

Regular Season Rules for the Boys Minors and Boys Majors Divisions

Game Play Rules

Batting order must be continuous. If a player arrives late, they bat last. If someone has to leave early everyone moves up one spot.

A team can play a game with 8 players. There are no penalties.

Bunting is encouraged in each division.

If a batter throws the bat, they will be given a warning. This is a team warning. If it happens again with any other batter on that team, an out can be called. This is even if there is no intention to throw. It is a safety issue.

In addition, if a batter throws the bat and it hits the catcher, that batter is automatically called out and all runners must go back to the base they were on.

All outfielders must play on the outfield grass.

There are no balks. If a pitcher starts their wind up towards home and stops, they must be in a throwing motion, a ball will be called and a pitch will be recorded.

Intentional walks are only used in the Majors division and will be used in regular season play as well as the playoffs. It must be called before a pitch is thrown to the batter. Four pitches must be added to the pitcher's pitch count.

You can use the "speed up" rule. Must be the last batted out and must be done before a pitch is thrown to the next batter.

Infield fly is only in effect in MAJORS DIVISION.

Drop third strike is only in effect in MAJORS DIVISIONS.

Tagging up is in effect in BOTH DIVISIONS.

Inning Run Rule: BOYS MINORS will have a maximum of three(3) runs scored per half inning from opening day until a TBD date about midway(May 1) through the season. From this date through the end of the season the maximum runs per inning will be five(5). The run limit will be enforced up to and including the 6th inning.

Stealing is allowed from day one. There is no limit in the BOYS MAJORS. In the BOYS MINORS there is a max of 3 steals of second and/or third base per inning. There is a max of 1 successful steal of home per inning. Runners cannot advance on overthrows to second, third, or home. On an overthrow to the pitcher, if the runners advance, it counts as a stolen base.

Any runner that does not slide or attempt to get around a fielder waiting to make a tag (with the ball) will be called out.

Runners cannot leave a base until the ball crosses home plate. If a player leaves early, they will be told by the umpire to return to the base. Umpires decision is final.

Each player must play a minimum of two innings in the field. This rule does not apply to players arriving after the second inning.

If coaches feel that putting a player in an infield position is a potential safety issue, then they do not need to play that player in the infield.

All batters must wear a NOCSAE approved helmet. If this logo is not on the back of a player's helmet, that helmet is illegal and cannot be used. Helmets cannot be modified in any way, if they are then it voids the NOCSAE authorization thus making the helmet illegal.

All bats MUST have the USA logo or they will be considered illegal and cannot be allowed.

No player can warm up a pitcher without a catcher's mask (with a throat guard) on and a catcher's mitt. Coaches are now permitted to warm up pitchers. (Regular Season Only) **Official 2023 Little League Rule Change**

When taking infield/outfield practice before a game the catcher must be wearing a mask with a throat guard.

Full catcher's gear is required to play the position. (Helmet w/mask & throat guard, chest protector, shin guards, and protective cup)

There is no on deck area so no player in the dugout should ever have a bat in their hands. Only the player at bat can have a bat in their hands.

Games are given 2 Hour Time Limit. This is a drop-dead time limit. The clock starts at the scheduled start time of the game, not when the first pitch is thrown, unless the game starts early. No new inning can start after 1 hour and 45 minutes.

YOUTH UMPIRES

If a YOUTH UMPIRE is assigned to your game, they **CANNOT** be addressed in anyway. If there is a questionable call, the manager is entitled to 2 challenges for the game. Challenges and discussions are only made with the senior adult umpire. Harassment of the youth umpires will not be tolerated and will result in a suspension.

MANAGER RULES

Each team can have a max of 4 coaches in the dugout. No coach can be in the dugout without a background check on file. There must always be one coach in the dugout. One coach must always be the score keeper. Coaches who are coaching the bases must only be doing that. Games can be kept in either a scorebook or on game changer. Either way, the results must be emailed to the coordinator immediately following the conclusion of the game.

MINORS DIVISION can have the team manager coach from outside the dugout when in the field. No other coach can be outside the dugout. MAJOR DIVISION, all coaches must remain in the dugout when in the field.

Managers/Acting Managers must always have a pregame meeting with the umpire(s). All decisions made by the umpire(s) are final.

Only the Manager/Acting Manager can leave the dugout to confer with a player or the umpire. All other coaches must remain in the dugout. Only the Manager/Acting Manager can visit the mound to talk to the pitcher.

Managers must check their issued equipment each practice/game. If there are any issues, they must contact the Director on Duty or League President.

PITCHING RULES

Pitch counts from day 1 Ages 11 & 12 – 85 pitches, Ages 9 & 10 – 75 pitches, Age 8 – 50 pitches (ONCE A PITCHER IS REMOVED FROM THE PITCHER POSITION, THEY CANNOT RE-ENTER THE GAME AS A PITCHER)

All managers/coaches are responsible for reading and understanding the Little League rules on pitching. Remember the rules regarding mandatory rest for the pitchers are for the player's protection from arm injury. Any violation of these rules will result in the game being forfeited. All Little League pitching rules are in effect.

It is the managers responsibility to make sure that there is someone recording pitch counts for every pitcher and that they are being confirmed every half inning. If there is a discrepancy in the count, the average is rounded down.

A pitch by NLL definition is any ball thrown by the pitcher to a batter while the game is in play. If a pitcher starts their wind up and is in throwing motion and stops, a ball will be called and a pitch will be added to the count.

MANDATORY REST PERIODS

1 TO 20 PITCHES THROWN IN A DAY REQUIRES (0) CALENDAR DAYS OF REST
21 TO 35 PITCHES THROWN IN A DAY REQUIRES (1) CALENDAR DAY OF REST
36 TO 50 PITCHES THROWN IN A DAY REQUIRES (2) CALENDAR DAYS OF REST
51 TO 65 PITCHES THROWN IN A DAY REQUIRES (3) CALENDAR DAYS OF REST
66+ PITCHES THROWN IN A DAY REQUIRES (4) CALENDAR DAYS OF REST

Any pitcher who throws 41 or more pitches in a game cannot come in to play catcher.

Any player who has caught 4 or more innings cannot come in to pitch.

What constitutes an inning? Answer: Once the first pitch is thrown.

You are allowed two visits to the mound per pitcher, per game. On the third visit that pitcher must be changed.

Please use your better judgment when/if you have a pitcher on the mound that is wild. If that pitcher hits two batters in an inning it is recommended (not mandated) that you remove that pitcher.

We will be keeping standings.

WINNING TEAM SUBMITS SCORING INFORMATION

Failure to send in the information will result in a no contest and each team will be given a loss. Playoff seeds will be determined by record.

Winning team should report the score and win. Each team is responsible for entering pitch counts.

The following example is how information needs to be reported to the Baseball Director within 3 hours of each completed game:

Score – Angels 12 White Sox 11

Yankees Pitchers – Chippa 50, Toto 45, Garcia 20

Cardinals Pitchers – Marsico 60, Goggin 50, Wells 26

We will be playing with a mercy rule as well this season.

15 runs after 3 completed innings, 2 ½ IF THE HOME TEAM IS WINNING

10 runs after 4 completed innings, 3 ½ IF THE HOME TEAM IS WINNING

8 runs after 5 completed innings, 4 ½ IF THE HOME TEAM IS WINNING

Official 2023 Little League Rule Change

If a game is stopped due to weather related issues the game will only count if the following has been achieved. 3 ½ innings with the home team leading or 4 complete innings have been played.

Most importantly, if you have an issue with a call that an umpire made, please call time out and quietly discuss your issue with the umpire. Or inquire in between innings. We will not tolerate screaming at any umpires by Managers, Coaches, and especially Parents. If an umpire makes the decision to eject a parent from a game, they must leave the complex immediately or they will deal with the Clarkstown PD. If an umpire makes the decision to eject a Manager or Coach from a game that Manager or Coach must also leave the complex immediately. Any Manager or Coach ejected from a game will automatically lose their privilege to coach an All Star Team and will not be allowed back in the dugout to coach until they are told by the League President.

COACHING SET UP

4 coaches present – two coaches on the bases, two coaches in the dugout. Dugout coaches are responsible for the scoring and pitch count verifications.

3 coaches present – two coaches and on the bases, one coach in the dugout. Dugout coach is responsible for the scoring and pitch count verification.

2 coaches present – one coach on the bases, once coach in the dugout. Dugout coach is responsible for the scoring and pitch count verification.

Any player who coaches a base MUST have a helmet on at all times.

RULES PERTAINING TO THE PLAYOFFS WILL BE DISCUSSED AT THE MANDATORY MANAGERS MEETING PRIOR TO THE START OF THE PLAYOFF SEASON.

Points of Emphasis

1. One minute between innings. Please keep the game moving!!
2. Four coaches are allowed within the confines of the field.
3. Teams may play at any time with 8 players. If that is the case, the 9th spot will just be skipped with no penalty.
4. Coaches must remain in the coach's box and must attempt to get out of the way of a play. The coach's box is not a safe haven.
5. Coaches can warm up a pitcher **at any time**. If the catcher is on base at the end of an inning and there is no one on the bench to warm the pitcher, have a player from the field put on a mask to warm the pitcher.
6. All masks **MUST** have a dangling throat guard!!
7. Any player playing the position of catcher, even during pregame warm ups **MUST** wear a mask with a dangling throat guard.
8. All games that have a game following it on the same field have a 1:45 time limit. Please make note of time of start of the game and let the coaches know what that time is. That time is determined when the first pitch is thrown. If curfew comes into effect, a member of the board of directors will make a final determination. With a start time before 7:30, the curfew is 9:30. With a start time after 7:30, the curfew is 10pm.
9. The team scorebook must be within the confines of the field but not in the coach's box. It must remain in the dugout. It can be an electronic device keeping score with **iScore** or **Game Changer**. The electronic device cannot be on the field of play (Little League Rule)
10. There must be at least one coach over age 18 in the dugout at all times. If a team doesn't have a third coach, either one of the coach's boxes will remain empty or have a player with a helmet on.
11. Only managers can discuss rulings with the umpires. Nothing will be discussed with assistant coaches.
12. Only rule interpretations may be protested. Judgement calls cannot be protested.
13. If a player is suspected by the umpire of a concussion, he/she can be removed by the umpire. Once that happens, the player is out until he/she has been cleared by a medical professional.
14. Once the game begins any weather or field delays shall be at the sole discretion of the Home Plate Umpire. Before the game, the decision will be made by the Board of Directors
15. There is **NO ON-DECK BATTER** under any circumstances!! No one in the dugout shall have their hands on a bat. Only the leadoff batter of an inning may be swinging a bat between innings.
16. No jewelry allowed. Medical Alert tags should be securely taped to the body.
17. Throwing of any equipment and inappropriate language will not be tolerated and is grounds for immediate ejection.
18. If one team takes a charged conference, the other team is entitled to conference as well provided it

doesn't delay the action. For example, if the offensive team takes a timeout, the defensive manager can go to the mound. Once the offensive team is done, the mound visit must end immediately or the coach will be charged with a conference as well.

19. When anyone is ejected, they must leave the park immediately and cannot be replaced on the field.
20. Under no circumstances shall a player pitch in three (3) consecutive days regardless of pitch count.

21. Majors and higher levels:
 - a. # of Defensive visits has been reduced. In the past, you had to remove the pitcher on the third visit in an inning and a fourth in a game. Now, you **must** remove the pitcher on the second visit in an inning and a third in a game.
 - b. In case of an injury visit, the home plate umpire will accompany the coach to the mound to verify it is an injury visit and not a coaching visit.
22. USA Baseball Bat standard is in effect and will be enforced. Any bat that doesn't have the USA baseball seal on it is illegal. If the batter uses an illegal bat, the batter is out but NEVER ejected in Little League games.
 - a. For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - b. For the second violation, the offensive team's manager will be ejected from the game. For any subsequent violation, the acting manager will be ejected.
23. Any player on a regular season team may pitch. 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.
 - a. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.
 - b. Once a pitcher throws 41 or more pitches, he is ineligible to play the position of catcher on that same day.
24. Minor League, Little League (Majors) — A player may not pitch in more than one game in a day
25. Tie games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A player still may not pitch in more than one game in a day.
26. When a manager requests timeout to make a pitching change, it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player. **Junior/Senior:** This applies when a pitcher moves to another position and returns as a pitcher later in the same game.