2)-(6), the umpire shall call the pitch a “ball” and warn the pitcher (adds to pitch count).





# Rule 8.03

## Warmup Pitches

When a pitcher takes a position at the beginning of each inning he may take -

- Eight (8) pitches not to exceed one minute (usually we allow 8 the first inning and 5 in subsequent innings – the 1 minute rule applies)
- EXCEPTION: If a pitcher has not warmed up prior to being summoned, the umpire will allow as many pitches as the umpire deems necessary.





# Rule 8.05

With a runner or runners on base- it is an illegal pitch- when the pitcher while touching the rubber makes any motion naturally associated with the pitch and fails to make such delivery.

**We are looking for a smooth and consistent delivery every time.**

- Maj/Min – several that we see consistently
  - Most common:
    - Start/Stop motion (fall off mound)
    - Faking throw to a base while on the mound
    - Attempted appeal play (does not disengage properly)
    - Drop ball while touching the pitchers plate
    - Fail to step to the base
- PENALTY:
  - Ball** (Majors and Minors) (higher divisions can be Balk)

NOTE: Majors and below- per 8.05(e) & (g), a quick pitch - or any motion associated with a pitch while not on the rubber – is an illegal pitch whether runners are on base or not.







# Rule 8.05

PENALTY FOR AN ILLEGAL PITCH: (Major/Minor League)

If the pitch is not thrown:

- The umpire should call “time” and “Illegal pitch, ball to the batter”
- The ball is dead and no runners will advance.
- The pitch shall be called a ball even if the pitch is not actually thrown.







# Rule 8.05

If the pitch is delivered :

- The umpire should call “ball to the batter” when the pitcher releases the ball
- If the ball is not hit, the umpire should then call “time” and call “Illegal pitch, ball to the batter”
- The ball is dead and no runners will advance.





# Rule 8.05



EXCEPTION: If the pitch is delivered and a play follows the illegal pitch, the play shall be allowed to continue as a delayed dead ball.

- If the ball is hit, the umpire should let the play proceed and call “time” when it is completed
- Upon completion of the play, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play.
- For example, if a run scored on the play, the manager might prefer the play over the illegal pitch
- Such election shall be made immediately at the end of the play.
- However, if the batter hits the ball and reaches first base safely, and if all base-runners advance at least one base on the action resulting from the batted ball, the play proceeds without reference to the illegal pitch.



# Rule 8.05

When an illegal pitch is called, regardless of whether the pitch is completed or not by the pitcher, a pitch will always be charged to the pitcher's pitch count.

(Rule 2.00 Definitions: Pitch)





# Rule 2



Rule 2: An ILLEGAL PITCH is (1) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate

- So what if a pitcher releases the ball with his pivot foot entirely in front of the rubber? We see this a lot in Little League. Usually only the base umpire will see this
- The base umpire should call "ball to the batter" when the pitcher releases the ball
- If the ball is not hit, the base umpire should then call "time" and call "Illegal pitch, ball to the batter"
- If the ball is hit, the base umpire should let the play proceed and call "time" when it is completed (see previous slide)

This is a fine line for the base umpire. Sometimes there is a big hole in front of the rubber and you may need to have grounds crew fill it because it is impossible for the pitcher to stay in contact with the rubber.



# Rule 8.06(a)

## DEFENSIVE VISITS MAJORS & ABOVE

- One visit per INNING (2 in Minors)
- Second visit in an inning (3<sup>rd</sup> in Minors) – Pitcher must be replaced.
- Third visit in a game (4<sup>th</sup> in Minors) – Pitcher must be replaced.





# Rule 5.10(d)

## OFFENSIVE VISIT

When a manager on offense requests “Time”...

- The ball becomes dead when the umpire calls ‘time’
- Only one (1) offensive time-out per inning for the purpose of a visit or conference.
- If defense calls time to talk to pitcher, its OK for offensive manager to talk to his batter and it won’t count as a visit, as long as you don’t finish later than the defense





# Section 6

## The Pitcher



End of Section 6