



Saugerties Little League

P.O. Box 382 • Saugerties, NY 12477

www.saugertieslittleleague.org • email: info@saugertieslittleleague.org

Baseball 9/10 Rules

League Website: www.saugertieslittleleague.org

1. Coaching

- A manager or coach may coach third base during their team's offensive inning. Coaches are not allowed on the field during defensive play (unless there is an injury).
- If a conference with the pitcher is required, timeout must be granted by the umpire first
- A player may coach first base, but is required to wear a helmet. No players "on-deck" with a bat in hand.
- No more than 3 coaches in the dugout. Only players and 1-manager and 2-coaches are allowed in the dugout. Only SLL approved volunteers are allowed to assist with practices. Every manager and coach will need to have filled out a volunteer application for the current playing year. No substituting coaches without consent of the division coordinator or League President. Only team members in the dugout and no other children
- Players – with mask and cup on game day - Coaches should not warm up pitchers unless there are no viable options available.

2. Pitching

- Players pitch entire game
- Both teams will keep a pitch count for each pitcher & after each defensive inning will share their count with the opposing manager/coach. All managers will adhere to the pitch count rules described on the last page. A Pitch counter for iPhone users is available at <http://www.tapthescore.com/>
- **4 Walk limit per inning.** After the third (4th) walk, the batter must strike out, hit the ball, or be hit by a pitched ball to continue. A player hit by a pitched ball is not considered a walk.
- **Pitcher must be removed if he hits** three (3) batters in a single inning, or five (5) batters are hit in the course of one game.

3. Baserunning

- Stealing is allowed ONLY after the ball crosses home plate. Runners leaving early will return to the previous base. Stealing is ONLY allowed from second (2nd) to third (3rd) base and from third (3rd) to home. Players cannot advance on a pass-ball from 1st to 2nd.
- There will be no advancement on any overthrow to first (1st) base. A player may advance at their own risk on any overthrows to second base, third base or home. Violations result in sending the runner back to the base.
- Infield Fly Rule is in place when appropriate (less than 2 outs, two or more on base). Runners may advance at their own risk if the umpire calls "Infield Fly" but batter is automatically out.

4. Batting

- No-on deck batter. Use of the traditional batting donut is prohibited.
- Bunting is permitted
- Infield Fly Rule is used in this division (see baserunning)

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5. Fielding

- Infield Fly Rule is used in this division (see baserunning)
- The use of a 10th player as an additional fielder is permitted. He must be used in the outfield only and cannot play short field or as a 5th infielder
- Catcher must wear a mask and full catcher's gear

***Note: NO PLAYER MAY BE CLOSER TO HOME PLATE THEN THE PITCHER.

6. Scoring

- 5 Run Rule in effect at all times. An offensive team may score no more than 5 above the opponent's score. If the team is already ahead by any amount, 5 additional runs may be scored, however, the half inning is over when the 5 runs are reached. If a play is in progress when the fifth run is scored, the play will continue and all runs scored will count.
- If after Four (4) innings, the home team is ahead by more than fifteen (10) runs, the manager of the team with fewer runs will concede victory by the "Mercy Rule".

7. Basic Player Rules

- Throwing of equipment is strictly prohibited. The first time any equipment is thrown, a verbal warning will be issued. The second time, the offending player will be removed for the remainder of the game.
- Profanity is strictly prohibited. One warning will be issued on First Offense. Second Offense is an automatic removal from the game.
- All players ejected from a game must sit the next game.
- Players must be in FULL uniform (shirt, pants, stirrups & hat) to participate/play in games. No modifications are allowed. Shirts MUST be tucked in. No jewelry (necklaces, bracelets or earrings). Sweatshirts, jackets, etc. are permissible, but must be worn under the player's uniform shirt while on the field during a game.

8. The Umpire

- No manager or coach should argue a call made by an umpire at any time during a game. Please let the play stand as called and in between innings, or after the game; politely explain the rule to the umpire (if the rulebook confirms an error was made) in a private session out of earshot from others. Please remember, they are just kids too; and they are learning just like your team. As a league representative, please remind parents to refrain from arguing/voicing their opinions and to always exhibit good sportsmanship.
- If weather forces a delay or cancellation of a game after the game has started, the home plate umpire will make the final decision. Safety comes first.

9. Basic Managerial Rules & Game Time

- All games will be scheduled Monday-Friday and have a starting time of 6:00. There are NO regularly scheduled Sunday games. The league coordinator may reschedule some makeup games for Saturday if there are no openings during the week. No team shall be scheduled to play Two (2) games in one day.
- **No New Inning is to start after** an hour and 45 minutes during, typically 7:45PM. If the game starts late, time may be added accordingly. If a game is called in an uncompleted inning, the game will

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revert back to the last completed inning. In the event of an uncompleted game, the game may be made up, starting after the last completed inning; at the next meeting of the two teams.

- Home team sits on the first base dugout side
- The Home team supplies two game balls.
- A game may not be started with less than Eight (8) players on each team.
- Rainouts and postponed games will be determined by the League Coordinator. If it begins raining during the game, the home plate umpire decides if the game should be stopped.
- The Home team is responsible for getting the bases out of the equipment box and returning them after the game. Please remember to lock the equipment box before you leave the field.
- Please make sure the dugouts are cleaned out before leaving
- Please **poll players** to find out if any of them have severe allergies such as peanut or bee sting.
- **Players are permitted to go to the bathroom but not to the concession stand once the game begins.** If a manager/coach allows a player to go to the bathroom, the player must be accompanied by an ADULT.
- No Food in the Dugout! Gum at coaches' discretion. *Dugouts must be cleaned out before your team leaves the area after a game or practice...let's help keep the facility clean.

****Most importantly, let's keep it positive! The minors divisions are all about instruction, education, and enjoyment. Learning and FUN need to be the priority.

10. Pitch Count Specifics

(a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) 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:

League Age 11 -12	85 pitches per day
League Age 9-10	75 pitches per day
League Age 7-8	50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age 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 put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

10. Pitch Count Specifics (continued)

(d) Pitchers league age 12 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

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- (e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- (f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- (g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- (h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- (j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)
- (k) A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES : 1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.