



2017 ROSLYN LITTLE LEAGUE RULES

BOYS SECOND GRADE (SPRING)

GENERAL NOTES

- All rules contained on these pages are official Roslyn Little League rules and cannot be amended without the consent of the commissioners of the division.
- These rules apply to the Spring Season of any Roslyn Little League sanctioned event.
- These rules amend and supersede the official Little League Rules and should be read in conjunction with the official Little League Rules.
- The managers of each team are responsible for the adhering and enforcing of these rules.

The inability to do such may result in warnings, suspensions and/or permanent dismissal. We should use limited discretion based on the situation, but following these rules as closely as we can will avoid “favoritism” and other political issues that may arise when choosing to apply the rules to players differently.

Team Name - Manager

Detroit Tigers – Jared Kanover

Los Angeles Dodgers – Mitch Hassenbein

Washington Nationals – Mark Pnini

St. Louis Cardinals – Gary Falkowitz

Article I Game Format

1. Inning/Time Limit

- a) Three inning game or 75 minutes, whichever comes first.
- b) No inning can begin at or after 1:00 pm.
- c) Each team will be entitled to 10 minutes of field use prior to game.
- d) Three outs per inning or one time through order, whichever comes first (if one team has 9 and another has 7 then the team with 7 will get to send 9 batters to the plate).

2. Scoring

- a) No team can score more than four runs per inning.
- b) If, after two innings, one team leads by 8 or more runs, the mercy rule goes into effect. and the game is over (use remaining time to scrimmage/practice).
- c) Records will be kept; there will be a championship game for the two teams with the best record and a consolation game for the two teams with the worst records.

3. Lineups

- a) Everyone bats whether or not they are in the field.
- b) The same lineup is set for the entire game.
 - Lineup only changes if someone is removed for injury or needs to leave early
 - If a player arrives late, he should be added to the end of the order and get an at-bat when his turn comes up in the order

c) Batter will be called out if batting out of order.

- Players must know where they bat in the lineup and it is on coaches to teach them and keep the line moving.

d) No more than 9 players play in the field at any one time.

- A coach of the team in field will assume role as catcher; team can play four outfielders.

e) Each player must sit for one inning before a player sits for two innings.

- No player shall sit in two games before every other player has sat in one.

f) No player can play the same position two innings in a row.

g) All players must be within a reasonable distance of the set position.

h) Less than 7 players on any team at the start of the game results in a forfeit and teams should just scrimmage/practice.

i) If a team with 7 players has a player that has to leave after the second inning, the team with 6 can finish the game, but will not be permitted to send the extra hitter to the plate.

- For example, one team has 9 players and other has 7. Team with 7 can send 9 players to plate in an inning, but if team loses a player and goes to 6 then it may only send 8 batters to the plate in one inning.

4. Coaches/Parents

a) Managers must designate their coaches before the games.

b) Any parents not designated to coach cannot be in the dugout and shall be requested to sit in the stands.

c) If any player has an issue that cannot be resolved by the coaches, that player should be sent his parent outside the dugout.

5. Umpiring

a) High School students will call balls and strikes and outs on the bases; the umpire's ruling is final and no debating is permitted.

- Even if a call is blatantly wrong, and there will be some of those throughout season, the manager must accept the call and it is a good opportunity to teach the boys that sometimes calls just do not go our way. That's baseball.

b) Umpires will be instructed to err on the side of a broader strike zone to get hitters to take bat off shoulder and swing against player pitchers- waiting on close pitches so a hitter can take advantage of a coach pitch is what we want to steer away from as best we can.

Article II Base Running

1. There is no leading or stealing at any time

- a) Base runner can come off base after pitch crosses home plate.
- b) Base runner gets one warning re leading/stealing and then they shall be removed from bases and called “OUT” (MUST BE ENFORCED).

2. Sliding:

- a) Sliding is encouraged, but base runner is out if the slide interferes with fielder’s ability to make play on ball. Player must give himself up if fielder is in any kind of position to make a play on the ball.
- b) Fielder’s positioning needs to be within general vicinity of the base if the runner is to be called out for interference.

3. **Halfway Rule:** Base runner must be sent back to the previous base if, prior to such base runner reaching the halfway point to the next base, “time out” is called or the play is dead.

- The play is dead when an infielder or pitcher with ball calls “time out” in the vicinity of the pitcher’s mound. Umpires will be instructed to honor the calling of “time out” even when it’s a live ball and base runners may still be running.

4. **First Base Line Rule:** Even if the intent is to retreat back to first base, a batter/base runner will have one warning if tagged out by player for rounding first base; the second time the batter will be called out if tagged.

Note to Coaches: The players must understand this season that the turn into fair territory after running up baseline will result in an out.

5. **Passing Base Runner:** If a base runner passes another base runner in front of him, the base runner who passes the other will be sent back to the prior base; if the player commits the same infraction during the same inning then he will be called “OUT” and removed from the bases.

6. **Infield Fly Rule** – Not Applicable

7. **Sacrifice Fly** – Only permitted to tag up at third base and attempt to score on a fly out; ball must be caught behind the baselines.

Article III Pitching

1. Pitch Limit

- a) No pitcher can throw more than one inning or 40 pitches per game, whichever comes first. Both teams should keep an accurate pitch count. A pitcher can finish pitching the at-bat in which he reaches 40 pitches.
- b) If a player comes in to pitch and records less than three outs in an inning, such appearance will be considered “one inning” and a new pitcher must appear in the following inning.
- c) Pitcher must be removed from game if he hits three batters in any one inning.
- d) Pitcher is removed from an at-bat if he goes to four balls on a batter and coach finishes the at-bat. The pitcher can return to face the next batter.

2. Pitching Changes - No player can be removed as pitcher and come back in later in the game. While discretionary, coaches are encouraged to let one kid pitch an entire inning to keep the game moving. Mid-inning pitching changes should only be necessary if a pitcher throws 40 pitches.

3. Distance – Distance from mound to plate should be approximately 30-35 feet (weaker pitchers should pitch closer to 30 feet if it helps them reach plate).

Article IV Batting

1. Equipment

- a) Intentional or unintentional throwing of bat after hitting ball gets ONE warning.
- b) If hitter throws bat for a second time in the same game then the hitter will be declared out.
- c) If hitter throws bat for a third time in the same game then the hitter will be ejected from the game (NO DISCRETION – THIS MUST BE ENFORCED).
- d) Player MUST wear a helmet with faceguard or he is not permitted to bat.

2. Hit By Pitch

- a) Player should make every attempt to get out of badly pitched ball, but still awarded first base if hit by pitch either by player or coach.
- b) If player is hit by pitch, he has the option of whether he wants to take first base or continue to bat.

c) Whether or not the player takes first base, the HBP still counts towards the pitcher's three HBP limit.

3. The Count

a) Hitter cannot earn a bases on balls under any circumstances, subject to HBP set forth above.

b) Normal count will be in effect until a pitcher reaches Ball 4 to a hitter; when this occurs:

i. Hitter now gets four strikes (strikes previously earned by pitcher still count against batter).

ii. Swinging strikes should only be called by coach pitched balls unless it is plainly obvious after a couple of perfect strikes that the hitter is not swinging at balls thrown down the middle of plate. Umpires will be instructed to narrow strike zone for coach pitching.

4. Coach Pitching

a) The coach of the team hitting will come in when a pitcher throws four balls. Coaches have discretion over the types of pitches they prefer to throw, but are encouraged to throw straight overhand pitchers.

Article V

Code of Conduct

a) Conduct of Managers, Players and Spectators

IT IS THE DUTY OF ALL OF THE DIRECTORS, MANAGERS, COACHES, COMMISSIONERS AND OTHER LEAGUE OFFICIALS TO EMPHASIZE THE PROPER IDEALS OF SPORTSMANSHIP, ETHICAL CONDUCT AND FAIR PLAY UNDER ALL CIRCUMSTANCE. THE VALUES TO BE DERIVED FROM PLAYING THE GAME SHOULD BE STRESSED AND ACTIONS THAT TEND TO DESTROY THEIR VALUE SHOULD BE DISCOURAGED. COURTESY SHOULD BE SHOWN TOWARD OPPONENTS, OFFICIALS SUPERVISORS, SPECTATORS, AND ADMINISTRATORS. EFFORTS MUST BE MADE TO ACHIEVE A THOROUGH UNDERSTANDING AND ACCEPTANCE OF THE RULES OF THE GAME AND THE STANDARDS OF THIS LEAGUE. IT IS IMPORTANT FOR ALL TO RECOGNIZE THAT THE PURPOSE OF ATHLETICS IS TO PROMOTE THE PHYSICAL, MENTAL, MORAL, SOCIAL, AND EMOTIONAL WELL-BEING OF THE INDIVIDUAL PLAYERS. EVERY ONE ASSOCIATED WITH LITTLE LEAGUE SHOULD REMEMBER THAT THESE GAMES ARE JUST GAMES AND THIS CONCEPT SHOULD BE KEPT IN THAT PERSPECTIVE.

b) Code of Conduct – Spectators:

(i) Conform to accepted standards of good sportsmanship and behavior.

(ii) Respect officials, umpires, coaches, and players and extend all courtesies to them.

(iii) Refrain from foot stomping, disrespectful remarks, and the use of noisemakers.

(iv) Be quiet when players need total concentration.

(v) Obey the regulations and grounds.

(vi) Understand that teams are responsible for the conduct of their respective spectators.

(vii) Not use alcoholic or tobacco products at RLL fields at any time.

c) Code of Conduct - Players:

- (i) Understand that he/she must conduct themselves as gentlemen at all times.
- (ii) Demonstrate self-control and mutual respect at all times.
- (iii) Avoid the use of crude or abusive language or gestures in dealing with opponents, officials, umpires or spectators.
- (iv) Accept victory with grace and defeat with dignity.
- (v) Place athletic competition in its proper perspective. It represents only one facet of life.
- (vi) Remember that participation in athletics is a privilege that should not be abused.
- (vii) All players shall shake hands at the end of each game.

d) Code of Conduct – Managers/Coaches:

- (i) Set a positive example both on and off the field.
- (ii) Recognize that athletic competition is a means toward an end, not an end in itself. Specifically, athletics should lead to the development of healthy, well-adjusted young men.
- (iii) Approach competition as a healthy and constructive exercise, not as a life and death struggle that requires victory at any price. It should be fun and enjoyable.
- (iv) Be prepared to win or lose. Be positive. Encourage peak performance within the rules.
- (v) Command respect by personal attitude and behavior.
- (vi) Refrain from taking phone calls or texting during games.
- (vii) Do not use crude or abusive language with players, umpires, opponents, officials, or spectators.
- (viii) Respect the judgment of the umpires. Although it is reasonable for the coach to question umpire's decisions, and even to disagree, the umpire's decisions must be accepted graciously.
- (ix) Recognize that the participants in team sports are young boys with human frailties and limitations who are capable of making mistakes.
- (x) Instruct players to respect the umpires. Any questions concerning any rules should only be made by the manager.
- (xi) Encourage good sportsmanship and remove players from the game who demonstrate unacceptable behavior.
- (xii) Realize coaches are representatives of the Little League in all that they do.
- (xiii) Realize that coaches' conduct will have an effect on the players and their families.

Article V
Standings/Scoring

Win = 4 points
Loss = 2 points
Tie = 1 point
Forfeit = 0 points