



## **ROSLYN LITTLE LEAGUE MAJOR LEAGUE RULES**

1. All rules contained on these pages are official Roslyn Little League rules and cannot be amended by any umpire, commissioner or director.
2. These rules apply to the spring and fall leagues and any other Roslyn Little League sanctioned event.
3. These rules amend and supersede the official Little League Rules and should be read in conjunction with the official Little League Rules.
4. **PLAYER PARTICIPATION:**
  - a. Each child present at the game must play a minimum of three (3) full innings per game that do not have to be consecutive.
  - b. All players must bat in the lineup.
  - c. If a player comes to the game after the start of the game, the player will be placed at the end of the lineup and play a minimum of 1/2 of the remaining innings in the field.
  - d. The only exception to rules 4a, 4b and 4c above shall be in case of an injury to a player in which case the player shall be removed from the game and not permitted to reenter at any time throughout the duration of the game.
  - e. Roslyn Little League will play all games with free substitutions unless otherwise stated (i.e. pitcher may not pitch once removed from the position).
  - f. If a travel team is formed under the auspices of Roslyn Little League, regardless of the season, it must be treated secondarily to that child's intra-league game and team.

g. There are no changes of player positions permitted in the middle of an inning unless done with a pitching change or due to an injured player. Position changes, if required, do not have to be one for one, but and may not involve the movement of more than three (3) players.

## 5. THE BATTER:

a. Throwing/Removing Helmets - Any batter or runner throwing or removing their helmet on the field of play during a game will first be given a warning. After the warning, if the same player throws or removes their helmet a second time, the umpire will call out the player. If the player was already ruled out on the play then the player will be subject to ejection at the sole discretion of the umpire.

b. Throwing Bats - A batter will only be given one warning by the umpire for throwing their bat and will automatically be out the next time such batter throws their bat either later during the same at bat that such batter received the warning or on any succeeding at-bat during the game. The umpire, in its sole discretion, shall determine whether the batter has thrown the bat.

c. Illegal bats - All bats shall conform to official Little League Rules and, among other requirements, must include a USA logo. If a batter using an illegal bat becomes a runner after hitting a fair ball, he shall be called out and the runners shall return to the bases they occupied before the player's at bat. The defensive team must appeal the play to the umpire before the first pitch to the next batter of either team, or before the umpires have left the field if the at bat would otherwise end the game. If the batter advances to first base without hitting a fair ball (a walk or hit batter), then the batter shall not be called out.

i. If it is determined that a team has violated the bat rule three times in any one game then that team will forfeit the game.

ii. If a team has forfeited a game in accordance with 5(c)(i) above and that team violates the rule in any subsequent game, the manager of such team will

## 6. THE RUNNER

a. Base Collisions - Any runner advancing to a base where a fielder is waiting to apply a tag or force that runner out must either avoid contact with the fielder, give himself up or slide. If the runner makes contact with the fielder, regardless of whether the fielder ever came into possession of the ball, without sliding, the runner is out and any other runners may not further advance.

b. Obstruction at Base or in Baseline

i. A runner being obstructed by a fielder must attempt to avoid or minimize contact even when the runner has the right to the base or baseline.

ii. If a runner contacts a fielder obstructing the runner with undue force, or in an attempt to injure, the runner shall be called out.

iii. Penalties will be enforced at the end of the play.

iv. The umpire shall have sole discretion in determining whether to call the runner out or award the runner the base.

v. Obstruction is defined as “the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner.”

c. “Double safety bases” must be used at first base.

d. Optional Catcher speed up rule - When there are two outs each team may remove the catcher from the base paths and utilize a substitute runner in an effort to speed up the game.

i. The last batted out will run for the catcher when implementation of the rule is in effect.

ii. The team at bat must utilize the catcher from the previous defensive half inning unless the manager communicates to the opposing manager at the start of the current inning the player that will be substituted in the catcher position.

e. Roslyn Little League will not implement Little League rule 7.14 (pinch runner rule).

## 7. THE PITCHER

a. A player may pitch a maximum of two (2) innings per game. A pitcher once removed from the mound may not pitch again in the same game.

b. A single pitch in an inning shall constitute an inning pitched.

c. Pitch Limits – a manager MUST remove a pitcher when said pitcher reaches the limit for his official Little League age group but the pitcher may remain in the game at another position. The following are the maximum pitch counts:

i. League Age

- 13 years old - 95 pitches per day
- 11-12 years old - 85 pitches per day
- 10 years old - 75 pitches per day

ii. **Exception:** if a pitcher reaches the limit imposed for his League age while facing a batter, the pitcher may continue to pitch until either that batter's at bat is completed.

d. A pitcher who throws **over 40** pitches in a game cannot play the position of catcher for the remainder of that day.

e. Any player who has played the position of catcher in or during **four (4) or more** innings in a game is not eligible to pitch on that calendar day.

f. Each manager (or assistant coach) shall be the official pitch count recorder for the opposing team's pitcher and be responsible for knowing a pitcher's pitch count throughout the entire pitching appearance.

g. Pitcher Rest Requirements - Pitchers must adhere to the following rest requirements:

i. If a player pitches **61** pitches or more in a day, **FOUR** calendar days of rest

ii. If a player pitches **51-60** pitches in a day, **THREE** calendar days of rest

iii. If a player pitches **36-50** pitches in a day, **TWO** calendar day of rest

iv. If a player pitches **21-35** pitches in a day, **ONE** calendar day of rest is required.

v. If a player pitches **1-20** pitches in a day, **ZERO** calendar days of rest are required.

vi. NOTE: Adherence to the pitcher rest day requirements apply to the number of pitches thrown including any pitches in excess of the per day limit in accordance with 7(c)(ii).

i. In addition, no player will be permitted to pitch in a little league game if such player pitched in a travel game or middle school game on the same day. If a player pitches **in excess of 40** pitches in a travel game or middle school game then such player will be required **ONE** day of rest before he/she may pitch in a little league game.

j. No deviations to these rules will be permitted regardless of rain outs, rescheduled games, makeup games, playoff games, championship games, etc. Any error or violation of these rules will result in automatic forfeit.

k. If a pitcher hits four (4) batters in one game, such pitcher must be removed from the position.

l. No formal intentional walk is permitted and any intent to "pitch around" a hitter must be executed with discretion.

m. There are no balks.

n. A fifth grader must record three (3) outs in any game, which does not need to be consecutive or in one inning. If a team violates this rule then a forfeit will be charged to such team unless the commissioner in its discretion determines that it would be impracticable for such team to comply with the rule.

## 8. GAME PROCEDURE

a. Forfeits and Starting of a Game - All games must be started within fifteen (15) minutes of the scheduled starting time where the field is available.

i. Any team with eight (8) or more players must start the game at the specified time and cannot delay the start of the game to wait for a specific player or for a manager.

ii. A forfeit shall be ruled if a team cannot field a legal lineup ((8) or more players) sixteen (16) minutes after the scheduled or field available starting game time

iii. There can be no agreement between managers to circumvent the forfeit rule, although the commissioner in its sole discretion may delay starting time if in the best interest of the league.

iv. If both teams fail to field a legal lineup, a forfeit will be charged to both teams.

b. Any team starting a game with eight (8) uniformed players and then losing a player during the game due to injury will be permitted to play with seven (7) players so long as both coaches agree and a suspension of the game to resume on another day is not a viable option. If the game is suspended, only the same players in the game at the time of suspension will be permitted to play when the game is continued at a later date.

c. If a player leaves a game during progress without being injured and results in less than minimum required players, a forfeit will be called.

d. No inning may start later than fifteen (15) minutes before the end of the allotted game time except in special circumstances with the approval of the commissioner in its sole discretion.

e. Balls and strikes shall be called from behind the plate unless at the discretion of the umpire there is a compelling reason to call balls and strikes from behind in the mound.

f. Coaches are required to act as base coaches when the team is batting; provided, however, that, a player of the batting team or a former little league player assisting a team may be utilized as a base coach provided that such player wears a helmet.

g. If a player leaves the game before completion of the game, an out will NOT be awarded when that child's position in the batting order comes up.

h. Uniform - Player uniform must consist of (i) team jersey tucked into pants (no shorts) and (ii) team cap or, if not available, another cap of similar color. A player will not be permitted to take a position on the field or bat in the lineup if such player does not meet the uniform requirements.

g. Official Game:

i. A game will be official if at least four (4) innings have been played or 3 1/2 innings have been played if the home team is ahead.

ii. If a game is suspended before it becomes official, it will be restarted from the exact point of suspension at a later date and played to completion.

iii. In all playoff and championship games, once the game is started the game must be played to its full term unless terminated by the commissioner after consultation with both managers.

iv. Ties may occur in regular season games. In post-season, teams play until there is a winner and such game may be postponed after completion of six innings (or earlier as necessary) to a later date due to darkness or otherwise.

v. The commissioner of a league shall have the sole discretion to re-schedule any suspended game, postponed game, or rain out games (or tie games in the post-season). Rescheduled games should be played as soon as practicable and no later than 48 hours after the day of suspension.

Tie games should be played before the next regularly scheduled game between the two teams. In the event of a suspended game where play has continued on a subsequent day, each manager shall start with the lineup in force at the time that the game was called and who were present at the day that the tied game was played, except in the event that some player is missing on the continued date whereupon managers may substitute with players who were not present on the day of the tied game in their reasonable discretion.

v. All schedules must be strictly adhered to except upon permission of the commissioner of the league.

vi. Manager requests for postponement of a game due to failure to satisfy required number of players (including minor league call-ups) will be denied unless made forty-eight (48) hours in advance of scheduled game time.

vii. Failure of a manager to be available for a game is not a valid reason for postponement.

h. Time Out:

i. Little League rule 8.06 shall be strictly enforced (two mound visit rule).

ii. A manager may not enter the playing area unless time out is awarded by the umpire. If a manager enters the field of play when the ball is in play (either batted or loose) penalties as follows will be enforced:

- If the offensive manager enters the field before time out is awarded, the batter is out and all runners return to the base that they occupied prior to the start of that particular play.
- If the defensive manager enters the field before time out is awarded, all offensive players receive the last safe base plus one and no additional outs are recorded.

i. PROTEST:

i. If a protest is required, the protesting manager must immediately make the umpire aware of his/her decision to protest after the event and prior to the next pitch.

ii. Protests must also be put into letter form to the attention of the League President and the opposing manager within twenty-four (24) hours after the completion of the game. The President shall then meet with the umpire, the opposing manager, the league commissioner, etc. to make a ruling.

iii. No protest will be heard if the protesting coach did not have the rulebook on hand at the field at the time of the protested event to use in settlement of said dispute.

9. GENERAL RULES:

a. The commissioner is in complete control of the players and the ball field until such time as the game commences. Only a manager (and not a coach) may challenge an umpire's call.

b. The umpire may appeal to the commissioner only for a clarification of the rules, and may not appeal in the case of a judgment call. Upon appeal, the commissioner may clarify the rules for the umpire. Otherwise the game is in the hands of the umpire. No manager may appeal an umpire's ruling directly to the commissioner.

c. No more than one manager and two assistants are permitted in the dugout during a game. Parents who are not authorized coaches and who have not passed background checks are not allowed in the dugout. Players must remain in the dugout at all times unless they are in the field of play.

d. Each team must maintain a scorebook for each game.

e. Any player called up from the minors during the season will continue to play in both leagues, but will not be able to pitch in the majors. A minor league player call up for a particular

game must have played in such player's minor league game for that week (earlier on Sat for a Sat game or Tues for a Wed game)

f. Should a player miss three (3) games for any reason the manager must report this to the commissioner. The commissioner has the discretion of requiring that a minors player be brought up permanently to join the majors team and, subject to consultation with the Board, the penalty to be imposed upon the non-showing player.

g. There is no use of tobacco or alcohol beverages on any Roslyn Little League field.

h. The presence of dogs and other pets are subject to the rules of the park in which Roslyn Little League fields are located.

i. Helmet is required for any batter or player base coach; no facemask is required in the majors.

#### 10. PLAYOFF RULES, DRAFT RULES AND AWARDS:

a. If any league regular season ends in a tie for first place, the tied teams shall be designated as co-champions.

b. Trophies will be awarded to regular season winner, championship game/series winner and runner-up.

c. Major League Draft Rules:

i. The commissioner will assign a draft date.

ii. The commissioner will determine that he/she has the full roster of sign-ups available at the time of the draft.

iii. The commissioner will select the managers.

iv. Managers' children will be assigned to a particular round, and in a specific order to enhance fairness and equality of all the teams. Managers will NOT have any input in the placement of their own children and the draft order.

v. The draft will be held in snake order. For example: 1-8, 8-1 and back again. Drafting will continue until all players have been drafted.

vi. Unless permitted by the commissioner, managers will NOT choose, and the league will NOT assign, assistant coaches in advance. Each manager will have to select an assistant from the team of parents that come along with the children they have drafted.

vii. If a player signs up late (post-draft) the commissioner will assign the player to a team with fewer players so long as the post-draft assignment will not negatively impact



the competitive balance of the league. All late sign ups, even if not immediately assigned to a team, should be held in the event that players quit or are injured during the course of the season.

viii. There will be no trades or movement of players under any circumstances after the draft. If any error is occurred after the draft, it will be up the discretion of the commissioner to equitably fix the error.

ix. At the conclusion of the draft, all league supplied data will be returned to the commissioner to be destroyed. No manager will be permitted to discuss league ratings, the draft order or any discussions held at the draft. Violation of this rule will result in the possible removal of a manager by the executive committee of the Roslyn Little League.

x. Special Circumstances - from time to time there may be circumstances that require special treatment of a player. This information needs to be known to the commissioner before the draft. The commissioner will decide on the appropriate actions.

## 11. 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. EVERYONE ASSOCIATED WITH LITTLE LEAGUE SHOULD REMEMBER THAT THESE GAMES ARE JUST GAMES AND THIS CONCEPT SHOULD BE KEPT IN THAT PERSPECTIVE.**

## 12. Additional Spectator Obligations:

- a. Conform to accepted standards of good sportsmanship and behavior.
- b. Respect officials, umpires, Coaches, and Players and extend all courtesies to them.
- c. Remain quiet when players need total concentration.
- d. Obey the regulations and grounds.

- e. Understand that teams are responsible for the conduct of their respective spectators.
- f. Not use alcoholic or tobacco products at RLL fields at any time.

13. Additional Player Obligations:

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

14. Additional Manager/Coach Obligations:

- a. Set a positive example both on and off the field.
- b. 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 and women.
- c. 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.
- d. Be prepared to win or lose. Be positive. Encourage peak performance within the rules of the game.
- e. Command respect by personal attitude and behavior.
- f. Do not use crude or abusive language with players, umpires, opponents, officials, or spectators.
- g. 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. Also note that high school students will be umpiring games which requires additional sensitivity in the manner in which a manager challenges a call.
- i. Instruct players to respect the umpires. Any questions concerning any rules should only be made by the manager or a coach.

k. Encourage good sportsmanship and remove players from the game who demonstrate unacceptable behavior.

15. Calculation of Standings - Use the following point system for wins, losses, and ties to determine the standings in a league that has season champs and playoffs.

- a. win = 3 points
- b. loss = 1 point
- c. tie = 2 points
- d. forfeit – 0 points

The standings will be determined by calculating the average points per games played to determine the final season standings in any division that has playoffs (PPG is representative in the event certain teams play less games due to rainout or other situation outside of team's control. Chart below for illustration purposes only:

<u>TEAMS</u>	<u>WINS</u>	<u>LOSSES</u>	<u>TIES</u>	<u>FOREITS</u>	<u>AVG PPG</u>
No. 1	6	2	1	0	2.4444
No. 2	4	3	1	0	2.125
No. 3	6	1	0	2	2.1111
No. 4	4	4	1	0	2.0
No. 5	5	1	1	2	2.0