

Syosset-Plainview Majors 2025

Interleague Rules of Play

GENERAL RULES

1. Any Rule not listed below will be played according to the Little League rule book and the umpire's interpretation of those rules.
2. Games are scheduled for 6 innings. A forfeit will be declared 15 minutes sharp after the scheduled start time. A minimum of 8 players is required to start the game and if a player is injured during the game, the team may continue with 7 players.
3. The spot vacated by injured or early leaving players is not an out. Just skip over that spot in the order.
4. To not be charged with a forfeit, if a manager knows he does not have enough players for a certain game scheduled, he/she should attempt to call up or borrow players for such game, per Rule #8 below, to ensure it can be played. In the event the manager is unable to field a team for such game, they must notify the opposing manager **and division head** at least 48 hours in advance of the game and discuss a reschedule.
5. Time limit – Umpires and coaches must agree on the starting time of the game before the first pitch is made: Scorekeepers should note the starting time of each game in the scorebook. No new inning can begin after 1 hour and 50 minutes. If the game is tied after the last inning has been played and there is no game scheduled to be played on your field, the game may be extended by up to 30 minutes (with no inning beginning after 2:15). If still tied after the extra 30 minutes, the game shall be called a tie. **There is no time limit for post season games.**
6. A game is considered official when 4 innings are completed. (3.5 innings if the home team is ahead). If a game is called prior to these completed innings for darkness, rain or other reasons, the game shall be deemed cancelled and must be rescheduled as if it had not been played and any innings pitched will not count.
7. If a game is called after 3.5 innings for darkness, rain or other reasons, and the inning has not been completed, the score will revert back to the last completed inning to determine the outcome of the game. However, if the home team is at bat and winning when the game is called, the score at that time is the final score.
8. If a team is going to be short players, you may call up players from the 5th Grade Division and only in an emergency can a team "borrow" a player from another Majors team within your town to avoid a forfeit. Once "called up" and at the field, that player must play even if additional team members show up. Only registered little league players can practice/play/workout/be called up with your team. This includes siblings. Players called up during the regular season may play any position, except pitcher. They also may not play the IF more than 3 innings. If a player is needed for a playoff game, only 5th Grade players may be utilized/called up and may only play the OF. This player must be dressed in her own team jersey and bat at the end of the lineup.
9. No one is permitted behind the backstop during the games. This includes all coaches, parents & children.
10. There is a **ZERO** tolerance policy for any type of abuse towards an umpire. Managers are responsible for the behavior of the parents and spectators of their team. Only the manager or acting manager of the game may approach the umpire for any reason.
11. All players must be dressed in full uniform. Socks, team jersey and baseball pants that were distributed by the league. If not appropriately dressed the player will be ineligible to play.
12. Playing rule chart

Rule	Majors
# of Innings	6
Game Time Limit	No new inning may start after 1:50. The last inning is to be completed provided darkness, weather and run rule are not in play.
Base Distance	60'
Safety Base	When Available

Pitching Distance	46'
Balks	No
Universal Batting Order	Yes
3 Outs Per inning	Yes
Bunting	Yes
Leading from Bases	No
Stealing Bases	All Bases, after pitch crosses home plate
Stealing Home	Yes, after pitch crosses home plate
Sliding - See Pete Rose Rule	Yes
Infield Fly Rule	Yes
Run Rule after game is official	12 run lead after losing team has batted 4 times and 10 runs after losing team batted 5 times; thereafter sudden death (a 10 run lead by either team ends the game)
Pitch Count Maintained	Yes
Standings Maintained	Yes
Forfeits	Yes
Dropped Third Strike	No
Playing Time	Balanced playing time required
Players on the Field	9
Bat Rules	USA Bats – Not greater than 34” in length; not more than 2 ¾ inches in diameter.
Pitching Limits	Yes See Pitching Section

PITCHING:

1. Regulation Little League Approved Baseballs
2. Pitcher's mound distance will be 46 feet.
3. If the pitcher throws **1 pitch it will constitute an inning.**
4. **Each pitcher may pitch a maximum of 3 innings per game or 75 pitches.**

Pitches	Days of Rest
0-20	0
21-35	1
36-50	2
51-65	3
66-75	4

5. A pitcher will be removed if they hit 2 batters in that inning. If the pitcher hits **3** batters in total throughout the game, they must be removed and are no longer eligible to pitch in that game. To count as a hit by pitch the batter must make an attempt to avoid the pitch – this will be in the umpire's discretion.
6. Once a pitcher is removed from the position they **MAY NOT** come back in to pitch later in the game even if they pitched less than 3 innings or 75 pitches.
7. Once the pitcher approaches the pitcher's plate, all dugouts must be quiet until the umpire has called the pitch. No negative chanting is allowed.
8. No intentional walks
9. Two trips to the mound per inning are permitted. 2nd trip, pitcher must be replaced.

FIELDING:

1. 9 Players in the field
2. Outfielders must play at least 30 feet behind the baseline.
3. A team **must** field at least 8 players. If one of the 8 players get injured, the team still can play with 7 fielders.
4. No player may sit out 2 consecutive innings. They must play in the field at a minimum every other inning.

BATTING:

1. Universal batting will be in effect throughout the entire season.
2. NO dropped 3rd strike rule.
3. Infield fly rule will be called at the discretion of the umpire.
4. Base runners may tag up on fly ball outs and advance to any base.
5. Bunting is allowed.
6. No fake bunt and hit is allowed (slash)
7. Bats must be USA little league approved bats

BASE RUNNING:

1. Bases will be set at 60 feet.
2. Runners may not lead but may steal when the ball crosses the plate.
3. 1 Warning per team to be granted by the umpire for a runner leaving too early.
4. On a hit that causes a play at first base, the runner must touch the orange safety base. Failure to do so will result in the runner being called out. Exception to this is if the batter-runner uses the white base to avoid contact with fielder potentially using foul territory to make a play.

5. There is no limit to stealing bases. Base stealer may advance as many bases as they would like on an overthrow.
6. Stealing of home is permitted
7. If the catcher has control of the ball after it is pitched, and faces the base runner, the base runner **must** either attempt to advance using a steal or return to the base to eliminate "dancing" and slowing the game down. If the catcher puts the ball in play (i.e, a throw to anybody but the pitcher) all runners can advance at their own risk.
8. Double steals (two different players stealing a base on the same play) is permitted.
9. There are NO delayed steals allowed. Once the catcher is throwing the ball back to the pitcher the ball is dead and runners CANNOT advance.
10. If there is an incorrect violation of a base running rule, the play is dead.
11. During a play that is initiated by a hit, time will be granted by the umpire at their discretion. The players should be encouraged to get the ball back to the pitcher.
12. If there is a play at home (in the umpire's judgment), the runner must slide or surrender. If the runner does not do so, they will be out. At other bases it will be at the umpire's discretion to call runner's interference if the runner does not slide and makes contact with the fielder.
13. There is no headfirst sliding except when the runner is diving back to a base.
14. **There are no stealing bases when a team is up by 8 runs or more. Base runners can only advance on batted balls or via a walk, HBP, or dropped 3rd Strike, in such a situation.**
15. On a walk there is no continuation, the runner must stop at first base.

SPEED UP RULE

1. If the opposing team's catcher and/or pitcher is on base after two outs or three runs have been recorded that catcher **shall** be replaced with a courtesy runner. (The catcher will then put on their equipment & be prepared to play as soon as the third out is recorded).

MERCY RULE:

1. The 12 run mercy rule will be in effect after 4 innings, 3 ½ if the home team is ahead and 10 runs after 5 innings, 4 ½ if the home team is ahead.

MANAGERS/COACHES' PREPARATION

1. Managers and coaches must be at the field at least 15 minutes before starting times. Advise your team that you expect them to arrive 15 minutes prior to all start times. We must start the games on time.
2. Managers are responsible for making sure there is ice and a team first aid kit at the field for every game or practice.
3. **EACH TEAM MUST SUPPLY 1 Regulation Little League Approved Baseballs**
4. Only Managers and coaches may coach 1st or 3rd base. Parents may do so in the event a coach or manager is not present at a game.
5. Players may not wear any jewelry unless it is a medical alert bracelet. Taping or covering of jewelry is prohibited.
6. Once a game is officially rained out, it is the home team's responsibility to reach out to their league for available fields, dates and times. Within 48 hours after the rained out game, the home team shall

share with the away team two options to make up the game. The visiting team then has 24 hours to respond and accept one of the dates. If no response, the division head will assign and schedule the makeup.

7. We have a tight timeline for playoffs. In fairness to all, we ask managers to adhere to the playoff round completion dates as best they can. We will allow for reasonable accommodations to extend a day or two if necessary. Long delays between playoff rounds will affect all remaining teams and rounds and will not be tolerated. It is the manager's responsibility to prepare themselves during the season to ensure there is a coach/parent who can run the team if the manager is not available, otherwise risk forfeiting the game if a reasonable amount of time cannot be met.
8. If a manager is thrown out of a game for any reason, he/she will automatically receive an additional minimum 1 game suspension and be brought in front of their respective league's disciplinary committee.
9. When schedules are posted, it is the league's intent to play as many games as possible. We want the players to play! In this spirit, we are asking all managers to make every effort to complete as much of the schedule as possible. Not doing so may affect a team's post season seeding, at the discretion of the Town Directors.

STANDINGS & PLAYOFF TIE BREAKERS:

1. The standings will be posted on Game Changer. 2 points will be awarded for a win and 1 point for a tie.
2. In the event of a tie, we will use the following tie breaking procedures:
 - Head-to-head record
 - Total number of games played
 - Head-to-head against next highest seeds, going down until one team has a better record against the next higher seed
 - Compare Runs-Allowed ratio- add up all runs allowed and divide by the number games played.
 - Coin Toss
3. **The playoffs will not re-seed after each round. It is too difficult to schedule the rounds in advance if teams are re-seeded.**