

Boys Lower Farms Baseball Rules Rev. 2/08

Duration of Game

- 1) 6 innings.
- 2) Move quickly between innings.
- 3) Game must start on time.
- 4) No top half of an inning starts after 1:35 minutes from the start of game time on weekends. Weeknight games play until you can.
- 5) Only the Division Director can cancel a game due to reasons other than weather.
- 6) Games either suspended or canceled due to inclement weather or darkness, managers shall notify Division Director or VP Little League on day of occurrence.

The Field

- 1) Bases 60 feet.
- 2) 2 adult coaches in coaching boxes.
- 3) Only manager, 2 coaches, and uniformed players are permitted on bench.
- 4) No players, coaches, or parents behind the batting cage.
- 5) If dugouts available please keep players in them.
- 6) Home team provides game ball.
- 7) Home team provides bases.
- 8) Both teams responsible for field setup and cleanup.
- 9) **One coach is permitted on the playing field behind outfielders during play when his team is in the field. One coach is also permitted for pitching when his team is at bat. Only after a time out has been called and granted can a manager approach a player on the field.**

Managers Rules

- 1) Universal Batting Order: All players bat. The same batting order throughout the game.
- 2) Players arriving late (after first pitch) must be placed at the bottom of the batting order.
- 3) 10 players in the field. 6 infielders and 4 outfielders. Outfielders must line up (in line) on outfield grass.
- 4) No player shall play same position more than (2) innings in one game. **All players must rotate 1 inning on the bench.**
- 5) All team players must play at least 2 full games during a season.
- 6) 4 run limit per inning. 6 runs in the last inning.
- 7) Pitcher must line up next to coach pitching and have at least one foot on mound area.
- 8) **Managers must also send in game summaries, refer to website for additional information.**

The Uniform

- 1) Players must be in full uniform at all times and shirts tucked in.
- 2) Catchers must wear proper equipment and a supporter cup at all times.
- 3) All players must wear supporter cup at all times.

Safety

- 1) Only the player in the batters box should have a bat in hand. There is no on deck circle in Little League. **This rule MUST be enforced!**
- 2) Any player who deliberately throws his bat will be ejected.
- 3) Runner is out on head-first slide.
- 4) Runner is out when sliding into first except when returning to base or avoiding a collision or being hit with errant throw.
- 5) Any player throwing the bat at ball during swinging motion or follow through shall be issued a warning. The next player from his team to do so shall be called out.
- 6) If lightning occurs, the umpire or coach will wait twenty minutes to see if the game can continue. Please move your players to a safe area.

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Pitching

- 1) Coaches will pitch to their own team (distance to be determined by coach). Coach may choose to pitch overhand or underhand depending on the skill of the player.
- 2) After the batter swings and misses on his 3rd swing, a tee should be placed at home plate and batter should hit off the tee and put the ball in play.
- 3) **Each player will receive a maximum of 7 pitches on the 7th pitch they must put the ball in play or hit off the tee. No Exceptions! At no time should a coach say "one more pitch". Distance from home plate to pitching rubber will be determined at the coach's discretion based on the ability of the batter.**
- 4) When coach pitching the player playing the position of "pitcher" must be no closer to the batter than the pitching rubber (Minimum 42 feet) and player must have one foot on the pitching mound dirt area.

Stoppage of Play

- 1) The play is stopped when the ball is returned within the infield area. The player does not need possession of the ball. The play is a **Dead Ball**.

Base Running

- 1) Dead ball- if a runner is less than half way to the next base, he must return to the last base touched.
- 2) Dead ball- If he is halfway or more, he proceeds to that base to which he is going.
- 3) Batter may advance past 1st base only if ball is hit into outfield otherwise a single only. Please use discretion.
- 4) Runner is out if no attempt is made to slide or get around fielder with ball waiting to make tag.
- 5) Runner is out when sliding into first except when returning to base or avoiding a collision or being hit with errant throw.
- 6) No leading, until the batter makes contact with the ball.

Overthrows

- 1) Runners may not advance on overthrows.

Miscellaneous

- 1) Any rules not covered above will be governed by the "Official Little League Rules", a copy of which is distributed to each manager prior to the season.
- 2) If anyone has any uncertainty regarding any rules please contact your Division Director or League Vice President. If this should occur during a game you should continue the game and report any discrepancies to your Division Director or the League Vice President immediately upon completion of the game. Do not hold up any regular season game for a ruling on an issue. .

No Bunting
No Infield Fly Rule

No Tagging Up
No Stealing

Merillon Athletic Association
Ejection Policy

ANY MANAGER, COACH OR PARENT EJECTED FROM A GAME WILL FACE THE FOLLOWING REVIEW PROCEDURE

1) **FIRST TIME:** The Individual that was ejected from the game will face automatic review by a Disciplinary Committee. The committee will decide if any further action is deemed necessary, including but not limited to a one game suspension. This review shall take place within 48 hours from time of ejection.

2) **SECOND TIME:** If an individual is ejected from a game for a second time, they will face an automatic suspension of at least one game.

***The second time an individual is suspended by this committee; it will result in mandatory suspension for the remainder of the season, and possible banishment from managing or coaching in Merillon again.**

***It is the responsibility of the Manager of the team to report to the President of any person from their team being ejected. FAILURE TO DO SO BY THE MANAGER WILL RESULT IN A ONE GAME SUSPENSION FOR THAT MANAGER!**

Any player ejected from a game will face a minimum one game suspension, and review by the committee. A second ejection will result in suspension for the remainder of the season. It is also the Managers responsibility to report to the President any player being ejected. Failure to do so will result in an automatic one game suspension for that Manager.

Merillon Athletic Association
Zero Tolerance Policy

Merillon Athletic Association has a “Zero Tolerance Policy” for un-sportsman like or unacceptable behavior at any and all Merillon Athletic Association games (both Home and Away); and or functions. All adults present will be held accountable for their behavior as well as the behavior of their guests. Parents and guardians will be held accountable for the behavior of their children. Failure to comply may result in the immediate expulsion from any Merillon events, functions and games of the offending individual. If expelled, the individual may not return to any and all Merillon events, functions or games at any time pending action by Merillon Athletic Association’s Board of Directors and its “Disciplinary Committee”.