



# WESTBROOK LITTLE LEAGUE



## 2018 Local Rules

*Westbrook Little League  
PO Box 614  
Westbrook, CT 06498*

# Westbrook Little League 2018 Rules for Players, Managers, Coaches, and Parents/Guardians

Important Note: The following is taken from Little League Baseball Official Regulations and Playing Rules OR applies in addition to those rules. WLL plays and abides by Little League Baseball Official Regulations and Playing Rules. In the event any local rules conflict with Little League Baseball Official Regulations and Playing Rules then the Little League Baseball Official Regulations and Playing Rules shall govern unless the local rules are more restrictive.

## 1) Safety & Health

- All teams **MUST** have a complete first-aid kit at every practice and game. Ice packs will be kept in the first-aid kits. Notify the WLL Safety Officer **IMMEDIATELY** if your kit is missing or incomplete.
- Managers should have with them the medical release forms, home phone number and an emergency phone number for all players at every practice and game. Managers should notify the Safety Officer immediately of any injuries occurring in practices or games.
- Players not in the game are required to sit on the bench while their team is at bat or in the field.
- No on-deck batter is permitted at any time, except upper levels of play as permitted by Little League Inc. Bats may not be held by players not at or on their way to the plate for their at bat.
- All bats must be inspected and approved by WLL officials. There are new bat rules for 2018 in which the USA Baseball logo must be on a bat for it to be legal for use in Little League. Wood bats are acceptable also and require no labeling.
- Batboys/batgirls are not permitted at any time.
- Boys who play catcher are required to wear a protective cup. Others are urged to do so also.
- Players are not permitted to wear any watches, rings or jewelry to any practices or games. **EXCEPTION:** Jewelry that alerts medical personnel to a specific condition is permissible.
- Players are encouraged to bring water to practices and games.

## 2) Behavior and Field Decorum

- Foul or abusive language, physical abuse, or arguments will not be tolerated from players, managers, coaches, or spectators at any time. Ejection by the umpire will be automatic for any physical abuse or foul language.
- For unsportsmanlike conduct or verbal abuse from players, managers, coaches, or spectators the umpire may issue a warning. A second violation will result in ejection from the game.
- Anyone ejected by an umpire must leave the premises and is suspended from the next game. Failure to leave the premises promptly may result in game forfeit.
- Anyone ejected from two games will be required to attend a meeting of the Board of Directors for review and possible further disciplinary action.
- Each team is permitted no more than one manager and three adult coaches in the bench area during games.
- Alcoholic beverages are not permitted at any Little League functions at any time.
- Use of tobacco is not permitted in fair or foul territory or in the bench area.
- Managers and coaches must apply each year. Applicants are selected and appointed by the President, with the approval of the Board. Managers and coaches are expected to act responsibly.
- Managers and coaches are expected to display good sportsmanship, fairness, and positive encouragement to their own players and the opposing team.
- Players, managers, coaches, and spectators are expected to show respect for the judgment and authority of the umpire.
- Managers and coaches are not permitted in fair territory during a game, except in the case of an injury or specifically addressed in the Little League Baseball Official Regulations and Playing Rules. If the umpire has called time and given permission for a conference or pitching change, one manager or coach may go to the pitching mound to confer with or change a pitcher. Conferences with a pitcher may take place at the mound. Please refer to the Little League Baseball Official Regulations and Playing Rules for details regarding official visits to the pitcher.

### **3) Practices and Games**

- Practices are mandatory. Players are expected to arrive on time. If a player cannot make practice or has a problem getting to practice it is his or her responsibility to call the manager or a coach in advance.
- Players failing to attend at least 75% of preseason practices or who miss multiple practices and/or games without prior arrangements with the manager are subject to suspension at the discretion of the WLL Board.

### **4) Batting Order**

- Major League and Minor League will use a continuous batting order which will include all players regardless of whether or not they are playing defensively at the time of the at bat. The batting order may not be changed, except for a player who must leave the game. Note: There will be no penalty imposed against the offensive team in the event a player leaves the game early and that position in the batting order will be skipped for the remainder of the game.
- If a player is injured or becomes ill and is removed from the batting order that spot in the order will be skipped with no penalty. If a player refuses to bat when due up in the order the team at bat will take an out after 3 pitches are thrown. If the player (injured, ill, or otherwise indisposed) returns to the game he or she will be inserted in the original spot in the order.
- In the event a player arrives to a game after the game begins he or she must be inserted at the end of the batting order. A player who arrives to a game after his or her team has batted through the order may be inserted at the end of the lineup or benched for the duration of the game at the manager's discretion.

### **5) Five (5) Run Rule (Minor League ONLY)**

- No more than 5 Runs may be scored in any half inning up to and including the 5th inning. The 6th or later innings do not have a 5 run rule.

### **6) Ten (10) Run "Mercy" Rule**

- If after four (4) innings (three and one-half innings if the home team is ahead) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent. NOTE: If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.
- Play may continue as practice if it is agreed by both managers that by doing so it benefits the players. The official game score is the score at which time the 10-rule was put into effect. Pitch counts will continue to be accrued whether a game is official or scrimmage.

## 7) Pitching (Baseball)

- Any player may pitch, except a 12 year old may not pitch in the Minors League, and there is no limit to the number of pitchers a team may use in a game.
- Each year the Board of Directors will adopt pitching rules as indicated in the Little League Baseball Official Regulations and Playing Rules for that season.
- Each team shall track pitch counts for all pitchers used in a game. A third individual may be designated/agreed to by the managers to count pitches to be used as the official pitch count. Pitch counts are to be reconciled between innings. Reconciliation of pitch counts shall not delay the start of play.
- In the event of a dispute, the president or his designee will review both books. If the dispute cannot be settled immediately the president may call a meeting of the Board of Directors for further review. The managers shall forward their pitch counts to their division coordinators within 24 hours.
- The WLL Board and the umpires will monitor pitching rules. Violations will result in a review by the Board of Directors.

## 8) Pitching (Baseball) synopsis for 2018

- Note: See “2018 Little League Baseball Official Regulations, Playing Rules, and Operating Policies” Regulation VI – Pitchers, page 44-46 for complete 2018 pitching rules.
- Any player who has played catcher for 4 or more innings in a game may not pitch on that calendar day. A single pitch (including warm-up pitches) caught by a catcher after having caught for three innings constitutes having caught for four innings.
- A pitcher who delivers 41 or more pitches in a game cannot play catcher for the remainder of that day. This is an exact count.
- A pitcher, once removed, may not return to pitch in that game.
- **A manager must remove a pitcher who reaches the limit for his/her age group:**
  - 11-12 year olds 85 pitches/day.
  - b. 9-10 year olds 75 pitches/day.
  - c. 7-8 year olds 50 pitches/day.
- **Note:** A pitcher who reaches his/her limit while facing a batter may continue to pitch to that batter during that half inning and will only be required to observe the calendar days of rest for the threshold reached during that at bat (provided the pitcher does not throw a pitch to a subsequent batter).

- **All pitchers must adhere to the following rest requirements:**
  - 66 or more pitches in a day, 4 calendar days of rest.
  - 51-65 pitches in a day, 3 calendar days of rest.
  - 36-50 pitches in a day, 2 calendar days of rest.
  - 21-35 pitches in a day, 1 calendar days of rest.
  - 1-20 pitches in a day, 0 calendar days of rest.

## **9) Bunting**

- Bunting is permitted at ALL levels of play.

## **10) Pinch Runner s**

- A "courtesy" pinch runner may be used for the catcher when there are two (2) outs in order to keep the pace of the game moving.
- The player who made the second out of the inning is the only player who may be used as the pinch runner. The "catcher" is defined as the catcher who previously played the position of catcher the previous inning. The "catcher" is not defined as someone who is going into the position of catcher the next inning.

## **11) Stealing: Majors**

- Stealing is permitted in major league play. There are no limits to the amount of steals the team at-bat may attempt or to which base may be stolen.

## **12) Stealing: Minors**

- Stealing is permitted in minor league play.
- A maximum of one (1) successful stolen home plate will be permitted in an inning.
- Any run scored other than on a batted ball or a walk will be considered a steal home.
- A runner who leaves third base and attempts to steal home after the offensive team has already completed a successful steal home is vulnerable to be put out by the defensive team. If the runner is safe during the illegal steal home he or she will be returned to third base.

## **13) Infield Fly Rule (Majors Only)**

- For major league only, the infield fly rule will be used. An infield fly is a fair fly ball (not a line drive or an attempted bunt) that can be caught by an infielder (including pitcher or catcher) with ordinary effort.

- The rule applies when there is less than two outs AND with runners on first and second base or bases loaded.
- The umpire will call "Infield Fly" or "Infield Fly if fair" (if ball is near either foul line).
- If the ball stays fair, the batter is automatically out. Runners may advance at their own risk, or tag up and advance after the ball is touched or caught by a fielder, as on any fly ball.

#### **14) Dropped Third Strike (Majors Only)**

- For major league only, when the ball is uncaught after a strikeout, the batter may attempt to reach first base safely. This situation may only occur if first base is not occupied with less than 2 outs and regardless with 2 outs.
- With 2 outs and the bases loaded, the catcher upon recovering the ball may step on home plate thereby forcing out the lead runner.

NOTE: A batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.

#### **15) Sliding**

- Headfirst sliding is not permitted (automatic out). However, a player may dive back to a base when returning to it, as in a rundown or pick-off play.

#### **16) Collision with Catcher or Fielder; Blocking Plate**

- A runner is automatically out for colliding with a catcher or fielder who is awaiting a throw or for running into a catcher or fielder when there is a play at the plate or any base.
- A catcher is permitted to block the plate ONLY if in possession of the ball. The runner must slide OR attempt to avoid colliding with the catcher.
- Interpretation of this call is at the discretion of the umpire. Basically, runners should slide or avoid the catcher, and catchers should allow runners to reach home plate if they do not have the ball.

#### **17) Reporting Scores**

- The winning manager will post the score to the league web site. In the event of a tie the home team will post the score to the league web site.

- Pitch counts must be entered into the league website by each coach.

## **18) Base coaches**

- Major and Minor leagues may use two adult base coaches. Players (or youths under age 18) coaching bases must wear batting helmets.
- There must be at least one adult coach in the dugout/bench area at all times.

## **19) Field Equipment /Bases/Locks**

- Field equipment and supplies including liners, lime, speed-dry, rakes and bases are kept in rooms at both Ted Lane and Ray Palmieri fields (speed-dry kept at Ted Lane only).
  - The HOME team is responsible for getting the field ready for play, which includes lining the field and batters boxes, installing the bases and assigning the scoreboard operator.
    - The Scoreboard switch is located beneath the scoreboard on the left post.
    - The Scoreboard remote is located inside the concession stand and is to be returned there following the game.
  - When two Westbrook teams are playing the visiting team may help to speed this process.
- The equipment room at Ted Lane is beneath the first base side of the grandstand and the equipment room at Ray Palmieri is inside the first base dugout.
- All locks (other than the WLL equipment shed locks) are the same combination, including the batting cage and “L” screen chains. Combination will change periodically and be provided to coaches by the acting equipment manager. Only managers and coaches have access to the equipment sheds.
- Fields must be raked and/or dragged following all activities that precede the next scheduled game.
- Managers will clean and return all league-owned equipment to the equipment manager immediately after the end of the season.

## **20) Batting Cage/Pitching Machine**

- The batting cage must remain locked when not in use and during games. There are two locks, one on the entry door and one on the side doors for landscaping access.
- No one is permitted to use the batting cage while a game is in progress.
- To use the pitching machine:

- Make sure the switch outside the entrance below the scoreboard is in the off position.
  - Plug in the machine, check the outlet and make sure the GFCI breaker has not been tripped.
  - Switch the machine on at the machine first, and then exit the cage.
  - When the player is ready, the coach may then switch on the machine from the switch outside the cage.
  - Have the player stand back from the plate for the first couple pitches so he can get an idea of where the balls will be before starting.
- There is roughly 10 seconds between pitches.
  - To adjust the machine, there are two cranks on the back side of it. One will tension the spring and is used to increase or decrease the speed, the other is to adjust the height of the pitches. NOTE: if pitch height is maxed out to the lowest setting and balls are still too high, there are several wood and metal blocks under the machine that can be used to prop the back of it up higher. This will require two people to do.
  - The “L” screen inside the batting cage is to remain in there at all times as the machine will not always be used. There are “L” screens at both fields as well. One is locked to the fence with a chain on the first base side of Ray Palmieri field and the other is locked to the visitors side bleachers at Ted Lane field. There is also a sock screen chained up with the “L” screen at Ted Lane field and a half-height screen at Palmieri for setting up behind the catcher.

## **21) Weather/Weather Safety**

- In the event of rain, announcement of cancellation or delay will be emailed at least one half hour before game time where practical. Please note that this time may vary depending on weather conditions. If you are not sure or do not hear an announcement, assume that the game WILL be played as scheduled or check with the coach or a WLL official.
- There is a mandatory 20-minute delay after lightning is witnessed or thunder is heard.
  - The clock resets to 20-minutes with each consecutive flash of lightning or clap of thunder.
  - If lightning is seen everyone should go and wait in their vehicle or another safe place, not in the dugouts.
- In the event a playoff game is interrupted by inclement weather the game shall be continued at a later time so that the full 6 innings (or less in the event of 10-run rule) are played.

## **22) Sunset Rule**

- All games will cease at sunset. At sunset, the final score of the game is the score at the completion of the last full inning. In the event the home team takes the lead during its half of an incomplete inning the home team is the winner.
- In the event the home team ties the game during its half of an incomplete inning the score reverts back to the prior complete inning.
- Please note that a game is not official unless there are 4 complete innings of play (3-1/2 if the home team is ahead). Any regular season game ended on account of sunset or curfew (or inclement weather) will not be made up, and may end in a tie. In the event a tie game affects final season standings, the game will be scheduled and resumed to determine standings.
- In the event a playoff game is interrupted by sunset the game shall be continued at a later time so that the full 6 innings (or less in the event of 10- run rule) are played.

## **23) Scheduling Conflicts and Player Shortages**

- In the event a game must be postponed or re-scheduled (for reasons other than those related to weather) said schedule change must be approved by WLL. Any change must be approved in advance by the WLL scheduling official. Any schedule change will have pitching eligibility ramifications.
- In the event a team is not able to field 9 players (but has at least 7 players) at the start of (or during) a game, players will be supplemented from the opposing team for the undermanned team's defensive half inning.
- The supplemental defensive player(s) will play in the outfield only and will consist of the player(s) who made the last out(s) from the previous half inning. In the event the home team is short players at the start of the first inning the supplemental defensive players will be player(s) at the bottom of the visitor's batting order.
- Prior to the game, if the manager knows their team is going to be short players, the normal Pool Players procedure will be followed.
- In the event the team short of players is not able to field at least 7 players, the game will be cancelled (there will be no forfeits in WLL). This is for REGULAR SEASON only, not post-season play.
- Lastly, if there is any suspicion by any member of the WLL board of directors that players were motivated not to participate in a game, there will be serious consequences to the manager enforced by the league.

## **24) Clean-up**

- Each team is responsible for cleaning its dugouts and adjacent areas (bench, warm up areas, and field) after games and practices. Please do not leave any debris or personal belongings behind.
- The HOME team is responsible for raking the field after a game if another game is the next scheduled event. If rain is in the forecast or a practice is the next scheduled event this may be skipped.

## **25) Umpires**

- WLL will provide umpires to all officially scheduled games. These umpires may consist of professional or youth umpires at the discretion of WLL. New (youth) umpires are required to attend WLL umpire training.
- It is recommended that all new and youth umpires attend WLL umpire training annually. Major League players 12 years of age may umpire Minor League games. Major League players 11 years of age may umpire Minor League games as base (not plate) umpire only. No umpires of little league age may umpire Major League games.

## **26) Time Limit**

- There is no time limit for Major League games.
- In Minor League games, no new inning may commence after 1 hour and 45 minutes of play (unless starting the 4th inning) and all play must cease at 2 hours and 15 minutes. Note: These limits apply regardless of day of play.
- In the event a game is shortened due to time limit, final score will be determined using the same methodology as in Sunset Rule (#22 above).
- Time limits do not apply to playoff games.

## **27) Little League Rules**

- WLL plays and abides by Little League Baseball Official Regulations and Playing Rules. In the event any local rules conflict with Little League Baseball Official Regulations and Playing Rules then the Little League Baseball Official Regulations and Playing Rules shall govern unless the local rules are more restrictive.

## 2018 AA Minors Baseball Rules

AA Minors is intended to be a transitional level of baseball that will guide players from instructional play where a coach pitches and catches, to a minors division where a truer form of the game is played. AA Minors is still an instructional level of baseball. The development of the player is paramount and always takes precedence to the outcome of a particular play or the game. The goal is to provide a positive baseball experience to the players, to instruct, teach and enjoy the game. It is the coaches' job to teach the players sportsmanship and the value of team play and effort. Poor sportsmanship will not be tolerated.

### AA Minor League Rules

- Westbrook Little League rules (as indicated above) shall govern AA Minors play with the following exceptions...

### Game Rules

- Each AA team will field 10 players (4 Outfielders) throughout the game (as opposed to 9 for Majors and Minors AAA). If a team is unable to field 10 players to begin the game, or if a team loses players due to injury or illness during the game and is unable to field 10 players, #22) B. above shall apply.
- The coaches of the batting team shall act as umpires, unless the league provides an umpire. There are to be no disputes over calls.
- **Pitching rules:**
  - A player pitches to a batter until:
    - The ball is put into play.
    - The batter strikes out.
    - The batter is hit by a pitch in which case first base is awarded.
    - The batter draws a walk.

Note: On a base on balls the batter is not awarded first base. A coach takes over pitching and the batter gets 3 additional strikes to put the ball in play. If the batter strikes out, or is put out on a play, the batter returns to the dugout and an out is recorded.

Please note that although unlikely, all pitch count and rest rules (see #7 above) apply to AA baseball.