



## 2011 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, summer 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.
  - 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 ½ of the remaining innings in the field.
  - d. The only exception to these rules shall be in case of injury.
  - e. Roslyn Little League will play all games, where applicable, with free substitutions unless otherwise stated.
  - f. There shall be no “cuts” in any league except in the case of travel team(s).
  - g. 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.

- h. The Commissioner has the discretion to require a player to sit out a travel game during the fall season if the player misses an intra-league game during the same week.
- i. 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. Position changes, if required, do not have to be one for one and may involve the movement of more than two players, but in no event may more than 3 players change positions.

5. THE BATTER:

- a. 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.
- b. Throwing Bats - A batter will only be given one warning by the umpire for throwing his/her bat and will automatically be out the next time he/she throws his/her bat either later during the same at bat that he/she received a warning or on any succeeding time at bat during the game in which he/she was warned. The umpire shall be the sole judge of whether the batter has thrown the bat.
- c. 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 the batter shall not be called out.

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, 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.
- b. Obstruction
  - 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 discretion to disqualify the runner.
  - 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.”
  - vi. 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 on the pitcher’s plate and, at Temple Beth Shalom, if the ball remains resting on top of railroad ties.
  - vii. Even though play is dead, a base runner having left a base legally is entitled to the next base unless put out if the runner has gone at least half the distance between the bases before play is dead. This call is totally at the discretion of the umpire.
- c. “Double safety bases” must be used at first base.
- d. Optional 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. This rule is optional in the Major Leagues.
- 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 announces to the opposing manager that they plan on changing their catcher at the start of the current offensive half inning.
- e. Roslyn Little League will not implement Little League rule 7.14.

## 7. THE PITCHER

- a. A player may pitch a maximum of three (3) innings per game (per day). 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
    - 1. 17-18 - 105 pitches per day
    - 2. 13-16 - 95 pitches per day
    - 3. 11-12 - 85 pitches per day
    - 4. 9-10 - 75 pitches per day
    - 5. 7-8 - 50 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 any one of the following conditions occurs:
    - 1. That batter reaches base.

2. That batter is put out.
- d. A pitcher who delivers forty-one or more pitches in a game cannot play the position of catcher for the remainder of that day.
- e. Each manager shall be the official pitch count recorder for the opposing team's pitcher.
- f. 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.
- g. Each manager shall be the official pitch count recorder for the opposing team's pitcher.
- h. Pitcher Rest Requirements - Pitchers who are official league age 16 and under 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, NO calendar days of rest are required.
  - vi. NOTE: Pitcher rest requirements are mandatory regardless if a pitcher exceeds the maximum pitch requirements because of an exception to the per game pitch limits.
- i. No deviations to these rules will be permitted regardless of rain outs, rescheduled games, makeup games, playoff games, championship games, etc, except for the Little League All-Star Game in which case the pitcher may pitch a maximum of one inning regardless of the pitching rest requirements and for Williamsport Sanctioned Summer Tournaments. If two (2) Williamsport tournaments overlap within the same "pitching" week, the total amount of innings allowed for a pitcher in that week will not be greater than what would have been allowed if there was only one tournament.
- j. Any error or violation of these rules will result in automatic forfeit. This rule cannot be modified except by vote of the Board of Directors of Roslyn Little League.
- k. If a pitcher (baseball only) hits three batters in one game (does not have to be consecutive), he/she must be removed from the mound.
- l. No intentional walk is permitted in any league. Any pitch thrown in such circumstances will be ruled no pitch.

- m. There are no balks in any league.
- n. The pitching week starts on Sunday and ends on Saturday.

## 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 must be ruled if a team cannot field a legal team (eight (8) or more players) sixteen (16) minutes after the scheduled or field available starting game time.
    - 1. There can be no agreement between managers to circumvent this rule, although Commissioner can use his/her discretion.
  - iii. If both teams fail to field a proper team, a forfeit will be charged to both teams.
- b. 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.
  - i. If less than eight (8) players are available due to injury, the game will be suspended and played at a later date designated by the commissioner and using only the original players.
  - ii. If one of the players is injured and replaced by a player brought up from the Minors, the former Minor League player will be designated to take the injured player's place in the suspended game.
  - iii. If a child leaves a game during progress without being injured and results in less than minimum required players, a forfeit will be called.
  - iv. If a team starts a game with eight (8) players and such game is suspended, only the same eight (8) players will be allowed to play when the game is continued at a later date.
- c. 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.
  - i. If there is no succeeding game, this rule does not apply.
- d. Balls and strikes may be called from behind the pitcher even if no runners are on base.
- e. An adult coach shall be allowed at first or third base. Alternatively, one child coach may be utilized provided that child is a registered player in Roslyn Little League.

- i. Adult coaches may not change bases once an inning has started.
  - ii. Child coaches must wear a helmet with face guard.
- f. 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.
- g. OFFICIAL GAME:
  - i. 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.
  - 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.
    - 1. Managers must note player's positions, pitch counts, batting orders before departing the field.
    - 2. There is no such thing as a rain out or other cause canceling innings already played.
  - iii. In all playoff and championship games in all of the Little League divisions, 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. 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. Tie games (in the Majors if it is the first game between the two (2) teams) will always be played before the next regularly scheduled game between the two teams. 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.
  - v. All schedules must be strictly adhered to except upon permission of the commissioner of the league.
  - vi. 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.

- vii. Requests for cancellation on Memorial Day or Mother's Day for purely family reasons will be denied and forfeits will be charged.
  - viii. Failure of a manager to be available for a game is not a valid reason for postponement.
  - ix. On Friday night, no inning may start after 8:00 P.M., but any inning in progress will be completed.
- h. Time Out:
- i. Defensive team: Little League rule 8.06 shall be strictly enforced.
  - ii. Offensive team: Only the offensive team's batter or runner may ask the umpire for a time out to confer with the manager or coach.
  - iii. A manager may not enter the playing area unless the umpire calls time. Should he/she do so when the ball in is play (either batted or loose) penalties as follows will be enforced:
    - 1. 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.
    - 2. If the defensive manager enters the field without the umpire's permission, 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 from 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 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.

9. GENERAL RULES:

- a. The commissioner is in complete control of the players and the ball field until such time as the game commences.

- 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 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.
- d. Each team must maintain a scorebook for each game.
- e. Any player brought up to a Major League team at any time during the season will continue to play in both leagues, but will not be able to pitch for the Major League team.
  - i. In the case of a schedule conflict, such player must play in the Minor League game, which is his first priority.
  - ii. A player who joins a Major League team and plays more than twenty-five (25%) percent of that Major League team's games becomes permanent property of that team for future seasons.
    - 1. Should less than twenty-five (25%) percent of the games be played, that player will be in the following year's general draft.
  - iii. When a Semi-Major League player is brought up and becomes permanent property of a Major League team, that team will lose its first round draft choice in that age group for the next year.
  - iv. Any disability to a Major League player must be immediately reported to the commissioner. Failure to report a disabled player may result in forfeiture of all the following games until the full proper roster is reestablished.
  - v. Should a player miss three (3) games or two (2) Sunday games for any reason the manager must report this to the commissioner. The commissioner has the discretion of requiring that a Semi-Major League player be brought up to join the Major League team.
  - vi. Any player who opts not to be listed on the Major League or who fails to be evaluated will not be eligible to be called up from the Minors to replace an injured Major League player during the season covered by his registration form.
- f. ONLY league-supplied uniforms are to be worn.
  - i. No names are to be added to uniforms.

- g. Any teams' presentations or activities should be discreet and take place away from regular activities.
- h. There is no use of tobacco or alcohol beverages on school property, or on any Roslyn Little League field.
- i. No dogs or other pets are allowed on Roslyn School property or on any Roslyn Little League fields. Managers must enforce this rule on behalf of parents or guests of their teammates or risk forfeiture.
- j. Trophies will be awarded to regular season winner, playoff winner and playoff final game loser.
  - i. No team can receive more than one trophy.
- k. In ALL leagues, protective helmets that the batter, all base runners and player base coaches shall wear must have face guards.

10. MAJOR LEAGUE 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, playoff winner and playoff Final game loser. No team can receive more than one trophy.
- c. Major League Draft Rules:
  - i. The commissioner will assign a draft date with the approval of the president of the league.
  - 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 managers only and receive approval from the president for his/her selections.
  - iv. The commissioner will review all tryout data for its completeness, correctness and that all children have received league ratings and past years managers ratings, if available. Commissioners will always use their best efforts to obtain managers ratings at the conclusion of each season they commission and pass those ratings along to the president.
  - v. If child is unrated, the commissioner will give his/her best efforts to assign a score for each of the rated skills.
  - vi. Ratings will be provided at the draft to each manager. Ratings will be sorted in descending order based on total score.

- vii. 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.
- viii. The draft will be held in snake order. For example: 1-8, 8-1 and back again, except for the majors where the drafting order is based on the teams previous years standing and does not go in snake order.
- ix. Drafting will continue until all children have been drafted.
  - x. 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.
  - xi. If a player signs up late the commissioner will attempt to assign the player to a team with fewer players. All late sign ups should be held in the event that players quit, are injured or the league has more late sign ups.
  - xii. 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, with approval of the president of the league, to equitably fix the error.
  - xiii. 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.
  - xiv. 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 address the specifics with the president who will decide on the appropriate actions. If the president is also coaching in the specific division the EVP will assume the responsibility.
  - xv. Draft positions will be determined for the next season in the following manner:
    - 1. The playoff champion will draft eighth.
      - a. The runner up in the playoff will draft seventh.

- b. If the regular season champion is not the playoff champion, or the runner up, the regular season champion will draft sixth.
  - c. All other draft positions will be determined by the winning percentage of all other teams in both the regular season and playoffs.
    - i. Any ties will be determined by the flip of a coin.
- d. Should Major league teams require replacements to fill their rosters during the first two weeks after the draft, such players must be picked from players who had signed up and attended tryouts.
  - i. After this two (2) week period, any player who signed up prior to the draft and attended tryouts can be selected unless he/she indicated on the registration he/she would not play in the Majors.
  - ii. Players who signed up after the draft cannot be brought up unless no other eligible player is available.
  - iii. To be eligible for the major leagues, a child must try-out at their assigned try-outs. Players who did not try-out will be eligible if no other players that tried out are available.
- e. No trades are allowed without the approval of the Board of Directors.
- f. If a player in the Majors decides to leave his/her team, the player must play in the semi-majors and he/she will be ineligible to play in the Majors for that season.
- g. All candidates who are league age twelve (12) must be drafted to a Little League Major Division team.

#### 11. CONDUCT OF MANAGERS, PLAYERS AND SPECTATORS

- a. 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.

12. Code of Conduct – Spectators:

- a. Conform to accepted standards of good sportsmanship and behavior.
- b. Respect officials, umpires, Coaches, and Players and extend all courtesies to them.
- c. Refrain from foot stomping, disrespectful remarks, 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.
- g. Not use alcoholic or tobacco products at RLL fields at any time.

13. Code of Conduct - Players:

- 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 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. Code of Conduct – Managers/Coaches:

- 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. Use decorum in commenting on opposing pitcher's motion. He may comment only in a discreet and private way to the umpire and may not talk directly to the pitcher or make comments out loud during play. BREACH OF THIS PROVISION COULD RESULT IN THE OFFENSIVE TEAM PENALIZED ONE (1) OUT, IN THE UMPIRE'S SOLE DISCRETION.

- h. 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.
- i. Recognize that the participants in team sports are young men and women with human frailties and limitations who are capable of making mistakes.
- j. 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.
- l. Realize they are representatives of the Little League in all that they do.
- m. Realize that their conduct will have an effect on the players and their families.
- n. To distribute only league supplied uniforms, hats, trophies, and otherwise comply with house rules.

#### 15. GROUND RULES FOR TEMPLE BETH SHOLOM BALL FIELDS

- a. A runner advances one base when a ball thrown by any player, including the pitcher of the defensive team lodges in the backstop, at which point said ball, shall be declared dead.
- b. A runner shall automatically advance one base and the ball is dead when:
  - i. A ball thrown by the pitcher strikes home plate and goes over or through the backstop.
  - ii. A ball is thrown by any player, including the pitcher of the defensive team that leaves the playing area over first or third base and enters the stands or a dugout.
- c. No defensive player shall climb on the railroad tie fence on the third base side of the Orange Field to field a ball.
- d. In the event of interference with a foul or fair fly ball by a spectator, which in the opinion of the umpire could have been caught, the umpire may call the batter out.
- e. A ball thrown by a defensive player that passes through the fence opening of first or third base shall be dead, but a base runner shall be entitled to advance to the base he is approaching plus one additional base. The matter of whether a runner is "approaching" a base shall be in the sole judgment of the umpire.
- f. Any batted ball that falls under, bounces over or passes the outfield fence is dead and shall entitle the batter to two bases.
- g. A foul ball hit behind the fence on the first base side of the Orange Field or beyond the imaginary out-of-bounds line on the third base side of the Blue Field is out of play.

- h. A fouled fly ball out side of the first base line of Orange Field and the third base line of the Blue Field is in play, except that any foul fly ball striking overhanging trees shall be dead.
- i. A batted ball hitting the center field wire fence above the orange line without first touching the ground shall be a home run.
- j. A batted ball hitting the top rail of any outfield fence without first touching the ground and bouncing back on the playing field shall be in play.
- k. Except as herein provided and provided in the Local League Rules, the Official Rules of Little League Baseball shall govern.

16. Rules for all fields

- a. Regarding imaginary out-of-bounds:
  - i. If a player catches a ball out of bounds there is no play.
  - ii. If a player catches ball inbound and momentum carries him over the line, the batter is out and 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.
  - iii. If fielder touches 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 extra.

Appendix 7  
Standings

Team	win	loss	tie	points	Avg.
5	7	4	0	25	2.273
2	7	4	1	27	2.250
4	6	4	1	24	2.182
1	7	5	0	26	2.167
3	6	5	0	23	2.091

- 1. 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

2. A team that forfeits does not generate any points.
3. In the event of a tie, refer to house rules for tie breaker instructions.
4. 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.