



Sal Pisani Baseball Minor League Rules

Code of Conduct:

The Dobbs Ferry Youth Little League is committed to advancing the principals of sportsmanship and fair play. Our goal is to promote mutual respect among players, coaches, umpires, and spectators while providing a quality environment for our children to learn the game of Baseball. The Code is intended to provide behavioral guidance and establish clear expectations for all involved.

It is the obligation of **ALL** program participants, spectators and volunteers, to comply with the terms and provisions of the DFYLL Code of Conduct. Any person violating the Code shall be subject to review and possible administrative action by the DFYLL Board of Directors.

Rules Overview:

Rules not explicitly identified in this document, default to standard Little League rules appropriate for this age level.

Eligibility:

- 3rd, 4th, and 5th graders who are 10 or under prior to 5/1 of the current season. Final decision of eligibility remains with the DFYLL Board of Directors.

Game Day:

Preliminary:

- **Alternate players:** Coaches may bring up a maximum of 2 players from the Pony Division in order to field a team. Players brought up must have written parental permission and be one year away from playing in the minors. The alternate player must play a corner outfield position (left or right field), and occupy the last spot(s) in the batting order
- **Warm-ups:** Each team allowed 10 minutes of field practice ***IF TIME Permits*** before the start time of the game.
- **Dugout assignments:** Home team takes 3rd base side of field.
- **Dugout – Players:** All players not in the field must remain in the dugout.

- **Dugout - Coaches:** Only coaches and assistants (no more than 3) will be allowed in the dugout. **ID tags must be worn at all events.**
- **Field Coaches:** No coaches are allowed to be stationed on the field of play. 1st and 3rd base coaches should be located in the appropriate coaching boxes.
- **Line-up exchange:** Yes

Equipment:

- **General Equipment Rules:** No Jewelry is to be worn at any time (with the exception of Medic Alert ID's). Use of cell phones or electronic devices is prohibited in the dugout or playing field.
- **Uniform:** Players must wear league supplied uniform. Shirts must be tucked in and hats worn.
- **Eyewear:** For All Children who are required to wear glasses or contacts, the DFYLL strongly recommends the use certified safety eyewear. Sunglasses are prohibited unless certified safety glass is used.
- **Footwear:** Rubber tipped shoes, sneakers, or non-metal cleats must be worn.
- **Batter and Base Runners:** NOCSAE approved helmet must be worn by batter and all base runners.
- **Catcher:** Must wear head gear with a face mask and throat protector, shin guards, cup and a chest protector.
- **Bats:** All bats must conform to Little League baseball standards and bear the USA Baseball logo signifying that the bat meets the USABat standard. **All BPF baseball 1.15 bats will be prohibited. Visit the LL website here [For Full Baseball Bat Information](#)
- **Batting Doughnuts:** Not Allowed
- **Balls:** Only League supplied Baseballs are to be used during games and practices.

Game Format:

- **Scheduled Innings:** 6
- **Max Innings:** 8
- **Max Playing Time:** No inning can start after 2 hours from the start of the game.
- **Official Game:** 4 innings, 3 1/2 if Home Team is winning.
- **Games called due to darkness or inclement weather:** At the discretion of the umpire. If not an official game, see "Game Terminated before Official" for replay rules.
- **Game terminated before official:** If less than 1 inning, the game is restarted from the beginning. 1+ innings complete, the game picks up from where it left off. Normal pitching rules apply.
- **Ties:** Yes

- **Mercy rule:** 10 runs after 5 innings (4 1/2 if Home Team is leading). This rule is not in effect for league playoffs or championship games.
- **Max Runs Allowed per Inning:** For games played during the month of April, a maximum of 5 runs per team per inning until the final inning. During the final inning and extra innings there is no maximum run restriction. There will be no restrictions for games played in the months of May and June
- **Minimum # of players to start the game:** 8. A team may play with less than this # after the start of the game if a player is lost due to injury or sickness.
- **Forfeit (Game start time):** Starting times for games will be no later than 15 minutes after the scheduled game time. A team will forfeit if they do not have the minimum # of players at the field to start the game.
- **Game score kept:** Yes

Post Game:

- **Reporting of Final Score:** The winning team must report the final score to the league coordinator Ties must be reported by the home team to the league coordinator.
- **Reporting Pitch Count:** Pitch counts have to be reported to the League coordinator after every game. Failure to report pitch count within 24 hours: pitcher is considered to have pitched 75 pitches and the appropriate rest period applies. Appeals can be made to the league president.
- **Protest:** Only with respect to eligibility of a pitcher, the protesting team coach must contact the league coordinator or president within 24 hours of the incident.

Pitching:

- **Coach Pitch:** N/A
- **Umpire hit by ball in fair play:** Ball remains in play.

PITCH COUNT RULES:

NOTE: Rule applies per pitcher.

Pitch Count:

Age	Pitches Allowed Per Day	Max Pitches Allowed Per Week Monday - Sunday
9 - 11	75	150
8	50	100

Mandatory Rest Period:

# of Pitches in a day	# of Calendar Days Rest before Pitching again
66 or more	4 Days Rest
51 - 65	3 Days Rest
36 - 50	2 Days Rest
21 - 35	1 Day Rest
1 - 20	No Day of Rest Required

- **Violation of pitching restrictions:** Penalty will be addressed after review by DFYLL Board of Directors. Pitcher / Coach may be subject to a minimum one game suspension.
- **Pitcher re-entry:** A player, who has pitched in a game, may re-enter the game at another position with the exception of pitcher or catcher.
- **Intentional walks:** No
- **Removal of pitcher for hit batsman:** 2 in an inning or 3 in a game.
- **Manager visits to pitching mound:** The pitcher is removed on 2nd visit of inning or 3rd of game (injury to pitchers are excluded)
- **Pitching distance:** 45 Feet
- **Pitcher Warm-ups:** The player assigned to warm-up a pitcher must wear protective gear including mask with throat guard.
- **Catchers:** Any player, who has played the position of catcher in four (4) or more innings in a game, **is not** eligible to pitch on that calendar day. Once a player catches a single pitch in the 4th inning of play, he is considered to have caught a 4th inning.

Batting:

- **Balls:** 4
- **Strikes:** 3
- **Batting Order:** All players will bat consecutively. If a player leaves the game due to injury, illness or early departure, it will not result in an out.
- **Player arriving after the start of the game:** Must be added to the end of the batting order.
- **On deck batter:** For safety reasons, this is *not* allowed.
- **Throwing of bat or equipment:** Umpire to enforce: First incident (team warning), second incident (batter is called out).
- **Foul (minimum distance):** N/A
- **Bunting (updated 2018):** Bunting in the traditional manner for the purpose of reaching first base safely or to advance base runners is allowed. Slash bunting is prohibited. Penalty for slash bunting is an automatic out and the batter is ejected from the game

Base Running:

- **Safety Base:** Base runners running to first base are required to touch the designated "Safety Base" (where provided). The use of this base is to avoid a possible collision between runner and fielder. A runner *not* touching the "Safety Base" will have the base runners coach re-enforce the rule.
- **Leading (updated 2018):** Base runner is not permitted to leave the base until the ball crosses home plate. Penalty is the base runner is called out.
- **Sliding:** Player must slide into a base if there is a play at that base (other than a routine play at first base). **NO** head first sliding is allowed (* with the exception of a player returning to a previous base on an overrun of that base or returning to the base on a pickoff attempt). Player may use head first slide in these situations. Runner bowling over a fielder will be declared out.
- **Tagging up:** Allowed at all bases.
- **Stealing:** Yes. There will be a maximum of five (5) attempts per game; one (1) attempt per inning. An attempt is considering a successful steal of the base or a caught steal including run-down. Runner may steal only after the ball crosses the plate.
- **Stealing Home:** No
- **Throws from outfield:** Live Ball until umpire calls play over.
- **Overthrows:** Standard Little League rules govern.
- **If batted ball does not leave infield:** Live ball until umpire calls play over.
- **Dropped third strike:** Batter cannot run on dropped third strike.
- **Phantom Tags:** Not Allowed. Penalty: Players advance 1 base.
- **Speed up rule:** With two outs and the catcher on base, batter who made the last out becomes the base runner for the catcher.

Fielding:

- **Safety Base:** Fielders are required to use the infield side base (non-safety base) when making a play at first base. Any fielder touching the “Safety Base” while attempting to make a play at first base will be issued a warning by the Umpire in order to re-enforce the rule.
- **Infield Fly Rule:** Not enforced.
- **Blocking Base:** No player is allowed to block a base unless they are in possession of the ball. Penalty is at the Umpires discretion.
- **# of defensive players:** 10 (4 outfielders)
- **Positioning:** Standard infield, 4 outfielders LF, LCF, RCF, RF
- **Playing time:** All players must play a minimum of 3 innings in the field. No player may sit for 2 consecutive defensive innings. A player may not be substituted for a second time until all other players (other than the pitcher and catcher) have sat for one defensive inning.
- **Defensive substitution:** No defensive substitutions may take place in the middle of an inning except to accommodate a pitching change or injury.
- **Rotation of players:** N/A

League Standings:

- **Point system:** Point system, 2 pts for a win, one for a tie, if teams have played equal number of games. For unequal schedules, a percentage system will be used with ties counted as half a win and half a loss.
 1. Tie Breakers:
 2. Total wins
 3. Head to head
 4. Runs scored against
 5. A coin flip will decide playoff seeding. Tied teams will be co-league champions and both teams will receive 1st place trophies.

Playoffs:

- All teams participate.
- Playoffs may not occur if less than 4 teams in a league. A decision will be made by the DFYLL BOD prior to the season starting. If no playoffs occur, then the team with the best inter-village record wins is the league champion. Ties will require an additional game to be played if time in the season allows.