

2017 Brooklyn Baseball Rules

St. Anselm and local participating baseball programs

**Commissioner:
Chris Auletti**

Ver. 1.2b 3April17



Rules for all Divisions

General

- Except as modified by these rules (the League Rules) the League operates under the Official Little League Baseball Rules. Whenever there is a conflict between the League Rules and the Official Little League Rules, the League Rules shall apply.
- No more than 4 adults per team in a dugout or on the field at one time (1 manager, 2 coaches, 1 scorekeeper). All other individuals are not allowed in the dugout or playing field at any time.
- Games must start within 15 minutes of scheduled time or immediately after previous game if scheduled time already reached. If a team must forfeit for any reason they must pay both teams umpire fees
- Scorekeeping is mandatory for each game and made be used to resolve protests
- Both teams do not have to agree to using 10 players in the field (minors and JV)
- Equipment throwing, foul language or other unsportsmanlike conduct is subject to immediate ejection to the game (umpires discretion)
- No smoking, vaping or smokeless tobacco products are allowed in the dugouts, near the benches or on the playing field
- Please pick up trash in the dugout and on the field after each game

Pitching

- If a pitcher reaches the limit for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. When discrepancies arise the umpire will make the final decision on number of pitches.
- A pitcher remaining in the game moving to a different position can return to the mound but only once in the game as long as the pitcher was not removed due to a 2nd mound visit in an inning. If they leave the lineup after pitching they cannot return as a pitcher.
- If a pitcher hits 2 batters in an inning for 3 in a game they may be removed by the umpire (at his/her discretion based on circumstances)
- Coaches are required to keep track of their respective teams pitch counts

Batting

- Only one on deck batter may be positioned outside of the dugout

Protests

- Protests must be made 1) with the umpire at the point in the game in-question and 2) in writing to the league commissioner within 24 hours.
- The game does not stop due to a protest. The game continues based on the decision made by the umpire after the a coach indicates he wishes to protest. Please take a picture of each scorebook at the point in the game in-question

Baseballs

Minors and JV:

Rawlings RLLB1/RLOB1
Champro CBB-200LL
Champion OLB5
Dudley or Spalding 41-108LL

Varsity:

Rawlings RSLL1
Champro CBB-200SLL
Wilson A1010 or A1030



Explorers Division

Grade / DOB: Up to 2nd grade

This is a non-competitive division. No scores are kept. No first place, second, etc...standings. Participation awards are given.

- No umpires are used in the division. Strikeouts, groundouts, fouls call are decided by the managers of each team. Balls/ strikes are also decided by the managers of each team
- Coaches pitch all games; only the commissioner can change this rule. There are no walks; batters can strike out or make a batted out.
- All players **MUST** be in field at least half of the game
- All players will be in batting order for the whole game
- All players present must bat in turn and batting order will remain the same throughout the game. Players arriving late can be added to the end of the batting order.
- Either 3 outs or a maximum of one full batting order allowed in one inning
- No bunting and intentional walks are allowed
- 11 players are the maximum in the field. (pitching area, catcher, 4 infielders, short center and 4 outfielders).
- After hitting the ball, runners should be kept to a maximum of two bases, unless it is very obvious that a triple or home run is deserved.
- Bases are 60 feet and the pitching rubber is 32 feet.
- Time Limit is different on a program-by-program basis

Remember - Explorers Division is supposed to be fun for the players, while helping them prepare for the Minor Division.

Baseball

TB20



Minors Division

Rule	Minors
Grade / DOB	3rd and 4th Grade (Born between Jan 1st, 2007 – Dec. 31st, 2008)
Base Distance	60
Pitching Distance	43
Pitching Limits	9-10 year olds (75) -Mandatory rest: 20 pitches or less (0 days), 21-35 pitches (1 day), 36-50 pitches (2 days), 51-65 pitches (3 days), 66+ pitches (4 days) -Pitcher cannot go to the catcher position after throwing 41 or more pitches -A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day
Game Length	6 innings -Cannot start a new inning after 1:50 mins from official game start time (record starting time in book and have umpire sign if necessary)
Official Game	3 innings
Leads	When the ball crosses home plate
Stealing (including home)	-When the ball crosses home plate (max of 2 per 1/2 inning) -Double steal counts as 2 steals -One base on an overthrow on a steal -Immediate dead ball if they leave early on 1st offense (automatic out from 2nd offense on)
Run on dropped 3rd strike	No
Mercy Rule	5 runs per inning - After scoring a fifth run in an inning, the team's at bat is over. The 5-run rule is suspended in the last inning for both teams. Umpires must notify both managers and scorekeepers at the beginning of the inning that it is to be the last inning (4th, 5th, or 6th inning) played.
Balks	Warning (educational purposes only)
Bats	Wood and non-wood *All non-wood bats must have BPF 1.15 or BBCOR designation displayed on the bat
Cleats	rubber
Bunting	No
IF Fly Rule	No
Contact Rule	Always avoid contact (slide or give themselves up)
Lineups	Up to 10 players in the field (4 outfielders) -Can play with 9 in the field (cannot add a 10th player to the field after the 1st inning) -Must have 7 players to start game (no automatic out for 8th and 9th player) -All players present must be in the batting order -Unlimited defensive changes allowed
Injuries	If player is injured and no substitute is available that spot is skipped in the lineup with no penalty
Sliding	Feet first only (1st offense warning. 2nd offense runner out)
Courtesy Runners	For Pitcher and Catcher with 2 outs
Mound Visits	Pitcher must be removed on 2nd visit to the mound in same inning
Intentional Walk	Not Allowed
Umpires	Behind mound

Junior Varsity Division

Rule	JV
Grade / DOB	5th and 6th Grade (Born between Jan 1st, 2005 – Dec. 31st, 2006)
Base Distance	60
Pitching Distance	46
Pitching Limits	11-12 year olds (85) -Mandatory rest: 20 pitches or less (0 days), 21-35 pitches (1 day), 36-50 pitches (2 days), 51-65 pitches (3 days), 66+ pitches (4 days) -Pitcher cannot go to the catcher position after throwing 41 or more pitches -A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day
Game Length	6 innings -Cannot start a new inning after 1:50 mins from official game start time (record starting time in book and have umpire sign if necessary)
Official Game	4 innings
Leads	When the ball crosses home plate
Stealing (including home)	-When the ball crosses home plate -Unlimited steals -Immediate dead ball if they leave early on 1st offense (automatic out from 2nd offense on)
Run on dropped 3rd strike	Yes
Mercy Rule	5 runs per inning - After scoring a fifth run in an inning, the team's at bat is over. The 5-run rule is suspended in the last inning for both teams. Umpires must notify both managers and scorekeepers at the beginning of the inning that it is to be the last inning (4th, 5th, or 6th inning) played.
Balks	Warning (educational purposes only)
Bats	Wood only (max barrel size 2 1/4")
Cleats	rubber
Bunting	Yes
IF Fly Rule	Yes
Contact Rule	Always avoid contact (slide or give themselves up)
Lineups	Up to 10 players in the field (4 outfielders) -Can play with 9 in the field (cannot add a 10th player to the field after the 1st inning) -Must have 7 players to start game (no automatic out for 8th and 9th player) -All players present must be in the batting order -Unlimited defensive changes allowed
Injuries	If player is injured and no substitute is available that spot is skipped in the lineup with no penalty
Sliding	Feet first only (1st offense warning, 2nd offense runner out)
Courtesy Runners	For Pitcher and Catcher with 2 outs
Mound Visits	Pitcher must be removed on 2nd visit to the mound in same inning
Intentional Walk	Not Allowed
Umpires	-1 behind mound in regular season -2 in playoffs (1 behind plate, 1 in the field)

Varsity Division

Rule	Varsity
Grade / DOB	7th and 8th Grade (Born between Jan 1st, 2003 – Dec. 31st, 2004)
Base Distance	80
Pitching Distance	54
Pitching Limits	13-14 year olds (95) -Mandatory rest: 20 pitches or less (0 days), 21-35 pitches (1 day), 36-50 pitches (2 days), 51-65 pitches (3 days), 66+ pitches (4 days) -Pitcher cannot go to the catcher position after throwing 41 or more pitches -A catcher who has caught in all or part of 4 innings cannot pitch the remainder of the day
Game Length	7 innings -Cannot start a new inning after 1:50 mins from official game start time (record starting time in book and have umpire sign if necessary)
Official Game	4 innings
Leads	Yes
Stealing (including home)	Yes (unlimited)
Run on dropped 3rd strike	Yes
Mercy Rule	5 runs per inning - After scoring a fifth run in an inning, the team's at bat is over. The 5-run rule is suspended in the last inning for both teams. Umpires must notify both managers and scorekeepers at the beginning of the inning that it is to be the last inning (4th, 5th, or 6th inning) played.
Balks	Yes (1 warning per pitcher per game)
Bats	Wood only (max barrel size 2 3/4")
Cleats	rubber
Bunting	Yes
IF Fly Rule	Yes
Contact Rule	Always avoid contact (slide or give themselves up)
Lineups	-9 players only -Must have 7 players to start game (no automatic out for 8th and 9th player) -Max of 10 batters (1 EH) -Both teams do not have to agree to have 10 players -Little League rules apply for offensive substitutions -Unlimited defensive changes allowed
Injuries	If player is injured and no substitute is available that spot is skipped in the lineup with no penalty
Sliding	Head first allowed
Courtesy Runners	For Pitcher and Catcher with 2 outs
Mound Visits	Pitcher must be removed on 2nd visit to the mound in same inning
Intentional Walk	Allowed (the pitcher can indicate the intention to the umpire and is not required to pitch the 4 balls)
Umpires	-1 behind mound in regular season -2 in playoffs (1 behind plate, 1 in the field)

Playoff Rules / Exceptions

Eligibility - Players are required to play in 50% of the games played for the team they are a member of in order to be eligible for the playoffs (unless a medical condition or injury is the cause for not meeting the 50% requirement)

Batting – Universal batting order (every batter present in the batting order) is optional (applies to Minors and JV)

Mercy Rule – There is no mercy rule in the playoffs. Each team can score an unlimited number of runs in an inning or the game

Umpires – 2 umpires (one behind plate, one in the field) will be used for JV and Varsity during the playoffs

Useful Rules Resources

Order the Little League Rule Book - <https://www.littleleaguestore.net/league-essentials/baseball-rule-book.html>

Baseball Myths - <http://www.lumpires.com/rules/myths.html>

More Myths - [https://www.eteamz.com/VistaLL/files/Top35LittleLeagueBaseballRuleMyths\[1\].htm](https://www.eteamz.com/VistaLL/files/Top35LittleLeagueBaseballRuleMyths[1].htm)

Umpire School training guide (2013 but still relevant) - http://www.stevetheump.com/rules/2013_LL_rules.pdf

Pitching Limits - <http://www.momsteam.com/sports/baseball/safety/2014-little-league-baseball-pitch-count-limits-and-mandatory-rest-periods>

Pitch Count and Required Rest Limitations

Age	Daily Max (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)	Required Rest (Pitches)
		0 Days	1 Day	2 Days	3 Days	4 Days
7-8	50*	1-20	21-35	36-50	N/A	N/A
9-10	75*	1-20	21-35	36-50	51-65	66+
11-12	85*	1-20	21-35	36-50	51-65	66+
13-14	95*	1-20	21-35	36-50	51-65	66+

The Rest Limitations are based on *calendar days*. Example:

- 12 year old player throws 85 pitches on Saturday at 4pm, game ends at 6pm.
- Days of rest are: Sun, Mon, Tues, Weds (total of 4 days)
- He cannot pitch again until Thursday
- *He cannot pitch on Weds at 6pm (72 hours later)*

Additional Rules / Addendum

Authority

The authority over all matters in connection with the operation of the League or the League Rules, other than matters reserved to the umpires, shall be the Commissioner. The Commissioner in his discretion may delegate some of his duties; however, the Commissioner retains the authority to make the final decision on all matters concerning the operation of the League and the League Rules, other than matters reserved to the umpires.

Playing Schedule

Once the League has promulgated the playing schedule, no modifications shall be made to the schedule except as authorized by the Commissioner. As far as is deemed feasible by the Commissioner, the League schedule is prepared taking into account religious observances, school activities and holidays. Accordingly, no individual games will be rescheduled after the schedule has been promulgated because the scheduling of a particular game is inconvenient for a particular team or because a team anticipates being unable or actually is unable to field sufficient players to avoid a forfeit.

Weather postponements prior to the beginning of a game

The authority to postpone a game before it starts is reserved to the Commissioner. If the Commissioner is unavailable, the decision shall be made by the next available League official.

Usually the decision to postpone a game because of weather or field conditions is not made until game time because the League wants to play all games if it is at all possible. As soon as a decision to postpone a game is made everyone concerned will be notified as soon as possible.

When a decision is made to postpone a game the Commissioner or the official that has made the decision will notify the managers of the teams involved. The managers will then notify their coaches and players. Regardless of weather all teams are at all times required to be at the field one-half hour before their scheduled game time unless officially notified that a game has been postponed.

Sportsmanship - Managers' conduct, team responsibility and field decorum

Managers must display proper conduct and are responsible for the conduct of their team, coaches, parents of their players and their spectators. The action of players, parents, managers, coaches spectators, umpires and League officials should at all times display the ideals of fair play, good sportsmanship, and respect for each other.



Additional Rules / Addendum

Base running / Field of Play

- At no point can a base runner make any violent contact with a fielder in an attempt to dislodge a ball. Penalty: The runner will automatically be called out and he may be ejected from the game.
- Any runner is out when he does not legally slide and causes illegal contact, or, on a force play, does not slide in a direct line between the bases. A runner may slide away from the fielder to avoid contact. Penalty: On a force-play with fewer than two outs, the batter-runner is called out in addition to the runner, and runners shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out and the batter-runner is credited with a fielder's choice.
- While attempting to tag a base runner, a fielder cannot make violent or unnecessary contact with the base runner. Penalty: The runner will automatically be called safe, and the fielder may be ejected from the game. The determination of deliberate violent contact and the decision whether or not to eject the player will be at the sole discretion of the umpire(s).
- No phantom tags allowed by the fielders (attempting to tag a runner without the ball or a reasonable chance to receive the ball)

Uniforms

All players are required to be in full uniform in order to play. Athletic supporters are required for boys in the Minors, JV and Varsity divisions. No jewelry (necklaces, bracelets, rings and watches) are permitted unless for medical reasons. Uniforms must be in order including shirts tucked in.

Disqualification/Ejection

Each umpire has the authority to disqualify any player, coach, manager or spectator for prolonged or excessive objection to a decision, for unsportsmanlike conduct, for preventing the orderly continuation of the game or for offensive language and shall also have authority to eject such disqualified person from the field. If it becomes necessary for any umpire to disqualify and/or eject any manager, coach, player, or spectator from a game and/or the field, and such ruling is not complied with within a reasonable time to the satisfaction of the umpire, he may declare the game forfeited to the opposing team. All disqualifications or ejections must be reported immediately to the Commissioner by the Umpire and team manager.

Disciplinary Suspensions

Any manager, coach, or player who is ejected from a game will be automatically suspended for one game (their next game on the schedule). The Commissioner, based on the nature of the infraction, will determine if a longer suspension is warranted. If a manager, coach, or player from an outside organization refuses or resists taking their suspension; the team that they represent will be expelled from the league.