



NATIONAL & AMERICAN LEAGUE RULES

THE SHARON NATIONAL AND AMERICAN LEAGUES ARE GOVERNED BY ALL RULES AS PUBLISHED BY “LITTLE LEAGUE INTERNATIONAL: MAJORS PROGRAM” WITH THE FOLLOWING OVERRIDING EXCEPTIONS, ADDITIONS OR CLARIFICATIONS:

Selection of Teams

Team selections will be made by a committee of SYBSA board members that will include the VP of Baseball and the League Coordinator.

The American League Coordinator shall rank the top players which shall comprise the American League. The remaining players are delivered to the National League Coordinator for participation in such league. The number of players selected for the American League shall equal the number of the teams in the league multiplied by twelve players per team.

The teams shall be formed by using a selection process designed to create teams of equal strength, talent and playing ability. A “blind draft” is recommended. Upon completion of the teams, the Coordinator shall adjust teams to accommodate the following requirements:

1. The number and quality of pitchers are equitably distributed
2. The number and quality of catchers are equitably distributed
3. The number of religious observant players are equitably distributed

Upon the completion of forming the “adjusted” teams, each team shall be assigned to an American League Head Coach randomly.

A final adjustment to the teams shall place sons (daughters) on their respective coach’s roster. An equitable player exchange (or multi player exchange if necessary) shall maintain a balance of the rosters.

Remaining Names will be turned over to the National League Coordinator. The teams shall be formed by using a “snake” selection process. In other words, the last pick of the first round, shall have the first pick of the second round, and the last pick of the third round, and the first pick of the fourth round and so on.

General Game Rules

1 - Sliding:

Players must slide into a base where a play is being made or avoid contact with the defensive player. Failure to do so, as solely judged by the umpire, will result in the baserunner being called out.

2 - Stealing:

Head first sliding is not permitted. A runner who slides head first is automatically called out.

A base runner may dive back (return) to a base head first.

3- Pitching:

Curve Balls

- No curve balls or breaking balls are allowed.
- A pitcher with a natural tail to his/her pitches is acceptable. Penalties for an illegal pitch are as follows:
 - a- 1st offense, the pitch will be ruled a ball and the pitcher will be warned
 - b- 2nd offense, the batter will be awarded first base
 - c- 3rd offense, the pitcher will be removed from the mound and the batter will be awarded first base
 - d- If the batter hits the ball on the 3rd offense the offensive has the option of accepting the play or the penalty after the play is completed. The pitcher is removed from the mound in any case.

The following table provides the maximum number of pitches allowed per game based on each player's age.

League Age	Pitches allowed per day
13-16	95
11-12	85
10 and under	75

Note: League Age refers to the Little League Age chart. A player's league age is determined by their age on May 1 of a given year.

The rest periods required during the entire season are listed below.

If a player pitches 66 or more pitches in a day, four (4) consecutive calendar days of rest must be observed.

If a player pitches 51-65 or more pitches in a day, three (3) consecutive calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) consecutive calendar days of rest must be observed.

If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.

A calendar day of rest is **NOT** 24 hours since the player's last pitch. The day the player pitched and the day that player plans to pitch are NOT rest days. A player is allowed up to 20 pitches in each game of a same-day double header and not more.

The above pitch count rules are intended to conform to the Official Little League Pitch Count Rules – If the Little League rules are changed or modified, those changes shall apply to the AL/NL Pitch Count Rules.

- All teams will designate a coach for each game responsible for logging pitch information using the “pitch count log form” and the “pitcher eligibility tracking form” supplied by the league Coordinator.
- The designated pitch count coach will keep the pitch count logs for their team AND the opposing team.
- Between each half inning both pitch count coaches shall confer with each other and agree on the pitch count for that half inning. This includes that last inning of the game. Managers should be made aware of the pitch counts for both teams by the pitch tracking coach.
- Any disputes will be ruled on by the league coordinator.
- It is the responsibility of the head coach or coaches to monitor and abide by the pitch count rules. It is NOT the responsibility of the umpire NOR the Manager to notify an opposing teams Manager of a pending pitch count infraction during the game.
- In the event of a pitch count infraction, a team may file a protest with the umpire. Such protest must be delivered and recognized by the umpire prior to the last out of the game.
- The Rules Committee shall review such protest within seven (7) calendar days from such protest.
- Pitch counts never reset. Pitch count must be observed for all exhibition, regular season, travel, and playoff games.
- Failing to appropriately monitor pitch counts and/or pitching a player that is not eligible to pitch by these rules can result in the suspension of the Manager for one or more games and/or forfeiture of a game in which such a player was allowed to pitch. This ruling will be made by the Appeals committee consisting of the

A pitcher is not automatically removed because of repeated hit batsmen.

If the pitcher wishes to intentionally walk any batter, the pitches must be thrown from the mound to the catcher and be included that player's pitch count.

Coaches are encouraged to observe and remove pitchers whose wildness creates an unreasonable health risk to any participant in the game.

Umpires have full discretion to remove a pitcher if in the umpire's judgment, the pitcher is creating a health risk to any participant in the game.

A coach is permitted 2 visits or timeouts each inning to the pitching mound (not including an injury to a non-pitcher) per pitcher. A pitching change must be made on the 2nd visit to the same pitcher.

Visits to the pitcher MAY be allowed at the pitching mound.

A player removed from the pitcher position during a game MAY NOT return as a pitcher later in the game, regardless of that player's pitch count.

4- Rosters, Line Ups, and Defensive Positioning

- The batting order must include all players present for the game including rostered players and substitutes.
- All players must be placed in fielding positions for at least 3 innings, unless there is an extenuating reason pertaining to an individual player.
- Players must be placed in defensive positions equitably during the course of a game. No player may play more than one additional defensive half inning compared to any other player on the roster. For example, a coach may not play Johnny defensively for five innings and play Timmy defensively for three innings. Coaches should plan each game accordingly. Extenuating circumstances and injuries accepted. A coach or team is not penalized in the event the bottom of the sixth inning is not played.
- Players arriving late will be placed at the bottom of the batting order and wait for their assigned turn to hit. Players arriving late for the start of the game shall not be subject to being played equitably defensively. This rule is to ease the burden for a coach and NOT to be used as a strategic mechanism to gain any advantage.
- No player or coach will swing a bat outside the dugout when not at bat, either in the field of play or off the field of play. This will help to ensure safety for all.
- No player shall play more than one additional defensive inning in the infield as compared to the outfield. Pitcher and catcher are NOT considered infield positions. For example, Johnny could NOT play outfield for four innings, and infield for two innings. Johnny can play pitcher for two innings, catcher for one inning, infield for two innings and outfield for one inning. Johnny can pitch for five innings and play infield for one. Johnny can play catcher for four innings, sit for one inning and play infield for one inning. EXCEPTION: With a nine player roster any player that did not play catcher or pitcher shall only be required to play two innings in the outfield. A coach or team is not penalized in the event the bottom of the sixth inning is not played.

5- Uniforms / Other:

- All American League players must be in uniform to participate (team hat, team baseball shirt, and white pants), National league substitutes are not bound by this rule but must play in hat, baseball shirt of their National League team or the team they are substituting for, and baseball pants.
- No hidden ball trick allowed. A pick-off play may be performed by a catcher during a live ball.
- No slashing is permitted. Once a player has squared to bunt such player must either make a bunt attempt or take the pitch. A player who attempts to slash is called out automatically and the ball is ruled dead.
- A batter who throws his bat shall be given a warning by the umpire. If that player throws his bat again in the game, the batter will be called OUT.
- A baserunner must return to his original base once the pitcher has returned to the area of the rubber AND the catcher is set in his defensive position, ready to accept a pitch unless such baserunner has already made his “break” for the subsequent base. The enforcement of the rule shall be the sole judgment of the umpire. This rule does NOT apply following ball four to any batter.
- *SYBSA provided helmets shall have face masks. Players using their own helmet are strongly encouraged to also use a face mask.*

6- Roster Substitution

- A coach shall be permitted to fill a roster spot(s) for any particular game if, in their opinion, such team will only have the minimum number of players (AL=9, NL=10).
- A coach will make every effort to determine the attendance each game’s rostered players within 24 hours of the start of that game.
- The Coordinator shall create and prioritize a “National League Substitution List” based on the pre-season evaluation scores and coaches assessments at the coaches meeting with the help of the other American League coaches. Not every evaluated player is required to be placed on such list. All sixth and seventh grade players shall be placed on the list and in higher priority than any fifth grade player. No fourth grade player shall be placed on the list. **THE PURPOSE OF THIS RULE IS TO PROVIDE AN EQUITABLE OPPORTUNITY TO PARTICIPATE IN THE AMERICAN LEAGUE TO THOSE TENURED NATIONAL LEAGUE PLAYERS WHO HAVE A MINIMUM LEVEL OF PROFICIENCY.**
- The Coordinator shall assign these substitute players from the pool of National League players based on the next player on such list. If such player is not available for that particular game then the coach may be assigned the next player on the list and so on.
- In the event of an unplanned, extenuating circumstance an American League coach shall be allowed to assign a substitute (any National League player) at the field just prior to game time IF such team needs a ninth player. The coach shall make all

attempts to contact the coordinator at the time of such substitution. Coaches shall not take advantage of this rule to gain a competitive advantage and must adhere to the spirit of this rule.

- In all events, a substitute player must be a rostered player in the National League.

7- Starting Times:

- All games have scheduled start times. If a game is able to start early it must be with the agreement of both head coaches and the umpires.
- Weekday games (Monday – Friday) will begin no later than 5:45PM and continue to completion or:
 - No full inning shall start after 7:30 PM prior to April 30th
 - No full inning shall start after 7:40 PM between May 1 and May 13th
 - No full inning shall start after 7:50 PM after May 14
- Weekend games should start promptly as scheduled.
- Failure to field a team within 20 minutes of the start of the game shall be subject to forfeiture. A team may play with no less than eight (8) players. If a team has eight players ready to take the field, the game must start. A coach may not use this 20 minute allotment to anticipate the arrival of his or her ninth player.
- No complete inning shall start fifteen minutes prior to a scheduled start of a subsequent game on the same field. If no game is scheduled on the field following a particular game then the game is not subject to a time limit.
- A game shall be deemed a complete game following a minimum of 3 complete innings (2 1/2 innings if the home team is ahead) prior to May 9th
- A game shall be deemed a complete game following a minimum of 4 complete innings (3 1/2 innings if the home team is ahead) after the May 9th date.
- Incomplete games shall be rescheduled in accordance with the rules and replayed from the first inning of a zero to zero game.
- Games tied after 6 innings will play one extra inning. After the 7th inning, games still tied will end in a tie given that such game still complies with the time limit rules above.
- The American League Coordinator, at his sole discretion, may choose to allow a game to be played past a posted time limit rule IF such game has significant bearing on the standings AND the subsequent game has NO significant bearing on the standings. Only the Coordinator shall be permitted to make such decision. Such decision may be handed down to the umpire in person or by cell phone. **IN NO EVENT SHALL AN EIGHTH INNING EVER BE PLAYED UNLESS SUCH GAME IS A PLAYOFF GAME.**

NOTE # 1:

Weekday 5:45 PM American League Games have no time limit when played on the lighted “A” or “B” Fields unless there is a 7:45 Game scheduled for the same night. In this case, no inning may start after 7:30 PM. All American League Games played on non-lighted Fields (C, D and E) must follow the game time rules as published for during the week games.

NOTE # 2:

There is no time limit on weekend games IF there is no other scheduled game on such field. They will be played to a full 6 inning game and be governed by the rules for tie games.

8. ADDITIONAL GAME RULES FOR NATIONAL LEAGUE

For National League Play, in addition to the above game rules, the following additional rules shall apply:

- A maximum of 5 runs may be scored in any inning, except for the 6th inning or, due to darkness, the mutually agreed “last” inning.
- A “slaughter rule” shall be in effect. If a team is losing by 10 runs or more after batting in 4 innings (after either 3.5 or 4 full innings of play depending on who is the home team), the game shall be conceded to the winning team. The coaches may wish to continue the game as a scrimmage if time permits. All pitching rules will continue to apply.
- Teams will play 10 fielders (4 in the outfield)

9- Scores and Standings

- Standings will be determined on a point basis as follows:
 - a- 2 Points for a Win
 - b- 1 Point for a Tie
 - c- 0 Points for a Loss
- It is the winning head coach’s responsibility to get the scores and pitch count posted on the website within 24 hours of completion of the game. Coaches are required to keep a log of pitching and have that available at every game.

10- Rainouts

- The League coordinator will make every effort to contact each coach before 4:00 PM if there is the possibility or probability of a rainout. Under some circumstances games will not be called until we convene at the field. If a game is rained out the Head Coaches must request a makeup game from the League Coordinator.
- The coordinator shall reschedule the game and notify the coaches within 48 hours of such rainout.

NOTE # 1: The only reason to cancel a game is due to weather. All games will be played when scheduled. If a team does not have enough players, coaches shall secure a substitute(s) in accordance with the rules above. It is the responsibility of the Manager to ensure the team has enough players for each game.

11- Practices

- An initial set of practices are scheduled in advance by the league. Coaches can request additional practice time via their League Coordinator and Scheduler.

12- Coaches Responsibility

- Coaches are responsible to understand the Little League Rules, these overriding provisions, and the League Mission Statement.

13- Coach's Appeals

- A coach may protest the outcome of any game based on a breach of a rule by the opposing team that is not enforced by the umpire. A coach may not protest the outcome of a game based on any judgment call made by any umpire.
- A protest must be delivered to the umpire PRIOR to the last out of the game. The coach may rescind his protest at any time prior to the hearing.
- The Appeals Board must hear and decide on the protest within seven (7) days of such protest
- A three member panel shall decide the outcome of all appeals.
- The VP of Baseball and two other members of the Rules Committee are required to participate on such Appeals Board.
- An Appeals Board member shall be excused in the event his/her child played in such protested game and an alternate shall be selected by the VP of Baseball.
- An Appeals Board member shall be excused if the outcome of such protest shall have significant bearing on the playoff standing of his child's team at the time of protest.

**TEAMS ARE REQUIRED CLEAN THE DUGOUTS
FOLLOWING EVERY GAME**