

Summer Baseball League – Mendon, Milford, Uxbridge

2015 Summer League Rules 11/12 Division

Equipment:

- Uniform as supplied by the respective Town league (shirt and hat), baseball pants, socks, rubber cleats (recommended, not metal spikes) and cup (required for boys wishing to catch).
- All games are played on a 50/70 baseball diamond.

Pitching:

- Pitcher may throw three (3) innings per game and six (6) innings per week.
- Rest is dependent on the number of innings pitched: two innings or less require 1 calendar day of rest. Three innings pitched the pitcher requires 3 calendar days of rest. (Ex. Monday: Pitcher A throws 3 innings, Friday is the first available day)
- A week is a continuous 7-day period. A fresh week does not start on Sunday or Monday. (Ex.. If a pitcher pitches three innings on Friday and three innings on Tuesday, his/her next week starts on Saturday.)
- Inning pitched by pitchers will be on the honor system and each coach will keep track of his own pitchers. The two coach's logs should match at the end of every game. The coordinators can then keep track to resolve any issues that may come up. Coaches should submit pitching log by e-mail or phone to coordinators within 24 hrs after game.
- One pitch in an inning is considered one inning pitched.
- Balks are enforced in accordance with the following guidelines:
 - An umpire will issue (2) warnings per inning before bases will be awarded.
 - Umpires will issue a warning for balks. Coaches are encouraged to visit the mound at the time of the balk and teach the pitcher how to avoid balks. A trip to the mound after a balk call is not counted as an official trip to the mound for the purposes of removing the pitcher.
 - When balk occurs during a steal attempt, if the runner safely gets to next base, he is safe. If the runner is thrown out, then they are not out and are awarded the original base.
- Once a pitcher is removed from the mound, he/she cannot return to pitch in that game
- A pitcher must be removed from the game on his/her third hit batsman of the game. Two in one inning will also constitute a pitcher's removal.
- Play-off week constitutes a new pitching week; days of rest rules still apply.
- Each Manager is allowed 3 visits per pitcher per game. If the Manager visits the mound for the same pitcher twice in one inning, the pitcher must be removed.
- There is a strict prohibition against throwing curve balls or sliders.

Fielding:

- Every player must play in the field a minimum of three innings per game, please substitute early there could only be 3 or 4 innings in a high scoring game.
- There is free substitution in the field except for the pitcher.
- The play is considered dead when the pitcher has control of the ball on any part of the dirt on the mound.

Batting/Scoring:

- Every player dressed (and available) to play must be in the batting order.
- Continuous batting order will be used.
- Six run maximum per team in one half inning (no differential rule) after a team scores six runs the inning is over, period. Applies to innings 1-5 only.
- Open inning in the 6th. {Ex.1 Team A trails Team B 3-0, Team A can score 8 (or more) runs in the inning to take an 8-3 lead} {Ex.2 Team A leads Team B 3-0, team A can score unlimited runs. Umpire/Coaches should consult if 10 run differential for continuing game in the sixth. Sportsmanship & common sense apply} ***In the event that both coaches anticipate that the game will not reach the sixth inning, both coaches after agreement can declare that the inning about to be started shall be the last inning and therefore also be an open inning as contemplated herein.***
- No mercy rule applied.
- Batters throwing bats after a hit ball will be issued a warning (to the whole team) by the umpire. The second infraction will result in an automatic out.
- If a player must leave the game due to injury, the batting order will remain in tact, with the entire order shifting up to fill the hole. If a batter is not injured and doesn't want to bat, then that batter is out.
- There is no "flash" bunting. Batter must bunt ball, no showing of bunt and then hitting away is allowed.
- League adheres to Little League bat size rules - no longer than 32" with a barrel size no greater than 2 1/4". It is the head coach's responsibility to ensure that their players are using the proper and approved equipment. In accordance with Little League rules, an automatic out will be issued for any player found using an illegal bat.

Base Running

- Runner can steal any base on the pitcher.
- Runners are allowed to take leads off the base.
- Runners must slide into bases on all force and tag plays (no head first sliding allowed, unless diving back to a bag)
- Runners cannot slide into first base.
- The infield fly rule will be enforced.
- Every runner must have access to bases; there is no blocking of bases allowed.
- Pinch running is allowed as required (due to injury); the batter to make the last out of the previous inning will be designated as the Pinch Runner.
- Overthrows are awarded as following, one base from thrown ball from the infield and two bases on a thrown ball from the outfield.
- Each team has the option of allowing a courtesy runner for their catcher when there are two outs upon the plate appearance of the catcher. The courtesy runner shall be designated as the player who made the second out in the inning.

Game Start Times/Cancellations/Misc.

- For games started at 6:00 PM, no full inning shall be started after 7:45. At 8:00 game is complete regardless if inning was complete. If full inning has not been completed, the score reverts back to last full inning.

- For games on the weekend, no full inning shall be played one hour and 45 minutes after the start of the game.
- Home team is responsible for game balls (2 to 3 balls per game)
- Official games are 3 and one half innings. Any game not official can be made up. All normal baseball rules apply here.
- Each team shall be required to field 8 players at a minimum. If a team has less than 8 players, that team shall forfeit the game.
- Any sign of lightning, all players to be removed from the field of play. After 10-15 minutes or coaches discretion, game can be called.
- Prior to start of game it is up to home team (make sure you are aware of opposing coaches phone numbers) to make call if field is in playable shape (due to rain). After game has started it is up to the umpire to call the game.
- Prior to the start of each game, the coach of any team who is utilizing unrostered players, shall disclose the unrostered player to the opposing coach. Under no circumstances can an unrostered player be a member of that respective town's 11 or 12 year old all-star/travel team. There is no prohibition against utilizing a player that is a member of that respective town's 9 or 10 year old all-star/travel team.
- Home team head coach is responsible for notifying umpire(s) when game is called early because of weather.
- Note: regulation hardballs will be used for all games.

Behavior/Conduct

- Sportsmanship among players and coaches must be prevalent at all times. No arguments between adults will be tolerated! It is understood that all coaches will understand these rules. If interpretations arise during the game discuss the matter calmly with umpire and opposing team's head coach.
- Only the head coach is allowed to discuss rules interpretations during the game.
- Head coach and assistants are responsible for behavior of players and their parents (fans) during game situations. Umpires can ask players/coaches/fans to leave the ballpark. If such a situation arises the coaches are expected to maintain calm and work with the Umpire.
- Coaches are expected to eliminate jeering of opposing teams and make sure that players are not cheering too loud as the opposing pitcher delivers the ball to the plate (in the hope of disrupting performances).
- Make sure each head coach goes over the ground rules for each field prior to the start of the game. (Intent here is only to modify based upon field conditions/abnormalities for specific field, i.e., tall grass, holes in fence, etc.)
- Any rule disagreements must be brought to the attention of the league coordinators for clarification.
- Reminder that coaches shall not argue umpire judgment. Request for clarification is allowed, but all calls will stand.
- ***Except as outlined above in this document all other playing rules will be consistent with Little League approved rules.***

2015 Coordinators

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