

2018 Akron/Alden Majors – Rules

REVISIONS FOR 2018 IN RED

General Rules:

- A.** Any 2-1/4 bat approved for use in little league can be used. Any 2-1/4 USA stamped bat can be used. Any 2-5/8 USA stamped bat can be used. All other bats are considered illegal. All bats must have USA stamp in 2019.
- B.** A regulation little league hard ball, with a **leather cover** will be the only balls used during a game. The home team will provide 2 new baseballs per game.
- C.** All games are generally set for precise starting times as outlined in the schedules. If one of the teams does not appear within fifteen minutes of the specified start time, the game is forfeited. Teams must play if they have a minimum of eight players.
- D.** If, after a fifteen-minute leeway period, a team has fewer than eight players that team will be designated as the visiting team and the game will begin. If that team still has fewer than 8 players after completion of the top half of the first inning, the defaulting team forfeits the game.
- No full inning shall be started more than 2 hours after the scheduled start of the game.
 - The team that is behind must complete its turn at bat in the fourth inning or it is not considered a complete game. In this case, the entire game will be played from the beginning. The decision to stop the game based on time rests solely with the umpire.
- E.** If a team uses an ineligible player and/or an ineligible pitcher, the game shall automatically be forfeited, and the coach will be subject to suspension under the Code of Conduct disciplinary procedures.
- F.** All batters, base runners, must wear helmets at all times. Catchers must wear all equipment including a mask, when warming up a pitcher on the field of play.
- G.** No metal spikes are allowed.
- H.** Any unsportsmanlike conduct (swearing, throwing of equipment, etc.) by a player may result in immediate ejection of the player from the game and subject him/her to additional disciplinary action under the Code of Conduct. Players fighting are subject to suspension.
- I.** As the safety of all players is of utmost importance, the following rules apply. No player will intentionally collide with a defensive player to prevent an out from being made. The catcher must not block home plate or otherwise impede a runner from scoring if he doesn't have the ball. Headfirst slides are not allowed. Any player sliding headfirst is automatically out. Diving back to a base headfirst is allowed and is not considered a slide.
- J.** All games shall be played on a regulation Little League diamond with 70' base paths /50' pitching mound diamond. Games will consist of 6 innings.
- K.** Every player will be assigned a position in the batting order and will bat in that position the entire game even though he/she may not be in the game defensively. Players that arrive after the game begins will be placed at the bottom of the batting order. Defensive substitutions may be made freely. Players must play 3 innings defensively unless a game is called for mercy or weather .Simplified – everyone bats. If you bring 13 kids, they all bat.

- L. Teams field nine players on defense. Three outfielders, four infielders, a pitcher, and a catcher.
- M. A decision to postpone a game due to unplayable conditions is up to the coaches prior to the start of the game. Once the game begins, it is the umpire's decision. After the conclusion of 4 innings, it qualifies as a complete game in the case of rain/weather/darkness.
- N. **Pitching Rules:**
1. A player is allowed to pitch a maximum of (3) innings (1) pitch equals an inning.
 2. If a pitcher hits three batters in a game, he/she must be removed as a pitcher.
 3. Once a pitcher has been removed from the game, he/she may not re-enter as a pitcher.
 4. A pitcher may throw a maximum of 6 innings in a week.
 5. The balk rule does apply. Each pitcher should be given one warning.
 6. No dropped third strike
 7. One coach visit per pitcher per inning is allowed. A second visit in the same inning requires the pitcher to be removed from the game.
 8. No more than eight (8) warm up pitches will be allowed on the mound between innings.
 9. Pitchers must wear a helmet when warming up on the field between innings.
- O. Coaches and assistant coaches may warm up a pitcher at home plate or in other areas.
- P. The play is dead when the play has stopped. Timeouts will be awarded only by the umpire (There is no automatic stoppage of play because a certain player holds the ball).
- Q. Base runners may lead off. Base runners may advance at their own peril to all bases. Baserunners may not advance on a steal overthrow. This is to encourage the catcher to make the throw without any penalty.
- R. Bunting is permitted however if a player shows bunt then pulls back and swings or slaps at the ball that player will be immediately called out. Foul balls with two strikes will be an out on attempted bunts.
- S. The strike zone will be at the discretion of the umpire but will generally be from the **'bottom of the knee to the armpit' and a ball on either side of the plate.**
- T. The infield fly rule will be utilized.
- U. Coaches and assistant coaches (or an adult parent) are permitted for the coaching of bases.
- V. *There is a 6 run per inning rule, with a 9 run max in all innings played. Any runs scored on the same play as the 6th run scoring will be allowed. The simplest example is bases loaded and 5 runs are in. The batter hits it over the fence, so runs, 6, 7, 8 and the batter makes 9 for a maximum score. In the same case, and a ball hit to the OF, if the ball is controlled on the IF after the runner from second scores and the other runner is just at 3rd but scores due to a bad throw, then only the runs 6 and 7 will count for the inning.*

- W. Mercy Rule:** If a team is up by 12 or more runs after the completion of 4 innings or after the top of the 4th with the leading team yet to bat in the 4th, or anytime there after, the game shall be called and be considered a complete game.
- X.** There are no courtesy runners – all catchers and pitchers run for themselves.
- Y.** The use of hitsticks or tees once the game has started is prohibited.
- Z.** If a player is injured and removed from the game and misses their spot in the batting order, he/she MAY re-enter the game after Both Coaches approval. As long as there are at least eight players batting the game will continue, the spot in the batting order will be skipped and no out will be recorded.
- AA.** If a player needs to leave the game early there spot in the order will be skipped with no penalty.

PROTESTING GAMES:

- A game CANNOT be 'protested' based on judgment calls such as the calls made by the game umpire.
- If a situation arises during a game that either team feels is in violation of the rules, a time out will be called. The coaches will meet with the umpire and discuss the issue. If the issue is not sufficiently remedied, either coach can declare that the game is being played "under protest".
- Both coaches and the umpire(s) will sign the score book with date, time, location and game progress (ex. bottom of 4th).
 - GAME PLAY WILL CONTINUE. However, the game should be stopped if there is any potential danger to a player, fan, umpire or coach.
- The coach who declared the 'protest' MUST contact his program representative within 24 hours. The Representative will take the issue to the League's Rules Committee for a ruling. All decisions by the Rules Committee will be final.

ROSTERS:

- If a player is on a roster with one team, he/she is assigned to that team only. A player cannot play on two different teams. If a team is short a player for a particular game and a call-up needs to be made, that player must be called up from the division below the team being short and that player must play the outfield and bat last in the batting order.

TEAMS:

- Each team will field no more than nine (9) players, but no less than eight (8). Outfielders must be positioned in the outfield so that the base paths do not become crowded. Regardless of the number of players in the field, no more than six (6) players may be positioned in the infield (1. Pitcher, 2. Catcher, 3. 1st Base, 4. 2nd Base, 5. 3rd Base, and 6. Short Stop).

REPORTING RESULTS:

- The winning and losing coaches or division head must report the game score via e-mail or by phone within 24 hrs. of the completed game.
- Please use e-mail whenever possible to simplify the reporting process.

Scores emailed to: 7townsbaseball@gmail.com

UMPIRES:

- The home team will provide an umpire(s) for the game. The umpire must call the game from behind the plate (positioned directly behind the catcher). In the event an umpire fails to show up for a game within 15 minutes of the scheduled game time, the coaches involved should pick someone from the sideline mutually agreed upon to umpire the game. If that fails to produce an umpire, one of the coaches will be allowed to call the game (from behind the plate). In the event that the umpire CANNOT call the game from behind the plate (lack of proper safety equipment, etc.) the game can proceed if BOTH coaches agree that the game will be called from behind the pitcher. Once that agreement has been reached BOTH teams understand that the game results WILL stand. A coach who assumes the rule of umpire must realize that he waives his ability to coach any of the players involved in the game and he cannot be involved in any activities of a coaching nature.
- All programs acknowledge the importance of using umpires who are capable of conducting the game fairly, safely and within the rules of the game.

RESCHEDULING GAMES:

- In the case of weather related postponements by the home team, the visiting team must be notified two (2) hours in advance to save needless travel time. The home team coach should contact the visiting team coach within 2 hrs. of the scheduled game to discuss options as to whether the game is playable. Coaches may mutually agree to wait additional time to determine if the weather situation will improve. The home team coach should then make the decision as to whether the game should be played at its scheduled time.

For weather related postponements, the home team must contact the visiting team coach within two (2) days of a postponement for rescheduling the game. The game shall be rescheduled, not necessarily played within two (2) weeks of the originally scheduled date. If the visiting team coach is not contacted within that two (2) day period, the visiting team coach shall advise his or her division head who will in turn contact the home team's division head who then shall do the rescheduling or declare the game a forfeit.

Each town's organization shall be responsible for its team(s) playing a full schedule. If any team is unwilling to play its full schedule, those games not played shall be considered forfeits, with a victory awarded to all teams that were prepared to play. In the case of any other type of postponement or change of game time, agreement by both coaches must be reached at least seventy two (72) hours/three (3) days, in advance of the scheduled game. If a team does not show up for a scheduled or rescheduled game, the team that did not show up shall forfeit that game and a victory shall be awarded to the team that did show up. All visiting coaches should contact the home team coach a few days in advance of a scheduled game to verify that a game is in fact

scheduled and to verify the time and location of that game. This will prevent any mistakes made in transcribing schedules from one format to another. It is mandatory that each team play its full schedule due to playoff format

THUNDER & LIGHTNING POLICY:

- The league wide 'Thunder & Lightning Policy' will mirror the policy adopted by the NYSPHSAA (effective 10/25/2004 and revised October 20, 2008). The policy will be as follows.....
- Thunder & Lightning necessitates that contests be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion-thunder is thunder, lightning is lightning.
- Each individual program shall have a 'shelter plan' unique to their situation.
- When thunder is heard and/or when lightning is seen, the following procedures should be adhered to:
 - Suspend play and direct participants to go to shelter. Again appropriate 'shelter' will be defined by each individual program.
 - Do not permit people to stand under a tree; and have all stay away from poles, antennas, towers and underground watering systems.
 - After thunder and/or lightning have left the area, wait 30 minutes after the last boom is heard or strike is seen before resuming play or competition.

PLAYOFFS:

- Playoffs will be held at the end of the season. All teams will advance to a single elimination format with the higher seed hosting the game. In the event that there are an odd number of teams, the highest seeded team will have a bye. Tie breakers will be determined in the following order: head-to-head, total runs against, coin-flip. Highest seed team holds home field advantage throughout the playoffs. Any forfeit awarded during the regular season by the league will be scored as a 6-0 win for the appropriate team.
- In the event that regular season games are not played and/or re-scheduled, the home team that is responsible for field availability will take a forfeit for that game (providing that the home team has attempted to make every effort to reschedule with the opposing team and is unable to come to an agreed date). In this case the home team will contact their program representative who will in turn contact the league. The league will determine the outcome. If the home team does not make the attempt to re-schedule a missed game, the forfeit could be given to the visiting team at the league's discretion.

The mercy rule will be in effect throughout the playoffs.

There will be no tie games in the playoffs.

The 2 hour "time limit" is waived in the playoffs

ALL-STAR GAME:

- There will be an All-Star game, with format to be determined by the host program. The coach with the best record at the time of the All-Star Game shall be his division's team manager. He/She will then select assistant coaches from his/her division's remaining team coaches. Coaches will work together to coach their division's All-Star team.