

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

## Contents

Majors Rules .....	2
Playing and Substitution .....	2
Game Scheduling .....	4
Equipment and Uniforms.....	5
Conduct.....	5
Manager Expectations .....	6
AAA Rules.....	7
Playing and Substitutions.....	7
Game Scheduling.....	9
Equipment and Uniforms.....	10
Conduct.....	11
Manager Expectations .....	11
Field.....	12
Miscellaneous .....	12
AA Rules.....	13
Playing and Substitutions.....	13
Game Time and Scheduling.....	16
Equipment .....	17
Conduct.....	18
Expectations of Managers .....	18
Field.....	19
Miscellaneous .....	19

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

## Majors Rules

Rules in this year's Williamsport Rule Book shall apply to play in Newton Southeast Little League except where there is a conflict with the specific rules set forth below. In case of such a conflict, the following Newton Southeast rules shall govern. The Commissioner's and/or Umpire in Chief's interpretation of these Rules shall be final. Intentional violation of one or more Rules may result in game forfeiture.

## Playing and Substitution

1. Any player who arrives before the first pitch of the game must play at least three complete innings in the field, and any player who arrives before the final out of the third inning must play at least one complete inning in the field, except in those cases where a full six inning game cannot be played because of darkness or rain, or where a player on the visiting team cannot play his final inning because the home team wins without having to bat in the bottom of the sixth, or where a player is unable or unwilling to continue playing because of injury or other reasonable cause. The minimum innings do not have to be successive innings. However, absent an injury, the first time a player is in the lineup, that player may not be removed from the lineup until he has had an opportunity to bat at least once. If a player does not get to play the minimum innings or turn at bat, that player must start the next game and play the first three innings before he may be taken out of the game.
2. Any player who has had an opportunity to bat once in the game may be removed from the game for a pinch hitter or a pinch runner at a later at-bat, or for a substitute fielder at the beginning or during any inning. However, no player may participate on offense in more than one position in the batting rotation, as a hitter or runner, during any one cycle of that rotation. Otherwise, players may be removed and returned to lineups an unlimited number of times. (For instance, a player who reached base safely in the 7<sup>th</sup> slot in the order and then was removed for a pinch runner cannot serve as a pinch hitter again until the team has batted around to the 7<sup>th</sup> slot or further. The player, however, can be reinserted as a fielder, occupying the 7<sup>th</sup> slot or any other slot that has been passed since his removal, immediately at the beginning of the next inning, without his team having batted around the order.)
3. Notwithstanding Rule 2, a player occupying the field position of pitcher cannot be reinserted into that position after being removed from the position either on defense, or for a pinch hitter on offense.
4. A team may use a nine-player, ten-player, or continuous batting order. A player who begins the game as an extra hitter may not be removed from the line-up (but can rotate to a fielding position) until he has had an opportunity to bat at least once. Using a player as an extra hitter does not satisfy the obligation to play him in the field for the minimum number of innings specified in Rule 1.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

5. All little league pitching and catching rules apply:

Rest days

#Pitches thrown/game	Days Rest Req'd	Pitched on:	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Can move to catcher after pitching?
1-20	0	Pitch again:	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Yes
21-35	1		Tues	Wed	Thurs	Fri	Sat	Sun	Mon	Yes
36-50	2		Wed	Thurs	Fri	Sat	Sun	Mon	Tues	If <=40 pitches
51-65	3		Thurs	Fri	Sat	Sun	Mon	Tues	Wed	No
66-max	4		Fri	Sat	Sun	Mon	Tues	Wed	Thurs	No

Max Pitches

LL Age	#Pitches per game
11-12	85
9-10	75
7-8	50

6. If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.
7. A special pinch runner without substitution (rule 7.14) will be allowed.
8. Games may be played with a minimum of eight (8) players. Games should be delayed for up to fifteen minutes to wait for each team to have eight players. After that, if only one team has at least eight players, it wins by forfeiture. An official game cannot begin or continue if a team has fewer than eight players. For interleague games where NSELL is the visiting team, the minimum player rule of the home team's league is in effect. [2013] When batting 8, no out will be taken in the 9th spot. If a 9th player shows, that player must be inserted into the game immediately and will bat in the 9th spot.
9. If a game cannot be official because of lack of players, it should be played for the children who did come. All normal pitching rules apply.
10. Coaches may warm up pitchers.
11. No Slashing. A batter may not fake bunt, then take a full swing at the ball.
12. We will adopt the Dropped Third Strike (rule 6.05 – see rule text below) for regular season and playoffs. The confusing wording in the rule book should be interpreted as: a batter can advance to first if the 3rd strike is not caught AND (first base is unoccupied with less than 2 outs OR there are 2

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

outs regardless of whether first base is occupied or not). Force plays are in effect on the play so if the bases are loaded with 2 outs, the catcher can step on home plate to end the inning.

13. In order to avoid collisions, all runners must slide or attempt to get around a fielder when a player has the ball and is waiting to tag them. No fielder may block a base without the ball.
14. Illegal bat rules 6.06(d) are in effect.
15. Intentional Walks--Prior to a pitch being thrown, the defense elects to "Intentionally Walk" the batter by announcing such decision to the plate umpire.

NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defense's intent to walk the batter.

NOTE 2: The ball is dead and no other runners may advance unless forced by the batter's award. Four (4) pitches will be added to the pitch count.

16. In interleague games, the rules of the home team's league shall apply for both teams.

17. Mercy rule

- Follow the green book mercy rule - outcome determined/game official
- 10 runs up after trailing team has batted 4 times
- However, managers can agree to play exhibition inning(s) for fun up to time slot
- Score stops at mercy
- Pitch count would be official
- Interleague games - no extensions
- Again with this rule, please use your discretion. It's a good opportunity to use kids in different roles. Also please consider parents who rush to get to games only to be sent home after 45 mins.

## Game Scheduling

18. Until game time, the manager of the home team, in consultation with the opposing manager, has authority to cancel a game because of inclement weather. To do so, he must call the opposing manager and the Umpire-in-Chief. At game, only the umpire in charge may call time and thereafter, the game. ***Umpire-in-Chief contact info: Elliott Loew emlpc@comcast.net (617) 875-2316***
19. Games may not be rescheduled for any reason other than inclement weather without the consent of the Commissioner.
20. Canceled games must be rescheduled in the first available open slot during the week in which they were originally scheduled, unless the Commissioner determines that for compelling reasons, such as religious conflicts, beyond the managers' control, a later slot must be used. If there are no time slots available the rest of the same pitching week, the game must be rescheduled the following week in accord with this Rule. Mandatory time slots for rescheduled games may include Monday, Friday, and Saturday afternoons. They do not include Saturday and Sunday mornings although coaches may agree to use those time slots if they have enough players. Games cannot be postponed if both teams have the minimum number of players to start a game as per rule 6.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

21. If no umpire shows up for a game, the managers may agree to play an official game with a substitute umpire or umpires acceptable to both. Either manager may insist that the official game is postponed. If an unofficial game is played, the pitching rules in Rule 21 apply.
22. Darkness/Rain: In the event of darkness or rain, a game is legal if both teams have played four innings unless the home team is leading at the end of 3 1/2 innings. See LL Rule Book rule #4.11. The pitches should count only in terms of days of rest. Teams should not start the top of an inning if it is after 8:00 PM. It is unlikely that a full inning can be completed and therefore the score will revert to the previous inning. Please do not get your players' hopes up by starting an inning that cannot be completed. There will be no exceptions to this rule.
23. Incomplete Games: Any game that has completed less than 3.5 innings will be resumed from the point of suspension on the next available date. An ideal time to reschedule is just prior to the next game between the two teams.
24. Tie games: A regulation game (at least 4 innings completed) that is tied in the regular season will end in a tie, with each team getting 1 point in the standings. Playoff games suspended (after four innings) for rain or darkness will be resumed from the point of suspension on the next available date to determine a winner. Regular season games needing a winner to determine playoff positions will be treated as a playoff game for this rule.

## Equipment and Uniforms

25. Full league-issued uniforms should be worn at all games. Shirts should be tucked in. No metal spikes are allowed.
26. Batting helmets must be worn by all batters, base runners, and children coaching bases.
27. Catchers must wear full protective equipment including cup. Any player warming up a pitcher must wear a mask and throat guard.
28. **All bats for 2018 NSELL divisions will need to have the USA Baseball Stamp on it.** All other bats will be illegal, including BBCOR bats and USSSA stamped bats. The barrel sizes for these bats will be from 2 1/4-2 5/8 and the new standard will not have a drop-weight limit, so players can use bats made with light-weight material as long as the USA stamp is on the bat. All other bats from previous years will now be considered illegal starting January 1st. This is a change that is being done nationally by Little League. The umpire may remove a suspected illegal bat from play at his discretion and the player must bring evidence that the bat is a legal bat to future games.
29. Solid, one-piece wood bats that adhere to Little League's regulations will be allowed for play with or without the USA Baseball mark. Multi-piece wood bats must have the USA Baseball mark to be approved for play. This includes two-piece wood bats, composite wood bats, laminated wood bats, bonded wood bats, bamboo bats, and any wood bat that could be defined as an 'experimental' design.
30. All equipment should be kept behind the screen at all times.
31. Home team supplies two new baseballs. Baseballs should not be given to players until after the completion of the game.

## Conduct

1. No on deck batters allowed.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

## Manager Expectations

32. **All managers are expected to keep the web site up to date. The winning manager must post the score of the game. Both managers must record all pitchers used with the pitch count (at minimum). These activities must be done within 12 hours of the game OR before the team plays another game, whichever is sooner. Interleague games must be recorded by the NSELL manager on the NSELL web site (win or lose).**
33. Only use the player pool so that your count is brought up to 9. Do not bring request a player from the pool & show up with more players. Players from pool are restricted from pitching. They must play 9 consecutive defensive outs & have at least 1 at bat.
34. When the NLL team is "home" team on one of our fields, it is the NSELL managers responsibility to make sure that the field is kept in good shape. Even though they are home team for game purposes, YOU are responsible for the field!
35. Each team is responsible for cleaning up their dugout area at the conclusion of the game. Home team is responsible for storing bases in locked shed after last scheduled game of the day.
36. Home team is responsible for raking/prepping field and replacing tarps after every game. **Teams who do not properly clean up the field will be subject to having their practice privileges revoked.**

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

## AAA Rules

NSELL wishes to remind everyone of how important good sportsmanship is to a successful season and league. Maintaining good sportsmanship is the responsibility of everyone-coaches, players, parents, and spectators. Thank you in advance for your cooperation.

Rules in this year's Little League Rule Book shall apply to play in Newton SouthEast Little League except where there is a conflict with the specific rules set forth below.

In case of such a conflict, the following Newton SouthEast rules shall govern.

The Commissioner's interpretation of these rules shall be final. Intentional violation of one or more rules may result in game forfeiture.

## Playing and Substitutions

1. **Innings Played:** Any player who arrives before the first pitch of the game must play at least three complete innings in the field (one of which must be in the infield), and any player who arrives before the final out of the third inning must play at least one complete inning in the field, except in those cases where a full six inning game cannot be played because of darkness or rain, or where a player on the visiting team cannot play his final inning because the home team wins without having to bat in the bottom of the sixth, or where a player is unable or unwilling to continue playing because of injury or other reasonable cause. The minimum innings do not have to be successive innings. Managers should provide all players with balanced and fair playing time.
2. **Batting order:** A continuous batting order is used. If a player is unable to take his or her proper turn at bat due to being injured or withdrawing from the game that player's position in the batting order may be skipped without taking an out. If the player is able to return they will be reinserted into the order in their original position. A player arriving after the beginning of the game shall be added to the end of the lineup. If a player bats out of turn the opposing manager may appeal to the umpire and Little League Rule 6.07 applies. Additionally, the batting order should be varied between games so that the same players are not always at the bottom of the order.
3. **Number of Players:** Nine (9) players are in the field. A game may be played with eight (8) players. Games should be delayed for up to fifteen minutes to wait for each team to have eight players. After that, if only one team has at least eight players, it wins by forfeiture. An official game cannot begin or continue if a team has fewer than eight players.
4. **Re-entry:** Any player may reenter a game at any time (the 3 inning rule stays in effect).

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

5. Pitching: The following pitching rules apply. (see Appendix G for LL age cutoff dates):

## Rest days

#Pitches thrown/game	Days Rest Req'd	Pitched on:	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Can move to catcher after pitching?
1-20	0	Pitch again:	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Yes
21-35	1		Tues	Wed	Thurs	Fri	Sat	Sun	Mon	Yes
36-50	2		Wed	Thurs	Fri	Sat	Sun	Mon	Tues	If <=40 pitches
51-65	3		Thurs	Fri	Sat	Sun	Mon	Tues	Wed	No
66-max	4		Fri	Sat	Sun	Mon	Tues	Wed	Thurs	No

## Max Pitches

LL Age	#Pitches per game
11-12	85
9-10	75
7-8	50

- Warmups
  - Warm up pitches are not counted (limited to 8 prior to each inning or one minute, whichever comes first).
  - Pitchers entering during an inning are allowed as many warmup pitches as the umpire deems necessary.
  - Coaches may warm up pitchers
- Reentry
  - A pitcher may reenter a game but not as a pitcher, nor may he or she take the position of a catcher if over 40 pitches have been thrown.
  - A catcher may not pitch if they have begun a 4<sup>th</sup> inning of catching nor may they return to catching if that brings their innings as a catcher or pitcher up to 4.
- Pitch counts
  - If a pitcher has reached his/her limit, s/he is allowed to finish pitching to that batter. If the inning ends with that batter still at bat (i.e. runner thrown out stealing) a new pitcher must start the next inning.
  - The umpire and opposing manager should be advised when the pitcher has reached his/her pitch count limit. Each coach should maintain a pitch count for all pitchers.



# NEWTON SOUTHEAST LITTLE LEAGUE RULES

- Be mindful that pitchers may be also pitching for other leagues. Please work with parents to have honest and open pitch count reports of their play on other teams. These rules are in place to protect the physical wellbeing of youth players. Little League requires pitch count reports but other leagues are not as careful about their players. Little League is absolutely encouraging best practices on this and other safety issues.
  - Pitch counts MUST be entered on the NSELL web site by the manager at the conclusion of the game to track season pitch count and next pitching date eligibility
  - A pitcher must be replaced if he or she hits 3 (three) batters in a game or 2 (two) batters in one inning.
  - Trips to the Mound: A manager is allowed 2 trips to the mound per pitcher, per inning. A pitcher is automatically removed on the second visit, injuries not inclusive.
6. Runs Scored: The Little League Mercy Rule WILL APPLY. If a team is winning by 10 or more runs and the losing team has batted four times, the game will be called. There is also a five-run cap in every inning, INCLUDING the last inning. This rule shall be lifted in the 6th inning and any extra innings in the playoff games.
  7. Infield Fly Rule: The infield fly rule applies.
  8. Leading: There is no leading from bases in Little League. Players may leave the bag after the ball crosses the plate. Little League rules for leaving early apply. A pitcher cannot fake a pitch. This will result in a ball being called.
  9. Baserunning
    - a. A runner cannot advance to another base once the pitcher has control of the ball on the rubber. If a runner has already began to the next base they may continue (i.e. delayed steals).
    - b. During the first 3 innings, runners may advance from third at any time (i.e Majors Rules apply for first 3 innings). A runner at third can only advance to home or score when a play has been started with a hit ball after the third inning.
  10. Bunting: Bunting is allowed. However, a player is not allowed to fake a bunt and then swing away (slashing). Slashing will result in the batter being called out. The batter will not be given a warning.
  11. Sliding: In order to avoid collisions, all runners must slide or attempt to get around a fielder when a player has the ball and is waiting to tag them. A runner is out if he or she does not slide going into a base or home plate where fielder/catcher with the ball is positioned to make the play. No fielder, including a catcher, may block a base without physically having possession of the ball.
  12. Drop Third Strike: Players may not advance on a dropped third strike.
  13. A play is dead once the umpire calls time.

## Game Scheduling

1. Rain: The home team manager is responsible for calling off a game due to inclement weather and/or field conditions. It is not the Commissioner's call, but the managers only! The home team manager must call the opposing manager and the Umpire Coordinator as soon as possible. Coaches should use the NSELL website to notify players of the cancellation; mark the game as cancelled and emails and text messages will be sent automatically. Please also email the commissioner that evening. It is

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

advisable to have a "Team Parent" who can inform you of weather conditions if you are away from Newton on game days. ***Umpire-in-Chief contact info: Elliott Loew emlpc@comcast.net (617) 875-2316***

2. Make-up games: Cancelled games must be rescheduled on the next mutually available date. Unnecessary delay in agreeing to a date may result in a forfeit for the non-agreeing team. Notify the Umpire Coordinator of the rescheduled game so that an umpire will be provided.
3. Darkness/Rain: In the event of darkness or rain, a game is legal if both teams have played four innings unless the home team is leading at the end of 3 1/2 innings. See LL Rule Book rule #4.11. The pitches should count only in terms of days of rest. Teams should not start the top of an inning if it is after 8:00 PM. It is unlikely that a full inning can be completed and therefore the score will revert to the previous inning. Please do not get your players' hopes up by starting an inning that cannot be completed. There will be no exceptions to this rule.
4. Incomplete Games: Any game that has completed less than 3.5 innings will be resumed from the point of suspension on the next available date. An ideal time to reschedule is just prior to the next game between the two teams.
5. Tie games: A regulation game (at least 4 innings completed) that is tied in the regular season will end in a tie, with each team getting 1 point in the standings. Playoff games suspended (after four innings) for rain or darkness will be resumed from the point of suspension on the next available date to determine a winner. Regular season games needing a winner to determine playoff positions will be treated as a playoff game for this rule.

## Equipment and Uniforms

1. League issued uniforms and hats must be worn at all games. Baseball pants are optional but recommended. Any long pants, including sweatpants, are acceptable. Shorts are not acceptable.
2. Game Balls: Each manager will supply the umpire with one ball per game. The home team is responsible for providing additional balls.
3. Helmets: Batting helmets are mandatory. Batters, base runners and players coaching at 1st and 3rd must wear helmets.
4. **All bats for 2018 NSELL divisions will need to have the USA Baseball Stamp on it.** All other bats will be illegal, including BBCOR bats and USSSA stamped bats. The barrel sizes for these bats will be from 2 1/4-2 5/8 and the new standard will not have a drop-weight limit, so players can use bats made with light-weight material as long as the USA stamp is on the bat. All other bats from previous years will now be considered illegal starting January 1st. This is a change that is being done nationally by Little League. The umpire may remove a suspected illegal bat from play at his discretion and the player must bring evidence that the bat is a legal bat to future games.
5. Solid, one-piece wood bats that adhere to Little League's regulations will be allowed for play with or without the USA Baseball mark. Multi-piece wood bats must have the USA Baseball mark to be approved for play. This includes two-piece wood bats, composite wood bats, laminated wood bats, bonded wood bats, bamboo bats, and any wood bat that could be defined as an 'experimental' design.
6. Catching Equipment: Catchers must wear full protective equipment including a cup (provided by the player). A player warming up the pitcher must wear a catcher's mask. This rule also applies to practices. Left-handed catchers must supply their own catcher's mitt; the use of a fielder's glove gives the catcher an unfair advantage on plays at the plate.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

7. Shoes: Sneakers or rubber type shoes must be worn. Rubber cleated shoes are recommended but not required. Metal spikes are not allowed.

## Conduct

1. Disputes: Both managers and the umpire shall discuss disputes over rules without input from players or spectators unless called upon by the umpire. Umpires do have the authority to eject managers and coaches for conduct that he/she deems to be irresponsible.
2. Zero Tolerance Policy: NSELL and the Fall Baseball Program have a zero tolerance policy related to participants, including umpires. Managers and coaches should not complain, make comments, or in anyway criticize the umpires. As a Manager, you are responsible for the conduct of your players and parents. If you have a complaint about an umpire, please contact league commissioner.
3. Policy: All persons associated with the team, including players, coaches, and spectators shall support the umpires. No one is to address the umpire during the game with the following exceptions:
  - a. Coaches or players responding to the umpire-umpire must ask for your opinion
  - b. Coaches making substitutions.
  - c. Coaches, players, or spectators pointing out emergency or safety issues. In between innings or after a game, a manager may ask an umpire to explain a rule (balls and strikes and other judgment calls can never be questioned) in a polite and constructive way. Absolutely no demonstrative behavior, sarcasm, harassment, or intimidation by coaches, players or parents will be tolerated. Umpires will report such behavior to
4. Bench: Coaches are responsible for behavior of their players on the bench. All players shall remain on the bench unless they are actively warming up to pitch or coaching a base. Parents are NOT permitted in the bench area and managers should ensure they are not present.
5. On-Deck Batters: No on-deck batters are permitted. No player other than the current batter may be holding a bat.
6. Dugouts/Coaches: Only registered and approved coaches may be permitted in the bench area or on the field or warming up pitchers during games. Only one Manager/Coach should interface with the umpire. Parents are not allowed in the bench area during games; coaches are required to enforce this rule. NSELL permits coaches or players equipped with batting helmets to coach 1st and/or 3rd base.
7. Pitchers must warm up away from the playing field and the bench area.
8. An umpire will warn a player not adhering to these rules once. A second infraction will result in immediate ejection from the game

## Manager Expectations

37. **All managers are expected to keep the web site up to date. The winning manager must post the score of the game. Both managers must record all pitchers used with the pitch count (at minimum). These activities must be done within 12 hours of the game OR before the team plays another game, whichever is sooner.**
38. Each team is responsible for cleaning up their dugout area at the conclusion of the game. Home team is responsible for storing bases in locked shed after last scheduled game of the day.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

39. Home team is responsible for raking/prepping field and replacing tarps after every game. **Teams who do not properly clean up the field will be subject to having their practice privileges revoked.**

## Field

1. Distances: The distance from home plate to the pitcher shall be 46 feet.
2. Bench: The home team will use the 3rd base bench and the visitors will use the 1st base bench..

## Miscellaneous

3. Trophies/Awards: Special trophies or awards may not be given without league permission.
4. All Star Game: Each manager shall provide the Commissioner with members of their team to play in the AAA All-Star Game. The number of players to be selected will be determined by the Commissioner. Managers will be selected based upon Won-Loss Records at the time of the All Star Games. All managers are urged to participate as coaches at the All Star game. Players shall be selected based upon a secret-ballot vote by the players and coaches. Criteria for voting shall be based on performance and sportsmanship, regardless of age or positions. If a selected player is unable to attend the game that player's manager shall select another representative from his or her team. No alternative all-stars will be elected or invited to the All Star game.
5. Playoffs: These rules apply to the playoffs. Playoffs are double-elimination. Playoff schedules will be determined later in the season.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

## AA Rules

NSELL wishes to remind everyone of how important good sportsmanship is to a successful season and league. Maintaining good sportsmanship is the responsibility of everyone – coaches, players, parents, and spectators. Thank you in advance for your cooperation.

Rules in this year's Little League Rule Book shall apply to play in Newton SouthEast Little League except where there is a conflict with the specific rules set forth below. In case of such a conflict, the following Newton SouthEast rules shall govern. The Commissioner's interpretation of these Rules shall be final. Intentional violation of one or more Rules may result in game forfeiture.

## Playing and Substitutions

1. **Innings Played:** Any player who arrives before the first pitch of the game must play at least three complete innings in the field, and any player who arrives before the final out of the third inning must play at least one complete inning in the field, except in those cases where a full six inning game cannot be played because of darkness or rain, or where a player on the visiting team cannot play his final inning because the home team wins without having to bat in the bottom of the sixth, or where a player is unable or unwilling to continue playing because of injury or other reasonable cause. The minimum innings do not have to be successive innings. If a player does not get to play the minimum innings or turn at bat, that player must start the next game and play the first three innings before he may be taken out of the game. Players must play at least three defensive innings, at least one of which must be in the infield. Managers are encouraged to place players in various positions to learn positional play and should include balanced infield and outfield play. Managers should make their best effort to ensure all players play at least two innings in the infield.
2. **Batting order:** A continuous batting order is used. Coaches are strongly encouraged to use a varied batting order from game to game to allow children to bat in various positions in the order.
3. **Number of Players:** Ten (10) players shall be used in the field. A game may be played with seven (7) players. Games should be delayed for up to fifteen minutes to wait for each team to have seven players. After that, if only one team has at least seven players, it wins by forfeiture. An official game cannot begin or continue if a team has fewer than seven players. However, regardless of the forfeiture, coaches are still encouraged to play the game for the benefit of the children's development.
4. **Runs Scored:** If a team scores 5 runs in one inning that inning will end immediately regardless of the number of outs. Any runs past the 5th run are not counted. The five run limit may mathematically eliminate a team's possibility for winning late in a game, but teams are encouraged to continue play within the time allowed.
5. **Infield Fly Rule:** The infield fly rule does not apply.
6. **Leading and Stealing:** There is no leading from bases in Little League. Players may leave the bag after the ball crosses the plate. Umpires will warn a player once; a second warning can result in the base runner being called out. A runner at first may attempt to steal second after the ball has crossed the plate only if second base is unoccupied and the catcher fields the ball cleanly on a delivered pitch.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

The runner may be picked off or caught stealing but may not advance past second base unless the ball was put in play as a batted ball. In this situation, a runner on third base may not advance unless the ball is batted into play. If the pitch results in a wild pitch, passed ball or an unintentionally dropped ball then the runner must return to first base. Delayed steals are permitted. There is no stealing of third base or home under any circumstance. There is no advancing on a passed ball or wild pitch.

7. Bunting: Bunting is allowed. Slash bunting (showing bunt, pulling back, and swinging away) is not permitted.
8. Re-entry: Any player may reenter a game at any time (the 3-inning rule stays in effect). A pitcher may reenter a game but not as a pitcher, nor may he or she take the position of a catcher if over 40 pitches have been thrown.
9. Trips to the Mound: A manager is allowed 2 trips to the mound per pitcher, per inning. A pitcher is automatically removed on the second visit, injuries not inclusive.
10. Sliding: In order to avoid collisions, all runners must slide or attempt to get around a fielder when a player has the ball and is waiting to tag them. A runner is out if he or she does not slide going into a base or home plate where fielder/catcher with the ball is positioned to make the play. No fielder, including a catcher, may block a base without physically having possession of the ball.
11. A play is dead once the ball is returned to and caught by the pitcher on the mound.
12. A team should appear at the field, ready for play, at least 10 minutes before the scheduled start of the game. 30 minute warm up is recommended.
13. Batters may not advance on a dropped third strike.
14. All regular season games are limited to a two hour maximum time limit. However, in the case of a tie game, extra innings may be played if within the two hour time limit. No extra inning may begin within 15 minutes of the two hour limit.
15. To encourage players to learn proper field positions, outfielders are required to stand 30 feet behind the back edge of the infield. No extra infielders are permitted.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

16. Pitching: The following pitching rules apply:

- Rest days

#Pitches thrown/game	Days Rest Req'd	Pitched on:	Sun	Mon	Tues	Wed	Thurs	Fri	Sat	Can move to catcher after pitching?
1-20	0	Pitch again:	Mon	Tues	Wed	Thurs	Fri	Sat	Sun	Yes
21-35	1		Tues	Wed	Thurs	Fri	Sat	Sun	Mon	Yes
36-50	2		Wed	Thurs	Fri	Sat	Sun	Mon	Tues	If <=40 pitches
51-65	3		Thurs	Fri	Sat	Sun	Mon	Tues	Wed	No
66-max	4		Fri	Sat	Sun	Mon	Tues	Wed	Thurs	No

- Max Pitches

LL Age	#Pitches per game
11-12	85
9-10	75
7-8	50

- Warmups

- Warm up pitches are not counted (limited to 8 prior to each inning or one minute, whichever comes first).
- Pitchers entering during an inning are allowed as many warmup pitches as the umpire deems necessary.
- Coaches may warm up pitchers

- Reentry

- A pitcher may reenter a game but not as a pitcher, nor may he or she take the position of a catcher if over 40 pitches have been thrown.
- A catcher may not pitch if they have begun a 4<sup>th</sup> inning of catching nor may they return to catching if that brings their innings as a catcher or pitcher up to 4.

- Pitch counts

- If a pitcher has reached his/her limit, s/he is allowed to finish pitching to that batter. If the inning ends with that batter still at bat (i.e. runner thrown out stealing) a new pitcher must start the next inning.
- If a pitcher reaches a pitching limit during an at-bat and that batter is the final batter the pitcher faces his or her pitch count shall remain at the limit reached during the at-bat (2013 Little League rule). For example, if a pitcher retires or

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

allows a batter to reach base at a pitch count of 37 pitches and is immediately removed from the role of pitching his or her pitch count shall be recorded as 35.

- The umpire and opposing manager should be advised when the pitcher has reached his/her pitch count limit. Each coach should maintain a pitch count for all pitchers.
  - Be mindful that pitchers may be also pitching for other leagues. Please work with parents to have honest and open pitch count reports of their play on other teams. These rules are in place to protect the physical wellbeing of youth players. Little League requires pitch count reports but other leagues are not as careful about their players. Little League is absolutely encouraging best practices on this and other safety issues.
  - Pitch counts MUST be entered on the NSELL web site by the manager at the conclusion of the game to track season pitch count and next pitching date eligibility
- A pitcher must be replaced if he or she hits 3 (three) batters in a game or 2 (two) batters in one inning.
  - No 12 year olds can pitch in the Minors.
  - If a pitcher issues six walks in an inning, the pitcher should be removed.
  - Note: While Little League pitching and catching rules apply, managers are strongly encouraged to take into account a player's physical experience and abilities in moving players between these positions, particularly with Little League age 8 and age 9 players.

## Game Time and Scheduling

1. Speed of Play Rules. The following rules will improve the speed of play and make the game more enjoyable for all, including spectators:
  - It is important to start games ON TIME. Coaches should have their fielding and batting assignments made prior to the start of each game and make all efforts to keep the game moving.
  - Catchers should suit up prior to the end of the half inning. With two outs and the catcher on base the last out should become the pinch runner replacing the catcher.
  - Batters should always know who they follow and have a helmet when on deck. No on deck swings allowed.
  - Players should be encouraged to hustle on and off the field.
  - Prior to the start of the game ensure the coaches and umpires agree on what constitutes out of play.
2. Rain: The home team manager is responsible for calling off a game due to inclement weather and/or field conditions. It is not the Commissioner's call, but the managers only! The home team manager must call the opposing manager and the Umpire Coordinator as soon as possible. Coaches should use the NSELL website or League Athletics mobile application to notify players of the cancellation;



# NEWTON SOUTHEAST LITTLE LEAGUE RULES

mark the game as cancelled and emails and text messages will be sent automatically. Please also email the commissioner that evening. It is advisable to have a "Team Parent" who can inform you of weather conditions if you are away from Newton on game days. ***Umpire-in-Chief contact info: Elliott Loew emlpc@comcast.net (617) 875-2316***

3. Make-up games: Cancelled games must be rescheduled on the next mutually available date. Unnecessary delay in agreeing to a date may result in a forfeit for the non-agreeing team. Notify the Umpire Coordinator of the rescheduled game so that an umpire will be provided.
4. Darkness/Rain: In the event of darkness or rain, a game is legal if both teams have played four innings unless the home team is leading at the end of 3 1/2 innings. See LL Rule Book rule #4.11. The pitches should count only in terms of days of rest. Teams should not start the top of an inning if it is after 8:00 PM. It is unlikely that a full inning can be completed and therefore the score will revert to the previous inning. Please do not get your players' hopes up by starting an inning that cannot be completed. There will be no exceptions to this rule.
5. Incomplete Games: Any game that has completed less than 3.5 innings will be resumed from the point of suspension on the next available date. An ideal time to reschedule is just prior to the next game between the two teams.
6. Tie games: A regulation game (at least 4 innings completed) that is tied in the regular season will end in a tie, with each team getting 1 point in the standings. Playoff games suspended (after four innings) for rain or darkness will be resumed from the point of suspension on the next available date to determine a winner. Regular season games needing a winner to determine playoff positions will be treated as a playoff game for this rule.

## Equipment

1. Uniforms and hats must be worn at all games. Baseball pants are optional but recommended. Any long pants, including sweatpants, are acceptable. Shorts are not acceptable.
2. Game Balls: Each manager will supply the umpire with one RIF-10 ball per game. The home team is responsible for providing additional balls.
3. Helmets: Batting helmets are mandatory. Batters, base runners and players coaching at 1st and 3rd base must wear helmets.
4. **All bats for 2018 NSELL divisions will need to have the USA Baseball Stamp on it.** All other bats will be illegal, including BBCOR bats and USSSA stamped bats. The barrel sizes for these bats will be from 2 1/4-2 5/8 and the new standard will not have a drop-weight limit, so players can use bats made with light-weight material as long as the USA stamp is on the bat. All other bats from previous years will now be considered illegal starting January 1st. This is a change that is being done nationally by Little League.
5. Solid, one-piece wood bats that adhere to Little League's regulations will be allowed for play with or without the USA Baseball mark. Multi-piece wood bats must have the USA Baseball mark to be approved for play. This includes two-piece wood bats, composite wood bats, laminated wood bats, bonded wood bats, bamboo bats, and any wood bat that could be defined as an 'experimental' design.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

6. Catching Equipment: Catchers must wear full protective equipment including a cup (provided by the player). A player warming up the pitcher must wear a catcher's mask. This rule also applies to practices. Left-handed catchers must supply their own catcher's mitt; the use of a fielder's glove gives the catcher an unfair advantage on plays at the plate.
7. Shoes: Sneakers or rubber type shoes must be worn. Rubber cleated shoes are recommended but not required. Metal spikes are not allowed.

## Conduct

1. Disputes: Both managers and the umpire shall discuss disputes over rules without input from players or spectators unless called upon by the umpire. Umpires do have the authority to eject managers and coaches for conduct that he/she deem to be irresponsible.
2. Zero-Tolerance Policy: All players and coaches have agreed as part of registration to abide by Newton SouthEast Little League's Zero-Tolerance Policy. Any violations should be reported to the Commissioner.
3. Bench: Coaches are responsible for behavior of their players on the bench. All players shall remain on the bench unless they are actively warming up to pitch or coaching a base.
4. All pitchers must warm up away from the playing field and the bench area.
5. On-Deck Batters: No on-deck batters are permitted. No player other than the current batter may be holding a bat.
6. An umpire will warn a player not adhering to these rules once. A second infraction will result in immediate ejection from the game.
7. Dugouts/Coaches: Only registered and approved coaches may be permitted in the bench area during games. Only one Manager/Coach should interface with the umpire. Parents are not allowed in the bench area during games; coaches are required to enforce this rule. NSELL permits coaches or players equipped with batting helmets to coach 1st and 3rd base.

## Expectations of Managers

1. Umpire Payment: Umpires are paid directly by the league. If an umpire does not show for the game the commissioner must be notified. The game should be played by mutual selection of an umpire from either the coaching staffs or spectators.
2. Protests: If protesting a game, the manager must inform the umpire and opposing manager of the protest. A letter shall be sent to the commissioner and the league presidents within 24 hours of the game. Protests can only be filed if a rule is broken. Protests do not apply in cases of judgment calls, weather or behavior.
3. Scores: The manager of the winning team shall post the score on line at [www.newtoneastll.org](http://www.newtoneastll.org) within 24 hours for the game to count. Failure to do so results in a forfeit.

# NEWTON SOUTHEAST LITTLE LEAGUE RULES

4. Each team should designate a Scorekeeper. Scorekeepers from each team are expected to compare their scorebooks at the conclusion of each half of an inning. Any dispute over Scorekeeping (Score of game or Pitchers inning count) should be addressed prior to the start of the inning.

## Field

1. Distances: The distance from home plate to the pitcher shall be 46 feet.
2. Bench: The home team will use the 3rd base bench and the visitors will use the 1st base bench.

## Miscellaneous

1. Trophies/Awards: Special trophies or awards may not be given without league permission.
2. All Star Game: Each manager shall select members of their team to play in the AA AllStar Game. Managers will be selected based upon Won-Loss Records at the time of the All Star Games. All managers are urged to participate as coaches at the All Star game. Players shall be selected based upon a secret-ballot vote by the players and coaches. Criteria for voting shall be based on ability, regardless of age or positions. If a selected player is unable to attend the game that player's manager shall select another representative from his or her team. Note: If necessary, the Commissioner, with the approval of the VP of Baseball, may change or modify the format of AA All Star events.
3. Playoffs: These rules apply to the playoffs. Playoffs are double elimination. Note: if necessary the Commissioner, with the approval of the VP of Baseball, may change these playoff rules.

# **NEWTON SOUTHEAST LITTLE LEAGUE RULES**