

Our league follows the official rules of Little League as stated in the "Official Regulations and Playing Rules". The rules stated herein are specific to Marlboro Baseball and Softball and will supersede or supplement those rules. The following rules apply to all age divisions. Please see additional rules specific to each age division.

The League

There are two separate divisions within our League, North and South. During the spring season, there may be or may not be inter league play. At the end of the regular season there will be playoffs scheduled. The Division Champions will meet each other in a World Series or championship game.

The **Fall Ball season** will play by the same rules as Spring <u>except where indicated here</u>. Because Fall Ball may have combined age divisions, that division shall play by the rules of the oldest age in the division unless otherwise stated here. Each player must still adhere to his or her own ages pitching and catching rules. Players shall be considered their age as of the following spring.

Playing Rules

All divisions will use a continuous batting order. If a player arrives late, after the first pitch of the game, even if that player arrives before his/her scheduled at bat, that player shall be inserted as the last hitter in the batting order (4.04). The late arriving player must be immediately announced to the umpire and opposing manager. When a player becomes injured, ill or must leave the game site before the completion of the game, the player will be skipped over without penalty at his/her turn at bat. (4.04 Note 2)

If a child leaving the game before completion shortens a team's roster to 8 players then the rule for borrowing players will be enforced. Refer to the section labeled "Forfeits".

There is a <u>five run rule</u> in all divisions, in all innings, except for the last inning; in which unlimited runs are allowed (except Single A (9) and below will allow a maximum of 10 runs). There is <u>no</u> run per inning limit in the Seniors baseball division or above.

The differential <u>mercy rule</u> is always 10 runs after 4 innings (3-1/2 innings if the home team is ahead) and 5 innings (or 4 $\frac{1}{2}$ if home team is ahead) in Juniors division and up (4.10.e), <u>unless otherwise stated in the division-specific rule page</u>.

Any player, Majors or below, who <u>slides head first</u> into a base is *automatically out* (unless returning to that base). Sliding head first is permitted in Juniors and above for any base except home, but is discouraged.

No player shall sit out more than one consecutive defensive inning, and each player must play a minimum of three defensive innings per complete game. If a player plays two innings or less due to a shortened game, he/she must start the following game. However, in the spirit of the game, every manager should make sure that no player sits out two innings in a game unless all players on that team have sat out at least one inning (except for pitcher and catcher), including playoff games.

One coach or manager must be in the dugout at all times as bench coach. This coach should prevent their players from climbing on or banging on the dugout fence and should be teaching sportsmanship and decorum. If there is only a Manager and one coach, a player wearing a helmet shall be used as a base coach. All players not on the field must be within the dugout structure. (XIV-d) (4.05)

For <u>Coach and player ejections</u>, see LL Rule Section 4.07. In addition to leaving the field, they must leave the premises; the ejected player or coach may not sit in the stands. Parents must follow the same rule. If a manager is suspended, he/she is also not allowed on the premises during the upheld period of suspension. Any ejection is also cause to be suspended from the team's next game.

Batting: No on-deck batter is allowed at any time (exception: Intermediate and Senior games). All players must remain within the dugout until their turn at bat. No bats are allowed in the dugout. (1.08).

Base Running – For Majors and under divisions, all base runners must stay in contact with the base (no leading, no stealing) until the ball crosses home plate or is hit. If a runner is caught leaving a base early by the umpire, the runner is returned to that base if unoccupied and warned by the umpire. If that base

has become occupied (i.e. the runner left too early on a hit), then the runner may only advance one base.

No slash bunting is allowed in any lower division of play on the smaller field (baseball 46/60 or softball, 35 ft mound).

See separate rules for Softball Base Running

Speed-up Rule - When the offensive team has two outs, if the catcher for the next defensive inning is a base runner, that player must be replaced by a pinch runner. This will give the catcher adequate time to put on the protective catcher's gear. The player who made the last batted out shall be the pinch runner. The purpose of this rule is to keep the time between innings to a minimum, thus allowing more playing time.

Forfeits (Fall Season): In the event that a team with a shortened roster can not obtain players from their division's respective Player Pool, teams will be permitted to begin a game with 8 players borrowing 1 defensive player from the opposing team until the 9th player arrives or until completion of the game. The borrowed defensive player will be a different player each inning and may not pitch, catch or bat for the team with the shortened roster.

If a team has less than 8 players (15 minutes after the scheduled starting time), a forfeit will be declared and a scrimmage game will be played creating two opposing teams from the children that are present. Umpires are encouraged to stay to officiate the scrimmage game that will be used as an educational experience for the players. Pitching rules remain in effect. Pitching log books must be completed after the scrimmage and rest rules will be enforced. All forfeits must be reported to the division's commissioner.

Rules for borrowing opposing players (Fall Only):

- 1. Teams with a shortened roster can use up to 2 players from their division's Player Pool to complete a lineup (9 players). Teams anticipating a shortened roster should contact their division's commissioner several days in advance of their scheduled game so Pool Players can be contacted and arrangements made.
- **2**. Teams with a shortened roster (8 players) on any scheduled game day may borrow 1 player from the opposing team. The opposing team will provide a different defensive player each inning.
- **3**. Teams can only complete a shortened playing roster with either a Pool Player (up to 2 players) or a borrowed player (1 player). Teams are NOT permitted to use a combination of Pool Players and a borrowed player. Managers are encouraged to utilize

the Player Pool. Borrowing a player should be used as a last resort.

- **4**. Teams with a shortened roster of 8 will borrow the last player in the batting order from the opposing team for the first inning.
- **5**. If an opposing borrowed player is playing in the field at the time of his/her turn at bat, the player "last batted out" for that inning will be substituted so that player may take his/her turn at bat.
- **6**. Teams with shortened rosters of 8 will borrow the "last batted out" player from the opposing team each additional inning to fill the void in a defensive position.
- **7**. If a player from the opposing team refuses to play for the team with a shortened roster, the "next to last batted out" player will fill the void in a defensive position.
- **8**. Players are not obligated to play for an opposing team if uncomfortable in doing so. Managers are encouraged to find a volunteer in this case.

We shall define a "game played" as a game which counts in the standings.

Time Limit - All games are intended to go 6 innings (7 Innings in Juniors and Seniors). If a game is delayed by the league, such as field problems or the umpires arrive late, the actual start time becomes the scheduled start time. For divisions Majors (12) and under, at and not before one and one half hours after the scheduled start of play and for divisions Juniors (13) and above one hour and forty-five minutes, the umpire shall declare that the next full inning will be the last inning of play. For the older divisions (Junior and Senior) games starting at 7:30 pm only, no inning shall start after 10:00 pm (X.a). The controlling time is when the last out is made in the prior inning. It is the ultimate responsibility of both managers and the umpire to see that these rules are enforced.

Pitchers

Little League <u>pitching eligibility and rest rules</u> are strictly enforced; see section VI, which is highlighted here:

The manager must remove the pitcher after the at bat when the pitcher reaches the maximum limit as below, but the pitcher may remain in the game at another position:

League age:	7 - 8	50 pitches per day
	9 - 10	75 pitches per day
	11 - 12	85 pitches per day
	13 – 16	95 pitches per day
	17 – 18	105 pitches per day

Note - if a pitcher reaches the above maximum imposed limit while facing a batter, the pitcher may continue to pitch, until that batter reaches base or is put out or the third out is made to end the half-inning.

Pitchers (continued): Any player on a team may pitch. There is no limit to the number of pitchers a team may use in a game (VI.a).

All player pitchers must throw from the mound, from the rubber, at all levels.

Unless otherwise stated in the division sections to follow, any pitcher who hits 3 batters in an inning, or a total of 4 in a game, must be removed from pitching for the rest of that game, at all levels.

Players once removed from the mound may not return as pitchers (VI.b) in <u>any</u> division.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (VI.c). Any player who has caught in four (4) or more innings in a game may not pitch that day (new Rule VIa)

Pitchers (except Senior division pitchers who have different pitch counts) are eligible to pitch as long as they adhere to the following <u>rest requirements</u> (VI.d):

- If a player pitches <u>66 or more</u> pitches in a day, four
 (4) calendar days of rest is required.
- If a player pitches $5\underline{1-65}$ pitches in a day, three (3) calendar days of rest is required.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest is required.

- If a player pitches <u>21-35</u> pitches in a day, one (1) calendar day of rest is required.
- If a player pitches <u>1-20</u> pitches in a day, no days of rest are required.

For Rookie (8) andbelow divisions, a player may not pitch in consecutive games even if rest rules are followed.

<u>Travel team</u> pitchers must comply with the days rest rules, although the consecutive game rule does not apply to Travel games. (i.e. a pitcher may pitch in a travel and rec. game back to back as long as the pitcher complies with the days of rest rules), and fall MLL managers shall comply with all requests of Marlboro travel managers in use of travel pitchers.

Violations of pitching rules are serious infractions and <u>disciplinary action</u> may be taken by the Board of Directors against the offending manager.

<u>The "Automatic" Intentional Walk</u> rule was eliminated. If a pitcher wishes to intentionally walk a batter,

he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called "balls" by the umpire. All such pitches will count in determining that pitcher's pitch count.

A player may not pitch in more than one game in a day for Little League. A pitcher may split availability between programs (Little League, travel and school) provided he has eligibility and all rest rules are applied. Travel team pitchers must comply with the rest rules. The penalty for abuse of pitching rules is a one game suspension of the manager, subject to possible additional penalty by the disciplinary committee.

It is the responsibility of the coaches from each team to maintain the pitch counts of <u>both</u> teams during the game. The coach/scorekeeper shall compare counts and score with each other and the umpire between innings. The plate umpire has full authority to resolve any count discrepancies.

Managers and coaches shall <u>not</u> be permitted to <u>warm up pitchers</u>. (XIV-f). (Another Player must do this if properly equipped with a mask. If warming up occurs during a game, a spotter wearing a helmet must also accompany the pitcher and catcher in foul territory.)

<u>Softball Pitchers:</u> see individual divisions for rules.

School Pitchers and Catchers

From the date of the first school game played to completion of the last school game played:

If a player is on a school roster as a pitcher he may pitch no more than 35 pitches in any one game or on one day for MLL or Marlboro Travel combined in order to keep the pitcher available on one day's rest for the school team.

If a player is listed on a school roster as a catcher he may pitch no more than 40 pitches in any one game or on one day for MLL or Marlboro Travel combined. A listed catcher for a school team may not pitch or catch for MLL or Marlboro Travel on any day that they catch more than 3 innings for their school team.

Eligibility/Rest rules apply across all programs: MLL, Marlboro Travel and school. See general rules for specific days rest.

The ultimate responsibility for applying these guidelines will rest with the **parents**, who are in the best position to monitor their child's playing time in all programs, and should always put their child's welfare first. If these rules are not followed, the manager may be suspended.

If a school coach imposes other restrictions, then those restrictions would supersede our MLL rules.

Managers/Coaches

All managers and coaches are required to annually submit a completed Volunteer Application (Megan's Law) to the league. (1-C8) and have a Rutgers S.A.F.E.T.Y. certificate on file with the league. All volunteers are subject to a background check and are not permitted on the field (for practice or game play) unless and until approved and authorized by the MLL Executive Board of Directors.

All managers and coaches must wear MLL issued shirts and caps. Wearing a professional/minor league/college baseball/softball jersey is strictly prohibited. MLL provided attire acts as an indicator to players and parents that each manager/coach has passed a stringent background check and has been approved to manage/coach by the Board of Directors. Any manager/coach found wearing anything other than MLL attire may be removed from the playing field. Repeat offenses will be cause for disciplinary action which may result in removal as manager/coach. Appropriate long legged pants, neat golf type short pants, or "coach's shorts" should be worn. All clothing must be decent, no cutoffs or short gym type shorts. Sandals (including flip-flops) are not permitted to be worn on the field. Caps must be worn.

One manager and two coaches for each team are allowed on the field for a game. No other parents are allowed on the field. (For 5 year old Tee Ball through 7 year olds, and Softball 7-9, a manager and 3 coaches are allowed).

Managers must have their lineup prepared prior to the start of the game. The lineup should be posted in the dugout. Organization is a key to not having games shortened due to the time limit. Managers are required to carry these rules to each game and to know the rules.

The <u>pitching record book or on-line log</u> must be filled out completely, <u>immediately</u> after each game by <u>both</u> managers. Forfeits must also be recorded (a 6-0 or 7-0 score). Standings will be kept and posted by the commissioner throughout the season. If the record book is not completed promptly, a warning will be given to the offending manager. Frequent abuse may cause the manager to be suspended or removed by the MLL Executive Board.

Protests:

Judgment calls (balls/strikes/safe/out) made by umpires may not be protested. Protests can only be

made on rule infractions. All protests MUST be made on the field at the time of the rule infraction and before the next pitch is thrown. Every attempt to resolve all protests should be made at the time of the protest if at all possible. Protests should be discouraged. In the event a dispute occurs during a game, and an umpire needs help over a ruling (not a judgment call which cannot be disputed), then the O.D. should be consulted immediately. Only if the OD cannot resolve it quickly, then the manager needs to announce to the umpire that the game is being played under protest, to allow the game to guickly continue. The other manager must also be made aware of this protest. The umpire should make note of the protest on his pitch card and the game should continue asap. The manager, if he decides to pursue the protest after the game is over, should note the protest on the pitch scorebook filled out in the clubhouse. Within 24 hours after the game, the protesting manager must also complete a protest form (available in the clubhouse) and bring it to a member of the Executive Board as quickly as possible. The protest will then be handled by the Board of Directors in consultation with the Rules Committee in due course. Playing time lost due to a filed protest may be added to a game's scheduled time

Accidents/Injuries: All <u>accidents</u> are to be reported to your division's Commissioner within twenty-four hours after the accident. Accident forms MUST be completed immediately after incident. Accident forms are available to all managers/coaches and can be found in the OD room located outside of the concession stand by field A.

Players

<u>Uniforms</u> – All players must wear their team jersey, white baseball pants (unless the team has chosen another color but all players must match), team socks and cap. Softball players may wear shorts or pants (but all players must match). All male players must wear a <u>protective cup</u>. All players are encouraged to wear a Heart Guard. Sweatshirts or shirts may be worn <u>under</u> team jerseys of any color except pitchers may not wear white. Hooded sweatshirts are not permitted to be worn under team jerseys. Players may not wear jewelry of any kind except for medical reasons (medical I.D. bracelets/necklaces) (1.11a) (1.11j) (1.17).

If a player misses two consecutive games without the manager's knowledge, the manager must advise his/her commissioner promptly. The commissioner will contact the parents to determine if there is a problem.

Equipment – see (1.09-1.17 for specific rules for bats, gloves, etc. New for 2009 is the elimination of 2-3/4" bats and for 2010 is a new limit on certain composite bats. For MLL, 2011 Season (Baseball only),

use of composite barrel Bats is allowed only if the bat is allowed by LL Williamsport Rules (New for 2011 are the rules for composite bats for all divisions; Refer to LL Rule 1.10) AND only if certified by a MLL Executive Board Officer PRIOR to the game starting. MLL will publish dates when bats can be certified. The onus is on the manager to ensure all his/her players are using approved bats for the specific division of play, otherwise a bat not so certified (with a designation or sticker approved by MLL) will be deemed illegal. The penalty for anyone using an illegal bat is an automatic out, provided the umpire identifies it (or opposing manager brings it to the attention of the umpire) before the next pitch is thrown to the following batter. If time allows, it is recommended that umpires check all bats to be used prior to each game to confirm all bats to be used are legal to avoid any issues or delays. Refer to the division specific rules and LL website for further details.

No gum, candy, food or drinks (except water, juice and Gatorade/PowerAde) shall be allowed on the field or in the dugout. For safety reasons, glass bottles/containers are not permitted. Managers are expected to check the dugouts before leaving to ensure they are clean of debris and to make sure no equipment has been left behind.

Parents (All Divisions)

All parents are required to volunteer their time in the Kitchen/Concession Stands and provide other help needed around the complex. Teams will be assigned time slots throughout the season where parents must staff the kitchen. The manager will coordinate these assignments with their team. The game will not start until the kitchen/concession stand is staffed, however the game clock will begin as scheduled. If a team does not cover their time slot, the Board of Directors may cause a forfeit of a game.

Only <u>authorized managers/coaches</u>, umpires and players are allowed on the playing field or dugout. Parents are not permitted on the field or in the dugout.

All parents shall exercise good sportsmanship and proper decorum. Remember, all Managers, Coaches and many umpires are volunteers and are to be treated with respect. Any spectator found to be abusive or disrespectful towards the volunteers or players on the field, they will be removed from the MLL facility.

<u>Playoffs</u>

After the completion of the regular season, there will be playoffs scheduled for all baseball divisions 8 years and up and all softball divisions 7-8 years and up. There will be a World Series or championship game. Managers please ask your team's parents to schedule their vacations accordingly.

Tie games <u>are</u> considered in the standings at the end of the regular season as $\frac{1}{2}$ a win and $\frac{1}{2}$ a loss.

TieBreaker Rules are as Follows in order listed: For 2 Teams tied: Winning Pct; Head to head; Divisional Record (based on higher winning Pct in division); Total Wins; Coin Flip.

For 3 or More teams: Winning Pct; If still 3 or more teams have same, then use next Head to Head tiebreaker only if one team beat all others involved in tie, in which case they get higher seed, or if one team has lost to all others involved in tie, they get lowest seed among tied teams; Div Record (based on winning Pct in Div); total no of wins; coin flip.

At any time teams are eliminated from a 3 or more team tie, leaving just 2 teams tied, then go back to rules of 2 team tiebreaker to get proper seeding.

There will be <u>no time limits imposed</u> on playoff and championship games except for playoff and championship games in the 8 year old division. All other playoff and championship games will be played until completion (until a decisive winner is established).

The mercy rule remains in effect in all playoff and championship games.

Reminder: All teams make the playoffs in the fall season.

General Facility Rules:

There is absolutely <u>no smoking</u> anywhere on the Marlboro Little League premises (including parking lots).

There are absolutely **no pets allowed** anywhere on the premises (including parking lots)..

There is absolutely **no alcohol permitted** anywhere on the premises (including parking lots).

No fans are allowed to sit between the dugouts and home plate on any field at the MLL complex except for Fields A and D. Fans found sitting in the area between the dugout and home on any other field will be cleared of the area. Game play will be halted until the area is free and clear of fans. Managers/coaches are responsible to ensure this area remains clear as a safety precaution. Managers/coaches are responsible to ensure spectators abide by the Facility rules listed above.

Any person found in violation of the above will be removed from the Marlboro Little League facility.

Multiple offenses may result in suspension of your child from Marlboro Little League.

The following rules apply only to the specific division named (based on ages of player as of the following spring) and supersede any item in the general rules!

5-6 Year Old Tee Ball Division Playing Rules

Playing Time

Instructional stations and game combined is two hours. The first hour should be learning stations and the second hour is a scrimmage game.

Learning Stations

There will be 5 learning stations manned by the two managers and six coaches.

- Hitting Station Two stations off of the Tee (Maximum of 5 players for one adult at each station). Do not permit players to hit into the fence surrounding the field including the backstop.
- Catch / Throw Station Two stations (Maximum of 5 players and one adult at each station)
- Running Station One running station (Maximum of 10 players and 2 adults)

Every 15 minutes rotate the players to a different station until each player has experienced all of the stations. As the season progresses, the time at each station will be reduced to 12 minutes and then 10 minutes. Each team should practice in the outfield near their respective dugout and alternate use of the infield as needed.

Games

The visiting team bats first in a rotational batting order. After each player has had one turn at bat, the teams switch and the home team comes to bat until each player has had one turn at bat. This order continues until the two hour time limit has been met or 6 innings have been played. Do not keep a record of outs or runs. It is important to change the batting order for each game. Players that batted in the last half of the line-up MUST bat in the top half of the line-up in the next game. This is important for each player's self confidence and esteem. All players must play. Towards the end of the year (no earlier than October 1st), this division can choose to start coach pitch to players first before going back to use the Tee if a player does not hit a ball after 3 swings. Both managers must agree before the game on this option.

Base Running

Play stops when the ball is thrown to the pitcher, even if the pitcher does not catch the ball. Runners less than half way, return to the base. Runners more than half way, advance to the next base. No player may advance more than 2 bases on a play. If a player is out (at this level only), they can stay on to run the bases.

Defense

All the players on the team play defense. Rotate positions after approximately every 5 players. There should be no player in the catcher's position.

7-8 Year Old Peewee Division Playing Rules

Playing Time

Instructional scrimmage game is two hours or six innings (whichever comes first). There will be no umpires at these levels.

Coaches on the field will instruct and umpire.

At the 7 year old level, 9 players on a team will play in the field defensively every inning.

There are no scores or standings at this level. There are no forfeits at this level.

No player will sit on the bench for more than one inning until all players have sat at least one inning. No player will sit on the bench for more than two innings until all players have sat two innings. This cycle will continue through the game and throughout the season.

Every player must be given the opportunity to play infield and outfield positions. For safety reasons, the manager and coaches will decide what positions a player can play.

When a player who will be the catcher in the following inning is on base and there is two outs or 4 runs have scored (9 in the last inning), that player shall come off the bases and start putting on the catcher's gear. The player who made the last out is to replace the catcher as the base runner.

Pitching

Coach pitch for the entire season by the offensive coach (The first weekend should be tee-ball, after which it becomes coach pitch). The coach must pitch overhand and from the pitcher's plate. The opposing team's player "pitcher" will stand astride the pitching rubber with at least one foot in the pitching mound dirt area. A catcher should be suited up and play that position.

The ball is live if it hits the coach, **REMEMBER THAT THIS IS INSTRUCTIONAL**.

Hitting

A player gets 4-5 pitches from the coach. If the batter has not put the ball in play, then the batter will hit from the tee. A defensive coach should back up and assist the catcher.

No bunting is allowed off the tee.

Base Running

On a routine hit that stays in the infield, the runner or batter may not advance more than two bases even if there is a wild throw.

Stealing is not permitted.

No player will sit on the bench for more than one inning until all players have sat at least one inning. No player will sit on the bench for more than two innings until all players have sat two innings. This cycle will continue through the game and throughout the season.

Every player must be given the opportunity to play infield and outfield positions. For safety reasons, the manager and coaches will decide what positions a player can play.

Player positioning

For safety reasons, infielders may not position themselves closer to home plate than the edge of the infield grass. Outfielders must play on the outfield grass.

Catchers

A catcher at the rookie level is permitted to use his or her own fielder's glove while catching.

Base Runners

Base runners must stay in contact with the base (no leading, no stealing) until the ball is hit. If a runner is caught leaving a base early by the umpire, the runner is returned to that base if unoccupied and warned by the umpire. If that base is occupied, the runner may only advance one base. On a defensive overthrow, the base runners may advance only one base per play. Play stops when the ball is thrown to the pitcher, even if the pitcher does not catch the ball. There are no steals of home at this level.

Pitching Rules

During coach pitch format, one coach will pitch to his own team. The opposing team's player pitcher will stand astride the pitching rubber with at least one foot in the pitching mound dirt area. During coach pitch format games, one coach will be on the pitchers mound, one coach will be in either the 3rd or 1st base coach's box, and one coach will be in the dugout. A player may coach the other baseline, as one coach must always remain with the team in the dugout. All defensive coaches will be within the dugout area. All coaching instruction must come from the coaches off the field. There is absolutely no coaching from the pitchers mound.

Coaches must pitch overhand from the rubber. Coaches who are pitching may not aid, interfere, or hinder a ball in play by a batter. If in the judgment of the umpire, interference does occur, the umpire shall make a judgment as to what would have happened without the interference.

Neither walks nor HBP (hit by pitch) will be awarded batters during coach pitch. Batters can have both called and swinging strikes during coach pitch at this level.

The Infield Fly rule will not be enforced.

Bunting is permitted during coach pitch format.

9 & 10 Year Old Division (Minor Division)

Playing Time

A regulation game is two hours or six innings. Last inning will be called at one and one half hours after the scheduled start time and not before. There will be umpires at this level.

All games are intended to go 6 innings. A game is official after two complete innings. Unofficial games (games called off before two complete innings) do not count as either a win or a loss but <u>pitching records do count and must be recorded in the pitching record book</u>. If a game is called by the umpire due to inclement weather or time limit, after two complete innings, but before the current inning is complete, the game ends at the last complete inning (top of the half inning if the home team is ahead in runs).

The differential mercy rule is 10 runs after 3 innings.

There will be a five runs per inning limit for all innings except the last. There will be a 10 run limit for the last inning. Last inning is defined as the 6th inning or the inning identified as "last inning" by the home plate umpire.

The infield fly rule will be enforced.

Base Runners

Stealing is permitted but not during coach pitch.

Stealing of second or third base is allowed once the ball crosses home plate. Stealing is only allowed one base at a time. Encourage the catcher to make the throw on steal attempts. The runner is not permitted to advance farther on an overthrow. Under no circumstances is stealing of home allowed.

No play may be made on a runner when the ball has not been put into play by the batter, with the exception of a steal of second or third base. This means the base runner is not allowed to draw a throw from the catcher, with the exception being if that runner attempted to steal the next base and is trying to get back to the previous base.

When a ball is thrown back to the pitcher and he has control of the ball, the play is complete. If the base runner is less than halfway to the next base, he must return to the previous base.

Pitching

9 yr olds must pitch a minimum of 2 innings (6 defensive outs or equivalent if 5 run rule inning is reached counting as an inning). This rule is mandatory even for shortened games due to weather or mercy. Therefore it would be smart to start the younger age pitcher but that is the manager's decision.

Four walked batters in one inning and a coach must come in to pitch.

Three (3) batters hit in the same inning and the pitcher must be removed from the inning. One more walk or hit batter by the next pitcher and a coach must come in to pitch the rest of that inning. Four hit batters in one game and the pitcher can no longer pitch in that game.

Coaches must pitch overhand from the rubber. Coaches who are pitching may not aid, interfere, or hinder a ball in play by a batter. If in the judgment of the umpire, interference does occur, the umpire shall make a judgment as to what would have happened without the interference.

11 & 12 Year Old Division (Major League Baseball)

Playing Time

A regulation game is six innings. Last inning will be called at one and one half hours after the scheduled start time and not before unless the game start time is 8 pm or later in which case no new inning shall begin after 10 pm. For all other game start times, no earlier than one and one half hours after the scheduled start of play, the umpire shall declare that the next inning will be the last inning of play.

There will be umpires at this level.

The differential mercy rule is 10 runs after 5 innings (4-1/2 innings if the home team is ahead).

There will be a five runs per inning limit for all innings except the last. There will be no run limit for the last inning. Last inning is defined as the 6th inning or the inning identified as "last inning" by the home plate umpire.

Batters may attempt to advance to first on a dropped third strike unless first base is occupied at the time the pitch is delivered or if there are 2 outs. Refer to the Little League Rules Handbook for clarification of the rule.

Pitching

11 year olds must pitch 2 innings (6 defensive outs or equivalent if a 5 run inning occurs equaling 1 inning or 3 outs). This rule is mandatory even for shortened Games due to weather or mercy rules. Therefore it would be smart to start the younger age pitcher but that is the manager's decision.

Junior (13 – 16 Year olds) and Senior League Divisions

Playing Time

A regulation game is two and one-half hours or seven innings. Last inning (to apply for the start of the next full inning) will be called at one hour and forty-five minutes after the scheduled start time and not before. For any game that starts at 7:30 pm, no inning may start after 10:00 pm (X.a). No last inning is to be called for evening games. For all other games, other than 7:30 pm start, no inning may start after one hour and 45 minutes after the scheduled start of play.

There will be umpires at this level.

Each game will be 7 innings (time permitting).

There will be a 5 run rule limit per team per inning, unlimited runs in the last inning (either as called by the umpires or the 7th if none called). The differential mercy rule is 10 runs after 5 innings (4-1/2 innings if the home team is ahead) (4.10.e).

Base Runners

Head first slides into a base (except home) are allowed, but highly discouraged (the runner will not be called out unless done at home).

Pitching

Balk rules will apply, but should be called sparingly, especially in the junior division.

- Junior Division – One warning per pitcher (warning is a no-pitch)

Once a pitcher leaves the mound, he may not return to the mound in that game.

16 year olds are prohibited from pitching more than 2 innings in this 13-16 level.

15's can pitch subject to the separate rest rules for that age group for Seniors (see Senior pitch counts and rest rules).

Equipment For fall: any bat approved on small field in previous spring will be deemed approved for 13/14's, but all big barrels must meet LL and BBCOR standards for Senior Division (see bat rules for use of Bats at these Levels)

Refer to http://www.littleleague.org/media/newsarchive/2010/May-Aug/StatementFromLLCompositeBats.htm

Softball Divisions

General Rules for Softball (Fall Season ONLY)

- Last inning will be called at the 90 minute mark (and not before) in all divisions.
- Only one umpire present on the field will not preempt nor delay the starting time.
- Sweatshirts or similar undergarments may be worn under a uniform shirt in any color except for optic yellow. White is allowed.
- Players can wear shorts or pants but everyone on the team MUST be similarly dressed.
- Teams may use players to coach the bases but they MUST wear a batting helmet.
- Slide or avoid rule is always in effect and will be enforced.
- Pitchers can only be warmed up by another player, who must be wearing, at minimum, a catcher's mask. If the pitcher is warming up between innings as a reliever along the 1st or 3rd base line, a third player must be present as a "spotter". The spotter is to be facing the field of play and wearing a batting helmet.
- No jewelry should be worn during practice or games.
- Heart guards, mouth guards, facemask helmets, and fielding masks are all recommended, but not required.
- There is a 5 run rule per inning in all divisions except the last inning where runs are unlimited for majors (11-13) and limited to 10 runs in the minors and below.
- Mercy rule is 10 runs after 4 innings (3 ½ if the home team is leading)

6-8 Year Old Softball Division (Rookie's)

- Players will pitch (from 35 foot pitching plate) using an 11" "Incredi-ball" or similar style softball.
- No batter will walk or reach base via getting hit by a pitched ball while the coach is pitching.
- Batting will be rotational and outs will be recorded.
- After two consecutive walks, hit batsman or any combination of the three: the offensive team's coach will come in to pitch the remainder of the inning.
- There is NO leading.
- There are no called strikes during coach pitch (only player pitch).
- Players may steal 2d or 3rd base only (not while coach pitch), but may NOT advance on an overthrow from the catcher.
- Sliding must be feet first only.
- Base runners may lead only after pitched ball reaches the batter
- A base runner who does not maintain contact with the base until the ball reaches the batter will automatically be called out.
- There is only one base on all overthrows, except for a steal where no advance.
- Advance home allowed only on batted ball, bases loaded walk, or attempt to pick off runner at third (but not allowed on wild pitches, passed balls or overthrows back to pitcher)
- 10 defensive players are allowed at this level. The extra player MUST be utilized as an extra outfielder. Outfielders must be on the grass.
- The 5 run limit is in effect for all innings except the last inning which will be limited to 10 runs.
 The inning ends when either 5 runs are made, three outs are made or the offensive team bats the entire batting order.
- There are no called strikes during coach pitch, only player pitch.
- The Mercy Rule is in effect as standings will be kept (12 runs after four innings).
- An official game will be any game which has completed four innings (3 and ½ if the home team is leading).
- The infield fly rule will not be in effect.
- A manager and 3 coaches are allowed at this level.
- Managers and coaches, when their team is at bat, may only be in the 1st and 3rd base coaches" box. A manager or coach is permitted to be behind the home plate umpire to assist in keeping the game moving.

9-10 Year Old Softball Minor Division

- Girls will pitch from a distance of 35" using an 11" softball.
- After two consecutive walks, hit batsman or any combination of the two: the offensive team's coach will come in to pitch to one batter.
- After that batter successfully reaches base or is retired by the opposing team the pitcher will resume pitching to the next scheduled batter.
- Neither walks nor HBP (hit by pitch) will be awarded batters during coach pitch. Batters can have both called and swinging strikes. No walking during coach pitch.
- Base runners may lead only after pitched ball crosses home plate.
- Bunting is allowed (but no "slash" bunting)
- Play is stopped when the ball is returned to the pitcher who must be within the pitching circle, stationary and making NO attempt to continue the play (7.08(a) Note 2).
- Base runners are allowed to steal third base only. No advance on overthrow. Slide or avoid.
 Sliding must be feet first only.
- A base runner may not release contact with the base until the ball crosses the plate.
- 10 defensive players are allowed at this level. The extra player MUST be utilized as an extra outfielder. Outfielders must be on the grass.
- The 5 run limit is in effect for all innings except the last inning which will be limited to 10 runs.
- The Mercy Rule is 10 runs after four innings.

- An official game will be any game which has completed four innings (3 and ½ if the home team is leading)
- The infield fly rule will not be in effect.
- Throwing one pitch constitutes an inning pitched. If two or more innings are pitched then one day of rest is mandatory.
- Pitching at this level is limited to 3 innings in any one game with a weekly maximum of 6 innings in a calendar week (Monday through Sunday).
- Pitching in consecutive games is allowed.
- Windmill pitching is strongly encouraged but is not mandatory.
- A manager and 2 coaches are allowed during games at this level.
- Managers and coaches, when on the playing field may only be in the 1st and 3rd base coach's box.
- Managers are required to record the score and pitching in the log or online promptly upon completion of the game.
- Standings will be kept.

11-12 Year Old Softball (Major's)

- Girls will pitch from a distance of 40' using a 12" softball.
- Base runners may lead when the ball is released by the pitcher.
- A runner not maintaining contact with the base until the ball is released by the pitcher will automatically be called out.
- Bunting is allowed. The umpire may call a strike when the batter holds the bat in the strike zone when the pitch is delivered, even if the batter does not "offer" at the pitch.
- Play will stop once the ball is returned to the pitcher who must be within the pitching circle, is stationary and is making NO attempt to continue the play (7.08(a) Note 2).
- Base runners are allowed to steal any base, except home plate. Slide or avoid. Sliding must be feet first only.
- The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. NOTE: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or any other dead ball area.
- 10 defensive players are allowed at this level. The extra player MUST be utilized as an extra outfielder. Outfielders must be on the grass.
- The 5 run limit is in effect for all inning except the last inning which will be unlimited.
- The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead).
- An official game is 4 innings (3 and ½ if the home team is leading).
- Infield fly rule is in effect.
- Throwing one pitch constitutes an inning pitched. If two or more innings are pitched then
 one day of rest is mandatory. Travel pitchers if 4 or more innings are pitched then one
 day of rest is mandatory. This relates to LL and Travel back to back games and NOT
 back to back LL games.
- Pitching at this level is limited to 3 innings in any one game with a maximum of 8 innings in a calendar week (Monday through Sunday).
- Travel pitchers may pitch up to a maximum combination of 18 innings (total between LL and travel games) in a calendar week (Sunday thru Saturday), however rest rules must be adhered to.
- Pitching in consecutive games is allowed.
- No walk limit is used at this level.
- Windmill pitching is strongly encouraged.
- A manager and 2 coaches are allowed at games at this level.

- Managers and coaches, when on the playing field may only be in the 1st and 3rd base coach's box.
- Managers are required to record the score and pitching in the log or on-line upon completion of the game.
- Standings will be kept.

Marlboro Little League - Player Pool

All managers at every level are encouraged to utilize their division's Player Pool to complete a shortened roster. For those instances in the fall only when a team unexpectedly has a shortened roster of 8 players on a scheduled game day, an opposing player may be borrowed to fill the defensive void. See the detailed rules explained under "Forfeits".

A player pool should be created within a division in order to help eliminate forfeits, in the absence of enough players to play a game.

This pool will consist of any player that wants to play additional games and get additional baseball experience.. For Softball divisions, travel girls are allowed but are required to play outfield and bat last in the lineup.

With a few simple rules, and a bit of <u>advance planning</u> by the Commissioner, this program can help alleviate some forfeited games during the season.

.

In the event a manager finds that he/she will not have enough players (less than 9) for a game, he/she should notify his/her commissioner as far in advance as possible. From a pool selected in advance, the Commissioner will call players to see if they wish to play for another team for that particular game.

- The player pool will be set up in advance, comprised of volunteer players within that division. The list will be administered by the Commissioner, which must be on file with the Player Agent prior to any player being called.
- All players must be within that same division. If there is inter-league play for that division, that year, then the player may come from either division.
- The list will be kept by the commissioner and players will be called in sequence, in order to be fair to all teams and players.
- Managers <u>may not</u> call the players directly to request their help. Any manager who uses non-eligible players or who does not go through the commissioner will be suspended.
- If a player is not available, the next player in sequence shall be called by the Commissioner.
- Advance notice is a key to this working successfully, so at least 48 hours notice is needed. The Commissioner or an executive board member may waive the 48 hour rule if necessary.
- Pool players may not pitch or catch for the team for which they are a guest. Pool players must be placed last in the batting order. Softball pool players must play outfield.
- If the team has extra uniforms, the pool player should use one, if not, they should wear their regular Little League uniform or a shirt similar in color to the team they are on.
- A player may not be used as a pool player against his/her own team (unless for fall as noted above).
- The pool is to be used only to add an 8th or 9th player to a team in order for a game to be played. If a team has 9 players (unless one has to leave early), another player may not be added.
- The use of the player pool will be allowed for the entire fall season.

If a team is will not have enough players for a scheduled game due to an excusable school or religious event, please contact your Commissioner ASAP. The Board of Directors may be able to reschedule this game. In the fall, no rainouts or other games not played will be rescheduled.

Playoff Rules - All Divisions

The number of teams going to the playoffs will vary due to the divisions and the calendar. The schedule will be made using the <u>seed system</u> based on the number of teams in each division. See Tiebreaker Rules above.

Playing Rules:

There is no time limit on any playoff game. All playoff games will be played to completion. If a playoff game is unable to be completed for any reason as scheduled, the league may try to re-schedule the completion at its discretion and only if there is field availability. (Please contact your commissioner). In the event of weather, darkness or curfew, a game may be considered complete and not resumed if the losing team has been up to bat at least 4 times. Mercy Rules apply in playoff games.

<u>Home field</u> advantage is given to the team with the higher seed position. In the World Series or any final championship game, home team is determined by a coin toss by the umpire prior to the start of the game if the 2 teams played in separate divisions, otherwise the higher seed gets the option.

Pitching:

Little League regular season pitch count rules apply at all levels. Regular season rest rules must be adhered to between <u>all</u> games, including regular season (level 1), playoff games (Level 2) and the championship or World Series game (Level 3).

For Rookie divisions, a pitcher may not pitch in consecutive games at the same level, but can between levels. All rest rules must apply.

The exception for consecutive games is pitching between levels. The last regular season game and the first playoff game, <u>as long as all rest rules are followed</u>, are considered a new level. The World Series game is also a new level of play; therefore a pitcher in the last playoff game may pitch in the World Series game <u>as long as all rest rules are adhered to</u>. All playoff games are at the same level (2), until the final championship (WS) game.

Softball – The regular season innings limits and rest rules must be followed. The weekly inning count starts over between the end of the regular season and the playoffs.

General:

There is no player pool during the playoffs.

These rules are very straightforward and not open to interpretation. If there are any questions, your commissioner should be notified.

Remember we are here for the children. During the fall season, emphasis should be placed on learning, fun and teaching good sportsmanship. Players are encouraged to cheer their own teammates but never to heckle their opponents.

Managers and coaches are reminded that the fall season is instructional and emphasis should not be put on "winning at all costs".

TEACH AND EXCERCISE SPORTSMANSHIP!!!