
LITTLE LEAGUE SOFTBALL RULE CHANGES FOR 2015 SEASON

Last Updated Feb 19, 2015

The following is a summary of the changes between the 2015 Little League Softball rules and their 2014 counterparts. Items have been loosely categorized as to whether the change represents a clarification of existing practice that was simply added to the rulebook, or whether it represents an actual change to the rules or regulations.

Throughout this document, text that is underlined represents the modified or newly added text.

REGULATION I

REGULATION CHANGE

Softball

The minimum age for advancing to Minor League play has been adjusted for players who participated in Tee Ball.

Previously, the regulation said:

NOTE 3: Participants league age 6 are permitted to advance to Minor League Coach Pitch or Machine Pitch after participation in Tee Ball for one year.

The regulation now reads

NOTE 3: Participants league age 5 and 6 are permitted to advance to Minor League Coach Pitch or Machine Pitch after participation in Tee Ball for one year.

In addition, a corresponding change was made to Regulation III(c):

Tee Ball: Local league must establish the age structure for the Tee Ball Division. Players league age 4 are eligible ONLY for Tee Ball, unless otherwise approved by the Charter Committee. **EXCEPTION:** Participants league age 5 and 6 are permitted to advance to Minor League Coach Pitch or machine pitch after participation in Tee Ball for one year. A player listed on a Tee Ball roster shall not be permitted to play with a Minor League team.

The underlined portions were added.

REGULATION I

ADDITION

Softball

The regulation contains the following new text:

Local leagues shall be required to determine the applicability of, and comply with, all State, local and municipal laws, administrative rules and regulations and municipal ordinances regarding background checks including, but not limited to, sex offender registry checks, criminal history records or reports, fingerprinting, certifications or other requirements associated with volunteers, coaches, participants and/or employees. Failure to comply with this regulation may result in the suspension or revocation of tournament privileges and/or the local league's charter by action of the Charter or Tournament committees in Williamsport.

As of November 17, 2014, very few state statutes mandate background checks for non-school associated activities involving youth sports and athletics. Certain municipal ordinances and administrative regulations require background checks.

As of November 17, 2014, those states with additional background check requirements either enacted or pending are: Alabama, California, Florida, Massachusetts, New Hampshire, Oklahoma and Pennsylvania.

For your reference, information regarding State requirements is available at LittleLeague.org.

REGULATION I

REGULATION CHANGE

Softball

A minor addition has been made in the regulations regarding background checks:

Upon confirmation of a conviction for, guilty plea or no contest plea to, a crime against or involving a minor or minors, the local league shall not permit the individual to participate in any manner.

The phrases “or no contest plea” and “or minors” was added.

REGULATION VI

REGULATION CHANGE

Softball

The pitching limits for Minors and Majors have changed to read as follows:

(b) Minors/Little League (Majors): A player may pitch in a maximum of twelve (12) innings in a game. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.

Previously, the regulation was worded as follows:

(b) Little League (Majors) Division: If a player pitches in more than one (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of nine (9) innings in a game. A player may pitch in a maximum of eighteen (18) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.

Minor Division: If a player pitches in more than one (1) inning, one calendar day of rest is mandatory. A player may pitch in a maximum of six (6) innings in a game. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.

Thus, Majors and Minors now use the same pitching rules, the number of innings that may be pitched in a game is increased, the number of innings before rest is required has been increased, and the calendar week limits have been eliminated.

In addition, the previous restrictions on Junior, Senior and Big League pitchers have been completely eliminated:

Junior/Senior/Big League: No pitching restrictions apply.

NOTE: The local league Board of Directors or District may impose additional pitching limitations during the Regular Season and interleague.

REGULATION VII

REGULATION CHANGE

Softball

Regulation VII, covering game schedules, has been amended with respect to the number of games that may be played per day:

(d) Minors/Little League (Majors): A team may play two (2) doubleheaders in a seven (7)-day period. No team shall play three games in a day. (Exception under condition of Rule 4.12.)

Tee Ball: No team shall be scheduled to play two games in one day. (See Rule 4.12).

Junior/Senior/Big League: A team may play three (3) games in a day.

Rule 3.11 and Rule 4.13 have also been amended accordingly.

Previously, Minors were not permitted to play doubleheaders, Majors were limited to one doubleheader per calendar week, and Juniors and above were permitted only doubleheaders, not three games in a day.

REGULATION IX

REGULATION CHANGE

Softball

The underlined exception was added to Regulation IX(a), which governs “special games:”

- (a) Special Games are defined as games that:
1. are non-regular season games, and,
 2. are not Little League International Tournament games, and,
 3. involve only teams from chartered Little League programs, and,
 4. have been approved in writing by the regional office.

Exception: Intermediate (50-70) Division/Junior League: Up to six (6) games played under Special Games against Little League teams may count towards players’ Regular Season schedule. Senior/Big League: Up to twelve (12) games played under Special Games against Little League teams may count towards players’ Regular Season schedule.

The tournament rules have also been updated to reflect the fact that special games can count toward eligibility.

REGULATION XIII

REGULATION CHANGE

Softball

The underlined text was added to Regulation XIII(f), which governs sponsors:

- (f) A local Little League may permit a Regular Season Team and/or Tournament Team to include the name of a team sponsor on the uniform, and the local league may receive a fee for such sponsorships, provided the sponsorship does not conflict with any Little League Rule, Regulation and/or Policy. Such sponsor shall have no authority with regard to the composition or operation of the league, the team, or its manager and/or coaches. No district, league or team may authorize use of any of the Little League trademarks without express written permission of Little League International. In other words, no district, league or team may permit a local sponsor to use the Marks of Little League International. Please refer to the Little League Operating Manual for detailed guidelines.

REGULATION XIV

REGULATION CHANGE

Softball

Regulation XIV(e) was amended as shown:

- (e) The possession of firearms and/or use of tobacco, cigarettes (including e-cigarettes and vapors) and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. Alcohol is prohibited at the game site.

Previously, the regulation was silent on the issue of these devices.

RULE 1.11

RULE CHANGE

Softball

Rule 1.11(j), governing jewelry, has had the following approved ruling added:

- A.R.—Managers, coaches, players and umpires may not wear metal items on their uniforms..

RULE 1.16

RULE CHANGE

Softball

The following phrase has been added to Rule 1.16, which governs batting helmets:

- Helmets must have a non-glare surface and cannot be mirror-like in nature.

RULE 1.17

CLARIFICATION

Softball

Rule 1.17, which governs catcher's equipment, was amended to allow males to wear either long-model or short-model chest protectors for males in all levels of softball. This rule change became effective during the 2014 season, although after the rulebook was printed. Thus, the rulebook has simply been amended accordingly.

RULE 2.00

RULE CHANGE

Softball

The penalty for an illegal pitch has been changed for Juniors and up:

Junior/Senior/Big League: The pitch shall be called a ball and all base runners advance one base, unless the batter reaches first base safely on a hit, an error, a base on balls, a hit batter, fielder's choice or otherwise, and all base runners advance at least one base safely, in which case the play stands and the illegal pitch is nullified.

Previously, the penalty was the same as for Majors and below – simply a “ball.”

RULE 3.03

CLARIFICATION

Softball

The underlined text was added to Rule 3.03(c):

(c) a pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the same inning as he/she was removed. NOTE: A pitcher, withdrawn for a substitute, may not re-enter the game as a pitcher. EXCEPTION: A pitcher may re-enter the game as a pitcher, if withdrawn for a pinch-hitter or pinch-runner, and then returned to the game at the beginning of the next half-inning.

RULE 7.04

RULE CHANGE

Softball

The underlined text was added to Rule 7.04:

7.04 - Each runner, other than the batter, may without liability to be put out, advance one base when -

(d) Junior/Senior/Big League: a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play. See Rule 8.01 Penalty.

The addition of 7.04(d) is consistent with the change in the penalty for an illegal pitch mentioned in 2.00.

RULE 7.13

LEAGUE OPTION

Softball

The underlined text was added to Rule 7.13:

7.13 – Majors/Junior/Senior/Big League: When the pitcher is in the eight (8) foot radius circle and in possession of the ball, the base runner(s) shall not leave their base(s) until the pitched ball has been released by the pitcher. See Rule 7.08(a) for penalty.

NOTE 1: Minor League: When the pitcher is in the eight (8) foot radius circle and in possession of the ball, the base runner(s) shall not leave their base(s) until the pitched ball has been batted or reaches the batter. See Rule 7.08(a) for penalty. Local leagues may adopt this rule for their Major Division.

RULE 8.01

RULE CHANGE / CLARIFICATIONS

Softball

The Penalty clause in 8.01 was updated to be consistent with 2.00 ILLEGAL PITCH and 7.04(d):

PENALTY: The penalty imposed for violation of all subsections of rule 8.01, with the exception of subsection (i), is an illegal pitch. Violation of (i) is ruled as a No Pitch. Minor/ Major Divisions: The pitch shall be called a

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ball. Junior/Senior/Big League: The pitch shall be called a ball and all base runners advance one base without liability to be put out.

RULE 8.05

RULE CHANGE

Softball

The penalty clause in Rule 8.05 was updated to be consistent with other changes:

PENALTY: Minor/Major Divisions: The pitch shall be called a ball. Junior/Senior/ Big League: The pitch shall be called a ball and all base runners advance one base without liability to be put out. If a play follows the illegal pitch, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. 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. NOTE 1: A batter hit by a pitch shall be awarded first base without reference to the illegal pitch. NOTE 2: There is no balk in softball.

TOURNAMENT ELIGIBILITY

RULE CHANGE

Softball

The Big League eligibility section was re-written as follows:

Big League - Any player League Age 14, 15, 16, 17 or 18, with amateur status, who has participated as an eligible player in 40 percent (40%) of the regular season games (Special Games may be counted toward this requirement - See Regulation IX) by the start of Tournament Play in their respective District, with the exception of the high school or college softball season, on a:

1. Junior League Softball team, or;
2. Senior League Softball team, or;
3. Big League Softball team.

NOTE: For the purposes of qualifying for a Big League International Tournament Team under this rule, participation is considered as having completed one or more of the following:

1. The player completed one (1) at bat as defined in Regulation IV(i); or,
2. The player enters the game in one of nine defensive positions and occupies such for one (1) defensive out or one (1) at-bat; or,
3. The player is entered as a special pinch runner and scores, is retired or three (3) outs end the inning.

Previously, the eligibility requirements were

has been as rostered member for 60% of the regular season games

Thus, participation in the game, rather than being on the roster, is now the basis for eligibility, and the percent has been reduced.

TOURNAMENT SCHEDULES

RULE CHANGE

Softball

The rules regarding multiple games on the same day have been rewritten as follows:

9-10 & 10-11 Year Old Division, Little League: A team may play in up to two (2) doubleheaders in a seven (7) day period.

Junior/Senior/Big League: Teams may participate in a maximum of three (3) games in a day.

Previously, doubleheaders in Majors and below required permission from the Regional Office, and Juniors and above were limited to two games a day.

TOURNAMENT RULES

RULE CHANGE

Softball

The pitching rules have changed as follows:

4. PITCHING RULES - LITTLE LEAGUE SOFTBALL, 9-10 YEAR OLD SOFTBALL AND 10-11 YEAR OLD DIVISION
 - e. One (1) calendar day of rest must be observed following regular season or Special Games play, and between levels of Tournament Play if a player pitches seven (7) or more innings in a calendar day.
 - f. A player may not pitch in more than twelve (12) innings in a day.
 - g. If a player pitches in less than seven (7) innings in a calendar day, no rest is required.
 - h. If a player pitches in seven (7) or more innings in a calendar day, one day's rest is required. This also applies between regular season games following Tournament

EXCEPTIONS:

- (1) A player may pitch on consecutive calendar days if less than seven (7) innings were pitched in the previous calendar day.
- (2) In a game suspended by darkness, weather or other causes and resumed the following calendar day, the pitchers of record at the time the game was halted may continue to pitch to the extent of the remaining eligibility that pitcher would have had during the previous day. However, in no event shall any pitcher pitch more than twelve (12) innings in any game.

JUNIOR/SENIOR/BIG LEAGUE

- e. No pitching restrictions apply.

This brings the tournament pitching rules into line with the regular season rules.

APPROVED RULINGS

CLARIFICATIONS

Softball

This year, Little League had added numerous "Approved Rulings" (marked "A.R.") in the rulebook. These additions do not represent changes in the respective rules – they merely represent clarifications in how the rules are to be interpreted or enforced.

The following approved ruling was added to Regulation IV(i) governing mandatory play:

A.R.—If a player/batter is called out by an umpire for using an illegal bat or for Rule 6.07 violation, this will qualify as an at bat for the purpose of this rule.

The following Notes have been added to Rule 1.07, which discusses the pitcher's plate and pitching distance:

NOTE 1: The eight-foot (8') radius circle is to be properly marked — measured from the center of the front side of the pitcher's plate.

NOTE 2: Tee Ball base paths may be 50 feet.

NOTE 3: Minor League pitching distance is 35 feet.

NOTE 4: Junior, Senior League and Big League pitching distance is 43 feet.

NOTE: A "skinned" infield is recommended.

The underlined approved rulings have been added to the Notes under Rule 1.08:

NOTE 1: The on-deck position is not permitted in Little League (Major) Division and below.

A.R.—Fenced-in areas MAY NOT be used for an on-deck batter.

NOTE 2: Only the first batter of each half-inning will be permitted outside the dugout between half-innings in Little League (Major) Division and below.

A.R.—The next batter should be ready with a helmet on, but may not pick up a bat until it is his/her turn at bat.

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The following approved ruling has been added Rule 1.09, which governs legal softballs:

A.R.—Optic yellow, white or other colors of softballs are legal for use during regular season and tournament.

The following approved ruling has been added to the Notes under Rule 1.10, which governs legal bats:

A.R.—If the certification mark/s on a bat are not legible, that bat cannot be used and shall be removed from the game.

Rule 1.11(h), governing cleats, has had the following approved ruling added:

A.R.—Little League (Majors) and below: Removable spikes or cleats are permitted if, when removed, no metal remains exposed.

Rule 1.15(a), governing the pitcher's glove, has had the following approved ruling added:

A.R.—Multi-colored gloves are permitted to be worn by the pitcher which includes the manufacturer's label or the lacing of the glove unless, in the umpire's judgment, these would be distracting to the batter. The umpire can remove a glove from the game if he/she determines the glove is a distraction to the batter.

The following approved ruling was added to Rule 1.16, which governs batting helmets:

A.R.—If a player, during play, removes his/her helmet or causes his/her helmet to come off, he/she shall NOT be called out, but shall be warned not to intentionally remove his/ her helmet and, if it continues, the player may be removed for unsportsmanlike conduct, as this can cause an unsafe condition.

The following approved ruling was added to Rule 1.17, which governs catcher's equipment:

A.R.—Wearing of a catcher's helmet with mask and dangling throat guard (even if the mask has a wire extension) is required during games, pitcher warm-up, and any form of infield or infield/outfield practice. The "Hockey Style" helmet is authorized for use at all levels of play. The "dangling" throat guard still must be attached properly.

The following approved ruling was added to 2.00 BENCH or DUGOUT:

A.R.—Bench or dugout is not for additional coaches or scorekeepers.

The following approved ruling was added to 2.00 FORCE PLAY:

A.R.—Runners forced to advance as a result of the batter-runner being awarded first base.

The wording is slightly odd – it is presumed that this is intended to clarify that such runners are considered to be "forced."

The following approved ruling was added to 2.00 INFIELD FLY:

A.R.—The infield dirt and the outfield grass do not form a boundary line for infield fly purposes.

The following approved ruling was added to part (a) of 2.00 INTERFERENCE, which describes "Offensive interference:"

A.R.—Interference does not have to be intentional for it to be called.

The following approved ruling was added to part (c) of 2.00 INTERFERENCE, which describes "Umpire's interference:"

A.R.—Only the plate umpire may interfere with the catcher and only on a cleanly caught ball or a pitched ball that doesn't cause the catcher to move from his/her position. If the catcher errs on the ball, the umpire will be considered part of the field, and no interference results.

The following approved ruling was added to Rule 3.13, which governs "ground rules:"

A.R.—Local ground rules should pertain to particular situations or field conditions that are not specifically covered in the rulebook, but at no time should they supersede or change the rulebook.

The underlined approved ruling was added to Rule 4.05(c), which governs base coaches:

Base coaches shall...

(c) remain within the base coaches boxes at all times, except as provided in Rule 7.11;

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A.R.—Once an inning starts, coaches shall not alternate between the first and third base coaches boxes.

The following approved ruling was added to Rule 4.19, which governs protests:

A.R.—A substitute pitcher who is ineligible DOES NOT have to pitch to a batter. It is not a violation until the ineligible pitcher has delivered a “Pitch” as defined in Rule 2.00.

The underlined approved ruling was added to Rule 5.09(g):

5.09 - The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when -

(g) A pitched ball lodges in the catcher’s or umpire’s mask or paraphernalia; runners advance;

A.R.—If a pitched ball lodges in the umpire’s or catcher’s mask or paraphernalia, and remains out of play, on the third strike (Majors/Intermediate (50/70) Division/Junior/Senior/Big League) or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

The underlined approved rulings were added to Rule 6.05

6.05 - A batter is out when -

(a) a fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

A.R.—A fielder may reach into, but not step into, a dugout to make a catch, and if he/she holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one or both feet on or over the playing surface (including the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead.

(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 runners may 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.

(j) in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire’s judgment in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

A.R.—The lines marking the three-foot lane are a part of that lane and a batter-runner is required to have both feet within the three-foot lane or on the lines marking the lane.

The underlined approved rulings were added to Rule 6.06

6.06 - A batter is out for illegal action when -

(a) hitting the ball with one or both feet on the ground entirely outside the batter’s box.

A.R.—If a batter hits a ball fair or foul while out of the batter’s box, he/she shall be called out.

(d) 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:

A.R.—When an illegal bat is discovered, it MUST be removed from the game at that point.

(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.

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- (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 at any time during the duration of the game.

The underlined approved ruling was added to Rule 6.08:

6.08 - The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when -

- (d) a fair ball touches an umpire or a runner on fair territory before touching a fielder.

A.R.—Ball is dead. Runner(s) who are forced advance and any runners not forced will return to their bases at the time of the pitch.

The underlined approved ruling was added to Rule 7.04:

7.04 - Each runner, other than the batter, may without liability to be put out, advance one base when -

...

NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.

A.R.—A runner forced to advance without liability to be put out, may advance past the base to which he/she is entitled at his/her own risk.

The underlined approved rulings were added to Rule 7.08:

7.08 - Any runner is out when -

- (a)(5) (a) Major/Junior/Senior/Big League Divisions: the runner fails to keep contact with the base to which that runner is entitled until the ball has been released by the pitcher on the delivery.
NOTE: Major Division: A local league may adopt a rule that requires the runner to keep in contact with the base to which that runner is entitled until the ball has been batted or reaches the batter, or be called out.
- (b) Minor League/Tee Ball: the runner fails to keep in contact with the base which that runner is entitled until the ball has been batted or reaches the batter.

NOTE 1: If the ball slips from the pitcher's hand before, during or up to the delivery of a pitch, the ball will remain in play and the runner(s) may advance at their own risk (see 8.07(a) Dropped Ball). When a runner is off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within the eight (8) foot radius circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled. NOTE 2: If the pitcher has possession of the ball within the pitcher's circle, and is not making a play (a fake throw is considered a play), runners not in contact with their bases must immediately attempt to advance or return to base.

PENALTY: The ball is dead. "No Pitch" is declared and the runner is out. Eight (8) foot radius circle must be properly marked.

A.R.—After making a decision, should the runner stop again without a play being made before reaching the base, he/she shall be called out. The responsibility for the runners to advance or return is removed if the pitcher attempts a play on a runner.

- (c) that runner is tagged, when the ball is alive, while off a base;

EXCEPTION: A batter-runner cannot be tagged out after overrunning or over sliding first base if said batter-runner returns immediately to the base.

A.R. 1—This includes a batter-runner who overruns first after being awarded a base on balls.

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The underlined approved ruling was added to Rule 7.09:

7.09 - It is interference by a batter or runner when -

- (h) in the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists that runner in returning to or leaving third base or first base;

A.R.—When a play is being made on the assisted runner, the runner is out and all runners return to the bases occupied at the time of the interference (dead ball). If no play is being made on the assisted runner, the runner is out and play continues (delayed dead ball).

The underlined approved rulings were added to Rule 8.01:

- (g) A backward step may be taken before or simultaneous with the hands being brought together. The pivot foot must remain in contact with the pitching plate at all times prior to the forward step.

A.R.—If the hands are together while in the pitching position, the pitcher may not step back.

- (i) The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

A.R.—The catcher is considered to be in position to receive a pitch when his/ her mask is on and is facing the pitcher. It is not necessary to be in a squatting position.

The underlined approved ruling was added to Rule 8.03:

8.03 -

- (a) At the beginning of each inning or when a pitcher relieves another, no more than one minute may be used to deliver not more than eight preparatory pitches to the catcher or other teammate acting in the capacity of catcher.

A.R.—If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm-up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

The underlined Note was added to Rule 9.03(d), which deals with the role of the Game Coordinator when no adult umpire is available for a game:

A.R.—The Game Coordinator should not interrupt or stop a game until all play and action ends. At that time, the Game Coordinator can alert the plate umpire to stop the game, and at that time enforce any part of 9.03(d).