



Shrewsbury Little League

2010

Junior League Local Rules

These rules modify and at times are in addition to the Official Regulations and Playing Rules for the Little League Baseball (Junior League Division):

1.0 Playing Rules

1.1. Game Length

All games will have a MANDATORY two-hour and fifteen minute limit.

From the scheduled time of the game the game will be completed when 2 hours and 15 minutes have passed in accordance with the following:

- At two (2) hours: It is the top of an inning and the home team is leading, the game is over if the visiting team does not take the lead before the 3rd out of the top half of the inning.
- At two (2) hours: It is the top of the inning and the home team is losing, the inning will be completed unless the home team takes the lead prior to the 3rd out of the bottom half of the inning.
- In the case of a tie the game will continue according to the rules of baseball

1.2. There will be a continuous batting order. All players in attendance are in the batting order. Late players are inserted at the end of the batting order.

1.3. A player must play a minimum of three defensive innings during a game. For the visiting team, each player must play in three of the first five innings. For the home team, each player must play three defensive innings over the course of the six innings. No player may sit more than two consecutive innings. Balanced play is encouraged.

1.4. A pitcher must be removed on a second visit to the mound in the same inning or the third visit in a game.

1.5. A team must be able to field a minimum of 8 players defensively.

2.0 Pitching Rules

2.1. See Williamsport rules (Addendum attached) for pitch counts.

- 2.2. The SLL Board of Directors will designate the scorekeepers or another game official as the official pitch count recorder.
- The pitch count recorder shall provide the current pitch count for any pitcher when requested by the opposing manager or any umpire. However, both managers are responsible for knowing when his/her pitcher must be removed.
 - The official pitch count recorders shall inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation 2.3. The umpire-in-chief shall inform the pitcher's manager that the pitcher must be removed in accordance with Regulation 2.3. However, the failure by the pitch count recorder to notify the manager does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- 2.3. 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 LL Playing Rule 4.19.
- 2.4. A player shall not pitch in more than one game in a day.
- 2.5. 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. League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- 2.6. Pitches delivered in games declared "Regulation Tie games" or "Suspended Games" shall be charged against a pitcher's eligibility.
- 2.7. 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.
- 2.9 The plate umpire has discretion to have a pitcher removed if he determines: 1) pitcher does not have control of his pitches, and 2) pitcher has hit at least one batter and 3) pitcher is deemed dangerous and would likely harm a batter.

3.0 Mercy Rule

- 3.1. 14 runs after 4 innings, 10 runs after 5 innings.

4.0 Manager / Coaches

- 4.1. All Manager's & Coaches assisting during the season will be required to have filled out a **SLL Volunteer application** and must be approved by the Shrewsbury Little League Board of Directors. If a parent has not filed Volunteer Application and is not approved by the SLL Board of Directors they will be asked to leave the dugout area.
- 4.2. Managers and coaches are NOT allowed to cross the foul line between innings. If they cross the foul line between innings it will be considered a trip to the mound during their defensive half inning. Managers can ask the umpire for permission to fix the pitchers mound between innings. Coaching during repairs is not allowed.

- 4.3. No more than the Team Manager, two Assistant Coaches, and Scorer will be allowed in the dugout at any time.
- 4.4. No parents will be allowed on the field of play or in the dugout during a game unless their child is injured.
- 4.5. Base Coaches or players may coach 1st and 3rd base. If a player is coaching, they must wear a helmet and they cannot be one of the first nine batters in the inning. No parent who is not the official manager, one of the two official coaches or the one official scorekeeper is allowed to be a base coach. If some of these 4 official coaches are missing, a player must act as a base coach, no parents from the bleachers will be allowed.
- 4.6. Winning team managers are responsible for reporting game scores & pitch counts on the Shrewsbury Little League Website within 24 hours of a completed game.
- 4.7. The Junior League Commissioner shall have the right to suspend any player, manager, coach, or fan who does not exhibit a sense of good sportsmanship. Managers, coaches, players, and parents shall conduct themselves in a sportsmanlike manner at all times.
- 4.8. Any manager or coach ejected from a game by an umpire shall automatically be suspended for a minimum of one (1) game. There is no appeal for this rule. The suspension will be for the next scheduled game, playoffs included. If the manager or coach continues to argue with the umpire, uses profanity, or does not leave the field in a timely manner, a minimum of an additional two (2) games will be added to the suspension. All ejections or umpire issued warnings will be reviewed by the Junior League Commissioner. The Shrewsbury LL Junior League Commissioner reserves the right to sanction further disciplinary action.
- 4.9. Both team managers and the game umpires will be required to provide detailed accounts (in writing) of any incidents involving a coach being issued an umpire warning or being ejected from a game.
- 4.10 Any manager or coach ejected from two (2) games in a single season will be suspended at a minimum for the remainder of the season. The Shrewsbury Little League Board of Directors will conduct a review to determine if this manager or coach should be allowed to participate in the Shrewsbury Little League program in the future. The SLL Board of Directors' decision is final.

5.0 Umpire Discussions

- 5.1. During the course of each game, the umpire-in-chief shall have absolute discretion for rules interpretations and judgment calls. We strongly enforce the principle that disputes with umpires over calls of balls and strikes, fair or foul and out or safe are impermissible. **Only the Team Manager may speak with the umpire, and only regarding a rule interpretation.**

6.0 Volunteer Applications

- 6.1. Each Manager, Coach and or Volunteer is required to complete and submit a Volunteer Application to the appropriate Commissioner **prior** to having any involvement with the players.

7.0 Scoreboard

- 7.1. Visiting Team is responsible for assigning a volunteer to run the electronic scoreboard. This is important and mandatory.

8.0 Safety

- 8.1. Each Manager will be issued a Safety Manual. It is the managers' responsibility to read the manual and share pertinent material with coaches, players and parents of the team. First Aid kits and ice packs will be kept in the concession stands at game fields and in the equipment boxes at practice fields.
- 8.2. The Manager must complete an Injury Report (located on the website) regarding any incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or first aid. The Injury Report must be sent to the Director of Safety as detailed in the aforementioned Safety Manual.
- 8.3. Each team must have at least one volunteer attend the Mandatory Safety Training.
- 8.4. Casts may not be worn during the game. NOTE: Persons wearing casts, including managers and coaches, must remain in the dugout during the game
- 8.5. All Field Safety concerns must be immediately communicated to the Junior League Commissioner.

9.0 Field Prep - Games and Practices

- 9.1. **Both Teams** are responsible for preparing the field **before a game**. This includes: raking the entire infield, raking and packing the mound, lining the batters boxes, foul line and walking the entire field to ensure safe playing conditions. It is highly recommended that you consider asking parents to assist with this during the entire season; most parents are more than willing to help and the more volunteers involved with this type of activity the easier it is on the Managers/Coaches.
- 9.2. After the **last game** of the day, **Both Teams** are responsible for raking the infield and pitchers mound along with picking up any trash and ensuring the lock boxes, concession stands are secured.
- 9.3. Each team is responsible for raking the infield and pitchers mound **before** each practice along with picking up any trash after your practice.
- 9.4. After the **last practice** of the day the team practicing is responsible for raking the infield and pitchers mound, picking up any trash and ensuring the lock boxes, concession stands are secured.
- 9.5. Each Sunday morning a team will be assigned the responsibility of preparing one of the two assigned fields for play during the entire day. This will include, but not limited to, mowing, dragging, raking, and removing any standing water from the infield. Raking and packing the pitcher's mound, lining the batter's box and foul lines, and walking the entire field to ensure safe playing conditions. This work will be completed at least one hour

prior to the first scheduled games of the day.

10.0 Inclement Weather

- 10.1. Game cancellations will be determined by the Junior League Commissioner. There will be one 3S phone number distributed to this division, which will be distributed to all teams and players.
- 10.2. Managers, Coaches, Umpires, Players and Parents should check the 3S phone number. If games are not called by 4:00 PM (7:30 AM on Sundays), teams should show up at the assigned field where a determination will be made at the field **by the two managers**. This will be the “norm” as we will try to get in as many games as necessary due to our lack of field availability. If both managers are unable to agree on the condition of the field, the umpire will make the final decision.
- 10.3. If there is Lightning during a game, the game shall be suspended. Teams shall wait 20 minutes without any signs of lightning before resuming play. Cancellation at the field in this case, along with game suspensions due to inclement weather, is ultimately **the two manager’s decision**, but consultation between the umpire and the two managers is highly encouraged. Refer to the Safety Manual for detailed Lightning Safety Guidelines.

11.0 Equipment

- 11.1. Each Team shall be issued a key that unlocks the equipment boxes and concession stands. The Managers and his Coaches will be held completely responsible for the equipment and concession stand when their teams are scheduled for games and practice.
- 11.2. There are two equipment bags inside the equipment box at each game field; each team shall take a bag to their respective dugout. The bag contains the teams batting helmets and catchers gear.
- 11.3. It is **Mandatory** that the equipment be cleaned of loose dirt and put back into the equipment bags prior to it being put back into the equipment boxes.
- 11.4. No metal Spikes. Rubber cleats only.
- 11.5. **Bats:** Those used shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part.

NOTE 1: Junior/Senior/Big League: The 2¾ inch in diameter bat is not allowed in any division.

NOTE 2: The traditional batting donut is not permissible

NOTE 3: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2 5/8 inch bat ring must be used for bats in the Junior, Senior and Big League divisions of baseball.

12.0 Playoff Format:

- 12.1 All teams will complete in a tournament at the end of the season where there will be one champion

12.2 The schedule and dates will be decided by the leagues scheduling director and will be distributed during the season

12.3 Teams will be seeded based on their winning percentage

- The following will be the tie breaker for teams with the same record:
 - Overall record
 - Division record
 - Head to Head competition
 - Coin flip or lottery. If two teams are tied a coin flip will determine order. If multiple teams are tied, team names will be placed in a hat. First team pulled out will receive the higher seed for their slot.

15.0 All-Stars

15.1 Each manager or coach interested in managing or coaching an all-star team shall submit his/her name to the Junior League Commissioner.

15.2 The Junior League Commissioner will select a committee to review the applications prior to making a recommendation to the SLL Board of Directors for final approval.

15.3 All Star managers will have the option of selecting their own coaching staff to be reviewed by the Junior League Commissioner and the committee to approve or deny.

15.4 All league players that participated in more than 75% of their teams regularly scheduled games shall be eligible for the All-Stars, Post Season Play, or Playoffs. Only exception to this rule is for a documented injury and the player attends the game and sits on the bench, if injury permits.

15.5 Each team manager has the ability to recommend players from their respective team into the All-Star selection pool.

15.6 It is possible that not all teams will have a representative on the All-Stars. It is not mandatory that every team has a representative.

15.7 A player that is nominated for the all-star team **MUST** be able to commit to the entire tournament his team is designated to play in.

15.8 The SLL BOD may institute a fee to play All Stars or tournament play.

15.9 The managers or coaches (1 representative from each team) from each division will meet and vote for the players from their league.

15.10 After all discussion and voting is complete each team should consist of 12 players and potentially 2 alternates.

15.11 The all-star team is a privilege. Sportsmanship is extremely important as those involved are not only representing our league, but the Town of Shrewsbury.

12.0 Park and Recreation Rules

- 12.1. Trash is to be placed in the provided barrels. Trash from concession stands is to be placed in the dumpster.
- 12.2. No cardboard is to be placed in any dumpster, it must be recycled.
- 12.3. All field lighting shall be off prior to 10 pm.
- 12.4. No using the lights for unassigned practices (example: coach and two kids turn lights on).
- 12.5. Rake fields after rain, don't broom puddles to the edge, this creates an edge on the field.
- 12.6. No using the fields during heavy rain.
- 12.7. No using fields not assigned to your group.
- 12.8. No using neighborhood parks on **Sundays or after 6 pm on Saturday.**
- 12.9. No parking on the pond roadway at Dean Park, police will ticket offenders.
- 12.10. Park in parking lots only. Keep all fire lanes open etc.
- 12.11. Commissioners shall bring any field maintenance concerns to the attention of Leagues Operations & Field Maintenance Director.

(Addendum 1)

CHANGES/UPDATES TO THE LITTLE LEAGUE BASEBALL® RULES AND REGULATIONS – 2010

(Last update: December 2009)

Regular Season Pitching Rules - Baseball

VI - PITCHERS

- (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) **Junior, Senior, and Big League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- (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:

17-18 105 pitches per day

13-16 95 pitches per day

11-12 85 pitches per day

9-10 75 pitches per day

7-8 50 pitches per day

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.

(d) Pitchers league age 14 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.**

Pitchers league age 15-18 must adhere to the following rest requirements:

- **If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.**
- **If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.**
- **If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.**

- **If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.**
- **If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.**

(e) 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.)