

Boys Upper Farms Baseball Rules Rev. 2/08

Scheduling

Regular Season

- 1) We have scheduled 13 games per team with no rescheduling for any rainouts.
- 2) Only the Division Director can cancel a game due to reasons other than weather.
- 3) Canceling of game without Division Director's approval will result in forfeiture for canceling team. If both teams cancel game without Division Director's approval this will result in forfeiture for both teams.
- 4) Games either suspended or canceled due to inclement weather or darkness, managers shall notify Division Director or VP Little League on day of occurrence.
- 5) No standings are kept.

Tournament

- 1) All teams make the tournament with seeding to be determined by a draw. It will be a double elimination tournament starting in early June.
- 2) The Tournament is scheduled to be completed by Championship Saturday, with an additional game to be played on the next day, Sunday, if necessary. In the event of inclement weather the Tournament must be completed by the following weekend, if it is unable to be completed by this time the League has the right to change the Tournament to a Single Elimination Tournament and declare the team without a loss the winner.
- 3) There will be no rescheduling of any games. Limited field use does not allow for date changes. Teams will need a minimum of 8 players to play. You may call up players if needed only if you have less than 9 players. This will be done through the Lower Farms and Upper Farms Division Directors.

Duration of Game

Regular Season

- 1) 6 innings.
- 2) Regulation Game: 4 innings (3½ if home team leads).
- 3) Games Called Prior to Regulation: Suspended game if at least 1 inning completed, otherwise "no game".
- 4) Regulation Game Called: (A) If score is tied at end of inning, visitors score, and home team does not have chance to re-tie the game the game is a suspended game. (B) If score is not tied at end of inning, next inning is started and game is stopped, score reverts to previous inning "game over".
- 5) Suspended game will resume from point in which it was stopped. **NOTE: Important, you must keep a score book for each game, especially for suspended games!**
- 6) Regulation Games Called: To be called by coaches and umpires. Umpires decision is final in all disputes.
- 7) Games Called Prior to Regulation: To be called by Division Director, coaches and or umpires.
- 8) Weekend Games - No inning starts after 1:45 minutes of game time.
- 9) Games tied after 6 innings: 1 additional inning is played, if tied after this inning game ends in tie. (Games must meet time restraints & darkness otherwise game tied.)

Tournament

- 1) Regulation games called: To be called by Tournament Director. Tournament Director's decision is final in all disputes.
- 2) No top half of an inning starts after 1:45 minutes from the start of game time on weekends. Weeknight games, play until darkness.
- 3) Tournament Director will determine final inning based on above criteria.
- 4) 10 run mercy rule after 4 innings (3 ½ if home team leads)

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The Field

Regular Season & Tournament

- 1) Pitchers mound: 46 feet 9 year olds and 42 feet 8 year olds.
- 2) Bases 60 feet.
- 3) 2 adult coaches in coaching boxes.
- 4) Only manager, 2 coaches, and uniformed players are permitted on bench.
- 5) No players, coaches, or parents behind the batting cage.
- 6) No manager/coach/parent is permitted on the playing field or live ball area during play. Only after a time out has been called and granted by the umpire can a manager approach a player on the field.
- 7) Both teams responsible for field setup and cleanup.
- 8) Home team supplies game ball and bases.

The Uniform

Regular Season & Tournament

- 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. Catcher's mitt is optional. (Could wear fielder's glove.)
- 3) Players must not wear jewelry.
- 4) All players must wear supporter cup at all times.

Managers Rules

Regular Season

- 1) Universal Batting Order: All players bat whether on the field or on the bench. The same batting order throughout the game.
- 2) Players arriving late (after first pitch) must be placed at the bottom of the batting order. 10 players in the field. 6 infielders and 4 outfielders. Outfielders must line up (in line) on outfield grass.
- 3) All players must play at least 3 innings in the field.
- 4) Any one player may a play position for a maximum of 4 innings. (Except catcher.)
- 5) Each player must play the infield at least one inning during the game.
- 6) All team players must play at least 2 full games during season. **NOTE: All Managers are requested to rotate all players throughout the infield and outfield.**
- 7) 4 run limit per inning. 6 run limit in the last inning.
- 8) **Player call ups:** If a manager knows that going into a game he will be short players he should contact the Division Director or Vice President to ask for replacements from a lower division for that game. A minimum of 8 players is required to play the game it is recommended that you plan on a minimum of 10.
- 9) **All call-ups must bat last and play outfield. NO EXCEPTIONS!** A team must have (9) or less of its own players to qualify for call-up(s).
- 10) Managers must also send in game summaries (with Sponsor names) weekly. This is vital to the operation of the League. No exceptions on this. If the manager cannot fulfill this requirement then they must delegate someone on the team to do it and insure that it is being completed. **Refer to website for additional information.**

Tournament

Same as above with the addition of

- 1) 4 run limit per inning. The 6th inning, or last inning in shortened game, and any extra innings are excluded. (There is a 10 run mercy rule in effect after 3 ½ innings.)

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Safety

Regular Season & Tournament

- 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 shall be ejected.
- 3) If the umpire determines intent on the runner to injure, the player will be ejected.
- 4) Runner is out on head-first slide.
- 5) Runner is out when sliding into first except when returning to base or avoiding a collision or being hit with errant throw.
- 6) Any player warming up a pitcher must wear a mask and supporter cup.
- 7) Pitchers may not wear any metallic items, sunglasses (unless prescription), long white sleeve shirts or any object that may distract the batter.
- 8) 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.**

Courtesy

Regular Season & Tournament

- 1) No protests.
- 2) The decision of the umpire is final.
- 3) Absolutely no arguing with the umpire. This also means controlling your parents or forfeit of game will result and possible suspension. **See League's "Zero Tolerance Policy"**.
- 4) No taunting of opposing players is allowed. Proper behavior should be taught and encouraged by the coaches. Good sportsmanship should be exhibited at all times by players, coaches, and parents. Failure to do so could lead to disciplinary action by the League.
- 5) **If umpire does not show:** 1 coach or volunteer from each team shall share umpire duties. The visiting team will umpire the first (3) three innings and the home team the last (3) three innings. **Always play the game!**

Pitching

Regular Season & Tournament

- 1) A maximum of (2) innings pitched per game per pitcher. A minimum of (2) innings must be pitched by one or more 8 year olds per game. 8 year olds must have their (2) innings pitched by the end of the 4th inning.
- 2) Pitcher may not pitch on consecutive days except if pitched only 1 inning the previous day.
- 3) 1 pitch constitutes a 1-inning appearance.
- 4) 5 Warm up pitches at the beginning of each half inning.
- 5) A manager may make two (2) visits to mound per inning/per pitcher. The pitcher must be removed on the third (3) visit.
- 6) 9 year olds pitch from 46ft. and 8 year olds pitch from 42ft.
- 7) After any combination of 4 walks or hit batters a coach from the team that is batting shall replace the pitcher and complete the inning. The pitcher may return the next inning if eligible.

Important: If a manager/coach comes in to pitch, he or she must pitch from a minimum of 42feet. If he or she can not pitch from this distance then another coach must be chosen to pitch the inning. Player playing the position of Pitcher must have one foot on the mound area dirt and be at least 42 feet from home plate. No walks will be issued when coach pitching. Player bats until ball is put into play or player strikes out.

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Strike Zone, Walks & Hit by Pitch

Regular Season & Tournament

- 1) The strike zone is the chin to the knees, and at least (1) ball wide on the inside part of plate, and at least (2) balls wide on outside part of the plate.
- 2) On a dropped third strike the batter is out, whether caught by catcher or not. Base runners on first or second may advance to the next base at their own risk and if the steal option is still available.
- 3) No intentional walks.
- 4) A limit of two (2) hit batters in the same inning, on the third (3) hit batter the pitcher must be removed. Same pitcher may return the following inning if eligible.
- 5) In addition, there is a limit of four (4) hit batters in the game, on the fifth (5) hit batter the pitcher must be removed from the pitching position for the rest of the game.

Base Running

Regular Season & Tournament

- 1) **Stealing** is permitted a max of 2 per inning. **No steals of home are permitted.**
- 2) **There are no double steals.**
- 3) No leading, until the batter makes contact with the ball or ball passes batter. If violation, no runner may advance farther than forced by batter's action.
- 4) Any ball that is mishandled by the catcher and causes a runner to advance shall count as a steal.
- 5) Player may not advance on overthrow from catcher on steal attempt. Player may advance a maximum of one (1) base only on a steal. No player may advance on the throw back to the pitcher from the catcher. (Delayed steal.)
- 6) **Pick Off Plays:** Runners may take little league lead at their own risk. Pick off attempts are defined by a (pitcher or catcher only) attempting to pick off a runner at any base who has not returned to his occupied base after the pitch. If a pick off play is attempted and the team has reached its limit of 2 steals for the inning the player must return to the base they currently occupied. If runner is tagged out before runner can safely return to the currently occupied base, the runner shall be deemed out. If a pick off is attempted at 3rd base the runner must return to 3rd base. If runner is tagged out before he safely returns to the base he shall be deemed out. No steals of home are permitted. If the limit of 2 steals has not been reached, the runner may advance at his or her own risk, the maximum of one base only and this shall be counted as a steal for the inning.
- 7) **Tagging up** is permitted but ball must reach outfield grass.
- 8) Runner must slide into home when there is a play at home or runner is out.
- 9) Runner is out if no attempt is made to slide or get around fielder with ball waiting to make tag.
- 10) Runner is out when sliding into first except when returning to base or avoiding a collision or being hit with errant throw.
- 11) Runner is out on head-first slide.
- 12) If the umpire determines intent on the runner to injure, the player will be ejected.
- 13) The fielder cannot block the base without the ball.
- 14) **No stealing permitted when coach pitching.**

Overthrows

Regular Season & Tournament

- 1) Any overthrows between the foul lines or live foul area, the runner proceeds at his own risk.
- 2) Any overthrows in foul dead area, runner gets the base which he is proceeding to and one. Play then automatically stops.

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Bunting

Regular Season & Tournament

- 1) Bunting is not allowed during the regular season or in tournament play.

Team with a 12-run lead in a game

- 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) Dead ball- The judgment of the umpire shall prevail in all cases.

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. .

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 with in 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”.