

# **Sailor Snug Harbor Little League**

## **In House Baseball Rules**

Revised April 21, 2014  
Revised March 23, 2015

Voted in by the Board: March 23, 2015

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## **ARTICLE I - Playing Rules**

All games shall be governed by the official Little League rules. In the event that a local league rule and a Little League rule conflict, the Little League rule will take precedent and govern.

## **ARTICLE II — Managers and Coaches**

The most important volunteer in your program is the team manager. The adult members of the league who submit their names to be a manager or coach to the player-agent must be approved by the Executive Board.

A manager may pick a 1<sup>st</sup> coach prior to try-outs, with board approval.

A manager may pick any additional permitted coaches after the draft has been completed.

Any person who requests to manage in the league without a child in the league must be voted on and approved by the Executive Board.

Managers and coaches are responsible for their teams while they are in the Snug Harbor complex. More importantly while children are in the dugout and on the field.

All Managers are responsible for handing out a schedule for all games.

All Managers should practice with their team at least 1 time per week.

All Managers are responsible for his or her equipment. After the season a date will be scheduled for all equipment to be returned.

## **ARTICLE III — Pitch Count Logs**

Managers and coaches are required to fill out **Pitching Logs** after every game. **This is mandatory!** Pitching logs are located in the Snack Bar.

Managers and coaches must fill out the following information in the appropriate divisional Pitching Log Book:

- 1) Actual pitch count & pitch count as of start of last batter faced, (if it affects days of rest), for manager's players that pitched in that game. Format - 52/50 or 68/65.**
- 2) Initial next to opposing team's players that pitched in that game.**
- 3) Runs scored for the Team**
- 4) Manager/Coach's signature.**

**Important Note:** If the Pitching Log is not filled out completely with a signature after each game (or at the end of day when Double-Headers are played), it will be assumed that each Player **Initialed by the opposing Manager**, pitched the maximum number of pitches for their Little League Age for that game and eligibility for the next game will be based on the Little League required days rest. If no players are eligible to pitch in the next game due to rest requirements, the game will be considered a forfeit in the standings.

It is recommended that a Manager or Coach check the Pitching Log prior to their game to see which players are eligible to pitch on their own team, as well as, their opponent's team to avoid potential Protests.

Managers and coaches in Softball, Coach-Pitch, and T-Ball are exempt from the above rule.

Managers and coaches are responsible to assure all players use local league approved equipment. In addition, any equipment used in a local league game should be Little League approved. Any equipment not approved by Little League is not to be used in league play.

## **ARTICLE IV — Tee Ball Division**

The Tee Ball division is an instructional division. The major emphasis in this division is to instill the fundamental skills of little league baseball into the children and to teach them good sportsmanship.

The following is a guideline of the rules of play, to be followed by all managers and coaches.

- a. In the event of darkness (weekdays) the game is official. Weekend games have a two-hour time limit.
- b. Managers, coaches, or volunteers act as umpires.
- c. The manager and three (3) official coaches are allowed in the dugout.
- d. All players will bat in each half of the Inning.
- e. A hitting tee is to be used for all children except, **after six games are played**, if a child is capable of hitting pitched balls, the managers or coaches may pitch (over/under hand) to the batter. There will be no more than 5 pitches thrown to a batter. If a batter does not get a hit on any of the 5 pitches, they must use the tee. There will be no Strikeouts. All Batters will advance to First Base.
- f. If a Batter is put out on a base, they may stay on the base.
- g. The Last Batter up will get a Home Run and run around the bases. It is preferable to rotate the last batter each game so different kids get to run around the bases at the end of the Inning.
- h. A manager or coach must be present behind home plate when their team is on the field. This is to assist the rate of game play.
- i. Eight players will play the field in regular positions (1B, 2B, 3B, SS, LF, CF, RC, and RF), two additional players will play the field on either side of the pitcher's mound.
- j. It is recommended that any extra players be brought to the outfield for instruction and encouragement. It is also strongly recommended that all children play various positions assuming their skill levels allow them to do so safely.
- k. Managers and coaches should be on the field with their team. They should focus on instruction and encouragement their players to do their best. No more than three adults should be on the field at one time.
- l. There will be no standings or score kept in the Tee Ball division.

- m. For the purpose of parent responsibility in the Tee Ball division, each team will have a manager and three (3) coaches.

## **ARTICLE IV- Coach Pitch Division**

The Coach Pitch division is meant to continue the players' education in the game of baseball and to prepare them for play in the Farm division. The major emphasis in this division is to instill the fundamental skills of little league baseball into the children and to teach them good sportsmanship.

The following is a guideline of the rules of play, to be followed by all managers and coaches.

- a. In the event of darkness (weekdays) the game is official. No Inning shall start after 1 hour and 50 minutes.
- b. Managers and coaches will umpire the games. Volunteers may be used as umpires if available. Coaches will not argue calls. Ties go to the runner.
- c. The manager and three (3) official coaches are allowed in the dugout.
- d. A Coach will pitch to his own team, catch for his own team, and be allowed on the field to help keep players in position, reinforce fundamentals and to remind the players what to do when the ball gets hit to them.
- e. A Coach must remain in the dugout to keep order and maintain a safe environment.
- f. Coaches must coach 1<sup>st</sup> and 3<sup>rd</sup> base.
- g. If a team doesn't have enough coaches, the other team's coaches will help fill in.
- h. There is no stealing.
- i. There is no bunting.
- j. Coaches will pitch from 40 feet (or closer, but must be in the circle of the mound.)
- k. 10 players will play the field in the following positions: (P,C,1B,2B,3B,SS,LF,LC,RC,RF).
  - 1. The Player Pitcher will play alongside of the Coach Pitcher.
  - 2. The Player Catcher (if applicable) will play behind the Coach Catcher and join the play after a ball is hit in play or a popup fouled back.
  - 3. Outfielders must play 4 across when a team has 10 or more players in attendance. A short center fielder is not allowed.
  - 4. Outfielders must be **25 feet from the baseline** when the ball is pitched.
- l. Batters will get a maximum of 8 pitches, unless the pitch is fouled off, then they will get another.
- m. If a Batter does not put the ball in play after receiving the maximum number of pitches they are out.
- n. If a Batter swings and missed at strike 3, they are out.
- o. There are no walks or advancement to first base if hit by a pitch.
- p. On a batted ball in play the runner may only advance to first base.

**Exception: If the ball is hit cleanly through the infield and into the outfield, the runner may advance past first base. Once the ball is retrieved by a fielder and the ball is released from the fielder's hand on a throw - the runner may only advance to the base he is headed towards.**

- q. Runners may not advance on throwing errors or if the ball is in the possession of a defensive player in the infield.
- r. The Coach Pitch division will use a (CBO) **Continuous Batting Order**. This means that all players present at the game will be in the Batting order, regardless of whether they are playing a position in the field or not. A Player arriving to the game after it starts will be added to the end of the order.
- s. Play stops when the ball is thrown to the pitchers mound.
- t. No more than five (5) runs can be scored in one inning with the exception of the completion of a play.
- u. Coaches shall not field the ball. Any ball deflected off a coach inadvertently in fair position is a live ball.

## **ARTICLE V- Farm Division**

The Farm division is meant to continue the players' education in the game of baseball and to prepare them for play in the Minor division. The major emphasis in this division is to instill the fundamental skills of little league baseball into the children and to teach them good sportsmanship.

The following, is a guideline of the rules of play, to be followed by all managers and coaches.

- a. In the event of darkness (weekdays) the game is official. No inning shall start after 1 hour and 50 minutes.
- b. Official umpires are used in this division. Volunteer umpires are allowed in the event that an official umpire is not available.
- c. The manager and three (3) official coaches are allowed in the dugout. Only two coaches are allowed on the defensive field at one time. The extra coaches may remain in the dugout to keep order and maintain a safe environment.
- d. There is no stealing.
- e. There is no bunting.
- f. Players will pitch from 40 feet. If the child is capable he/she may pitch from 46 feet.
- g. The official Little League pitch count rules and days of rest apply in this division.
- h. **Players in the Farms that are Little League Age 6 are Not Allowed to Pitch.**
- i. 10 players will play the field in the following positions: (P,C,1B,2B,3B,SS,LF,LC,RC,RF).
  - 1. Outfielders must play 4 across when a team has 10 or more players in attendance. A short center fielder is not allowed in the farm division.
  - 2. Outfielders must be **40 feet from the baseline** when the ball is pitched.
- j. If there are three (3) trips to the mound in any one inning the pitcher must be replaced. If there are four (4) trips to the mound in any one game the pitcher must be replaced.

- k. After three (3) hit batters a pitcher must be replaced.
- l. **During regular season games**, if a pitcher walks four (4) batters (not including a batter hit by a pitch) in an inning, the coach for the hitting team will pitch for the rest of the inning or until another player pitcher is substituted. With respect to such, the following rules apply:
  - 1. A walk is a base on balls and not a hit by pitch.
  - 2. The player pitcher will remain on the pitching rubber as a defensive player. If standing on the pitching rubber either interferes with the coach pitching or the coach pitching obstructs the view of the player pitcher, the player pitcher may stand on either side of the pitching rubber as long as he is within one foot of the pitching rubber. If the player is removed from the mound, he is ineligible to pitch for the rest of the game.
  - 3. When a coach is pitching, he must pitch from the vicinity of the pitching rubber. There are no walks or advancement to first base if hit by a pitch. Strike outs are still in effect.
  - 4. A coach who is pitching shall not lob the ball to the batter.
  - 5. **During playoffs and championship games, the above rule does not apply.**
- m. On a batted ball the runner may only advance to first base.
 

***Exception: If the ball is hit cleanly through the infield and into the outfield, the runner may advance passed first base. Once the ball is retrieved by a fielder and the ball is released from the fielder's hand on a throw - the runner may only advance to the base he is headed towards. It is up to the UMPIRE'S judgment to determine which base the player is advancing towards when the fielder releases the ball.***
- n. Runners may not advance on throwing errors or if the ball is in the possession of a defensive player in the infield.
- o. Farms division will use a (CBO) **Continuous Batting Order**. This means that all players present at the game will be in the batting order, regardless of whether they are playing a position in the field or not. A player arriving to the game after it starts will be added to the end of the order.
- p. Play stops when the ball is thrown to the pitchers mound. The umpire should call time and halt play.
- q. No more than seven (7) runs can be scored in one inning with the exception of the completion of a play. This rule does not apply to a team's last at bat. If a team is down by more than 7 runs they may come to bat and attempt to tie and or win the game.
- r. In an effort to help speed up the game, the last batted out will be allowed to run for the catcher when he is on base with 2 outs.
- s. Mercy Rule: After the completion of the fourth inning if a team is winning by ten (10) runs or more, the game is over. In the **Farm** Division, the game is over if the losing team manager agrees to concede the game. If the losing team manager does not concede the game, play will continue.

## **ARTICLE VI- Minor Division**

The Minor division is meant to continue the players' education in the game of baseball and to prepare them for play in the Major division. The major emphasis in this division is to instill the fundamental skills of little league baseball into the children and to teach them good sportsmanship.

The following is a guideline of the rules of play, to be followed by all managers and coaches.

- a. In the event of darkness (weekdays) the game is official. No Inning shall start after 1 hour and 50 minutes.
- b. Official umpires are used in this division. Volunteer umpires are allowed in the event that an official umpire is not available.
- c. The manager and two official coaches are allowed in the dugout.
- d. The official Little League pitch count rules and days of rest apply in this division.
- e. 10 players will play the field in the following positions: (P,C,1B,2B,3B,SS,LF,LC,RC,RF).
- f. Three (3) trips to the mound in any one inning constitutes that the pitcher must be replaced. Four (4) trips to the mound in any one game also is cause for the pitcher to be replaced.
- g. Minor division will use a 10 Player Lineup.
  1. Outfielders must play 4 across when a team has 10 or more players in attendance. A short center fielder is not allowed in the farm division.
  2. Outfielders must be **55 feet from the baseline** when the ball is pitched.
- h. All players must play three (3) consecutive innings and bat at least once every game
- i. If a player does not play three (3) consecutive innings, then that player must be a starting player in the following game.
- j. All players must play at least three (3) full games before the ninth (9) game of the regular season. This rule will be strictly enforced. If a player does not show up for a game, such will count as a full game played.
- k. **All substitutions are to be made prior to the first pitch of the top of the 4th inning.**
  1. If a player shows up for a game after two (2) complete innings have been played, he/she does not have to be substituted into the game. It is up to the discretion of the manager if the child will be placed into the game
  2. Both managers and the umpire must be notified of all changes.
- l. In the event a player does not bat in a game (6 inning minimum), the penalty shall be that the player must play the full game of the team's next game. That game will not be credited against the player's participation game requirement. The manager's penalty for a first offense will be a written warning. The second offense will be a one game suspension (served in the next scheduled game). The third offense will result in the manager being suspended for the remainder of the season.
- m. No more than seven (7) runs can be scored in one inning with the exception of the completion of a play. This rule does not apply to a team's last at bat. If a team is down by more than 7 runs they may come to bat and attempt to tie and or win the game.

- n. If a team cannot place nine (9) players on the field, eight (8) players may take the field. The penalty is an automatic out in the ninth spot of the batting order. When the ninth player arrives, he will be immediately inserted into the ninth spot of the batting order.
- o. If there are only nine (9) players in attendance at the start of the game the following rules apply:
  - 1. The team with nine (9) players may elect to play the entire game with only nine (9) players. The team cannot, at any time, place a tenth player in the field. There is no automatic out for the missing tenth player. If any player arrives after the ninth player, the regular substitution rules apply.
  - 2. The team with nine (9) players may elect to have a ten (10) player lineup. Until the tenth player arrives, there will be an automatic out for the missing tenth player. When the tenth player arrives, he will be immediately inserted into the tenth spot of the batting order. If any player arrives after the tenth player, the regular substitution rules apply.
- p. In an effort to help speed up the game, the last batted out will be allowed to run for the catcher when he is on base with 2 outs.
- q. Mercy rule: After the completion of the fourth inning if a team is winning by ten (10) runs or more, the game is over. If the Home Team is up by ten (10) or more runs after 3 ½ Innings, the Game is over.
- r. A twelve (12) year old player on a minor team roster is not permitted to pitch.

## **ARTICLE VII- Major Division**

The following, is a guideline of the rules of play, to be followed by all managers and coaches.

- a. The Major Division is to accommodate players age 10 through 12.
- b. In the event of darkness (weekdays) the game is official. No Inning shall start after 1 hour and 50 minutes.
 

***Exception: Major Boys will be allowed one (1) extra inning if there is a tie game at the end of regulation play. This includes going past the one hour and fifty minute time limit.***
- c. All players must play at least three (3) full games before the ninth (9) game of the regular season. This rule will be strictly enforced. If a player does not show up for a game, such will count as a full game played.
- d. If a team cannot place nine (9) players on the field, eight (8) players may take the field. The penalty is an automatic out in the ninth spot of the batting order.
- e. In an effort to help speed up the game, the last batted out will be allowed to run for the catcher when he is on base with 2 outs.
- f. Mercy rule: After the completion of the fourth inning if a team is winning by ten (10) runs or more, the game is over. If the Home Team is up by ten (10) or more runs after 3 ½ Innings, the Game is over.
- g. Only wood bats are permitted to be used in the Major Division. Composite, hybrid, or half-and-half bats are not permitted

A wood bat is defined as type of bat in which the handle and barrel are comprised from a single piece of wood or the handle and barrel are made of multiple pieces of wood through a



“laminating or compressed” process. In addition, the bat shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter.

#### **ARTICLE VIII- Pitching Rules**

Complete pitching rules for the major, minor, and farm divisions are listed in the “Little League Rule Book” (Section VI – Pitchers).

- a. **Pitching rules will be strictly adhered to.**
- b. If any coach or manager violates the pitching rules, the following penalties will be imposed:
  1. A first violation will result in a written warning.
  2. A second violation will result in a one game suspension.
  3. A third violation will result in a minimum three game suspension
- c. Players in the Farms that are Little League Age 6 are Not Allowed to Pitch.
- d. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

<b>League Age</b>	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches.
- e. Pitchers league age 14 and under must adhere to the following rest requirements:
  - If a player pitches 66 or more pitches in a day, there are four (4) calendar days of rest
  - If a player pitches 51 - 65 pitches in a day, there are three (3) calendar days of rest
  - If a player pitches 36 - 50 pitches in a day, there are two (2) calendar days of rest
  - If a player pitches 21 - 35 pitches in a day, there is one (1) calendar day
  - If a player pitches 0-20 pitches in a day, there is no required day of rest

#### **Clarification:**

Any player on a regular season team may pitch except as delineated in the rules for each division

**NOTE:** There is no limit to the number of pitchers a team may use in a game.

**Exception: 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. Catching for 1 pitch in an inning counts as an inning.**

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#### **New For 2013**

**Exception:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is retired;
3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

**Summary and Implementation:** For the 2013 season, wording was revised allowing a pitcher who reaches his/her imposed days of rest threshold while facing a batter to continue to pitch to that batter.

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## **ARTICLE IX - Team Duties and Responsibilities**

### **a. Home Team:**

- i. Occupies 1<sup>st</sup> Base Dugout
- ii. Supplies official scorekeeper if a parent from either team does not volunteer
- iii. Supplies backup baseball to umpire (as needed)
- iv. Marks field batter boxes and foul lines if a parent from either team does not volunteer.
- v. After game rakes home plate area and half the field if a parent from either team does not volunteer.
- vi. Make sure team cleans dugout, bottles and garbage placed in trash cans.
- vii. After last game of the day, places the home plate tarp if a parent from either team does not volunteer.

### **b. Visiting Team:**

- i. Occupies 3<sup>rd</sup> Base Dugout.
- ii. Supplies backup baseball to umpire (as needed)
- iii. After game rakes pitcher's mound and half of the field if a parent from either team does not volunteer.
- iv. Make sure Team cleans dugout, bottles and garbage placed in trash cans.
- v. After last game of the day, places the pitching mound tarp if a parent from either team does not volunteer.

### **Note:**

**Rake from the Grass Line in. Do Not Rake dirt towards the Grass.**

**Rake and fill in depressions and any holes.**

## **ARTICLE X — Player Regulations and Restrictions**

- a. All players must play at least three (3) full games before the ninth (9) game of the regular season. This rule will be strictly enforced. If a player does not show up for a game, such will count as a full game played.
- b. During playoffs and championship games, players who have missed more than four games during the regular season will only have to play the field for six (6) outs and one (1) at-bat. The players name must be submitted to the player agent three (3) days before the first playoff game player agent and the president will review each case.
- c. Sliding: There will be no head first slides in any division when advancing to a base. A head first slide is allowed when returning to a base that a runner has already advanced safely to. Examples of when a head first slide is permitted: when a player is returning to first base on a pick off attempt, when a player is returning to first base to avoid a double play due to a line drive being caught in the infield. If a head first slide is attempted while advancing to a base the runner will automatically be called out. The umpire will make the call.
- d. Players must avoid contact at all bases. If a player does not observe this rule they will be called out by the umpire. This is a zero tolerance rule. The player will also be suspended for the next scheduled/unscheduled game.
- e. The slash bunt is not allowed in any division of play. If a player attempts a slash bunt, they will be called out by the umpire.
- f. Uniforms must be worn, shirts tucked in, and hats on with bill facing front.

## **ARTICLE XI - Team Replacement**

- a. If a team loses two (2) players that team will not receive a replacement player for that second player lost until all teams have lost at least one player.
- b. After June 1st, a replacement player brought up from a lower division will be allowed to play in both divisions. He/she will only be allowed to pitch in the lower division.
- c. The Major boys division will be able to replace players from the Minor boys division only.
- d. Major girls division will be able to replace players from Minor girls division and any waiting list.
- e. Minor boys will replace from the farm division or a waiting list.
- f. All other divisions replace from the waiting list.

## **ARTICLE XII- Game Regulations**

- a. No inning will start after one hour and fifty minutes from the start time of a game. Major Boys, Major Girls, and Senior Girls will be allowed one (1) extra inning if there is a tie game at the end of regulation play. This includes going past the one hour and fifty minute time limit.
- b. All teams are to be at the field thirty (30) minutes before their scheduled game time.
- c. Umpires should be at the field fifteen minutes prior to game time.
- d. Helmets will be worn at all times while at bat and while running bases. All players are required to wear batting helmets that are NOCSAE certified and equipped with protective face shields. This includes helmets purchased and or provided by the children's parents.
- e. All male players will wear protective cups during games.
- f. All catchers must wear a catcher's mask with a dangling throat protector and protective cup while warming up pitchers.
- g. Lightning: in the event of lightning, any board member or umpire must suspend the game.
- h. Weather playing conditions: In case of inclement weather, an authorized representative of the league will inspect the field before the game to determine if the field is playable. If the field director is present, he/she will make the call. If he/she is not present and the president is present, then the president will make the call. If the president is not present then the director-on-duty will make the call. If no director is present the decision will be left to the umpire. Once the game starts the umpire is in charge of game play.
- i. Rain-out games will be rescheduled according to field availability when necessary. Due to the number of games scheduled for each team, Rain-outs should not affect the minimum number of games necessary for a Full Little League season.
- j. There is absolutely no throwing of helmets, bats, or gloves while on the field or in the dugout
- k. Unsportsmanlike conduct is strictly prohibited while on the field or in the dugout. Umpires will address any on-field transgression. Behavior issues will be dealt with by the Team Manager, Director on Duty, Executive Board of Directors, or the Disciplinary Committee

## **ARTICLE XIII - Umpires**

Umpires are human and as a result are prone to make mistakes. They are not infallible. All umpires should review the ground rules with both managers before the start of the game. In questioning an umpire's call the following guidelines must be adhered to:

- 1. Only the manager can request time from the umpire for a discussion based on a rule.
- 2. Ask the umpire if you may approach the umpire who made the call.
- 3. Discuss your point with respect.
- 4. If you feel that another umpire had a better view of the play, ask the umpire who made the call if he/she would consult with the other umpire.

5. If you are questioning a rule or a rule interpretation, you must have your rule book or SSHLL rules with you. Have it opened to the rule in question before the next pitch.
6. Managers will not argue with an umpire on any judgment calls
7. The umpire has the final call on all plays. Protests lodged in compliance with rule 4.19 of the little league rule book will be considered.

## **Article XIV — Season Standings and Playoffs**

**Playoffs** will be **Single Elimination** up to the Championship Game. The **Championship Game** will be determined by a **Best of 3 Series**.

Since all teams may play a different number of games through out the season due to Game cancellations and/or Scheduling, the following Formula will be used for Overall standings at the end of the season to determine Playoff Seedings:

Tie Breaker order is as follows:

- 1) **Winning Percentage Formula** = (1 pt for each win + .5pts for each tie)/ Total Games Played
- 2) **Head to Head** record for Teams that have the same Winning %
- 3) **Strength of Schedule** for Teams that have the same Winning % and Head to Head Record.  
SOS will be based on the Tied Team's Opponent's Winning %. Whichever team beat an Opponent with the higher Winning % will be the higher seed.
- 4) **Coin Flip**: if points 1, 2, and 3 are all tied a Coin Flip will be used to determine the higher seed.

## **Article XV — Post Season Play**

The selection of coaches and managers for all post season All-Star and Tournament Teams will be done by the local league President.

## **Article XVI — Approved Bat List**

The List of Bats approved for Little League Play can be found at

[http://www.littleleague.org/Assets/forms\\_pubs/batlists/2015/2015LicensedBatList.pdf](http://www.littleleague.org/Assets/forms_pubs/batlists/2015/2015LicensedBatList.pdf)