

2018 SENIOR LEAGUE RULES AND GUIDELINES

The Official Regulations and Playing Rules of Little League Baseball will govern all activities associated with Little League Baseball. In addition, the following guidelines will also be enforced. The following rules and guidelines include all action associated with pre-game, game, postgame, and practice activities. Any actions deemed contrary with sportsmanship and fair play will be subject to league disciplines as stated in these guidelines.

Managers are accountable for upholding all said rules and guidelines and will be subject to dismissal when unable to do so.

PLAYER RULES

A team may start a game with 8 players. If a team cannot field at least 8 players prior to or during a game, said team will forfeit the game and be responsible for the umpire fees. When playing with 8 players, the 9th position in the batting order is an automatic out. A team playing with 8 players may insert a 9th player into the line-up if a player becomes available. Late arriving players can be added to the bottom of the batting order. Any player leaving early must be coordinated with the umpire and opposing coach during the umpire meeting prior to the game (only school functions/other games or extraordinary circumstances are accepted). It is mandatory the player leaves at the time set prior to the game and is removed from the batting order with no out taken in his batting spot. This rule can be reversed if there is any abuse seen during the year.

All players are required to wear a complete uniform in its intended manner, including team hats, shirts, pants, and stockings. A player may wear his school uniform if coming from a school game. If coming from a school game, it is strongly recommended that players wear their Junior / Senior team jerseys. **Steel spikes are allowed.**

The home team will supply two new baseballs for each game. Additional game balls (new) will be put into play at the umpire's discretion but remain the responsibility of the home team.

LINEUPS and INJURIES

Option 1 (preferred): Continuous Batting Order

Continuous Batting Order	<i>Required in Minors and below; optional in Majors and above.</i> No substitutions in the lineup (all players are in the batting order) Free substitutions on defense (all players must still meet Mandatory Play) If a player is injured or unable to play for any reason during the game: A. If a batter, before the at bat begins – skip over the batter without penalty B. If a batter, during an at bat – player who made immediately previous out replaces the batter and assumes the count. C. If a runner, player who made immediately previous out replaces the runner. D. The injured player, if able to continue at a later time, may return to the game without penalty.
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Option 2 WNY Sr rules: Rule 3.03 - Senior League: Added language permitting the use of a designated hitter. Extra Hitter Rule. (1) At the beginning of a game, each manager may list on the lineup card an extra hitter to bat throughout the game for a designated player in the regular lineup. **Extra Hitter (EH) is in effect.** When an offensive player is on base and must leave the game due to an injury and cannot be replaced by another player who is not currently in the game, said team will replace the player on base with the player who made the last out for said team. In the rare instance that said occurrence happens before an out is made by said team (1st inning), the player will then be replaced on base by the last player in the batting line-up (10th batter). At that point, the team's batting line-up will revert to nine members and the game will proceed.

~~The visiting team will receive the field for pre-game warm ups ½ hour before the start of the game ground rules. The visiting team will receive a total of 30 minutes to conduct their warm ups. Ground rules and umpires instructions will commence at that point. The umpires are responsible for starting the game on time. EXAMPLE: For games scheduled at 6:00 pm, the home team may use the field until 5:20 pm. The visiting team may conduct their warm ups from 5:20 to 5:50 pm. The first pitch will be thrown no later than 6:00 pm. All games in progress at 8:15 pm will proceed at the discretion of the umpire. No new inning will start after 8:30 pm.~~

Players will hustle on and off the field. Player will remain on the player's bench when not in the game, or warming up to enter the game. Players will refrain from conversing with the umpires during the course of the game.

Players pitching for school teams cannot pitch for their respective L.L. teams until the school season has been completed. A pitcher who pitches for a school team will not be counted as one of the team's pitchers for that week. Strict maintenance of these rules is the responsibility of the manager. Any violations will be referred to the violating party's league review board for further action.

CANCELLATIONS

All games will be played according to provided schedules. Cancellations not weather related **must be made 24 hours in advance** and will be allowed only for extraordinary circumstances (proms, school functions, not to include sporting events). Teams that are unable to play a game and do not provide 24 hours prior notice will forfeit the game and be responsible for the umpire fees.

PITCHING RULES

For the 2018 season all pitching rules will fall under the official Little League rule book which each manager should have with him at each game. The number of pitches allowable under the new regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season in 2013. 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	Pitches allowed per day
13-16	95

Exception: If a pitcher reaches the limit imposed in Regulation VI © for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. It is the manager's responsibility regardless to know how many pitches his pitcher has thrown.

The rest periods required during the 2016 regular season are listed below. Pitchers league ages 13 through 16 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 day of rest must be observed.

If a player pitches 1-20 pitches in a day, no calendar day of rest is required before pitching again.

Note: A pitcher who delivers 41 or more pitches in a game may not play the position of catcher for the remainder of that day. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

The home team's scorebook will be the official book of record.

A twelve (12) run mercy rule will be in effect. If and any time after 4 ½ innings the home team has a lead of twelve (12) runs or more the game will be over. NOTE: if the visiting team has a lead of twelve (12) runs or more the home team must bat in its half of the inning.

*Please note for cross-division playoffs, the WNY limit of 10 may be observed.

During warm ups, pitchers must wear helmets and catchers must wear masks. Any batting sleeves must be Little League approved. Batting doughnuts sledgehammers, or any item deemed potentially dangerous by the umpire will be removed.

Pitchers will receive an automatic warning if they hit three batters in a game. If said pitcher hits a fourth batter, that pitcher must be replaced on the mound. **Note:** If, in the umpire's opinion, the pitcher intentionally throws at a batter, that pitcher will be removed from the game. **There are no Balk warnings.**

One defensive time out is permitted per game and not to exceed 45 seconds. This time out may be used to confer with any number of infielders and does not count as a trip to the mound providing the home plate umpire is notified of the purpose at the point when time out is requested.

Only one offensive time out is permitted per inning. Managers and coaches are encouraged to have base runners call their own time outs after sliding safely into a base.

Fake tags are not allowed. Player will be ejected.

Borrowed players: When a team cannot field a full team, managers are responsible for borrowing players so as to have 9 players available prior to the start of the game. All borrowed players will wear their own team's uniform for the game in which they are being borrowed for. All players will play a minimum of 3 full defensive innings for any team using borrowed players. Senior division Managers may borrow a player from one of the other Senior Division teams that is not playing at that time. **Borrowed players are not permitted to pitch or catch and will play as follows:**

First borrowed player plays in the outfield and bat last on the order.

Second borrowed player plays in the outfield and bat second last in the order.

Third borrowed player plays in the outfield and bats third last in the order.

Borrowed players are not permitted to play any position including pitcher or catcher for the team that borrowed them.

Final regular season standings will be determined by:

Number of wins

Head to head

Win percentage

Runs allowed head to head

Coin toss

In the event of a player, manager, coach or fan ejection, it is the home plate umpires responsibility to file a written report to the League Division VP and Chief Umpire. The VP is responsible to distribute the report to the Board of directors. When said event involves inter-league play, it is the VP's responsibility to communicate all violations to their respective boards of the leagues participating in said play, including a copy of the written report. These actions will be initiated within 24 hours of said violations.

When rules violations occur during inter-league play, such violations will be referred to the respective division review board. When violations occur between two teams of the same league (intra-league), the review board will be comprised of the President, The Chief of Umpires and one other board member not directly associated with the division. When a violation occurs between two teams not within the same league, the review board will be comprised of the Chief of Umpires of the leagues involved as well as the Presidents of the leagues not participating in said game. Rules violations will include the following:

The first occurrence of a player, manager, or coach being ejected from a game will result in a meeting with the review board with a written warning. The first occurrence of a player, manager, or coach being ejected from a game will also result in an automatic one game suspension to be served on the next game played.

The second occurrence of the above situation will result in an automatic three game suspension and will be served the next three games played. The violating party will also meet with their internal review board to determine if further action should be taken and before participating in any other League activities. Additional action could include dismissal from the league.

Any combination of four offenses against the same team will be the responsibility of the team manager and said manager is subject to the subsequent penalties listed in the first three cases above. Managers that are having a problem with players, coaches or spectators are responsible for obtaining help from their respective league when they do not feel they can personally address the problem. Anyone dismissed from the League will be referred to the League Board of Directors before participating in League activity in subsequent years.

Any rules not covered in these local rules will be governed by the official Little League rule book only.