

# **Westbury Little League Specific Rules**

## **Park Rules**

Westbury Little League is located on 17+ acres. Roughly 7 acres belong to Westbury Little League and the balance is leased from the City of Houston. Accordingly, while on Westbury Little League grounds all players, parents, coaches, managers, league officials, and visitors must adhere to the rules and regulations of not only Westbury Little League but also those of the City of Houston Parks Department.

Alcoholic beverages are prohibited at all practices and games whether held on Westbury Little League grounds or elsewhere.

Tobacco in any form (cigarettes, cigars, chewing tobacco, snuff, dip, e-cigarettes, etc.) is prohibited at all practices and games whether held on Westbury Little League grounds or elsewhere.

Animals, except for service animals, are prohibited on Westbury Little League grounds. The speed limit inside the Westbury Little League gates is 10 miles per hour.

Vehicles are not permitted in the common grass areas between fields unless authorized by the Westbury Little League board of directors.

## **Hours of Operation**

The Westbury Little League baseball facilities (fields, common areas, and/or batting cages) are open during approved Westbury Little League baseball activities. If no baseball activities are scheduled then the facility is closed.

## **Batting Cages**

Batting cages are available for approved teams during hours of operation. Westbury Little League now operates 10 total cages (5 cage structures split in half). Cages are labeled 1–10 and correspond to their adjacent fields.

### **General Use**

- Batting helmets are required for all players using the cages.
- Only one batter may be in a cage at a time (unless briefly assisting with ball pickup).
- Only adults may operate pitching machines or throw batting practice.
- Teams preparing for games receive first priority over practice teams.

## Game Day Cage Assignments & Priority:

### Fields M1, M2, and M3

Each field (M1–M3) has a designated cage that is split into two sides.

- Beginning 1 hour before first pitch, both teams may use either side of their designated cage.
- Sides are first come, first serve.
- Teams are expected to share respectfully and efficiently.

### Fields M4 and M5

The cage formerly known as the M4 cage now serves both M4 and M5 (Cages 4 and 5).

- If only one field (M4 or M5) has a game, both teams may use either side beginning 1 hour before first pitch, first come, first serve.
- If M4 and M5 have games at the same time, the following schedule applies:
  - Visiting team: 30 minutes beginning 1 hour before first pitch
  - Home team: 30 minutes beginning 30 minutes before first pitch

Teams should transition promptly to keep both games on schedule.

### Pee-Wee (PW) and Waterhole (WH) Fields

The cages between PW and WH are shared.

- PW8 teams have priority to both cages beginning 1 hour before first pitch.
- If the cages are not in use by PW8, PW7 teams may use them.
- If a PW7 team is using a cage and a PW8 team arrives for its priority time, PW8 teams should allow PW7 to finish up promptly and transition respectfully.

### Practice Use

If no games are taking place, teams with scheduled practices may use the corresponding cages as designated by the practice schedule.

Teams are expected to communicate and work cooperatively when multiple teams are present.

## **Baseball Fields**

Use of any field requires prior approval from the Westbury Little League board of directors. During the spring and fall seasons said approval is generally granted by the Westbury Little League schedulers.

There are seven baseball fields:

1. Field M1 – the first field upon entering the facilities
2. Field M2 – the second field upon entering the facilities
3. Pee-Wee Field – the third field on the left along the drive after entering the facilities

4. Field M3 – located behind the left-center field wall of Field M2
5. Field M4 – located behind the M3 and M4 batting cages, heading toward the Willow Water Hole
6. Field M5 – located behind M1
7. Field M6 – small field located behind M5
8. Waterhole Field – located at the terminus of the drive from the gate to the rear of the facility
9. Senior Field – located across the drive from the right field corner of the Pee-Wee Field

## **Caring for the Facilities**

Many volunteers and many contractors work tirelessly to maintain the Westbury Little League facilities. Westbury Little League does not receive maintenance assistance from any municipality. In addition to the fields and batting cages, there are other buildings (concession stand, maintenance shed, storage sheds, and bathrooms), roughly one mile of fencing, dirt piles, and the like.

Westbury Little League values safety. If you believe that any aspect of the facility is unsafe, please alert a Westbury Little League board member.

Trash cans and recycling cans are located throughout the facility. Please do your part to keep Westbury Little League litter free.

## **Concession Stand**

The Westbury Little League concession stand is located between the backstops of Fields M1 and M2. Food, drinks, and other items are available for purchase during hours of operation. The concession stand is staffed by volunteer parents, board members, and friends of Westbury Little League.

Teams will be assigned concession stand duties during the spring season. During assigned shifts each team will be required to provide two adults. During assigned shifts volunteers will work the window, cook food using a hotdog roller, popcorn machine, heating lamps, and a coffee maker. At the close of the night volunteers will clean the concession stand.

Responsible children are allowed to participate in age-appropriate roles during concession stand duty. Kids are not allowed to handle cooked food (they may handle drinks and packaged food) or money. Only adult volunteers are allowed to cook or handle money.

Board members on duty will assist concession stand crews in clean-up and possibly in the running of the concession stand. Board members on duty will handle locking up for the night while the concession stand manager(s) will handle money counting and depositing.

## **Westbury Little League Ground Rules**

Westbury Little League games are governed by the Official Regulations and Playing Rules of Little League baseball except for exceptions enumerated in this document.

### **Minimum Players**

The minimum number of players required to play in the Majors division is 8. If playing with 8 players in the Majors division, each time the 9th position in the lineup arrives in the batting order an out will be recorded. The minimum number of players required to play in the Minors and Pee-Wee divisions is 8. There is no out for the 9th position in these divisions. For Rookie and Tadpole divisions, managers should use their best judgment in playing with less than a full team. Minimum players are less critical in these divisions as score and standings are not being kept.

If a team is unable to field the minimum players required for its division without a significant and justifiable reason the game in question may be subject to forfeit. Such reasons could include school or religious activities or sudden illness or injury to players or members of their families. If a manager is aware that his or her team may not be able to field the minimum number of players he or she should make an application to the VP Baseball with a copy to his division's player agent, the opposing manager, and the Westbury Little League schedulers. Westbury Little League seeks to resolve such requests so that games are played but acknowledges that this is not always possible.

### **Length of Game**

Following are length of game rules for each division:

- Majors – 6 innings or extra innings to decide a winner (exception is mercy rule provided in the Official Little League rule book)
- Minors – 6 innings or 100 minutes
- Pee-Wee – 6 innings or 90 minutes
- Rookie and Tadpole – no longer than the time slot allotted by the Westbury Little League schedulers but generally 3-4 complete innings

Minors and Pee-Wee division games may end in a tie. If a game is tied at the conclusion of 6 innings but time remains the game may proceed to extra innings.

The time limits refer to the start of a new inning, meaning, for example, in Minors and Pee-Wee no new inning may begin after 100 minutes have elapsed. A new inning is deemed to begin at precisely the same time the previous inning ends. The field umpire is in charge of time keeping. He or she may elect to begin the clock at the scheduled start time, at first pitch, when the home team takes the field for warmups, or when the managers meeting breaks. It is his or her discretion. The field umpire is not required to tell either manager how much time remains during the game, although Westbury Little League encourages the field umpire to alert both managers when the clock is started so that they may also keep track of time.

## **Warming up Pitchers**

Bullpens may be used for warming up pitchers. Catchers must wear a catcher's mitt and helmet and mask with throat protector and male catchers must wear a protective cup. Adult coaches are permitted to catch pitchers.

## **Batting Order**

In all divisions, teams will use a continuous batting order.

## **Courtesy Runner**

Managers may use a courtesy runner for the pitcher of record or catcher of record with 2 outs. If using a continuous lineup, the courtesy runner would be the last out.

## **Additional Safety Rules**

Catcher's helmets must include the dangling throat protector.

Catcher's chest protectors must include the extension (whether via Velcro or as designed) protecting the crouched catcher's private parts.

No batter in any division is permitted to square to bunt and then pull back and swing. If a batter squares to bunt and then pulls back and swings the umpire will call a dead ball, declare the batter out, and return all baserunners to the bases from which they came. The batter will be called out even if he or she doesn't hit the ball. Additionally, the umpire will warn the manager of the offending team and if any player again squares to bunt only to pull back and swing the manager will be ejected from the game.

First aid kits are stored in the concession stand. Should a player require medical attention a parent, coach, or manager should alert a board member on duty. Ice is available in the concession stand. For an injury that significantly stops the game, the field umpire may, at his or her discretion, pause the game clock until the game can restart.

## **Lightning and Severe Weather Policy**

If lightning is detected within a 5-mile radius of the Westbury Little League complex, all practices and games must be immediately suspended.

Play may not resume until 30 minutes have passed from the most recent lightning strike detected within the 5-mile radius. The 30-minute clock resets with each additional strike within that radius.

To ensure consistency, all managers are strongly encouraged to download and use a reliable lightning detection application (e.g., *My Lightning Tracker* or a comparable weather app) to monitor conditions in real time.

When play is suspended due to lightning, all players, coaches, and spectators must clear the fields and return to their vehicles. Remaining in dugouts, under trees, or in open structures is not permitted.

The Board Member on Duty has final authority to suspend or resume play in the interest of safety.

### **Thrown Bat Policy**

Player safety is paramount. Bat control is the responsibility of every batter.

#### **1. Immediate Interference / Safety Risk**

If a batter releases the bat and, in the umpire's judgment, the bat:

- Interferes with a live play, **or**
  - Strikes or endangers the catcher, umpire, or any player in a manner that creates a risk of injury,
- the umpire may immediately declare the ball dead and rule the batter out. All runners shall return to the bases they occupied at the time of the pitch unless interference rules otherwise apply.

Umpire judgment is final.

#### **2. Warning for Unsafe Release**

If a batter releases the bat in a manner deemed unsafe but without interference, the batter will receive a warning. The manager of the offensive team will be notified.

#### **3. Subsequent Unsafe Release**

If the same batter releases the bat again in a later at-bat in a manner that, in the umpire's judgment, creates a risk of injury to another player, coach, umpire, or volunteer, the umpire may remove that player from batting for the remainder of the game for safety reasons.

If removed from batting:

- The player's spot in the batting order will be skipped with **no out recorded**.
- The player may remain in the game defensively unless otherwise directed.

### **Umpire Duties**

The Westbury Little League Baseball Committee assigns umpire duties for Majors, Minors, and PeeWee division games. Rookie and Tadpole games will be umpired by the coaches and/or parents of the teams participating in the game.

For Majors and Minors divisions the home plate umpire will wear full protective equipment and position himself in a safe position behind the catcher (umpiring from the mound is not permitted). Westbury Little League provides umpire equipment. It can be found in the umpire room above the concession stand. The equipment is there to be borrowed for each umpire duty and should be returned following each umpire duty.

For the Pee-Wee division the home plate umpire will not wear protective gear but will position himself or herself safely near the backstop (umpiring from the mound is not permitted).

For Majors, Minors, and Pee-Wee the field umpire shall assume the normal A, B, and C umpire positions.

Failure to provide an umpire for his or her team's assigned umpire duty will result in the suspension of the manager for his or her team's next game.

## **Pregame Activities**

The batting cages are available for warm ups as outlined previously in this document.

The outfield and bullpen are available for warm ups as well.

The home team will take the third base dugout and use the left field bullpen and left field extending to center field for warm ups. The visiting team will take the first base dugout and use the right field bullpen and right field extending to center field for warmups. If, for some reason, a team mistakenly occupies the wrong dugout, just go to the other dugout and don't argue over something trivial.

Teams are NOT allowed to take infield practice, and SHOULD NOT be on the infield dirt during pregame.

Ten minutes before a scheduled game the managers shall provide line-ups to each other. If any players' whereabouts are unknown at this time the manager shall alert the opposing manager. If any player isn't present when the game starts he or she shall be placed at the bottom of the line-up should he or she arrive late to the game.

### **Protests**

Protests must be made to the home plate umpire at the moment the questioned play or action occurs. The home plate umpire shall note the protest and attempt to deal with the situation in a reasonable amount of time. If the protesting manager remains unsatisfied he shall instruct the home plate umpire that his team will continue under protest and then take his or her protest to the protest committee.

## **End of Season Standings**

In the event of a tie in the standings, please consult the following tiebreak scenarios:

For two tied teams:

1. Tiebreaker 1: Head-to-Head (H2H Record)
  - a. Team A and Team B are tied in the overall standings
  - b. Team A is 2-0 against Team B
  - c. Team A wins the tiebreaker and ranks higher
2. Tiebreaker 2: Runs Allowed
  - a. Team A and Team B are tied in the overall standings
  - b. Team A and Team B are 1-1 against each other
  - c. Team A allowed 60 runs throughout the season
  - d. Team B allowed 65 runs throughout the season

- e. Team A would rank higher in the standings due to allowing fewer runs
3. Tiebreaker 3: Runs Scored
    - a. If still tied after H2H and runs allowed, the team with the most runs scored ranks higher.

For three, or more, tied teams:

1. Tiebreaker 1: H2H record among all three teams
  - a. Team A, Team B, and Team C are all tied in the overall standings
  - b. Each team has played each other an equal number of times
  - c. Whichever team has the best record ranks higher in the standings
  - d. If all teams are 2-2 against each other, move to runs allowed
  - e. If two teams are 3-1 and one team is 0-4, the top two teams go to runs allowed
2. Tiebreaker 2: Total runs allowed
  - a. If Team A, Team B, and Team C are tied in the overall standings, but haven't played an equal number of games against each other, then the team with the fewest runs allowed would be ranked higher, regardless of their H2H record against other teams.
3. Tiebreaker 3: Runs scored

In the event of uneven number of games played:

1. Tiebreaker 1: Winning Percentage
2. Tiebreaker 2: Use the same tiebreakers as above (H2H, runs allowed, runs scored), but calculate runs allowed and scored per game played to account for the discrepancy

Note: Uneven games would typically only occur due to unexpected conflicts or late-season rainouts that cannot be rescheduled before playoffs.

## **Division Specific Rules**

### **Tadpole Division**

#### Defensive Positions

Tadpole teams shall field a normal infield, i.e. one catcher, one pitcher, one first baseman, one second baseman, one third baseman, and one shortstop. Players not playing one of those positions shall play in the outfield grass. Outfielders should be discouraged from entering the infield to attempt to make a play. Infielders shall not be any closer to the batter than the edge of the infield grass.

The pitcher shall wear a batting helmet with face mask and will be positioned inside the pitcher's circle.

The catcher will stand at the back of the dirt surrounding home plate until the ball is struck, at which point the catcher may play defense.

### Defensive Coaches

The team on defense may have three coaches on the field one of whom will remain near the catcher. The other two may roam the field helping position the kids.

### Offensive Coaches

The team on offense may have three coaches on the field – one to help the batter address the Tee and will place the ball on the Tee and the other two to coach first and third base. No second base coach is allowed.

### Offensive Rules

Teams will bat their entire lineup each inning. If outs are made, the offensive player should return to the dugout, but the inning can proceed until each player has batted, even if three outs occur.

Bunting is not allowed.

Base stealing is prohibited.

Players will advance one base per batter.

Batters will attempt to strike the ball from the batting Tee. Batters will not attempt to strike pitched balls.

The infield fly rule is not in effect in Tadpole.

### Play Regulations

No player will sit out more than one inning per game.

Each player shall play at least one inning in the infield per game. If any player is viewed as a safety risk in the infield the manager may, at his discretion but with parent input, elect not to play a player in the infield. Should a manager choose to take this action he or she should alert the Tadpole player agent and VP of Baseball.

Each player shall change positions each inning, i.e. no player may play the same position in consecutive innings.

In the event these play regulations aren't complied with during a regulation game, said player(s) must start the next game and make up required innings/positions from the previous game.

### Equipment

Only Little League approved bats may be used during games and/or practices.

The official game ball for the Tadpole division shall be leather cover, R.I.F. ball.

All players must wear a batting helmet with full facemask when batting, running the bases, or playing the pitcher position.

## Score and Standings

Neither game score nor season standings shall be kept for the Tadpole division.

## **Rookie Division (6U)**

### Defensive Positions

Rookie teams shall field a normal infield, i.e. one catcher, one pitcher, one first baseman, one second baseman, one third baseman, and one shortstop. Infielders shall not be any closer to the batter than the edge of the infield grass.

Each team shall field four outfielders, who shall play in the outfield grass. The four outfield positions are left field, left-center field, right-center field, and right field. No roving outfielders are allowed. Outfielders should be discouraged from entering the infield to attempt to make a play.

The pitcher shall wear a batting helmet with face mask and will position himself or herself behind and to the side of the coach pitching and must have at least one foot inside the dirt area. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall provide a warning. In subsequent offenses, the umpire should rule a dead ball and direct base runners to advance one base. If no runners are on base, the ruling is a "Dead Ball/No Pitch".

The catcher will wear full protective gear and squat in a catcher's position behind home plate and attempt to receive the pitch. Players that are unwilling to remain squatted and/or attempt to catch the pitch should not play the catcher's position.

### Defensive Coaches

The team on defense may have three coaches on the field one of whom will remain near the catcher. The other two may roam the field helping position the kids.

### Offensive Coaches

The team on offense may have four coaches on the field – one to help the batter address the plate, one to pitch the ball, and the other two to coach first and third base. No second base coach is allowed.

The Coach pitching must release the ball (overhand pitches only) no closer than 20' from the front of home plate and may throw from a knee. A coach pitcher may coach while in the pitching position.

### Offensive Rules

Teams will bat each half inning until they have either scored five runs or have been put out three times. Teams will not bat around each inning unless in the course of scoring five runs before being put out three times.

Bunting is not allowed.

Base stealing is prohibited.

Batters will receive four pitches thrown from the coach or more should they foul the fourth pitch. If a batter fails to put the ball in play in fair territory after four pitches the ball shall be placed on the batting Tee.

When a batted ball hits the Pitching Coach, the following shall apply:

- If in the Umpire's judgment, the coach intentionally makes contact with the ball, the batter is declared out and no runners shall advance.
- If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact or catches the ball to protect himself/another player, the ball becomes dead and a no-pitch is declared. The batter is not awarded first base. They continue the at-bat as if the previous play did not happen.

If a ball is hit in play after being thrown from the coach, and the ball travels past the infielders\*, the batter and runner(s) may advance a maximum of two bases at their own peril. If the batter and/or runner(s) advance more than two bases, they must be sent back to their respective base. However, if the runner(s) are tagged out while trying to advance more than the allotted two bases, the runner(s) will be out.

\*For the purposes of this rule, the pitcher and catcher are not considered infielders

If a ball is hit in play off of the tee, the batter and runners may only advance one base.

The infield fly rule is not in effect in the Rookie Division.

### Play Regulations

No player will sit out more than two innings per game.

Each player shall play at least one inning in the infield per game. If any player is viewed as a safety risk in the infield the manager may, at his discretion but with parent input, elect not to play a player in the infield. Should a manager choose to take this action he or she should alert the Rookie player agent and VP of Baseball.

Each player shall change positions each inning, i.e. no player may play the same position in consecutive innings.

In the event these play regulations aren't complied with during a regulation game, said player(s) must start the next game and make up required innings/positions from the previous game.

### Equipment

Only Little League approved bats may be used during games and/or practices.

All players must wear a batting helmet with full facemask when batting, running the bases, or playing the pitcher position.

### Score and Standings

Neither game score nor season standings shall be kept for the Rookie division.

## **Pee Wee Division**

### Defensive Positions

Pee-Wee teams shall field a normal infield, i.e. one catcher, one pitcher, one first baseman, one second baseman, one third baseman, and one shortstop. Infielders shall not be any closer to the batter than the edge of the infield grass.

Each team shall field four outfielders, who shall be positioned 20 feet behind the infield dirt. The four outfield positions are left field, left-center field, right-center field, and right field. No roving outfielders are allowed. Outfielders should be discouraged from entering the infield to attempt to make a play.

The pitcher shall wear a batting helmet with face mask and will position himself or herself behind and to the side of the pitching coach and must have at least one foot inside the dirt area. If a pitcher charges in front of the coach before the ball reaches the plate, the umpire shall provide a warning. In subsequent offenses, the umpire should rule a dead ball and direct base runners to advance one base. If no runners are on base, the ruling is a "Dead Ball/No Pitch".

The catcher will wear full protective gear and squat in a catcher's position behind home plate and attempt to receive the pitch. Players that are unwilling to remain squatted and/or attempt to catch the pitch should not play the catcher's position.

### Defensive Coaches

Coaches are not permitted outside of the dugout while their team is on defense unless time has been granted or he or she is tending to an injured player.

### Offensive Coaches

The team on offense is allowed to have one coach pitch to their batters and one coach at each of first base and third base. Base coaches shall remain in their respective coaching boxes unless making room for a player to attempt a play or escaping a batted ball.

The Coach pitching must release the ball (overhand pitches only) no closer than 30' from the front of home plate. A coach pitcher is prohibited from coaching while in the pitching position either physically or verbally. (One warning will be allowed. Two violations will result in immediate removal from the mound).

### Offensive Rules

Teams will bat until they have either scored five runs or have been put out three times. Teams will not bat around each inning unless in the course of scoring five runs before being put out three times.

Bunting is not allowed.

Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering at a ball with a swing or check swing crossing the plate and fouling a pitch. Everything else will be called a ball regardless of location.

No walks are permitted.

When a batted ball hits the Pitching Coach, the following shall apply:

- If in the Umpire's judgment, the coach intentionally makes contact with the ball, the batter is declared out and no runners shall advance.
- If in the Umpire's judgment, the coach did make a legitimate attempt to avoid contact, or catches the ball to protect himself/another player, the ball becomes dead and a no-pitch is declared. The batter is not awarded first base. They continue the at-bat as if the previous play did not happen.

Stealing is not permitted in coach pitch.

The infield fly rule is not in effect in Pee-Wee.

Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur: a) The lead runner stops attempting to advance. b) The ball is in the possession of an infield player inside the base paths. c) No defensive play is imminent. When a runner stands off a base and "jukes" or "fakes" back and forth, this is to be interpreted as "not attempting to advance" and "Time" shall be called. For the purpose of this rule, time should not be called by a defensive player or coach. "Getting it to the pitcher" does not represent time.

### Overthrow Rule

A baserunner – including the batter – is only allowed to advance one base on the first overthrow (or dropped throw or short throw – referred to here as simply an overthrow) of any sequence of plays. There are no multiple overthrows on any play.

For example, if the batter hits a ground ball to shortstop and a throw is made to first base and that throw goes past the first baseman, the batter-runner may advance to second. Should the first baseman retrieve the ball and throw it into the left field corner, the batter-runner may not advance to third base.

Runners that attempt to advance more than one base on an overthrow or attempt to advance on an overthrow subsequent to the first overthrow shall be returned to the correct base, provided the runner advances to the next base safely. Any runner attempting to advance illegally that is put out by the defense will be out.

Runners are not permitted to advance home on passed balls. Passed balls are pitched balls that go past the catcher.

Runners are not permitted to advance on throws to the pitcher from the catcher when the catcher is returning a pitched ball that wasn't put into play.

## Play Regulations

No player will sit on the bench for two innings until every player has sat on the bench for one inning. No player will sit out more than two innings per game.

Each player shall play at least one inning in the infield per game by the conclusion of the fourth inning. If any player is viewed as a safety risk in the infield the manager may, at his discretion but with parent input, elect not to play a player in the infield. Should a manager choose to take this action, it must be approved by the Pee-Wee player agent and VP of Baseball.

In the event these play regulations aren't complied with during a regulation game, said player(s) must start the next game and make up required innings/positions from the previous game.

## Equipment

Only Little League approved bats may be used during games and/or practices.

All players must wear a batting helmet with full facemask when batting, running the bases, or playing the pitcher position.

## Score and Standings

Game scores and standings are tracked by Westbury Little League in the Pee-Wee division.

The home team is responsible for keeping the official game book. The visiting team is responsible for operating the scoreboard during the game.

After each Pee-Wee game the home team manager should email the Pee-Wee player agent with copy to the Westbury Little League schedulers and the visiting team manager and provide the final score of the game. The visiting manager should reply either agreeing or disagreeing with the final score.

## Lopsided Games

Since Pee-Wee games are limited to five runs per inning, it is possible that a team could build an insurmountable lead. For example, one team is leading by 11 runs with two innings left to play.

If a game gets out of hand, the opposing managers may take one of two actions by mutual agreement:

1. They may call the game.
2. They may freeze the score and continue playing.

In either situation, if the home team is losing, they should take their at-bat.

One possible exception is in a scenario where the visiting team creates the insurmountable lead in the top half of the inning, in which case one of the following should occur:

- The game should continue until the home team has concluded their at bat anyway; or
- The home team can concede at the time the game becomes unwinnable, and the score should reflect the amount of runs that make the game unwinnable (e.g., the score is 10-

5 going into the 6th inning, and the visiting team scores a run to go up 11-5 in the top of the 6<sup>th</sup> inning). **In this scenario, both managers must agree to freezing the score. If the visiting manager does not agree, the teams will complete the inning before calling the game** (i.e., the final score *could be* 15-10).

Freezing the score enables the following:

- Prevents both teams from giving up additional runs.
- Gives the manager of the team in the lead the ability to move their players around defensively without fear of penalty in any playoff tiebreaker.
- Lets the teams play a subsequent inning with the score frozen, if time permits. (No runs against penalty, other kids get a chance at key positions, etc.)

## **Minors Division**

The Minors division is governed by the Official Rules of Little League except where specified below.

### Run Limits

Each half inning of the first four innings ends when the batting team has either recorded five runs or been put out three times. The only exception to this rule is if the sixth or greater run is recorded via an over the fence home run. In the fifth and sixth innings there is no limit on the number of runs the offensive team may record.

### Play Regulations

No player will sit on the bench for two innings until every player has sat on the bench for one inning.

No player will sit out more than two innings per game.

No player may sit for two consecutive innings unless for injury, illness, or disciplinary reasons. Should a manager plan ahead of time to discipline a player in this manner he or she must have the approval of the Baseball Committee. Should a manager decide in game to discipline a player in this manner he or she must alert the opposing manager and home plate umpire and send in a report to the Minors player agent with copy to VP Baseball and the opposing manager following the conclusion of the game.

Each player shall play one full inning in the infield by the completion of the fourth inning. Should a manager believe a player incapable of playing in the infield due to safety reasons he or she must garner the approval of the Baseball Committee ahead of the game.

### Equipment

Only Little League approved bats may be used during games and/or practices.

Each player shall wear a batting helmet with full facemask or C-Flap protector when batting, running the bases, coaching a base, or protecting a pitcher warming up on an on-field bullpen.

#### Pitch Limits

Westbury Little League abides by the Little League prescribed pitch limits and associated days of rest.

Until the start of the post regular season tournament no pitcher may throw more than 50 pitches in one outing.

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.

#### Dropped Third Strike

The batter may not advance on the dropped third strike in Minors.

#### Score and Standings

Game scores and standings are tracked by Westbury Little League in the Minors division.

The home team is responsible for keeping the official game book. The visiting team is responsible for operating the scoreboard during the game.

After each Minors game the home team manager should email the Minors player agent with copy to the Westbury Little League schedulers and the visiting team manager and provide the final score of the game and his or her team's pitch counts. The visiting manager should reply either agreeing or disagreeing with the final score and pitch counts and providing his or her own team's pitch counts.

### **Majors Division**

The Majors division is governed by the Official Rules of Little League except where specified below.

#### Pitch Limits

Westbury Little League abides by the Little League prescribed pitch limits and associated days of rest. Until April 1<sup>st</sup> of each season, no pitcher may throw more than 50 pitches in one outing.

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.

#### Score and Standings

Game scores and standings are tracked by Westbury Little League in the Majors division.

The home team is responsible for keeping the official game book. The visiting team is responsible for operating the scoreboard during the game.

After each Majors game the home team manager should email the Majors player agent with copy to the Westbury Little League schedulers and the visiting team manager and provide the final score of the game and his or her team's pitch counts. The visiting manager should reply either agreeing or disagreeing with the final score and pitch counts and providing his or her own team's pitch counts.

## **Fall Ball**

Rules herein apply to both Spring and Fall play except where noted/adjusted below

### **Tadpole**

No changes

### **Rookie 6U**

No changes

### **Pee Wee**

No changes

### **Minors**

No changes

### **Majors**

All pitchers are limited to 50 pitches per outing. A player may finish the batter and exceed 50 pitches only if he/she starts the batter on pitch 50 or less.

Games will have a 100 min time limit. No new inning shall be started after 100 min (1 hr 40 min). The game shall be allowed to complete if the top of the inning has started prior to the time limit expiring. For reference, the start of the top of the inning occurs as soon as the 3<sup>rd</sup> out is made in the bottom of the previous inning.

Time keeping and determination of continuity of play is the responsibility of the game umpires. Coaches may keep time for approximate references only. The umpire's decision on official time is final.

A maximum of 5 runs per inning may be scored in innings 1-4. Unlimited runs may be scored in innings 5 & 6, time permitting.