

2016 Newton SouthEast Minor League Rules

AAA Division

NSELL wishes to remind everyone of how important good sportsmanship is to a successful season and league. Maintaining good sportsmanship is the responsibility of everyone-coaches, players, parents, and spectators. Thank you in advance for your cooperation.

Rules in this year's Little League Rule Book shall apply to play in Newton SouthEast Little League except where there is a conflict with the specific rules set forth below. In case of such a conflict, the following Newton SouthEast rules shall govern. The Commissioner's interpretation of these rules shall be final. Intentional violation of one or more rules may result in game forfeiture.

RULES OF PLAY

1. Innings Played: Any player who arrives before the first pitch of the game must play at least three complete innings in the field (one of which must be in the infield), and any player who arrives before the final out of the third inning must play at least one complete inning in the field, except in those cases where a full six inning game cannot be played because of darkness or rain, or where a player on the visiting team cannot play his final inning because the home team wins without having to bat in the bottom of the sixth, or where a player is unable or unwilling to continue playing because of injury or other reasonable cause. The minimum innings do not have to be successive innings. Managers should provide all players with balanced and fair playing time.

2. Batting order: A continuous batting order is used. If a player is unable to take his or her proper turn at bat due to being injured or withdrawing from the game that player's position in the batting order may be skipped without taking an out. If the player is able to return they will be reinserted into the order in their original position. A player arriving after the beginning of the game shall be added to the end of the lineup. If a player bats out of turn the opposing manager may appeal to the umpire and Little League Rule 6.07 applies. Additionally, the batting order should be varied between games so that the same players are not always at the bottom of the order.
3. Number of Players: Nine (9) players are in the field. A game may be played with eight (8) players. Games should be delayed for up to fifteen minutes to wait for each team to have eight players. After that, if only one team has at least eight players, it wins by forfeiture. An official game cannot begin or continue if a team has fewer than eight players.
4. Runs Scored: The Little League Mercy Rule WILL APPLY. If a team is winning by 10 or more runs and the losing team has batted four times, the game will be called. There is also a five-run cap in every inning, INCLUDING the last inning. This rule shall be lifted in the 6th inning and any extra innings in the playoff games.
5. Scores: The manager of the winning team shall post the score on line at www.newtoneastll.org within 24 hours for the game to count. Failure to do so results in a forfeit.
6. Infield Fly Rule: The infield fly rule applies.
6. Leading: There is no leading from bases in Little League. Players may leave the bag after the ball crosses the plate. Little League rules for leaving early apply. A pitcher cannot fake a pitch. This will result in a ball being called.

a. A runner cannot advance to another base once the pitcher has control of the ball on the rubber. If a runner has already begun to the next base they may continue (i.e. delayed steals).

b. During the first 3 innings, runners may advance from third at any time (i.e. Majors Rules apply for first 3 innings). A runner at third can only advance to home or score when a play has been started with a hit ball after the third inning.

7. Bunting: Bunting is allowed. However, a player is not allowed to fake a bunt and then swing away (slashing). Slashing will result in the batter being called out. The batter will not be given a warning.
8. Re-entry: Any player may reenter a game at any time (the 3 inning rule stays in effect). A pitcher may reenter a game but not as a pitcher, nor may he or she take the position of a catcher if over 40 pitches have been thrown. A catcher may not pitch if they have caught in any four innings.
9. Trips to the Mound: A manager is allowed 2 trips to the mound per pitcher, per inning. A pitcher is automatically removed on the second visit, injuries not inclusive.
10. Sliding: In order to avoid collisions, all runners must slide or attempt to get around a fielder when a player has the ball and is waiting to tag them. A runner is out if he or she does not slide going into a base or home plate where fielder/catcher with the ball is positioned to make the play. No fielder, including a catcher, may block a base without physically having possession of the ball.
11. Drop Third Strike: Players may not advance on a dropped third strike.

12. A play is dead once the umpire calls time.

13. Pitching: The following pitching rules apply. (*see Appendix G for 2016 LL age cutoff dates*):

<i>League Age</i>	<i>Pitches allowed per Day</i>
11	85
9 or 10	75
8 or under	50

- If a player pitches 1 - 20 pitches in a day no calendar day of rest is required before pitching again.
- If a player pitches 21 - 35 pitches in a day one (1) calendar day of rest must be observed.
- If a player pitches 36 - 50 pitches in a day two (2) calendar days of rest must be observed.
- If a player pitches 51-65 or more pitches in a day three (3) calendar days of rest must be observed.
- If a player pitches 66 or more pitches in a day four (4) calendar days of rest must be observed.

Notes:

- Warm up pitches are not counted (limited to 8 prior to each inning or one minute, whichever comes first). Pitchers entering during an inning are allowed as many pitches as the umpire deems necessary.

Coaches may warm up pitchers.

- No 12 year olds can pitch in the Minors.
- If a pitcher has reached his/her limit, s/he is allowed to finish pitching to that batter. If the inning ends with that batter still at bat (i.e. runner thrown out stealing) a new pitcher must start the next inning.
- The umpire and opposing manager should be advised when the pitcher has reached his/her pitch count limit. Each coach should maintain a pitch count for all pitchers.
- A pitcher who delivers more than 40 pitches in a game cannot then play the position of catcher for the remainder of that day.
- A catcher may not pitch if he or she has caught four innings, where receiving any pitch in an inning counts as a full inning.
- A pitcher must be replaced if he or she hits 3 (three) batters in a game or 2 (two) batters in one inning.
- Be mindful that pitchers may be also pitching for other leagues. Please work with parents to have honest and open pitch count reports of their play on other teams. These rules are in place to protect the physical wellbeing of youth players. Little League requires pitch count reports but other leagues are not as careful about their players. Little League is absolutely encouraging best practices on this and other safety issues.
- Pitch counts **MUST** be entered on the NSELL web site by the manager at the conclusion of the game to track season pitch count and next pitching date eligibility.

Summary Chart:

# Pitches thrown/ game	Days Rest Req'd	Pitched on:	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Can move to catcher after pitch?
1-20	0		Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Yes
21-35	1		Tues	Wed	Thurs	Fri	Sat	Sun	Mon	yes
36-50	2	Pitch again:	Wed	Thurs	Fri	Sat	Sun	Mon	Tues	if <= 40 pitches
51-65	3		Thurs	Fri	Sat	Sun	Mon	Tues	Wed	No
66-max	4		Fri	Sat	Sun	Mon	Tues	Wed	Thurs	No
Max Pitches										
Age	# Pitches/ game									
11-12	85									
9-10	75									
7-8	50	Catcher can move to pitcher: If <= 3 innings caught								

EQUIPMENT

1. Pitching: Uniforms and hats must be worn at all games. Baseball pants are optional but recommended. Any long pants, including sweatpants, are acceptable. Shorts are not acceptable.
2. Game Balls: Each manager will supply the umpire with one RIF-10 ball per game. The home team is responsible for providing additional balls.
3. Helmets: Batting helmets are mandatory. Batters, base runners and players coaching at 1st and 3rd must wear helmets.
4. Bats: Bats must be Little League-approved. Wooden bats are permitted. Full-composite bats must be on the current Little League approval list to be used. The umpire may remove a suspected illegal bat from play at his discretion and the player must bring evidence that the bat is a legal bat to future games.
5. Catching Equipment: Catchers must wear full protective equipment including a cup (provided by the player). A player warming up the pitcher

must wear a catcher's mask. This rule also applies to practices. Left-handed catchers must supply their own catcher's mitt; the use of a fielder's glove gives the catcher an unfair advantage on plays at the plate.

6. Shoes: Sneakers or rubber type shoes must be worn. Rubber cleated shoes are recommended but not required. Metal spikes are not allowed.

WEATHER CANCELLATIONS

1. Rain: The home team manager is responsible for calling off a game due to inclement weather and/or field conditions. It is not the Commissioner's call, but the managers only! The home team manager must call the opposing manager and the Umpire Coordinator as soon as possible. Coaches should use the NSELL website to notify players of the cancellation; mark the game as cancelled and emails and text messages will be sent automatically. Please also email the commissioner that evening. It is advisable to have a "Team Parent" who can inform you of weather conditions if you are away from Newton on game days.
2. Make-up games: Cancelled games must be rescheduled on the next mutually available date. Unnecessary delay in agreeing to a date may result in a forfeit for the non-agreeing team. Notify the Umpire Coordinator of the rescheduled game so that an umpire will be provided.
3. Darkness/Rain: In the event of darkness or rain, a game is legal if both teams have played four innings unless the home team is leading at the end of 3 1/2 innings. See LL Rule Book rule #4.11. The pitches should count only in terms of days of rest.

4. Incomplete Games: The game should be re-scheduled and start over from scratch. As it only went less than 3 1/2 innings it is a "non-game."
Suspensions are only utilized in tie games that are called because of darkness. Teams should not start the top of an inning if it is after 8:00 PM. It is unlikely that a full inning can be completed and therefore the score will revert to the previous inning. Please do not get your players' hopes up by starting an inning that cannot be completed. There will be no exceptions to this rule.
5. Extra Innings: Any game tied after 6 innings will end in a tie, with each team getting 1 point in the standings. Any game that is tied and called for inclement weather or darkness by the umpires, that meets the rules of definition of being a regulation game (3.5 or 4 innings) will end in a tie, with each team getting 1 point in the standings. Any game that is tied and called for inclement weather or darkness by the umpires that does NOT meet the rules definition of being a regulation game (3.5 or 4 innings) will be resumed at a later date from the point the game was called per green book. Extra innings will be played in playoff games. EXCEPTION: If a regular season game needs a winner to determine playoff positions, extra innings will be permitted to determine a clear ranking.

CONDUCT

1. Disputes: Both managers and the umpire shall discuss Disputes over rules without input from players or spectators unless called upon by the umpire.

Umpires do have the authority to eject managers and coaches for conduct that he/she deems to be irresponsible.

2. **Zero Tolerance Policy:** NSELL and the Fall Baseball Program have a zero tolerance policy related to participants, including umpires. Managers and coaches should not complain, make comments, or in anyway criticize the umpires. As a Manager, you are responsible for the conduct of your players and parents. If you have a complaint about an umpire, please contact league commissioner. Policy: All persons associated with the team, including players, coaches, and spectators shall support the umpires. No one is to address the umpire during the game with the following exceptions:
 - a. Coaches or players responding to the umpire-umpire must ask for your opinion
 - b. Coaches making substitutions.
 - c. Coaches, players, or spectators pointing out emergency or safety issues.In between innings or after a game, a manager may ask an umpire to explain a rule (balls and strikes and other judgment calls can never be questioned) in a polite and constructive way. **Absolutely no demonstrative behavior, sarcasm, harassment, or intimidation by coaches, players or parents will be tolerated.** Umpires will report such behavior to
3. Bench: Coaches are responsible for behavior of their players on the bench. All players shall remain on the bench unless they are actively warming up to

pitch. Parents are **NOT** permitted in the bench area and managers should ensure they are not present.

FIELD

1. Distances: The distance from home plate to the pitcher shall be 46 feet.
2. Bench: The home team will use the 3rd base bench and the visitors will use the 1st base bench. Players must be on their bench at all times. Exceptions players coaching the base path and pitchers warming up. All pitchers must warm up away from the playing field and the bench area. An umpire will warn a player not adhering to these rules once. A second infraction will result in immediate ejection from the game.
3. On-Deck Batters: No on-deck batters are permitted. No player other than the current batter may be holding a bat.
4. Dugouts/Coaches: Only registered and approved coaches may be permitted in the bench area or on the field or warming up pitchers during games. Only one Manager/Coach should interface with the umpire. Parents are not allowed in the bench area during games; coaches are required to enforce this rule. NSELL permits coaches or players equipped with batting helmets to coach 1st and/or 3rd base.

GENERAL

1. Trophies/Awards: Special trophies or awards may not be given without league permission.

2. Protests: If protesting a game, the manager must inform the umpire and opposing manager of the protest. A letter shall be sent to the commissioner and the league presidents within 24 hours of the game. Protests can only be filed if a rule is broken. Protests do not apply in cases of judgment calls, weather or behavior.
3. All Star Game: Each manager shall provide the Commissioner with members of their team to play in the AAA All-Star Game. The number of players to be selected will be determined by the Commissioner. Managers will be selected based upon Won-Loss Records at the time of the All Star Games. All managers are urged to participate as coaches at the All Star game. Players shall be selected based upon a secret-ballot vote by the players and coaches. Criteria for voting shall be based on performance and sportsmanship, regardless of age or positions. If a selected player is unable to attend the game that player's manager shall select another representative from his or her team. No alternative all-stars will be elected or invited to the All Star game.
4. Playoffs: These rules apply to the playoffs. Playoffs are double-elimination. Playoff schedules will be determined later in the season.

Revised 17 April 2016, Whitney Kelting, AAA Commissioner