

Marlboro Youth Baseball and Softball Association

General Rules - All Divisions

2017 Seasons

The rules stated herein are specific to Marlboro Baseball and Softball and will supplement those rules of either Little League, Cal Ripken, or Babe Ruth, as applicable. Except as indicated, the following rules apply to all age divisions. Please see additional rules specific to each age division at the back of this document.

The League

Divisions will be made up of a number of teams of players per league policy that may differ year to year based on enrollment. At the end of the regular season, there will be playoffs scheduled. The final two teams remaining after playoffs will meet each other in a World Series or championship game.

At the completion of the spring season, All Star teams will be chosen to represent the League in District play. A player must have at least 60% participation to be eligible for All-Star play.

The Fall Ball season will also play by these same rules unless separately noted. Because Fall Ball may have combined age divisions, that division shall play by the rules of the oldest age in the division, except each player must still adhere to their own ages pitching and catching rules. Players shall be considered their age as of the following spring. Any other specific rules for the Fall not addressed here will be set forth in a different document.

Playing Rules

There will be rotational batting in all divisions. 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. The late arriving player must be immediately announced to the umpire and opposing manager. A player leaving before the completion of the game will be skipped over without penalty at his/her turn at bat. You need at least 8 players to play, otherwise it is considered a forfeit.

There is a five run rule in all 12 and younger divisions, in all innings, except for the last inning in which unlimited runs are allowed (except 9's and below which will allow a maximum of 10 runs to be scored in the last inning). There is no run limit in the age 13 Division or above.

The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead), except as noted for different age groups in the back

sections of these Rules. If the visiting team first achieves a mercy rule lead in the top of an inning, the home team is always entitled to bat so long as it can still avoid the mercy rule in the bottom half of the same inning.

Any player, in division 12 or below, who slides head first into a base is *automatically out* (unless returning to that base).

No player shall sit out more than one consecutive defensive inning, and each player must play a minimum of three defensive innings and bat at least one time per fully played game. If a player plays two innings or less due to a shortened game, he/she must start the following game. Each manager should make sure that no player sits out two innings in a game unless all players (except for the pitcher and catcher) on that team have sat out at least one inning, 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 or banging on the dugout fence and should be teaching sportsmanship and decorum. If there is only a Manager and one coach, a player (while wearing a helmet) shall be used as a base coach. All players not on the field must be behind the fence of the dugout structure.

For Coach and player ejections, in addition to leaving the field, they must leave the vicinity of the field and must wait in the parking lot or leave the premises altogether, depending on the lead OD's judgment; they may not sit in the stands. Parents must follow the same rule. Anyone ejected shall not be allowed on the premises during the period of suspension. Any ejection is cause to be also suspended from the team's next game.

No on-deck batter is allowed at any time (exception: games on 60/90 fields). All players must remain within the dugout until their turn at bat. No bats are allowed inside the dugout structure except in bat bags.

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.

Base Running – For divisions on a 46/60 field, 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. Softball base running rules differ from baseball so see separate Softball Rules as violations of leaving early can lead to a runner being called out without warning.

No slash bunting (actual attempt by a batter to bunt then swing a bat during the same pitch) in games on 46/60 or 50/70 fields. First offense in a game is a warning then the second time in a game will result in an automatic ejection of the manager.

See individual Division rules for baseball and Softball divisions for further Base Running and bunting rules

Forfeits – In spring season, if a team has less than 8 players 15 minutes after the scheduled starting time, a forfeit may be declared at the umpire's sole discretion. Managers must report forfeits to their commissioner, as the board of directors must vote to make the forfeit official. The two teams should stay and play a practice game during the remaining time. The umpires may be dismissed but pitching rules remain in effect. This forfeited game will count as a consecutive game for all pitching rules.

We define a "game played" as a game which counts in the standings, so forfeits count.

Time Limit - All games are intended to go 6 innings (7 Innings in age 13 and older divisions on the 60/90 field). 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 all games, at and not before 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. For the age 13 and older division games, at and not before one hour and 45 minutes after the scheduled start of play, the

umpire shall declare that the next inning will be the last inning of play. The controlling time is when the last out is made in the prior inning. Playoff games may not have a time limit (see playoff rules in the back). It is the ultimate responsibility of both managers and the umpire to see that these rules are enforced.

Pitchers

Pitching eligibility and rest rules must be strictly enforced; which is highlighted here:

The manager must remove the pitcher following 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/Division:

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 any of the above maximum imposed limits 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.

Any player on a team may pitch though non travel players in age 10 Divisions and below must pitch a minimum of 2 innings each game (see next page for details). There is no limit to the number of pitchers a team may use in a game.

All 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 in any division.

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

Pitchers in all divisions (except 15-18 and Softball for which you should refer to their respective division page) are eligible to pitch as long as they adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest is required.

- If a player pitches 51-65 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 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, no days of rest are required.

If the number of pitches thrown exceeded the level above to complete a batter, then number of pitches reported reverts to that number.

Marlboro Travel team pitchers must comply with the days rest rules.(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). **Use of pitchers should be shared across all Travel and this Rec program, but in the event of any conflicts Marlboro Travel takes priority. For all age divisions, non-travel players are encouraged to pitch as much as possible. For age 10 division and below, any non-Marlboro travel player must pitch 2 complete innings (where either a 5 run rule, or 4 walks in an inning if in a division where coach pitch must complete the inning, or 3 full outs constitutes a complete inning) in any official game. In no way should this limit or affect use of other pitchers in both organizations as communication is essential between travel and rec managers, which should be monitored by the Commissioner at each age level in an effort to ensure fair use of pitchers across all organizations and development of non-travel pitchers while maximizing Marlboro travel players availability to pitch in travel. All pitchers must always follow all age-appropriate pitch count and rest rules. These rules apply to the regular season and playoffs.**

Violations of pitching rules are serious infractions and disciplinary action may be taken by the Board of Directors against the offending manager, including suspension (see below).

The "Automatic" Intentional Walk rule applies. If a pitcher wishes to intentionally walk a batter, he/she may do so by indicating to the umpire they wish to intentionally walk the batter. Four (4) pitches will count in determining that pitcher's pitch count.

A player may not pitch in more than one game in a day for Rec. A pitcher may split availability between programs (Rec, 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, subject to additional penalty by the disciplinary committee.

It is the responsibility of the coaches from each team to maintain the pitch and inning counts of all pitchers for both teams during the game. The coach/scorekeeper shall compare counts and score with each other and the umpire between every inning. The plate umpire has full authority to resolve any count discrepancies. At the end of every game, the number of pitches thrown and innings pitched, must be recorded by each manager in the pitching log on the on-line website.

Managers and coaches are permitted to warm up pitchers for baseball, but not softball. Another Player should do this if properly equipped with a mask. If warming up occurs in foul territory during a game, a spotter wearing a helmet and glove must also accompany the pitcher and catcher.

Softball Pitchers see individual divisions for rules.

School Pitchers and Catchers

From the date the first school game is played to completion of the last school game played these additional rules apply:

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

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

Eligibility/Rest rules apply across all programs (Rec, Marlboro Travel and school); see general rules based on age for specific days rest required.

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 the child's welfare first. Managers should consult with parents of such school players regularly. If these rules are not followed, the manager may be suspended.

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

Managers/Coaches

All managers and coaches are required to annually submit a completed Volunteer Application (Megan's Law) to the league 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 Executive Board of Directors.

All managers and coaches shall wear League issued shirts and caps. Appropriate long legged pants or neat golf type short pants should be worn. All clothing must be decent, no cutoffs, or jeans. Sandals are not permitted to be worn on the field. Caps must be worn.

One manager and up to three (3) coaches for each team are allowed on the field for a game. No other parents are allowed on the field.

Managers must have their lineup and defense 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 are expected to know the rules.

The on-line pitching log must be filled out completely immediately after each game. Forfeits must also be recorded (a 6-0 or 7-0 score depending on division). Standings will be kept on-line throughout the season. If the records are not kept promptly, a warning will be given to the offending manager. Frequent abuse may cause the manager to be suspended or removed as manager by the executive board.

All accidents are to be reported to your Commissioner and the league Safety officer within twenty-four hours after the accident. Accident forms must be completed ASAP. Any reasonable suspicion of a concussion by a player's coach, manager or parent will require removal of the concussed player from the game. Accident forms will be made available to all managers and should be completed in all cases.

Players/Equipment

Uniforms – All players should wear their team jersey, matching baseball pants, team socks and

cap. Softball players may wear shorts or pants. Sweatshirts or shirts may be worn under team jerseys of any color except baseball pitchers may not wear white or gray or gold for softball pitchers. Players may not wear jewelry of any kind except for medical reasons.

Equipment – All male players are required to wear a protective cup. Wearing of a heart guard is strongly recommended for all players, especially those on a 46/60 field and all pitchers. All softball players are also encouraged to wear facemasks on all batting helmets and for pitchers in the field.

See specific rules for bats, gloves, etc. Use of all 2 ¾" barrel bats has been eliminated and only certain composite bats are allowed on the 46/60 and 5/70 fields only if tested and specifically approved. No big barrel (2 5/8) bats are allowed in games on the 50/70 field. 14u and older division players must use -3 BBCOR or wood bats only.

For Baseball only, use of composite barrel Bats is allowed only on the 46/60 and 50/70 fields only if the bat is allowed by League Rules AND only if approved PRIOR to the game starting. Only 2 ¼ barrel bats are allowed on games on 46/60 and 50/70 fields. No big barrel bats are allowed on these smaller fields. For Softball (all divisions) bats must indicate a 1.20 BPF rating. The onus is on the manager to ensure all of his/her players are using approved bats for their specific division of play. The penalty for anyone using an illegal bat is an automatic out of the batter, provided the umpire identifies it (or opposing manager brings it to the attention of the umpire) during the at bat before the next pitch is thrown to the following batter, **and loss of an adult base coach for the remainder of the game**. Any further violation of this bat rule in the same game will result in the ejection of the manager. This will not trigger any automatic suspension of the manager for the next game unless the Board authorizes additional penalties. 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.

No food or drinks (except water, juice, seeds and Gatorade/Powerade) shall be allowed on the field or in the dugout. For safety reasons, avoid glass as plastic bottles or containers are preferable. Managers are expected to check the dugouts before leaving to ensure they are clean of all garbage and debris and to make sure no equipment has been left behind.

Lateness/Absences: 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. For a player to be eligible for an All Star team, he/she must have attended at least 60% of the games, unless League rules permit less.

For players arriving late after the game starts, the manager must insert them into the last spot in the lineup. If the player arrives after the last out of the bottom of the second inning (third inning for games at the Juniors level and above), the player's lack of complete participation for this game will be a factor, and therefore the partial game played may NOT count toward the 60% rule allowing a manager to consider that a factor in promoting the player's All-Star/district eligibility.

Parents (All Divisions)

All parents are required to pay a volunteer bond which they will get back at the end of the season if they volunteer their time in the Kitchen/Snack Bars and help generally at the complex. Parents can now choose their assigned time slots throughout the season to staff the kitchen on-line.

Only authorized coaches and players are allowed on the playing field or in the dugout.

All parents shall exercise sportsmanship and proper decorum. Remember, all Managers, Coaches and many umpires are volunteers. Treat them with Respect!

Playoffs

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. Following the playoffs, the champions will meet each other in a World Series or championship game. Please ask your Parents to schedule their vacations accordingly after playoffs are completed.

Tie games are considered in the standings at the end of the regular season as ½ a win and ½ a loss.

Tiebreakers are based on total winning pct., head to head record (only if a 2 team tie-breaker is needed), wins, winning pct in division games only, coin flip, in that order.

There will be no time limits imposed on playoff and championship games. All playoff and championship games will be played until completion (until the game ends or a mercy rule applies and a winner is established).

General

There is no smoking anywhere on the Marlboro premises.

There are no pets allowed anywhere on the Marlboro premises.

There is no alcohol permitted anywhere on the Marlboro premises.

No ball playing is allowed outside the batting cages by F.

No fans are allowed to sit between the dugouts and home plate on any field at the Marlboro complex except for Fields A, D, and G. Umpires can remove anyone from these areas who do not follow these rules or don't display sportsmanship.

No on deck batters are allowed on any 46/60 or 50/70 field. When not up or in the field, all players must be behind the fence of the dugout. There shall be no bat swinging in any dugout (fenced in area).

Protests:

No protests can be based on judgment calls, only rules. All disputes should be resolved at the time they occur 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 quickly 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 his team loses and he/she decides to pursue the protest after the game is over, should note the protest on the pitch scorebook filled out in the clubhouse and in an email to the division commissioner. 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. Failure to follow these protest rules will result in a voiding of the protest.

The following rules apply only to the specific division named and supersede any item in the general rules for the age group(s) identified!

4-5 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 5-6 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)
- 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 use the outfield areas near their respective dugouts 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. After Memorial Day, managers can agree to play a game with coach pitch rules.

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, they can stay to run the bases at this level.

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

5-6 Year old 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 5-6 year old level, all players on a team will play in the field defensively every inning.

Managers should rotate players around infield and outfield positions fairly.

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

Pitching

Coach pitch for the entire season by the offensive coach. The coach must pitch overhand. The ball is live if it hits the coach.

Coaches should pitch from the mound. The opposing team's player playing the defensive position of 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 for all coach pitch games.

Hitting

In the 5-6 year old divisions, a player gets 4 pitches from the coach. If he has not put the ball in play, then he hits from the tee. A defensive coach should back up and assist the catcher. No bunting is allowed off the tee.

7 Year Old Division Division Playing Rules

There is no more use of the tee for any 7 yr old player. In the 7 year old division, regular coach pitch hitting rules are in effect in the first 2 and last 2 innings. For all 7 yr old games, a different player must pitch 1 of the 2 middle innings each game using the 8yr old player-pitch rules to apply where more than one pitcher must be used for player pitch games (subject to the 50 pitch, 4 walk and 5 run rule limits) and coach pitch the remainder of the game. Pitchers cannot pitch in consecutive games.

Players Playing Time

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 throughout the game.

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

Managers should rotate players around infield and outfield positions fairly.

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 are 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.

Base Running – On a routine hit that stays in the infield, the runner or batter may not advance more than two total bases even if there is a wild throw. No steals of any bases are allowed at this level.

A young cadet umpire will be used at this 7 year old division level to help enforce these rules.

8 year old Rookie Division

Umpires will be used at this 8 year old level and up.

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 of home) until the ball is hit. Runners may try and steal second or third after the ball crosses the plate and can only advance 1 base at a time, so as to encourage the catcher to always make the throw. 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 (runner left too early on a hit), then 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.

Player positioning – for safety reasons, infielders may not position themselves closer to home plate than the infield grass. Outfielders must play on the outfield grass. Players should all be rotated fairly in all positions defensively (with safety always being paramount before putting a child at first base or pitcher)

Regulation games – all games are intended to go 6 innings.

The differential mercy rule is 10 runs after 4 innings at this level.

A game is official if weather causes a postponement after two complete innings. Unofficial games (called before two complete innings) do not count as either a win or a loss but pitching records do count and must be recorded in the pitching record book. If a game is called by the umpire, after two complete innings, but before the current inning is complete, the game ends at the last complete inning

Pitching Rules

Until both teams have completed 2 games, coach pitch format will be used for the first 2 and last 2 innings while players must pitch the middle 2 innings. After both teams have played 2 games, it is player pitch the rest of the year, subject to the 4 walk and 5 run per inning rule.

Coach Pitch Rules

During coach pitch format, one offensive coach will pitch to his own team. The coach must pitch overhand. The opposing team's player playing the defensive position of 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 (wearing a helmet), 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 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. .

Bunting is permitted during coach pitch format

Neither walks nor HBP (hit by pitch) will count and first base will not be awarded to batters during coach pitch unless a ball is put in play. Batters can have both called and swinging strikes.

Player Pitch

All rest rules and maximum pitch count rules apply for each pitcher at every level. When players pitch, a team is allowed up to 4 walks per inning. A hit batter shall be considered a walk for the purpose of counting walks per inning. After the 4th walk, the offensive team's coach comes in to pitch for the remainder of this inning. The player/pitcher must now only field the position (similar to coach pitch format which rules then control). The same player/pitcher may continue to pitch the next inning provided he/he has not reached the maximum pitch limit.

If a pitcher hits 3 batters in one inning or 4 batters in one game, that player must be removed from pitching for the remainder of the game.

Non-travel players must pitch 2 innings in each game (5 runs or any 3 outs constitutes an inning). The purpose of this rule is to encourage managers to develop as many pitchers as possible. Refer to pitching rules at top in main section of these rules for travel players.

No balks will be called. The Infield Fly rule will not be enforced.

Single A Division Baseball (9 Year Olds)

Umpires will be used at this level.

Catchers – A catcher at the Single A 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) until the ball is hit. Stealing of all bases including home is permitted at this level, but only 1 base at a time with no advance on an overthrow. 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 (runner left too early on a hit), then 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.

Player positioning – for safety reasons, infielders may not position themselves closer to home plate than the infield grass. Outfielders must play on the outfield grass. Players should all be rotated fairly in all positions defensively (with safety always being paramount before putting a child at first base or pitcher)

Regulation games – all games are intended to go 6 innings.

The differential mercy rule is 10 runs after 4 innings at this level.

A game is official if weather causes a postponement after two complete innings. Unofficial games (called before two complete innings) do not count as either a win or a loss but pitching records do count and must be recorded on the on-line pitching record system. If a game is called by the umpire due to weather after two complete innings, but before the losing team has completed their current at bat, the game ends at the last complete inning

Coach Pitch Rules

During coach pitch format, one offensive coach will pitch to his own team. The coach must pitch overhand. The opposing team's player playing the defensive position of 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 (wearing a helmet) if only 2 coaches are available, 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 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 and can call the batter out if the coach pitching obstructs a fielder from making a play.

Bunting is permitted during coach pitch format

Neither walks nor HBP (hit by pitch) will count and first base will not be awarded to batters during coach pitch unless a ball is put in play. Batters can have both called and swinging strikes.

Player Pitch

When players pitch, a team is allowed up to 4 walks per inning. A hit batter shall be considered a walk for the purpose of counting walks per inning. After the 4th walk, the offensive team's coach comes in to pitch for the remainder of this inning. The player/pitcher must now only field the position (similar to coach pitch format which rules then control). The same player/pitcher may continue to pitch the next inning provided he/she has not reached the maximum pitch limit.

If a pitcher hits 3 batters in one inning or 4 batters in one game, that player must be removed from pitching for the remainder of the game.

Non-travel players must pitch 2 innings in each division game (5 runs or any 3 outs constitutes an inning).

The purpose of this rule is to encourage managers to develop as many pitchers as possible. Refer to pitching rules at top in main section of these rules for travel players.

No balks will be called. The Infield Fly rule will not be enforced.

Stealing of second or third base or home is allowed once the ball crosses home plate. Stealing is only allowed one base at a time. Coaches should encourage the catcher to make the throw on all steal attempts. The runner is not allowed to advance further on an overthrow. There is no stealing during coach pitch.

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. 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.

Double A (AA) Division (10's Year old Division)

The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead) for AA. (4.10.e).

For this division (10 yr old baseball) games, the umpire will call the next inning as last inning (meaning the next full inning to be played will be called) at, and not before, one and one half hours after the game start time.

The 5 run rule applies each inning, except for the last inning which is unlimited. Steals of home is permitted.

Non-travel players must pitch 2 innings in each Double A division game (5 runs or any 3 outs constitutes an inning).

Minors/Majors Baseball (11-12 Year old Division on 50/70 Field)

The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead) for this division.

For the 11-12 yr old baseball games, the umpire will call the next inning as last inning (meaning the next full inning to be played will be called) at, and not before, one and one half hours after the game start time.

The time is kept by the umpire and measured when the last out is made in the prior inning. For all games at these divisions, last inning (meaning the next full inning to be played) will be called by the umpire at, and not before, one and one half hours after the start time.

The 5 run rule applies each inning, except for the last inning (either as called or the 6th) which is unlimited. Steals of home is permitted.

No on deck batters are permitted at this level and no big barrel bats are permitted either.

The dropped third strike rule will apply to Majors division games (11/12 yr old division).

Junior/Senior League Divisions (13-16)

Regulation game play at this level is intended to be 7 innings or 2 ½ hours, subject to below rules:

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

There is no 5 run rule at this level.

The time is measured as of when the last out is made in the prior inning. Extra innings can be played if a game starting at 7:30 or later is tied and it is not yet 10:00 (ten) pm.

For all games, the next full inning will be called as the last inning by the umpire at and not before 1 hour and 45 minutes from the start of play.

Head first slides into a base are allowed at any base but for home (the runner will not be called out unless the head first slide is into home).

Pitching

Balk rules will apply, but should be called sparingly in the senior division for younger pitchers.

- One warning per pitcher (warning is a no-pitch)

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

95 pitches max for any pitcher in these two divisions, regardless of players age.

Junior age pitchers (13/14) must follow rest rules at the front of these rules (same as younger players)

For Senior Age pitchers only (15/16 and up), these rest rules apply:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest is required;

If a player pitches 61-75 pitches in a day, three (3) calendar days of rest is required;

If a player pitches 46-60 pitches in a day, two (2) calendar days of rest is required;

If a player pitches 31-45 pitches in a day, one (1) calendar day of rest is required; and

If a player pitches 1-30 pitches in a day, no (0) calendar days of rest is required.

BATS: Please see rules on approved bats at this level which are different than Majors and below, and differ between Divisions. For all 14 year old players and up, only -3 and BBCOR (or wood -3) bats are permitted to be used.

Softball Divisions

General Rules for Softball

- Only one umpire present on the field will not preempt 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.
- There must be 9 or more players available to start and complete a game (except the 4-5-6 year division).

4-5-6 Year Old Softball Division (Tee Ball)

- Each game will be scheduled with a 2 hour time limit. The first hour is designated for instruction and the second hour will be the game.
- 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 continues until the two hour time limit has been met or 6 innings have been played. There is to be no record of outs or runs. It is important to change the batting order for each game. Players who batted in the last half of the line-up **MUST** bat in the top half of the line-up for the following game. This is important for each players self-confidence and esteem. All players must play.
- 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, remove him / her from the bases.
- Defense – All the players on the team play defense. There should be no player in the catcher's position.
- There will be no forfeits at this age. Opposing players may be used to round out the fielders if needed.
- Batters will hit from a Tee using an 11" "Incredi-ball" or similar style softball.
- Coaches may pitch in games after Memorial Day. 5 swing maximum, then bring the tee back to keep game moving.
- A manager and 3 coaches are allowed at this level.

7-8 Year Old Softball Division (Rookies)

- Coaches 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.
- Players may begin to pitch after the first 5 games of the season at the manager's discretion. (Refer to the 9-10 year old division for pitching rest rules if a player pitches).
- After four walks in an inning, which include a hit batsman or any combination the offensive team's coach will come in to pitch the remainder of the inning.
- There is NO leading and NO bunting.
- Players may steal 3rd base only (not while coach pitch, so this starts when the girls start to pitch) but may NOT advance on an overthrow to 3rd base 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.
- 10 defensive players are allowed at this level. The extra player MUST be utilized as an extra outfielder.
- 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 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.
- Managers are required to record the score and pitching in the log upon completion of the game.
- Standings will be kept.

9-10 Year Old Softball Division (Minors)

- Girls will pitch from a distance of 35" using an 11" softball.
- After four walks in an inning, including any hit batsman or any combination: the offensive team's coach will come in to pitch the remainder of the inning.
- 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 NOT when a coach is pitching.
- 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 any base, including home plate, but must "slide or avoid" at all bases. A base runner may not release contact with the base until the ball crosses the plate.
- Base runners more than half way to the next base will be allowed to advance. Base runners less than half way will be sent back, always at the discretion of the umpire.
- Defensive players are limited to 9 on the field.
- 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 (Sunday through Saturday).
- Pitching in consecutive games is allowed but the rest rules must be adhered to.

- Windmill pitching is strongly encouraged but is not mandatory.
- 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 upon completion of the game.
- Standings will be kept.

11-12 Year Old Softball (Majors)

- 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 more than half way to the next base will be allowed to advance. Base runners less than half way will be sent back, always at the discretion of the umpire.
- Base runners are allowed to steal any base, including home plate, but must "slide or avoid" at all bases.
- 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.
- Defensive players are limited to 9 on the field.
- 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 (Sunday through Saturday).
- Travel pitchers may pitch a 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 but the rest rules must be adhered to.
- No walk limit is used at this level.
- Windmill pitching is strongly encouraged.
- 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 upon completion of the game. Standings will be kept.

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 pitched innings per pitcher online and to the commissioner immediately upon completion of the game.

Marlboro Little League - Player Pool

A player pool may 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 in that same division that wants to play additional games and get additional baseball or softball experience. (School team players are not eligible). For all divisions, all travel players are eligible to be used, but must first be approved by the Commissioner, only after all non-travel pool players have been approached and exhausted. If a travel player is utilized as a pool player, they cannot play infield, nor pitch or catch and must bat last.

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

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In the event a manager finds that he/she will not have enough players (less than 9) for a game, or if he/she will have 9 to start but knows for sure that a player needs to leave a game early, then he/she should notify his/her Commissioner as far in advance as possible (at least 48 hours or more if 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, subject to these strict rules:

- The player pool will be set up in advance, comprised of volunteer players within that division. The list will be administered by the Commissioner, and should 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 may not 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, so at least 48 hours notice is needed. The Commissioner or an Executive board member may waive the 48 hour rule if necessary.
- Non-travel pool players may not pitch or catch for the team for which they are a guest. Travel pool players must play the outfield. All pool players must be placed at the end of the batting order. Softball pool players must play only 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.
- The pool is only to be used to add an 8th or 9th player to a team in order for a game to be played. If a team has 9 players, another player may not be added, unless it is known in advance that a player is leaving during a game lowering the players on a team down to 8 during a game, as stated above.
- The use of the player pool may not be used in the playoffs.

Managers: Remember if a team is going to be without enough players due to an excusable school or religious event, please contact your Commissioner Asap. The Board of Directors may be able to reschedule this game if given sufficient notice in advance.

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 seed system based on the number of teams in each division.

Playing Rules:

There is no time limit on any playoff game. All games will be played to completion, other than mercy rules that will still apply. If a game is unable to be completed for any reason as scheduled, the league may re-schedule the completion (Please contact your Commissioner). In the event of weather, darkness or curfew, a game will be considered complete as tournament rules indicate and may not be resumed. Mercy rules apply in the playoffs.

Home field advantage is given to the team with the higher seed position. Home team for World Series games with teams from 2 separate divisions will be decided by coin flip regardless of teams record.

Pitching:

All pitch rest rules and use of Marlboro travel and non-travel player pitch requirements apply for playoffs too.

(Level 1) Regular Season, (Level 2) Playoffs, and (Level 3) WS games are deemed 3 different levels.

Regular season pitch count rules apply at all levels (and between levels). Regular season rest rules must be adhered to between all games, including regular season, playoff games and championship or World Series games.

The last regular season game and the first playoff game, as long as all rest rules are followed, are considered a new level. The World Series game is also a new level of play; therefore a pitcher in a final playoff game may pitch in the World Series or division championship game as long as all rest rules are adhered to. In ages where there is a championship game, but not a World Series game, all playoff games are at the same level, but the championship is then considered the World Series only if it is the final game to be played for the age group that season.

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, therefore emphasizing fun
and teaching sportsmanship should be paramount. Players are
encouraged to cheer their own teammates and never to heckle their
opponents.**

TEACH AND EXERCISE SPORTSMANSHIP!!!