



RULES HANDBOOK

RULES OF THE CLARK LITTLE LEAGUE

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RULES OF THE CLARK LITTLE LEAGUE

ARTICLE I - GENERAL

- 1.1 The Little League Baseball Inc. Official Regulations & Playing Rules will prevail unless specifically superseded herein.
- 1.2 In the case of a difference in the interpretation of any of the rules listed herein, the Rules Committee and Executive Board will provide resolution.
- 1.3 The Executive Board and Rules Committee can add, change or cancel rules as follows:
 - a. Reviewed by the Executive Board
 - b. Presented to the Rules Committee
 - c. Returned to the Executive Board for modification
 - d. Finalized by the Executive Board, distributed to the Managers and Rules Committee

ARTICLE II - RULES COMMITTEE

- 2.1 The Rules Committee is appointed by the Executive Board on a yearly basis. It is made up of a Chairman and up to (2) managers from each division.
- 2.2 The Rules Committee will meet prior to the start of the season to review and discuss any rule changes that should be implemented to improve play and the safety of the Clark Little League.
- 2.3 The Rules Committee shall present all rule changes to the Executive Board for review and approval.

ARTICLE III - CURFEWS

- 3.1 **Muchmore Field:** Weekdays when (2) games are scheduled; Game 1 begins at 5:30 game: No full inning can start after 7:25 PM. Game is over at 7:30 PM regardless of the circumstances. If home team is losing, score reverts back to last completed full inning. Game 2 begins at 7:30. No full inning begins after 9:20 PM. Game is over at 9:30 PM regardless of the circumstances. If home team is losing, score reverts back to last completed full inning. Weekend games shall be limited to a maximum of 2 hours. No full inning can start after 1:55 minutes from the start of a weekend game, unless there is no game afterwards.
- 3.2 **Bosze Field:** Weekdays when (2) games are scheduled; for games scheduled 5:30 PM, no full inning can start after 7:25 PM. For games scheduled for 6:00 PM, no full inning can start after 7:55 PM. No full inning may start after 9:30 PM (10:00 PM on Friday nights). Weekend games shall be limited to a maximum of 2 hours. No full inning can start after 1:55 minutes from the start of a weekend game, unless there is no game afterwards.
- 3.3 **Lipkin-Conway Field:** Weekday games will end when the light goes on over the Muchmore 1st base line bleachers; unless otherwise determined by the umpire. The umpire always has the authority to call a game before the light goes on. Managers and umpires should use good judgment. Weekend games shall be limited to a maximum of 2 hours. No full inning can start after 1:55 minutes from the start of a weekend game, unless there is no game afterwards.

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- 3.4 *Pee Wee Games (Lipken-Conway or Muchmore Field): Games are played until curfew during the weekday. Weekend games are limited to a maximum time of 1 hour and 45 minutes, unless there is no game afterwards and both coaches agree to extend the game.*
- 3.5 *There is no curfew or weather shortened games in the Playoffs and World Series. Games that are suspended due to time constraints will be rescheduled by the League Director.*

ARTICLE IV - FIELD CONDITIONS

- 4.1 *During inclement weather, managers should attempt to arrive at the complex early and determine if the field is playable or can be made playable if an Executive Board member or the League Director has not contacted them at least (1) hour before the scheduled start of the game. If the field cannot be made playable within 15 minutes of its schedule start, the game will be canceled. Managers, coaches or umpires cannot cancel a game without the approval from an Executive Board member.*
- 4.2 *An umpire can only cancel a game in progress due to inclement weather or if the playing field is deemed unsafe.*

ARTICLE V - PROTEST

- 5.1 *The Protest Committee is made up of the Rules Committee and Executive Board representatives: An Executive Board member will serve as the Chairperson, (2) managers from the Eights, Minors and Majors Divisions and the Umpire in Chief in the Minors and Majors divisions.*

Chairperson: Rich Vigliotti

Umpire in Chief (Majors): John Ryan

Umpire in Chief (Minors): Bill Grzyb

8yr old Division: Mark Orłowski, J.R. Sangiuliano

Minors Division: David Broadwell, Vincent Gioffre

Majors Division: Jay Katz, Lou Sofianakos

- 5.2 *The following procedure must be followed when filing a protest:*
 - a. *Protest must adhere to the Little League International Rules.*
 - b. *No protests are permitted in the Pee Wee or 8 Yr old Divisions.*
 - c. *All protests must be submitted in writing to the Rules Committee Chairman or an Executive Board member within (24) hours after the protest. No protests will be accepted if it is not filed within the (24) hour time frame.*
 - d. *The rule number and the page number must be referenced in the protest.*
 - e. *The umpire's name and phone number along with the opposing manager's name and phone number must be referenced in the protest.*
 - f. *Only rule interpretations may be protested; not umpire decisions.*

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- g. Pitch count protests are strongly discouraged. Managers are responsible to know opponents pitching eligibility prior to the game. Violations should be addressed at the time of the infraction.
- h. When possible, the managers from the divisions other than those involved in the protest shall participate in the process of hearing and deciding the protest.

ARTICLE VI - GENERAL RULES (ALL DIVISIONS)

- 6.1 There are no special rules covering the following areas:
 - a. **SLIDING:** The Little League rules will apply.
 - b. **HIT BATTERS:** Any pitcher hitting (3) batters in (1) inning or (5) batters in a game must be removed as a pitcher, but can remain in the game.
 - c. **THROWING OF THE BAT:** If a batter accidentally throws the bat, the player will receive a warning from the umpire. The manager must also be warned at that time. If the same batter throws the bat a second time in the same game, that batter must be removed from the game at that time. If the ball is put in play, the batter is out and the ball is dead with no advancement of base runners allowed.
 - d. All pitching must be recorded in the pitching logbook at the end of each game played.
 - e. During the Regular Season and Round Robin playoffs, the pitching week starts on Monday and ends on Sunday.
 - f. During the Playoffs, a series between (2) teams will be considered the pitching week.
 - g. **CATCHER SPEED-UP RULE:** When the catcher is on base with (2) outs, coaches should use the last batted out to pinch run for the catcher in order to speed up play.
 - h. **NON-ROSTER INDIVIDUALS (coaches):** Teams are limited to (4) coaches on the field at all times.
 - i. The first and third base coach must stay in the coaches box during play.
 - j. Managers may not move a player to another position once an inning has started with exception of an injury, pitching change or substitution.
 - k. **CONTINUOUS BATTING ORDER:** Will be used in all divisions of play.
 - l. **FREE SUBSTITUTIONS:** Will be used in all divisions of play.
 - m. Any player that arrives late to a game must be immediately added to the bottom of the batting order.
 - n. **POOL PLAYERS:** The Player Agent and one Executive Board Member will be responsible for the management of the Pool Player Program according to the rules established below:
 - All players from existing regular season team rosters will be eligible to be considered a pool player.
 - Teams must use the Pool Player Program if they have less than (9) players available to play a game.
 - Pool Players will be selected randomly.
 - A Manager must make a Pool Player request as soon as possible. It is recommended that at least 48 hour notice be given to the Player Agent or League President.

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- The Pool Player list will be randomized once a week.
 - A player can only be selected as a Pool Player once per week or until every player has been given the opportunity to participate in the program.
 - On weekdays, the Pool Player list will consist of players that do not have a scheduled game on the day a pool player is required.
 - Pool Players must play an outfield position, bat last in the batting order and cannot pitch or catch.
 - If more than 9 players appear in a game that utilizes pool players, the pool player must play the entire game.
- o. There is no on-deck batter in any of the divisions.

ARTICLE VII - PEE WEE DIVISION RULES

- 7.1 Pee Wee Division rules may be evaluated and changed during the season after presentation and approval by the Rules Committee and the Executive Board.
- 7.2 The number of players allowed on the field will be at the manager's discretion.
- 7.3 Infield players must play the regular infield positions. All other players must play in the outfield.
- 7.4 All outfielders must play no closer than (15) feet from any base.
- 7.5 There is a (2) run limit per inning.
- 7.6 The game will consist of using the Batting Tee for the FIRST (3) innings, Coaches pitching the middle (2) innings and Players pitching for the LAST (1) inning. Pitchers are limited to (2) innings in (1) week.
- 7.7 Pitchers must remain on the pitcher's mound when a coach pitches and when the Batting Tee is used.
- 7.8 Pitchers are encouraged to pitch from the pitcher's mound. The pitcher can move closer to the plate if necessary; however, within a safe distance.
- 7.9 When the players are pitching, the strike zone will be from the chin to just below the knees and one ball width on either side of the plate. After (4) called balls, the batter will use a tee.
- 7.10 There are no walks, infield fly rule, stealing or bunting
- 7.11 If the batter does not hit the ball after (5) pitches, when the Coach is pitching, the batter will hit off the tee.
- 7.12 The ball must travel beyond the 15 ft arc to be a fair ball.
- 7.13 Play will stop when (1) runner is stopped from advancing, except runners may attempt to reach any base already started to. Runners may not advance on an overthrow of any base.

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- 7.14 No standings will be kept during the season.
- 7.15 Games that are not played due to rain, school or religious conflicts will be rescheduled by the League Director. Games will not be rescheduled a second time.
- 7.16 Managers are encouraged to give ALL players an opportunity to pitch by the end of the year.

ARTICLE VIII - 8 YEAR OLD DIVISION RULES

- 8.1 A team can start a game with (8) players only if the Player Agent has determined there are no pool players available to play the game with a (9) player roster. If a team is unable to field (8) players, 15 minutes after the scheduled start of a game, it will forfeit the game. However, a team can finish the game with a minimum of (7) players.
- 8.2 Each player must play a minimum of (9) defensive outs. If for any reason a player does not play the required minimum, that player must start and play the entire next scheduled game. The only exception will be for games shortened by weather or curfew.
- 8.3 A maximum of (10) players are allowed in the field.
- 8.4 Infield players must play the regular infield positions. All other players must play in the outfield.
- 8.5 All outfielders must play no closer than 15 feet from any base.
- 8.6 Managers are encouraged to have all players play an infield position at least (1) inning per game. (Safety concerns may warrant from doing this, use your head.)
- 8.7 Coaches pitch the first (3) innings of each game and the players pitch the last (3) innings. There are no walks when a coach pitches.
- 8.8 All coaches must pitch from the mound in a regular pitching motion.
- 8.9 All managers and coaches must stay in the dugout when their team is on the field and not pass the out of bounds line interfering with the base coach from the other team. The only exception is when a coach is pitching.
- 8.10 If the batter does not hit the ball after (6) pitches, when the coach is pitching, the batter will be out.
- 8.11 Pitchers are limited to (3) innings in one week and cannot pitch back to back days.
- 8.12 There is no infield fly rule or stealing.

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- 8.13 Bunting will only be permitted when the players are pitching. Bunting is prohibited when coaches are pitching.
- 8.14 There is a (2) run limit per inning for the first (5) innings. There is no run limit in the last inning. A Home Run over the fence will count as all runs scored will count in any inning.
- 8.15 All balls hit in fair territory are live regardless of how far they travel.
- 8.16 A runner on third base can only advance on a batted ball or walk.
- 8.17 The ball is dead on all overthrows to a base; runners do not get an extra base.
- 8.18 Outfielders can only assist on an out at a base by throwing the ball to the base.
- 8.19 Balls hit into the field are live until picked up and thrown (or attempted to be thrown) by a player. Once the ball is thrown, runners are allowed the base they are running to regardless of how far they have gone.
- 8.20 Standings will not be kept during the regular season.
- 8.21 A round robin playoff format will be played after the regular season schedule, followed by a best of (3) playoffs and World Series.

ARTICLE IX - MINORS DIVISION RULES

- 9.1 A team can start a game with (8) players only if the Player Agent or League President has determined there are no pool players available to play the game with a (9) player roster. If a team is unable to field (8) players, 15 minutes after the scheduled start of a game, it will forfeit the game. However, a team can finish the game with a minimum of (7) players.
- 9.2 A maximum of (10) players are allowed in the field; free substitutions are permitted.
- 9.3 Infield players must play the regular infield positions. All other players must play in the outfield.
- 9.4 Each player must play a minimum of (9) defensive outs. If for any reason a player does not play the required minimum, that player must start and play the entire next scheduled game. The only exception will be for games shortened by weather or curfew.
- 9.5 Three (3) run limit per inning for the first (5) innings. There is no run limit in the last inning. A Home run over the fence will count as all runs scored in any inning.
- 9.6 A runner on third can only advance on a batted ball or walk. If a runner safely crosses home plate for any other reason, the umpire will send him back to third without jeopardy. If the runner is tagged out while advancing from third to home, he is out.

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- 9.7 Pitchers are limited to pitch a maximum of (6) innings per week. The Little League pitch count rule will determine the rest period for all pitchers.
- 9.8 During the Playoffs and World Series, if there are three games played in one week, a pitcher may pitch up to nine (9) innings during that week, the final (3) innings in the 3rd game. The Little League rest period still applies.
- 9.9 12 yr olds cannot pitch in the Minors Division.
- 9.10 All managers and coaches must stay in the dugout when their team is on the field and not pass the out of bounds line interfering with the base coach from the other team.
- 9.11 To clarify Little League Rule 7.13, a catcher must only be in the catchers box/area.

ARTICLE X - MAJORS DIVISION RULES

- 10.1 A team can start a game with (8) players only if the Player Agent has determined there are no pool players available to play the game with a (9) player roster. If a team is unable to field (8) players, 15 minutes after the scheduled start of a game, it will forfeit the game. However, a team can finish the game with a minimum of (7) players.
- 10.2 Each player must play a minimum of (9) defensive outs. If for any reason a player does not play the required minimum, that player must start and play the entire next scheduled game. The only exception will be for games shortened by weather or curfew.
- 10.3 A maximum of (9) players are allowed on field.
- 10.4 Pitchers are limited to pitch a maximum of (6) innings per week. The Little League pitch count rule will determine the rest period for all pitchers.
- 10.5 12 yr olds on a team roster may only pitch a combined total of (12) innings in one week.
- 10.6 To clarify Little League Rule 7.13, a catcher must only be in the catcher's box/area.
- 10.7 All managers and coaches must stay in the dugout when their team is on the field and not pass the out of bounds line interfering with the base coach from the other team.
- 10.8 Third dropped strike rule as indicated in the Little League rule book will not be implemented.
- 10.9 Mercy Rule: If the home team is winning by (15) runs after 4 innings or (12) runs after 5 innings, the game is official. The game should be played until the time limit has been reached.

ARTICLE XI - TIE BREAKER RULES

- 11.1 STANDINGS - ALL DIVISIONS:

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- a. Head to Head: Win - Loss
- b. Record against teams higher in standings
- c. Record against teams lower in standings
- d. Fewest runs allowed against all teams that are tied.
- e. Coin flip

11.2 PLAYOFFS and WORLD SERIES - ALL DIVISIONS:

- a. The higher seeded team will be the home team for Game 1 and Game 3.

ARTICLE XII - DRAFT RULES & TEAM STRUCTURE

- 12.1 The Player Agent will decide all interpretations not covered or in question with approval from a majority of the Executive Board.
- 12.2 A player must play with the team that has drafted the player. If the player refuses to play on that team, then his eligibility is forfeited for that year.
- 12.3 A Majors Division team will retain a drafted player on its roster throughout the player's Little League eligibility. If a player leaves the league and returns, he/she will return to the team to which they were drafted.
- 12.4 All son/daughters and siblings who are "A" tournament players must be 1st round picks. All other tournament team players get drafted in regular order as per other players.
- 12.5 Players that are siblings or sons/daughters will get ranked before the draft starts by the consensus of the managers and player agent.
- 12.6 Siblings must be on the same team, or otherwise noted from the parents. Rankings of multiples will be conducted before the draft.
- 12.7 One representative per team will be present and no phone calls allowed during the draft.
- 12.8 If a major league team loses a player they may be required to draft a player from the minors to maintain an 11 player roster within 48 hrs or a player may be assigned by the player agent and approved by the Executive Board. The age limits set for the season must be maintained; two ten yr. olds and no more than 6 of any age group on a roster. A limit of 1 player may be picked from any 1 minor league team.
- 12.9 In the best interest of the league, the Player Agent can recommend to the Executive Board for approval, exceptions to the rules relating to drafts, rosters and player status.

ARTICLE XIII - TOURNAMENT TEAMS

- 13.1 Refer to the Clark Little League Rules document for all information pertaining to general

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tournament team rules, tournament committee, team managers and rosters requirements.

This document acts as Rules of the Clark Little League. It has been reviewed by the Rules Committee and approved by the current Executive Board.

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Date Signed: _____

President: _____

Witnessed: _____

Witnessed: _____

Witnessed: _____

Secretary: _____

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