

2016 EAST SHORE LITTLE LEAGUE RULES

(Revised on 8/19/15)

Regarding Game Play, all rules are as stated in the 2015 Little League Rulebook except for the following rules:

Game Rules:

1: There is a no balk rule. Pitcher must use legal windup or stretch. If not, a NO PITCH should be called by the umpires. In the event a pitcher stops his pitch after the batter has squared to bunt, a ball shall be called. (2015)

2: On a dropped third strike, the batter is still out.

3: Any pitcher can pitch 3 consecutive innings during a 6 inning game. One pitch is considered an inning. In the event of extra innings, pitchers are allowed to re-enter to pitch once and may pitch up to four innings. (2016)

4: No curve balls, knuckle balls, or breaking balls allowed. Only a straight pitch is acceptable. This is left up to the discretion of the umpire. An intentional curve is called a ball.

5: Pitcher's mound is 46 feet from the front of the pitching rubber to the back of home plate. (2010)

6: Runners cannot leave base until the pitched ball is across the plate. 1st offense the runner is not called out, but a team warning is issued. 2nd offense the runner is called out. Dead ball.

7: Runners are allowed to steal home.

8: If the game is played on a field with a long distance to the backstop, the coaches and umpires shall discuss the ground rules before the game. Suggested that ground rules include only 1 base max allowed on a ball that gets past the catcher. If the catcher attempts to put someone out, runners may advance a second base.

9: No runner may purposely (Umpires discretion) run over the catcher at the plate or the fielder at any other base. Runner is out in all cases. If contact is malicious (again, umpires discretion), runner is to be ejected from game.

10: No player may block a base or be in the baseline if they are not in possession of the ball (Umpires discretion). Runner is safe.

11: On any physical interference by the base coaches, the runner is automatically out.

12: Infield fly rule is to be used.

13: On a missed base or leaving early on a fly ball, no appeal is made. Umpire declares runner out after the play is declared dead.

14: No fake tags allowed. 1st offense player & coach warned. 2nd offense player will sit out 2 innings.

15: AH RULE: Teams that starts with an AH must stay with the position and bat 10. Teams that start without an AH must maintain 9 in the batting order. Batting the entire lineup is an option,

provided this lineup is maintained the entire game. Any player may play defense at any time when this lineup option is used on offense. (2011)

For clarification: In case of an injured player: If a team is batting only 9, or batting their entire roster, an out must be taken in the open spot once the team is batting less than 9 players. If using the AH rule, an out must be taken in the open spot once the team is batting less than 10 players. If a team has only 10 players and are batting 10 players, they are considered to be batting the entire lineup, not utilizing the AH rule.

16: A team must have a minimum of 9 players to start the game.

17: Completed game is 4 innings unless the home team is ahead, then only 3 ½ innings is required. A 15 run lead after 4 innings or 10 run lead after 5 innings is a completed game. (2013) Team trailing must bat in their half of the 4th inning. 6 innings should be completed with no score kept after the game is called by run rule.

18: Ground rules should be discussed before the game.

19: RE-ENTRY RULE —A player in the starting lineup, or substitute may be removed from the game and re-entered, provided they re-enter the game in the same position in the batting order. Any player may re-enter 2 times, including subs (2011)

20: An intentional walk may be given by having the defensive coach request the umpire to award the batter first base. The ball is dead during an intentional walk. (2005)

21: All games must start within 15 minutes of the scheduled game start time or the conclusion of the previously concluded games. If a team is not ready to start that team will forfeit the game.

22: Courtesy runners are allowed only for the active pitcher and catcher. An eligible courtesy runner is any team member who is not in the lineup at the time of the request. (2004) If batting entire lineup, the last out may be used as a courtesy runner at any time. (2013)

23: No “Fake Bunting and then swinging away” allowed. Safety issue. Batter is out. (2013)

Equipment:

24: No metal cleats allowed

25: From the Little League Rulebook: The bat shall not be more than 33 inches in length and not more than 2 ¼ inches in diameter. Penalty: First time bat is used the player is called out. Second time bat appears the player is out of the game.

League Rules:

26: The home team will furnish the game balls and 2 umpires. Umpires: One umpire must be at least 18 years old (or 16 and WIAA certified for baseball) and the other umpire must be at least 16. (2012) Use of a 3rd umpire (adult) can be used to comply with this rule.

27: All attempts should be made to call games off due to weather at least 1 hour before game time.

28: If on a diamond with no lights, all games are to be scheduled to start no later than 6:30 PM. On a diamond with lights, games should be scheduled no later than 7:30 p.m. (In the tournament, it is understood that games may need to be scheduled later than 7:30. If 3 games are scheduled on the same diamond, logical start times would be 4:45, 6:15, and 7:45)

29: The home team takes infield practice first. If there is no other game before the little league game, they must be through with practice 15 minutes before game time. If there is another game before the little league game, the home coach should communicate with the visiting coach on the plans for infield practice.

30: An eligible player is a player that is age 12 or under as of April 30th of the current year. (2010)

31: PROTEST RULES: A. Game must be protested immediately. B. Only the interpretation of the rules may be protested, not of an umpire's judgment. C. Game situation at the time of the protest must be recorded: home team, score, position of runners, number of outs and the count on the batter, etc. The game continues under protest at this point. D. The umpire and the protesting coach must call and write a letter to the president within 24 hours of the protest. E. The protest then goes to the board consisting of three individuals, president of the little league and 2 other people as picked by the president.

League Organizational Rules

32: Meetings held each Spring and late Summer at a time set by the League President. Special meetings to be set as necessary.

33: Rule changes are only allowed at the late-Summer meeting.

34: Each team must have a representative at the meetings by adjournment time. \$10.00 fine.

35: League fees are to be set for the following season at the late-Summer meeting. League fees are due to the league president by June 1st.

36: The number of players on the roster is unlimited. Team rosters should be sent to the league president by June 1st, showing name, age, birth date, and grade of player. Team roster is required for tournaments. Players must play at least 3 games before they become eligible for the All-Star game.

37: Players must play at least 3 league games to be eligible to play in the tournament. Minors players that have signed up to play for that community are automatically eligible (and do not need to be added to the Little League roster) providing they have played at least 3 minors games and have not played for another Little League team. In fairness to the rest of the league, it is suggested, but not required, that clubs with multiple Little League teams divide up the stronger Minors players and place them on Little League rosters at the beginning of the year.

38: The top 3 teams in league play will receive individual medals. In the event that more than three teams are tied for the top three places, the league tiebreaker rules will determine the top 3 league play teams.

Tournament Format and Addendums to Rules to be used in the Tournament:

1: The tournament shall be seeded based on league record. In the event of a 2-way tie, head to head results will be used as the tiebreaker. In the event of a 3-way (or more) tie, a coin flip shall be used.

2: In all games, the higher seed is the home team.

3: The tournament shall be set up as a Consolation Bracket, 3rd-place game, and Championship game format.

4: It is suggested that at a minimum, individual awards are presented to the 1st, 2nd, 3rd, and Consolation Champion teams. Team awards are optional.

5: No weeknight games shall start earlier than 4:45.

6: 10 run rule after 4 innings and game is complete (replaces run rule from league play).

7: Teams must be ready to start by the scheduled start time of the game (replaces rule from league play)

8: There will be no infield practice allowed in the tournament.

9: A time limit of 80 minutes minimum may be used. Time limit is to be checked at the end of the inning. If there is a time limit, it must be communicated to all teams before the tournament starts. Unless there are unique circumstances, there should be no time limit in "place" games.

10: The host club has the option to require all winner's bracket games to be finished up to 6 innings, the run rule, or the time limit. (i.e., if a game called for rain or darkness and 3-1/2 or 4 innings are completed, the host has the option to require this be finished. This would need to have been communicated before the tournament started)

11: No protests are allowed in the tournament. If there is an issue, see the tournament director (or designee) immediately. Tourney director (or designee) has the right to extend the time limit if there is a delay due to a rules question.