

**Great Neck Little League Local Rules
Minors Division -- Spring 2016**

I. General and Administrative Matters

A. Regular Season and Playoffs

1. The Minors Division teams will play a regular season of six or seven games. Score will be kept, wins and losses recorded, and standings posted.
2. There will be rounds of playoff games played in the weeks following the conclusion of the regular season. The format, schedule, and qualifications for each round of the playoffs will be determined by the league president.
3. No game shall be moved from a scheduled date or time without the consent of the league president.

B. Rain Outs and Rain Delays

1. No game may be played if there is thunder and/or lightning.
2. Rain outs will not be rescheduled.
3. Prior to the start of the game, the decision to cancel a game shall be in the sole discretion of the league president.
4. After the commencement of a game, the decision to stop play, as well as whether to resume play after a delay, shall be in the sole discretion of the umpire.
5. A game called on account of the weather shall be treated as a regulation game and count in the standings, provided that: three innings have been completed; two and a half innings have been completed, and the home team has scored more runs; or the home team in its half of the third inning has scored one or more runs to tie the score or take the lead.

C. Duration of Games

1. Games shall last six innings unless the umpire determines that time limits necessitate fewer innings. Generally, no inning should begin after 1 hour 45 minutes of game time; the umpire, however, has discretion on this point and shall have final say as to whether another inning can begin based on time.
2. There are no "extra innings" in the regular season. Regular season games may end in a tie at the end of six full innings.
3. Playoff games will go the full six innings whenever possible.

D. The Field: Permitted Personnel and Upkeep

1. The batting team may have two adult coaches on the playing field: one each in the first- and third-base coaching boxes.
2. The fielding team may have one coach on the field, stationed behind second base. That coach shall not interfere with any batted ball. Should a batted ball hit the coach, the batter shall be awarded first base and any runner on base shall be awarded one base.
3. The fielding team otherwise may not have any coaches on the field, except for coaching visits set forth below.
4. Other than as set forth above, no manager, coach or parent is permitted on the playing field or live ball area during play. Only after a timeout has been called and granted by the umpire can a coach approach a player on the field.
5. No players, coaches, parents or other individuals shall stand or walk behind the backstop during game play.
6. Only members of the team may be on the bench or in the bench area: the players assigned to the team, the coach, and a maximum of two assistant coaches. No family members, friends or other non-team members shall be permitted on the bench or in the bench area.
7. All spectators must be seated in the stands or, if they have brought folding chairs or blankets, far down the foul lines in outfield foul territory. No parents, family members or spectators may sit behind the dug-out or in proximity to the first- or third-base coaching areas.
8. Each team is responsible for field clean up after the game, especially garbage left around the bench and bleacher areas.

E. Game Forfeit

1. A team must play with a minimum of seven players. A team cannot add a player who is not on the regular team roster. Siblings or friends of players cannot be added to a team. This is a legal and insurance issue. Having less than seven roster players 15 minutes after game start time will result in an official forfeit. The game time may then be used as a practice or scrimmage game.
2. If a team plays with seven players, the opposing team is strongly encouraged, though not required, to lend outfielders to the team which is short players to round out the fielding. Those players shall be instructed to give their best effort. The fielders offered each inning shall be the players who made the last outs batting.

F. Uniform

1. Players may not wear metal cleats.

2. Players must be in full uniform with shirt tucked in.
3. Male players must wear athletic supporter cups while playing.
4. Players may not wear jewelry of any kind, including rubber bracelets and watches. A medical alert bracelet shall not be considered jewelry.

II. Game Play

A. Lineups and Batting Order

1. Coaches shall prepare a batting order that includes all team players, and each and every player shall bat in that order regardless of whether a player was fielding a position or on the bench prior to his or her turn at bat.
2. The same batting order must be used throughout the game and must be written down. Prior to the start of the game, each coach shall provide a written copy of the batting order, including player names and uniform numbers, to the opposing coach.
3. Players arriving late (after the first pitch) must be placed at the bottom of the batting order.
4. Coaches failing to comply with batting order rules shall be reported to the league by the umpire or opposing coach.

B. Fielding: Player Limits and Positioning

1. A maximum of 10 players may take the field at one time consisting of six infielders (pitcher, catcher, first, second, third, shortstop) and four outfielders.
2. The infielders shall be positioned at the traditional positions -- i.e., no shifting. Infielders shall also generally play at normal depth, though the infield may be brought in with a runner on third and less than two outs. Even when "playing in," no infielder shall play in front of a line even with the official pitching rubber.
3. The outfielders must be standing on the outfield grass and shall be lined up in the following positions: left field, center field, right field, and a roaming outfielder in either left center field or right center field.

C. Batting

1. **Permissible Bats:** The bat shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non-wood bats shall be labeled with a bat performance factor (BPF) no greater than 1.15.
2. **Strike Zone:** The strike zone shall be from the arm pits to the knees; one ball wide on the inside part of the plate and two balls wide on the outside part of the plate.

3. **Dropped Third Strike:** The batter is out on the third strike whether held by the catcher or not.
4. **No Bunting:** There is no bunting or fake bunting in the Minors Division.
5. **No Infield Fly Rule:** The infield fly rule shall not apply.
6. **Plate Discipline:** Batters must exercise plate discipline on their own.
 - a) No coach, parent, teammate or other individual shall coach a player from the backstop area. No coach, parent, teammate or other individual shall call out directions to “swing” or “not swing” to the batter while the pitch is being delivered or prior to the ball crossing the plate. The first violation shall result in a warning from the umpire. Each subsequent violation shall result in the batter being called out.
 - b) Players should be encouraged to swing at pitches in the strike zone. No coach, parent, teammate or other individual shall direct a batter to go to the plate and not swing. The first violation shall result in a warning from the umpire. Each subsequent violation shall result in the batter being called out.
7. **Hit By Pitch, First Base Awarded:** In the following circumstances, a batter hit by a pitch shall be awarded first base and, for the purposes of mandatory pitcher removal, the pitcher will be held to have hit the batter --
 - a) The batter is hit out of the strike zone while attempting to get out of the way of the pitch.
 - b) The batter is hit on the hand, even while gripping the bat, so long as the batter was attempting to get out of the way of the pitch.
 - c) The batter is hit with a pitched ball that bounces before touching the batter, unless the umpire rules that the batter did not make a reasonable attempt to evade the ball. A bounced pitch is not a dead ball; it can be batted into a fair ball.
 - d) A pitched ball hits a batter and then hits the bat. Once the ball hits the batter, the ball is dead and the batter should be awarded first base.
8. **Hit By Pitch, First Base Not Awarded:** In the following circumstances, a batter hit by a pitch shall not be awarded first base and, for the purposes of mandatory pitcher removal, the pitcher will not be held to have hit the batter --
 - a) The ball hits the batter as the batter swings at the ball. The ball is dead and the pitch is a strike. If the hitter has two strikes, it is strike three and not a foul ball.

b) The ball hits the batter in the strike zone. If the batter leans into the strike zone and is hit with a pitch that would otherwise have been over the plate in the strike zone, the pitch is a strike.

c) The batter makes no attempt to get out of the way of the ball. A player may not intentionally get in the way of the ball (e.g., a player cannot turn his shoulder in towards the plate for the purpose of getting hit by the ball). The umpire shall call the pitch a ball or strike based on his judgment as to where the ball would have crossed the plate in the absence of interference.

d) The ball hits the bat in the act of swinging and then touches the batter. The pitch is a foul ball.

D. Base Running

1. There is no leading and the runner should not come off the base until the pitch has crossed the plate. A runner who leaves early shall be called back.

2. On an errant throw to first, the batter may attempt to advance to second. If the batter makes it to second safely, the batter shall stop -- no more than a single extra base for the batter on an errant throw to first. Runners on base may also advance a single extra base on errant throws to first.

3. With the exception of steal attempts, on an overthrow where the ball travels out of the field of play on plays other than those at first base, the runner gets the base to which he or she was proceeding and one additional base. Play then stops. There is no further advance allowed by a runner on an overthrow by the catcher on a steal attempt.

4. Each team is limited to a total of two steals per inning.

5. The runner may not leave the base until the ball has crossed the plate.

6. Given the length of the throw to second base, runners in the Minors Division may only steal third base.

7. There is no stealing of home.

8. A runner's advance on a passed ball, wild pitch or any ball that is mishandled by the catcher shall, at this level, be treated and count as a steal. Accordingly, such an advance shall count towards the maximum of two steals per inning, and there shall be no advance to second base or home on a passed ball, wild pitch, or any ball that is mishandled by the catcher.

9. No double steals are allowed. Also, when a runner attempts a steal, other runners on base may not advance on the throw.

10. Tagging up is permitted only on a fly ball that reaches the outfield grass.

11. Runners must slide into home plate on any close play. A runner causing a stand up collision will be called out. They may face ejection or penalty as well. A runner may not initiate contact in an effort to jar the ball loose. A runner making no attempt to get around a fielder with the ball waiting to make a tag shall be called out.

12. A fielder may not physically block a base with his or her body without having possession of the ball, provided that a fielder may keep a foot on the base while awaiting a throw where a force play is available.

13. A fielder may be called for obstruction if he impedes the progress of a runner while not in possession of the ball. The umpire may call such a runner safe in the umpire's discretion.

14. A runner shall be called out when running more than three feet away from a direct line between the bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball.

15. A runner shall be called out when he or she is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may advance, except runners forced to advance.

16. If a team's catcher is on base with two out, the batting team shall substitute a pinch runner to allow the catcher to don the equipment and be ready to play the defensive position. The pinch runner shall be the last player from the batting team who made an out.

E. Pitching

1. A pitcher may pitch a maximum of two innings per game.

2. In the case of any player who also plays for a travel team or similar entity, that player may not pitch in a league game if he pitched at any point for the travel or similar team in any of the three days prior to the league game. It is the coach's responsibility to track all pitching outings of players also playing on travel or similar teams. An initial violation of this rule will result in the player being ineligible to pitch for two games; a repeat violation will result in the player being ineligible to pitch for the remainder of the regular season and the playoffs.

3. Pitching to two batters constitutes a one inning appearance. A pitcher who comes in to face only one batter to finish an inning may still pitch for two additional innings.

4. Pitcher may throw five warm up pitches at the beginning of each half inning.

5. Pitchers shall pitch from 46 feet (the permanent rubber). However, a player who has not reached his ninth birthday and has difficulty reaching the plate from the permanent rubber may pitch from 42 feet (mark a line four feet in from the rubber or, if available, install a temporary rubber at that distance). A pitcher who has not reached his ninth

birthday but who possesses superior arm strength, however, shall pitch from 46 feet. In the event of a dispute concerning the proper distance for a pitcher who has not reached his ninth birthday, the umpire shall have the discretion to decide the proper distance.

6. Intentional walks are not permitted.

7. A coach must call time to visit the pitcher's mound and is entitled to one short visit per inning. On the second visit in any inning, the pitcher must be removed.

8. Coach Pitching. A pitcher shall be removed and replaced with a coach from the batting team upon the occurrence of any of the following in a single inning: (i) three hit batters cumulatively by one or more pitchers; or (ii) any cumulative combination of four walks/hit batters by one or more pitchers.

a) The coach shall pitch from the permanent rubber at 46 feet.

b) The coach shall pitch overhanded.

c) The umpire shall call balls and strikes as usual while the coach pitches, but there shall be no walks and first base shall not be awarded if the batter is hit by a pitch. The at-bat shall continue until the batter strikes out or puts the ball in play. In addition, there shall be no stealing or advances on passed balls or wild pitches while a coach pitches.

d) The coach shall not interfere with any batted ball. Should a batted ball inadvertently hit the coach, the ball will be in play, but (i) if the batter is not put out, the batter may not advance beyond first base and (ii) any runner on base may not advance more than one base. Any interference deemed intentional by the umpire shall result in the batter being called out and the coach being both removed and precluded from pitching for the remainder of the game.

e) The coach shall complete the inning and a player shall resume pitching the following inning.

9. A pitcher removed for coach pitching may return the next inning if still eligible. An inning in which a pitcher is removed for coach pitching counts against the maximum limit of two innings.

10. A player may not, in a single game, play catcher following a pitching appearance. A player, however, may pitch in a game in which he or she earlier played catcher.

F. Innings: Run Limits

1. With the exception of the final inning, an inning will conclude after the fielding team records three outs or when the batting team has scored four runs, whichever occurs first. This is a hard limit: once four runs have scored, the inning is over regardless of the outcome of the rest of a play (though players should complete the play). Example: If a batter hits the ball over the leftfielder's head with three runs already in and the bases

loaded, the batter should take as many bases as he can while as many runners as possible should attempt to score; but once the play is concluded, the inning is over and only four runs count.

2. With respect to the final inning, the same rule applies, but with a six-run limit for each team.

G. Safety Rules

1. Players not fielding, batting or on deck shall sit on the team bench. Coaches shall maintain order among their players, keeping them on the team bench when not fielding, batting or on deck.

2. All batters and base-runners must wear a protective helmet.

3. Catchers must wear full catcher's gear (chest protector, mask, shin guards). Use of a catcher's mitt is optional.

4. No player other than the player in the batter's box shall swing a bat. There is no on-deck circle for warm-up swings at our fields.

5. Any player who throws his or her bat prior to running to first base shall be given a warning. If a player throws his or her bat after receiving a warning, the play shall be called dead regardless of whether the ball has been put in play, the batter shall be called out, and any runners shall return to their original base.

6. If the umpire determines intent by the runner to injure a fielder, the runner shall be called out.

7. Any runner sliding head first into any base shall be called out.

8. A runner generally should not slide into first base, except when returning to the base or avoiding a collision or errant throw.

9. Any player warming up a pitcher must wear a catcher's mask.

H. Umpires: Courtesy and Respect

1. The decision of the umpires shall be final.

2. There shall be no arguing with the umpire, particularly as to judgment calls.

3. The coaches shall support the umpires.

4. No players, parents or spectators may hold discussions with the umpires.

5. If there is a question as to a rule interpretation, you may look over the rules with the umpire during the game (always have a copy of these rules with you). After doing so, the

umpire's decision shall be final. You may contact the league president after the game to discuss clarifications for the future.

6. In the event of an umpire not showing up for the game, the game should not be cancelled. If both managers can agree upon a substitute umpire, the game shall be played as normal (the umpire may work from behind the plate or from behind the pitcher's mound). If no umpire can be agreed upon, the game may be played as a scrimmage.

7. Any coach making a "safe" or "out" call -- or a "strike" or "ball" call -- prior to the umpire's decision is considered to be in violation of the code of conduct and may be removed from the field after one warning by the umpire.

8. There shall be no arguing of balls and strikes by any party.

9. Only the two head coaches may initiate a discussion with an umpire regarding a call or ruling. No other parent, coach or spectator shall participate in such a discussion with an umpire.

I. Player Participation

1. Each child present at a game must play a minimum of every other inning; no player shall sit two consecutive innings.

2. No player shall sit twice before every player has sat out once, provided that: (i) both teams field the same number of players; (ii) both teams field less than 12 players; or (iii) both teams field 12 or more players.

3. In the event that one team fields less than 12 players and the other team fields 12 or more players, the player participation rule is amended such that (i) every player must play in the field at a minimum every other inning and (ii) no player shall sit out in consecutive innings (that is, no player sits on the bench for two innings in a row while his team is fielding).

4. Players must be given the opportunity to play infield and outfield positions throughout the season.

5. A player who has not played in at least one half of his or her team's regular season games is not eligible to play in the playoffs without permission of the league president.

J. General Rules of Conduct

1. No alcoholic beverages are allowed at games or practices.

2. No smoking or use of tobacco products is permitted at games or practices.

3. During the game, no food is allowed on the field or in the dugout. Water is allowed in the dugout.

4. Profanity or verbal abuse, including but not limited to taunting of opposing players, shall result in the umpire issuing a warning to the offending team. A second violation shall result in the ejection of the offending player or coach.

5. Parents, family members and other spectators shall treat each other, the coaches, the players, the opposing team and the umpires with respect and civility. These are little league games played by children, not professional games played by high-paid professionals, and all spectators shall comport themselves in a manner suited to a little league contest. Negative or derogatory comments of any kind -- whether directed to the umpire, coaches or the opposing team -- shall not be tolerated. Any parent, family member or spectator who engages in such conduct, or otherwise behaves in a manner inappropriate for a little league game, shall be removed from the stands and told to leave the field; refusal to do so will result in stoppage of the game and, in the discretion of the umpire, potentially a forfeit.

6. No parent, family member, or spectator shall speak to or about the umpire, step onto the field, get involved in any discussions concerning the game, or interject themselves into the game proceedings in any way.

7. Coaches shall treat each other, their players, the opposing team, spectators and umpires with civility and respect, and shall set a good example for their players.

K. The Official Little League Baseball Rules

1. The official rules of Little League Baseball shall apply to all matters arising in a Minors Division game that are not provided for in these local rules.

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