

2017 Somerset Hills Little League Minors Baseball Rules

- **Pitching:** The manager must remove a pitcher when that pitcher reaches the limit below for his/her age group as noted below.
 - 11-12 85 pitches per day
 - 9-10 75 pitches per day
 - 7-8 50 pitches per day

Exception: If a pitcher reaches the above limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- That batter reaches base
- That batter is put out
- The third out is made to complete the half-inning

A pitcher removed from the pitching position may remain in the game at another position. However, a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Pitchers league age 14 and under must adhere to the following rest requirements:

- *If a player pitches 1-20 pitches in a day, no (0) 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 36 - 50 pitches in a day, two (2) 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 66 or more pitches in a day, four (4) calendar days of rest must be observed.*
- **Everybody Hits:** This rule is plain and simple: if a kid is at the game, he is in the batting order and takes his turn every time through the lineup. If you have 10 kids, your batting order has 10. If you have 11, bat 11. We should be doing our best every game to ensure that everyone is getting a fair amount of playing time in the field (at least 5 innings for each player if you have 10 kids, 4 innings if you have 11), but as for batting this is the rule.
 - **Batting out of order:** It is the responsibility of the offensive team's coach to ensure the players are batting in the correct position in the batting order. If a player bats out of order and it is caught before completion of the at-bat, the correct player can take his/her spot in the box at any time before the improper batter becomes a base runner or is put out. (The count is assumed by the proper batter.) When the improper batter becomes a base runner or is put out, the defensive team must appeal to the umpire before the first pitch to the next batter. If successful in appealing, the batter will be out and any advancement of other base runners is nullified.

- **Infield Fly Rule:** The infield fly rule is NOT to be used in Minors games. Coaches must inform the umpires when going over the ground rules that the infield fly rule will not be in effect.
- **Stealing Home:** There is no stealing of home in the minors. Players can only score from 3rd base by either being batted or walked home. Runners can steal 2nd and 3rd bases but cannot advance to the next base on an overthrow by the catcher.
- **Length of games:** Games will consist of 6 innings or 2 hours of play, whichever comes first. If the game starts late, note the start time in your scorebook and confirm that time with the opposing manager and the umpire. No new complete inning can start after 1:45. If a new inning starts prior to the 1:45 mark, that inning is to be played to completion. Exception: if you have the last scheduled game of the day, you may play your game to its conclusion.

It is recommended that coaches minimize time between innings by hustling the players on and off the field and controlling the number of warm-up pitches.

- **Run limits:** In the minors, there is a 5-run maximum scoring limit per inning. After the 5th run is scored, the inning is over. If your team has already scored 4 runs in an inning and a player hits a grand slam, on the 5th run counts (you can count the Slam in your team's personal stats!). The only inning in which runs are not capped is the final inning. In most games, this is the 6th inning, but because of weather, darkness, or time constraints, this can become an issue. *Only the umpire can declare an inning other than the 5th to be the final frame. Only complete final innings can be unlimited.* For example, if a team bats in the top of the 5th and scores 5 runs, but the umpire says it's getting too dark and the bottom half of that inning will be the end, the home team does not get unlimited scoring because the visiting team was capped.
- **Mercy Rule:**
 - If one team is winning by 10 or more runs after the LOSING TEAM has batted 4 times and the inning is complete, the game is over.
 - Exception: If the visiting team is up by 15 or more runs after the top of the 4th inning, there is no need for the home team to bat because they cannot score more than 5 runs in the bottom of the 4th inning and would still be losing by at least 10 runs. However, should the umpire officially declare the 4th inning to be the last inning, the home team would bat, since in that case the 5 run limit rule would be lifted.
 - If the visiting team goes up by 10 or more runs in the top of the 5th inning then the home team will hit in the bottom of the 5th and the 5 run limit is still in effect unless the 5th inning is declared to be the last inning by the umpire.
 - The 6th inning is automatically the last inning, so if the visiting team goes up by 10 or more runs in the top of the 6th then the home team will bat in the bottom half of that inning with no run limit in place.

Note: it is important to take note of the time of the first pitch and confirm with the opposing coach so there is no argument as to when the 1:45 rule kicks in for a new inning.

- **Late Arriving Players:** Players arriving late for games must be inserted at the bottom of the batting order if they have already missed their first at-bat.
- **Throwing Bats:** Umpires will warn a batter that they will be ejected from the game when a bat is thrown. The batter is ejected the second time the bat is thrown.
- **Hit Batters:** If a pitcher hits a total of 3 batters in one game, he/she must be removed from the mound.
- **No child will be left unattended after the conclusion of a game or practice.** Head Coaches, or an adult who has obtained Rutgers-Certification who is personally directed by the Head Coach, should stay behind until the last parent has claimed their child. This becomes especially pertinent when a game or practice ends unexpectedly due to an injured player or a rainout.
- Players and coaches line up after the game to shake hands.
- Helmets must be worn by players when on deck, at bat, or on base.
- No bats are to be brought into the dugout or bench area.
- Coaches are responsible for controlling the atmosphere of the game. This includes players' and spectators' conduct. If conduct cannot be controlled, Head Coaches of each team should meet in private to discuss whether to continue the game.
- Games can and should be cancelled should either Head Coach consider playing or field conditions to be unsafe.
- **PLAY WILL STOP IMMEDIATELY IN THE EVENT LIGHTNING IS SEEN ANYWHERE OR SHOULD THE SOUND OF THUNDER INDICATE A STORM IS APPROACHING.**
- All coaches should have medical forms for each of their players on-site for each practice and game. In an emergency the medical forms will list emergency contact information as well as allergies or other medical conditions. Coaches should carry cell phones to all games and practices.
- All coaches must be Rutgers-certified with completed and submitted LL Volunteer form.
- While the team is batting, a coach/assistant coach must be in the dugout with the team at all times.
- All coaches are encouraged to submit positive game recaps to the SHLL website so the players can read about their games.