



ROSLYN LITTLE LEAGUE RULES

MINOR LEAGUE DIVISION

(BOYS THIRD AND FOURTH GRADES)

All rules contained on these pages are official Roslyn Little League rules and cannot be amended by any umpire, commissioner or director.

These rules apply to Spring 2016 and any other Roslyn Little League sanctioned event during such season.

These rules amend and supersede the official Little League Rules and should be read in conjunction with the official Little League Rules.

ARTICLE 1

PLAYER PARTICIPATION:

1.1 Roslyn Little League will play all games with free substitutions unless otherwise stated.

1.2 There shall be no "cuts" in any league except in the case of travel team(s).

1.3 Travel teams formed under the auspices of Roslyn Little League must be treated secondarily to that child's little league game and team except a player may pitch in a travel game at the expense of a **regular season** little league game.

1.4 The Commissioner has the discretion to require a player to sit out a travel game if the player misses an intra-league game during the same week

1.5 Number of Players/ Fielding

(a) All players on a team shall bat.

(b) Teams shall field up to 10 players in the field.

(i) Four players are permitted to play in the outfield despite the opposing team only capable of playing two or three players in the outfield.

(A) Outfielders must remain on the grass.

(ii) Six players in the infield (including the pitcher).

(c) Each player shall play a minimum of one inning in the infield.

(i) Injury Risk Exception – a manger may invoke this exception once in its sole discretion if determined that a player is unable play the infield due to a significant injury risk. The manager will not be able to invoke this exception in another game for the same player unless it has consulted with the commissioner, and the commissioner approves, in advance of such game.

(d) Any player who arrives at the field after a game has commenced must bat at the end of the order, regardless of whether his team has already batted.

(e) Each player must play in the field at least half the innings of the game (subject to 1(c)(i) above).

(f) There are no changes of player positions permitted in the middle of an inning unless in conjunction with a change in pitchers or due to an injury to another player who is removed from the game. Position changes, if required, do not have to be one for one, but in no event shall more than three (3) players change positions in each instance the aforementioned occurs.

ARTICLE 2 THE BATTER:

2.1 Throwing/Lifting Helmets - Any batter or runner throwing off or lifting their helmet during a game will first be given a warning. After the warning, if the same player throws or lifts their helmet a second time, the umpire will call out the player and such determination is not subject to any challenge by the offending player's manager.

2.2 Throwing Bats - A batter will only be given one warning by the umpire for throwing his bat and will automatically be out the next time he throws his/her bat either later during the same at bat that he received a warning or on any succeeding time at bat during the game in which he was warned. The umpire shall be the sole judge of whether the batter has thrown the bat and such determination is not subject to any challenge by the offending player's manager.

2.3 Illegal bats - All bats shall conform to official Little League Rules. 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 no appeal is permitted and the batter shall not be called out.

ARTICLE 3 THE RUNNER

3.1 Stealing/Base Running

(a) There is no leading.

(i) Any child who leads before the pitch crosses the plate will either be forced to return to the base that he was at when the pitch crossed the plate or will be out if the prior base is occupied by another base runner after the play. There is no warning given for this infraction.

(b) Base runners cannot leave the base until the ball crosses the plate.

(i) A runner is permitted and encouraged to come off the base after the pitch crosses the plate even if the runner there is no intent to steal the base.

(c) No double steals.

(d) No stealing of 2nd base or Home.

(i) This includes an overthrow to second or third on a pick-off attempt or a pick-off attempt at first.

(ii) A player at first is "stuck" unless he advances on a walk, hit, error or batter hit by a pitch.

(iii) A runner may advance to second base only on an overthrow to first base in connection with a batted ball as such advance is not deemed to be a stolen base.

(A) Unless the ball goes outside the field of play, the ball remains live and the runner can be tagged out at second base. The umpire has sole discretion in determining whether a ball is no longer in the field of play.

(B) Players who are eligible to steal (runner on 2nd base) may steal until the catcher has possession of the ball and is in the motion of throwing the ball back to the pitcher and the runner has not yet taken off for 3rd base..

3.2 Live Ball v Dead Ball

(a) On a batted ball, the ball is live until the pitcher has possession of the ball in the vicinity of the mound.

(i) "Vicinity of the Mound" shall be interpreted in the sole discretion of the umpire and, to the extent possible, should be discussed and understood before the commencement of the game.

(ii) Play is dead if the pitched ball goes through the backstop or gets caught in the backstop. The runner on second base advances to third base (and a runner on third in this case would be forced home) unless a runner occupies third base, which had been previously stolen. Otherwise, runners cannot advance. This will be considered a stolen base.

3.3 Base Collisions - Any runner advancing to a base where a fielder is waiting to apply a tag or force that runner out, and has **or is about to have possession of the ball**, 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.

3.4 Obstruction

(a) 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.

(b) If a runner contacts a fielder obstructing the runner with undue force, or in an attempt to injure, the runner shall be called out. 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) The umpire shall have discretion to disqualify the runner and/or remove any player from the game who willfully violates the rules in this Section 3.4.

3.5 Play is dead when at the judgment of the umpire play has stopped and the ball is returned to the pitcher who is in control and standing in the mound area.

(a) Even though play is dead, a base runner having left a base legally is entitled to the next base if the runner has gone at least half the distance between the bases before play is dead and such base is not occupied. This call is at the sole discretion of the umpire.

3.6 Each game must utilize a double safety base at first base.

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

(a) The last batted out will run for the catcher, when implementation of the rule is in effect.

(b) The team at bat must utilize the catcher from the previous defensive half inning unless the manager announces to the opposing manager that they plan on changing their catcher at the start of the offensive half inning.

3.8 If a runner occupying a base makes a play on a batted ball in foul territory, he will automatically be called “out” whether or not interference with any fielder actually occurred.

3.9 Roslyn Little League will not implement Little League rule 7.14, which provides for a “special pinch runner” situation and would only be applicable in circumstances where someone on the team does not bat. However, Roslyn little league rules require everyone to bat so this rule does not apply.

3.10 Tagging up is permitted.

ARTICLE 4 THE PITCHER

4.1 Since all teams will make the playoffs, managers are encouraged to allow children to pitch who want to pitch **and are capable of pitching**. The flow of the game should not be sacrificed at the expense of “giving someone a chance” who is clearly not ready or capable to pitch from 46 feet.

(a) Notwithstanding the grade of the player, all pitchers are required to pitch from 46 feet.

4.2 Pitching

(a) Pitchers can walk up to 6 batters per inning.

(i) When a pitcher walks his 6th batter in an inning, he must be removed from the game as a pitcher.

(b) A pitcher who hits three batters in an inning or four in a game must be removed.

(c) No pitcher shall pitch in more than three innings (irrespective of the number of pitches thrown in any inning.)

(i) One pitch equals one inning.

(d) Any pitcher who throws more than 40 pitches in a game cannot play the position of catcher for the remainder of the game.

(e) A pitcher once removed from the mound cannot play the position of pitcher again for the remainder of the game.

(f) Only one mound visit by the manager to an individual pitcher is permitted per inning. On the second mound visit, the pitcher must be removed from the position of pitcher for the remainder of the game.

(g) Intentional walks are not permitted. Any pitch deemed by the umpire to be an intentional ball shall be treated as a "no pitch" however; base runners may advance at their own risk.

(h) A minimum of 1 inning as defined by 3 outs, the offensive team batting around or 6 runs scored, must be pitched by any combination of 3rd graders. 6 walks in an inning by any combination of 3rd graders will also satisfy this rule

4.3 Pitch Limits - a manager MUST remove a pitcher when said pitcher reaches the limit for his grade, but the pitcher may remain in the game at another position. The following are the maximum pitch counts:

(a) Grade Age:

(i) Fourth Grade - 75 pitches per day

(ii) Third Grade - 50 pitches per day

(b) Exception: if a pitcher reaches the limit imposed for his League age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

(i) That batter reaches base.

(ii) That batter is put out.

4.4 Any player, who has played the position of catcher in or during four or more innings in a game, is not eligible to pitch on that calendar day.

4.5 Each manager shall be the official pitch count recorder for the opposing team's pitcher and shall also be required to record the pitch count for its own pitchers. Any manager not tracking their own or the opposing team's pitch counts will be subject to disciplinary action.

4.6 Pitcher Rest Requirements:

(a) If a player pitches 61 pitches or more in a day, FOUR calendar days of rest

(b) If a player pitches 51-60 pitches in a day, THREE calendar days of rest

(c) If a player pitches 36-50 pitches in a day, TWO calendar day of rest

(d) If a player pitches 21-35 pitches in a day, ONE calendar day of rest is required. If a player pitches 1-20 pitches in a day, NO calendar days of rest are required.

* Players expected to pitch travel on Sunday generally should not make 20 or less pitches on Saturday. Discretion and judgment will be left to the manager and must be discussed and approved by the parent of the pitcher. There should be a real reason to do it such as short pitchers on a particular day, injury in middle of game, a possible one out scenario late in game. This will be monitored closely and a manager who continuously pitches players on Saturday who are expected and do pitch travel on Sunday will be subject to disciplinary action.

4.7 No deviations to these rules will be permitted regardless of rain outs, rescheduled games, makeup games, playoff games, championship games, etc.

4.8 Any error or violation of these rules (mistake or otherwise) will result in automatic forfeit. This rule cannot be modified except by vote of the Board of Directors of Roslyn Little League.

4.9 There are no balks. In the event of a "balk," the umpire shall halt play, approach the mound, and teach the pitcher the rule infraction.

ARTICLE 5 GAME PROCEDURE

5.1 Game Procedure

(a) A half inning shall end upon the earliest to occur of the following:

(i) Three outs;

(ii) Entire batting order has batted;

(A) However, if one team has fewer players than the other team, the team with fewer players shall be entitled to bat as many players as the team with more players before they shall be deemed to have batted around the order;
or

(iii) Six runs have been scored.

(A) If an inning ends because six runs have been scored, the batter at the plate when the inning ended should take the position of batter again at the start of the next inning.

(b) Games must begin when each team has at least eight players at the field. Games cannot be delayed for missing players or managers.

(c) Any team who cannot field at least eight players by 10 minutes after the scheduled start of a game shall forfeit that game. If neither team can

field eight players by ten minutes after the scheduled start of a game, both teams shall forfeit.

(i) In the interest of sportsmanship, any manager who knows that he will not be able to field a minimum of eight players for a game **MUST** notify the commissioner of the league as soon as possible.

(d) Only the named manager for a game shall discuss any call or rule decision with the umpire. This includes any assistant coaches, parents, players, etc.

(e) Only two base coaches are permitted on the field.

(i) Base coaches cannot switch positions in the middle of an inning.

(ii) A child may coach provided that child is registered in Roslyn Little League or plays on the Roslyn High School varsity or junior varsity baseball team and, in each case, wears a batting helmet while on the field.

(f) Only the defensive manager may call time out.

(g) A manager may not enter the playing area unless the umpire calls time except that the offensive manager may stand right outside the dugout to assist batters and on-deck hitters and the defensive manager may stand along the fence of its dugout to more easily direct fielders. In any other instance, if the manager enters the playing area when the ball is in play (either batted or loose) penalties as follows will be enforced:

(i) If the offensive manager enters the field without the umpire's permission, the batter is out and all runners return to the base that they occupied prior to the start of that particular play.

(ii) If the defensive manager enters the field without the umpire's permission, all offensive players receive the last safe base plus one additional base and no additional outs are recorded.

(h) Base runners and batters may ask the umpire for time but the offensive manager may not ask for time.

5.2 Any team starting a game with nine (9) uniformed players and then losing a player during the game will be allowed to play with eight (8) players.

(a) If less than eight (8) players are available due to injury only, the game will be suspended and played at a later date designated by the commissioner and using only the original players.

(b) If a child leaves a game during progress without being injured and results in less than minimum required players, a forfeit will be called.

(c) If a team starts a game with eight (8) players and such game is suspended in accordance with (a) above, only the same eight (8) players will be allowed to play when the game is continued at a later date.

5.3 No inning may start later than ten (10) minutes before the end of the allotted game time except in special circumstances with the approval of the commissioner in attendance. This approval should be clearly indicated in advance of the game.

5.4 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.

5.5 Infield fly rule will be in effect.

ARTICLE 6 OFFICIAL GAME:

6.1 A game will be official if three and one half (3-1/2) innings have been played and the home team is ahead or four (4) innings when the home team is behind.

(a) 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.

(i) Managers must note player's positions, pitch counts, batting orders before departing the field.

(b) There is no such thing as a rain out or other cause canceling innings already played.

(c) 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.

6.2 The commissioner of a league shall have the sole discretion to re-schedule any suspended game, or postponed game, rain out games and tie games. It is recommended that such rescheduled games be played as soon as possible after tied game. In the event of a tie game or suspended game where play has continued on a new date, 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. Such resumed game shall continue until six (6) innings are completed. **This situation refers only to suspended games and does not impact official games that ended prior to the normal six (6) inning period.**

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

6.4 Manager requests for postponement due to a lack of sufficient number of players available even if valid will be denied unless made **forty-eight (48)** hours in advance of schedules game time.

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

6.6 PROTEST:

(a) 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.

(b) Protests must also be put into letter or email 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 communicate with the umpire, the opposing manager, the league commissioner, etc. to make a ruling. **No protest will be heard if the protesting coach did not have his/her "little league" rulebook and "house rules" on hand at the field at the time of the protested event to use in settlement of said dispute.** Any protest ruling will be made by the President within five days of receipt of such protest.

6.7 Within 24 hours of the completion of each game, managers must report to the Commissioner (**with only the opposing manager copied**) by email (not text) the pitch counts of each pitcher and final score /result with number of innings played. Failure to report the required information within proscribed time period without good reason is grounds for forfeit. Each manager is responsible for reporting the pitch count of its pitchers and either manager can report the score/result/innings played. If there is a disagreement or protest about the game, please adhere to Section 6.6 above.

ARTICLE 7 GENERAL RULES

7.1 The commissioner is in complete control of the players and the ball field until such time as the game commences. Once the game commences, the umpire has complete control of the players and the ball field.

7.2 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.

7.3 No more than one manager and two assistants are permitted in the dugout during a game. Parents who are not authorized coaches are not allowed in the dugout. Players must remain in the dugout at all times unless they are in the field, at bat or on a base.

7.4 Each team must maintain a scorebook for each game.

7.5 ONLY league-supplied uniforms are to be worn.

(a) No names (other than sponsor names) are to be added to uniforms.

7.6 Any teams' presentations or activities should be discreet and take place away from regular activities.

7.7 There is no use of tobacco or alcohol beverages on school property, or on any Roslyn Little League field.

7.8 No dogs or other pets are allowed on Roslyn School property or on any Roslyn Little League fields except at Bar Beach Field 1 where dogs are now permitted along the boardwalk area. Managers must enforce this rule on behalf of parents or guests of their teammates or risk forfeiture.

7.9 Trophies will be awarded to the regular season winner, playoff winner and playoff final game loser.

(a) No team can receive more than one trophy.

(b) A first place tie in the regular season will be decided by the tea, who advances further in the playoffs, subject to (a) above.

7.10 Protective helmets must have face guards.

ARTICLE 8 CONDUCT OF MANAGERS, PLAYERS AND SPECTATORS

8.1

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 YOUTH 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.

8.2 Managers are required to provide the language of Section 8.1 to players and parents by email or otherwise prior to the commencement of Opening Day.

**ARTICLE 9
CODE OF CONDUCT**

9.1 Spectators are expected to:

- (a) Conform to accepted standards of good sportsmanship and behavior;
- (b) Respect officials, umpires, managers, coaches and players and extend all courtesies to them;
- (c) Refrain from foot stomping, disrespectful remarks, abusive language and the use of noisemakers;
- (d) Be quiet when players need total concentration;
- (e) Obey the regulations and grounds;
- (f) Understand that teams are responsible for the conduct of their respective spectators;
and
- (g) Refrain from the use of alcoholic or tobacco products at Roslyn Little League fields at all times.

9.2 The Player is expected to:

- (a) Understand that he must conduct themselves as gentlemen at all times;
- (b) Demonstrate self-control and mutual respect at all times;
- (c) Avoid the use of crude or abusive language 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;
- (f) Remember that participation in athletics is a privilege that should not be abused;
- (g) Shake hands with the opposing team's players and coaches at the end of each game.

9.3 The Manager and Coaches are expected to.

- (a) 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;
- (b) 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;
- (c) Prepare themselves and their players to win AND lose and be positive throughout, no matter the result, by encouraging peak performance within the rules of the game.
- (d) Command respect by personal attitude and behavior;
- (e) Avoid using crude or abusive language with players, umpires, opponents, officials, or spectators;
- (f) Respect and accept graciously the judgment of the umpires despite its reasonableness, at times, to question and even disagree with the umpire's decisions;
- (g) Recognize that the participants in team sports are children with human frailties and limitations who are capable of making mistakes;
- (h) Instruct players to respect the umpires, which means, in part, that any questions concerning any rules or calls should only be made by the manager;
- (i) Encourage good sportsmanship and remove players from some or all of the game for those who demonstrate unacceptable behavior;
- (j) Realize they are representatives of the Little League and the Roslyn community in all that they do;
- (k) Realize that their conduct will have an effect on the players and their families and the Roslyn community as a whole; and
- (l) Distribute only league supplied uniforms, hats and trophies, and otherwise comply with the applicable Little League rules and the house rules.

ARTICLE 10
FIELD RULES

10.1 Regarding imaginary out-of-bounds:

- (a) If a player catches a ball out of bounds there is no play.
- (b) If a player catches ball inbound and momentum carries him over the line, the batter is out and the ball is in play with the runners allowed to advance at their own risk. Only exception is when fielder runs into fans at which time batter is out and runners are not to advance subject to umpire discretion.

(c) If a fielder touches the ball inbound, then drops the ball, which rolls out of bounds, the ball becomes dead and all the runners get the base they are going to plus one additional base.

(d) “Out of bounds” is not foul territory. “Out of bounds” is the area beyond foul territory that is not subject to play. Each field has different “out of bounds” areas and should be discussed and understood with the umpire prior to the game.