2015 LITTLE LEAGUE AND LOCAL RULES

Each local Little League Board of directors should adopt its own bylaws, local rules or ground rules (the terms are interchangeable.) This document or documents expire annually at the end of the fiscal year and must be renewed annually. They normally include the local board’s procedures for selection of Tournament Teams (All Stars), specific ground rules for various divisions (such as whether or not the 10-run rule will be used), etc.

Because each local Little League board of directors should have authority to change these types of procedures, they require only board consent, without the general membership’s approval. No part of the bylaws, local rules or ground rules can conflict with or supersede any Little League rule, regulation or policy.

The bylaws, local rules or ground rules are to be distinguished from the local Little League’s Constitution. The Constitution spells out the duties and responsibilities of the officers of the board, definition of membership, election procedures, meeting requirements such as quorum, etc. The local Little League board of directors must make a copy of the bylaws, local rules or ground rules available to any member of the local Little League for review and inspection if requested.

Rye Little League Local Rules

Rye Little League endorses the National Little League overarching philosophy. The RLL Board has made only slight modifications to the playing rules to enhance the playing experience for our children. The following excerpt is taken from the Official Regulations and Playing Rules of the National Little League organization:
“Little League Baseball is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in an atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It strives to inspire them with a goal and to enrich their lives toward the day when they must take their places in the world. It establishes for them rudiments of teamwork and fair play.”

**Little League Rules**

National Little League Baseball offers a booklet titled “Official Regulations and Playing Rules”. The booklets are generally available for purchase and each team manager is provided with a copy. We encourage all players and parents to read and become familiar with both the Official Regulations and Playing Rules and any Local Rules that may apply.

**Local Rules**

Local rules are encouraged by National Little League to adjust for local conditions. Local rule modifications to the National rules are approved by the Rye Little League Board of Directors. The local rules of Rye Little League are subject to adjustment each playing year. Rules should be amended and adopted each playing season for purposes of draft, league balance and general league and player benefit.

Please review the local rules appropriate for your child’s playing level.

Minor league rosters shall be determined based on the number of players at the level and the number of manager candidates.
However, whenever possible, no more than twelve (12) players per team is the target roster size.
A Level (Tball)

- The playing rules for T-ball are designed for player participation and total player enjoyment. Learning comes secondary to fun.
- The T-ball schedule shall include 1 game and 1 practice per week. An additional practice/game shall be scheduled every other week for a total of 5 baseball activities every two weeks during the season.
- A game consists of 3 innings and no official score is kept.
- Required use of T-ball (RIF-1) ball
- No more than 10 players per team
- Lineup comprised of all players and must bat the entire roster in order; late arrivals are added to end of lineup.
- Each player plays in the field and players are to play in actual baseball positions.
- 50 feet between bases
- Use of appropriate T required
- Ball must travel 10 feet or it’s considered foul.
- No walks, no strikeouts, no stealing, no leading, no bunting.
- Infield fly rule not in effect.
- Helmets required for batters and runners.
- The inning ends on reaching the end of the batting order, NOT three outs.
- Players put out may NOT continue to run bases, thus rewarding the defensive out.
- When approaching a base, a player must slide or attempt to get around any defensive fielder present who has the ball and is waiting to make a play. Sliding must be done feet-first.
only. Head first sliding is a safety concern, so head first slides would be considered and out.
A (T-Ball) teams will be chosen by whatever method the managers, Director of Coaching and Player Agent select.

Field Conditions for Start of Game
As per Little League rule 3.10(a) team managers shall agree on the fitness of the playing field one hour prior to the start of the game at those times when inclement weather has resulted in a wet field or under any circumstances when standing water is present at the game site. If the managers cannot agree a decision will be made by the VP of the appropriate division; in the event he/she is not readily available the decision will be made in order of immediate availability by: president, umpire-in-chief, field coordinator, safety officer, player agent, any remaining board member not serving as a coach or manager in that division. The overriding concern regarding field conditions shall be the safety of the playing environment for the players. No game shall be started until all standing water has been removed or absorbed on the playing field.

Field Preparation for Each Game
It shall be the responsibility of the home team to prepare the field for play prior to the game and to close the field at the end of the game. Field work includes placing and removing the bases; lining the foul lines and batter’s box; raking the pitcher’s mound, home plate area, and infield dirt; placing and removing street barriers; and assuring that each team has cleaned and swept out their dugout. Accountability for proper and timely fieldwork lies at all times with the team manager or in his/her absence, the coach/parent acting as team manager.
AA Level

- Ages 6 to maximum age 10.
- Teams should participate in minimum of two baseball events (practice or game) per week.
- 5 Innings or 90 minutes (games can not exceed 1.5 hours)
- Required use of RIF-5 ball
- No walks, no stealing, no leading, no bunting, no strikeouts
- 3 swings (including fouls) prior to use of T. The T must be used and should be described as a learning tool to enhance the skill set of the batter.
- 3 outs comprise a half inning.
- Fielders play baseball positions with no player on mound.
- Coaches (and only coaches) pitch. It’s preferred that coaches pitch from their knees in order to keep the ball at eye level of the batter. Coaches should not pitch from the mound but just in front of the mound.
- Lineup comprised of all players and must bat in order (continuous batting order); late arrivals are added to end of lineup
- 8 positional fielders – no catcher - remaining positional players must play traditional fielding positions. The 8th position is deemed the pitching position. That player should stand behind the pitching coach on the mound.
- Subs may occur freely.
- On fields with backstop, a ball is considered a “dead ball” and play is stopped when the ball passes through an imaginary line running from the ends of the backstop, parallel with the baselines to the outfield fence or to where the field is considered to end. On a throwing error the runner is awarded one base in this instance, without liability to be put out.

- When approaching a base, a player must slide or attempt to get around any defensive fielder present who has the ball and is waiting to make a play. Sliding must be done feet-first only. Head first slides are considered a safety hazard and will result in an out. Exception: player may slide head first when returning to a base. This is a Little League rule that applies to all divisions of play--7.08(a) (3) (4).

- Helmets with required for batter and runners

- In general, no replacements will be granted.

- AA teams will be chosen by whatever method the managers, Director of Coaching and Player Agent select.

Field Conditions for Start of Game
As per Little League rule 3.10(a) team managers shall agree on the fitness of the playing field one hour prior to the start of the game at those times when inclement weather has resulted in a wet field or under any circumstances when standing water is present at the game site. If the managers cannot agree a decision will be made by the VP of the appropriate division; in the event he/she is not readily available the decision will be made in order of immediate availability by: president, umpire-in-chief, field coordinator, safety officer, player agent, any remaining board member not serving as a coach or manager in that division. The
overriding concern regarding field conditions shall be the safety of the playing environment for the players. No game shall be started until all standing water has been removed or absorbed on the playing field.

**Field Preparation for Each Game**

It shall be the responsibility of the home team to prepare the field for play prior to the game and to close the field at the end of the game. Field work includes placing and removing the bases; lining the foul lines and batter’s box; raking the pitcher’s mound, home plate area, and infield dirt; placing and removing street barriers; and assuring that each team has cleaned and swept out their dugout. Accountability for proper and timely fieldwork lies at all times with the team manager or in his/her absence, the coach/parent acting as team manager.
AAA Level

12 (twelve) players per team is the target.

Age 8 to maximum age 11. Age 7 may be permitted at the request of the board.

Teams should participate in minimum of three baseball events (practice or game) per week.

Use of league appropriate ball required (RIF-10)

No stealing, no leading, no bunting

Lineup comprised of all players and must bat in order (continuous batting order); late arrivals are added to end of lineup

Subs may occur freely. NOTE: Little League minimum mandatory play rule in effect. All players must play 2 defensive innings.

3 natural outs comprise a half-inning

Game is 6 innings or 2 hours in length

10 run-rule will be observed; coaches will prevent run-up situations by enforcing a 5 runs scored maximum per half inning rule.
Team Managers and Coaches will make every effort to rotate player positions during each game and will play players at all positions throughout the season.

On fields with backstop, a ball is considered a “dead ball” and play is stopped/out of play when the ball passes through an imaginary line running from the ends of the backstop, parallel with the baselines to the outfield fence or to where the field is considered to end. On a throwing error the runner is awarded one base in this instance, without liability to be put out.

To promote player pitch – a pitcher can only walk a batter on 4 consecutive balls. If a pitcher has 1, 2 or 3, balls in the count and then a strike is thrown the balls are nullified, and the pitch count is 0-1.

Coaches will keep track of the pitch count to protect the pitcher’s arm. Pitch counts are based on the age of the pitcher. Little League rule book for 2013 describes the age of pitchers and pitch counts.

An adult “Game Coordinator” must be appointed for games where no adult umpire is available. The individual must have filled out the volunteer application for that year, prior to officiating.

In keeping with the traditions of Little League International whenever possible it is suggested that all baseball be voluntary. In keeping with this highly regarded tradition it is strongly encouraged that prior to a game each team designate an umpire to commit to officiate/umpire that game. The only time this would not work if a team only had 2 (manager/coach) to show up at game time. A minimum of 2 games is suggested. This
encourages a greater sense of understanding of baseball, learning the game from another perspective, as well as focuses on sportsmanship. At the end of the day its all about the kids.

Umpires 17 years or older shall be permitted to umpire a AAA game. Graduates from the Major League (13 years and up) will be allowed to officiate in the field.

Helmets required for batter and runners and children acting in the role of base coach

A manager or coach may not protest any aspect of the game or its outcome.

If a pitcher hits a batter with a pitch twice in an inning or three times in the game he may no longer pitch in the game

When approaching a base, a player must slide of attempt to get around any defensive fielder present who has the ball and is waiting to make a play. Sliding must be done feet-first only. Exception: player may slide head first when returning to a base. This is a Little League rule that applies to all divisions of play--7.08(a) (3) (4).

Pitch count must be tracked and adhered to per Little League guidelines

AAA League managers must keep books, report score and pitch counts – to the VP of the league

In general, no replacements. However, in the event a given player has the appropriate skills to benefit by playing in the higher league, consideration may be given to advancing the player to the higher league with a replacement player advancing. The parents
of the selected replacement player, and the losing and gaining managers, must agree to the promotion to the higher league.

No game may be protested

Pitching Rules

A. Any player on a regular season team may pitch. **A 12-year old is not eligible to pitch in the minor leagues.**

B. A pitcher may not pitch in more than one game on the same day.

C. A pitcher once removed from the mound cannot return to the game as a pitcher.

D. The manager must remove the pitcher when the pitcher reaches the pitch limit for his/her age group. A pitcher that reaches his maximum while facing a batter can continue to pitch until the batter is retired or reaches base.

E. Maximum Number of Pitches

11-12 years old - 85 pitches per day

9-10 years old - 75 pitches per day

7-8 years old - 50 pitches per day

F. Rest Requirements

1-20 pitches in a day - no rest required

21-35 pitches in a day - 1 calendar days of rest required
36-50 pitches in a day - 2 calendar days of rest required
51-65 pitches in a day - 3 calendar days of rest required
66 or more pitches in a day - 4 calendar days of rest required

Field Conditions for Start of Game
As per Little League rule 3.10(a) team managers shall agree on the fitness of the playing field one hour prior to the start of the game at those times when inclement weather has resulted in a wet field or under any circumstances when standing water is present at the game site. If the managers cannot agree a decision will be made by the VP of the appropriate division; in the event he/she is not readily available the decision will be made in order of immediate availability by: president, umpire-in-chief, field coordinator, safety officer, player agent, any remaining board member not serving as a coach or manager in that division. The overriding concern regarding field conditions shall be the safety of the playing environment for the players. No game shall be started until all standing water has been removed or absorbed on the playing field.

Field Preparation for Each Game
It shall be the responsibility of the home team to prepare the field for play prior to the game and to close the field at the end of the game. Field work includes placing and removing the bases; lining the foul lines and batter’s box; raking the pitcher’s mound, home plate area, and infield dirt before and after the game; placing and removing street barriers, assuring that each team has cleaned and swept out their dugout after the game and trash around the field and bleachers has been picked up. Accountability for proper
and timely fieldwork lies at all times with the team manager or in his/her absence, the coach/parent acting as team manager.

**Major League Level**

The official roster of a Major League team shall consist of 12 (twelve) or fewer, but not less than 10 (ten). This decision will be made at the beginning of each new season.

Age 9 to age 12.

**Player Assignment**

Major and AAA leagues will conduct a managed player assignment, following a try-out/evaluation at an off-site facility with league parity as the ultimate goal. The Player Agent shall keep a
complete record of the session. Upon parental request, brothers/sisters may be accommodated on their sibling’s team.

Major League teams remain intact from year to year. Players on a team from the preceding year will remain on that team.

Manager’s or current assistant’s eligible child will be placed on their parent’s team. The managers and Director of Coaching will conduct a round table discussion after selections have been made prior to officially announcing teams.

**Player Replacement**

In the event a player is lost to injury, relocation, or resignation; he/she will be permanently replaced on the Major League roster by the age-eligible AAA player ranked highest during that season’s tryout evaluation. If a Major league team is short players for a game, a pool of potential replacement players will be identified from players in the AAA League. On a rotating basis, and without interference with their scheduled AAA League games, they may be used as needed in Major League games. The board will ultimately approve the list of names, and the player agent will be responsible for following through with each league and manager.

Major League managers will make every effort to ensure matching player numbers on each team prior to any game to avoid the advantage of a smaller roster.

**Protests**

Protests are defined by Little League rules. (4.19).

RLL encourage protests to not occur. Whenever possible resolve the issue on the field with both managers and umpires consulting together and within the rules of Little League.
**Fake Bunt Rule**

Any batter is out if he/she, in the opinion of the umpire, clearly shows the intention to bunt, pulls the bat back, and then takes a full swing at a pitch. Contact does NOT need to be made with the ball.

**Managers**

Managers will be reviewed and selected each year by the Coach Selection Committee appointed by the Board of Directors. Each candidate must submit a written interest for a managerial position, designating which level of play. Candidates will be chosen partly based upon the following criteria:

- League Service
- Availability
- Sportsmanship
- Coaching Experience
- Coaching Performance
- Meeting Attendance

Managers must participate in league activities such as working sessions, charity events and are expected to demonstrate leadership with respect to their team and league overall. Failure to demonstrate active participation may result in suspension or removal by the vote of the Board of Directors.

If unavailable, managers should arrange for an assistant to attend meetings in their place.

**All-Star Managers**

All-Star Managers will be reviewed and selected each year by the Coach Selection Committee appointed by the Board of Directors consistent with National Little League rules. Each candidate must submit a written interest for an all-star managerial position.
Playing Time

Player development is the focused goal of Rye Little League. As such Rye Little League uses the following minimum playing time rules:

**Regular Season**

- **11 man roster:** All players must play a minimum of 75% of available innings throughout the season. Innings missed due to player absences, injuries, shortened games etc. do not count as available innings.
  - A continuous batting order will be used and once set will remain constant for each game.
  - Players may be substituted freely in the field provided that all players meet National Little League mandatory playing time guidelines each game.
- **12 man roster:** All players must play a minimum of 50% of available innings throughout the season. Innings missed due to player absences, injuries, shortened games etc. do not count as available innings.

**Playoffs**

Little League rules govern (six consecutive outs on defense, at least one at bat in a six inning game).
**Umpires**

An adult “Game Coordinator” must be appointed for games where no adult umpire is available.

No umpire shall officiate a Major Division game in the position of home plate umpire if they have a child, stepchild, grandchild, or niece/nephew playing for either of the teams.

Exception: If there is no other umpire who is willing or able to umpire home plate, and that would result in the game not being played, then the umpire who has a conflict of interest shall be permitted to umpire home plate with notification to the managers of both teams and to the Umpire in Chief.

No umpire under the age of 16 shall be permitted to umpire a Major Division game. 16+ years or older having played in the RLL system are encouraged and welcome to officiate in the field.

**Conduct/Field Decorum**

Players are expected to arrive on time for pregame workouts and conduct themselves in an acceptable manner during games. It is a team’s responsibility to promote good sportsmanship and fair play. Actions of players, managers, assistants, umpires, and league officials during games must be exemplary. In addition, spectators are also expected to maintain appropriate decorum.

**Guidance:** Rule 4.07 When the manager, coach or a player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the games site for the remainder of
that game. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they were suspended.

Ejections occur at the sole discretion of the umpires or game coordinator. Reasons for ejections include, but are not limited to: unsportsmanlike conduct, repeated instances of open or vocal dissent, vulgar language, any act that puts the safety of others at risk, and violence or threats of violence against another individual. If a player, coach, or manager is ejected, they must leave the playing area immediately, are suspended for the next played game automatically, and may be referred to the Rye Little League board for supplemental action.

Umpires must report these incidents to the Umpire in Chief within 24 hours; who will record and maintain the necessary records and report all incidents to the Board of Directors.

For Players - A first and second offense involving the above actions will require immediate ejection from the game. The player CANNOT remain on the bench, and may not return to the game.

Subsequent offenses during the season will result in immediate removal from the game and field, and an indefinite suspension. The player, parent(s), and manager must resolve the problem with the Board of Directors before that player may continue in the league. Repeated offenses could result in permanent forfeiture to participate in any future league games or activities.

For Managers/Assistants - A first offense will require the offender to leave the premises for the remainder of the game in which the offense occurs, and a one game suspension for the next game that is played by the team. The offender may not attend or be on
the premises for that next game, and may not be in communication with the team during the game.

Subsequent offenses during the season will result in immediate removal from the game and premises, and an indefinite suspension. The manager/assistant must resolve the problem with the Board of Directors before that he/she may continue in the league. Repeated offenses in could result in permanent forfeiture to participate in or attend any future league games or activities.

For Spectators: 9.01(f) Umpires may order both teams into their dugouts and suspend play until such time as League Officials deal with unruly spectators. Failure of League Officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.

Warnings - Any other language or behavior, not specifically noted above, by a player, manager, or assistant deemed inappropriate by the Umpire(s) will evoke a warning to that individual. Continued bad language or behavior after receiving a warning may result in ejection.

Umpires must report these incidents to the Umpire in Chief within 24 hours; who will record and maintain the necessary records and report all incidents to the Board of Directors.

1. Behavior and Conduct

A. The actions of Players, Managers, Coaches, Umpires, Parents, and Spectators must be above reproach. The use of profanity or any violent verbal or physical behavior shall be grounds for immediate removal from Little League playing areas. The Board will review all violations and determine the appropriate sanctions, which can include permanent removal from Little League.
B. The use of tobacco, drugs or alcohol is prohibited on or around Little League playing areas, including contiguous school property. Violations may result in removal from Little League playing areas.

C. Any person who appears to be under the influence of alcohol or drugs will be asked to leave the Little League playing field area. They will be considered unruly spectators for the purposes of this rule.

D. Food, candy and most beverages are NOT allowed in the dugouts. (Water and sports drinks are allowed.) Managers will be held responsible for infractions. Managers and players are responsible for cleaning the dugouts at the end of the game.

E. Any player who intentionally destroys, defaces or vandalizes property on or around the Little League fields, including intentionally damaging the field of play, will be subject to ejection and/or suspension

Pitching Rules

A. Any player on a regular season team may pitch. A 12-year old is not eligible to pitch in the minor leagues.

B. A pitcher may not pitch in more than one game on the same day.

C. A pitcher once removed from the mound cannot return to the game as a pitcher.

D. The manager must remove the pitcher when the pitcher reaches the pitch limit for his/her age group. A pitcher that reaches his maximum while facing a batter can continue to pitch until the batter is retired or reaches base.
E. **Maximum Number of Pitches**
   
   11-12 years old - 85 pitches per day
   
   9-10 years old - 75 pitches per day
   
   7-8 years old - 50 pitches per day

F. **Rest Requirements**
   
   1-20 pitches in a day - no rest required
   
   21-35 pitches in a day - 1 calendar days of rest required
   
   36-50 pitches in a day - 2 calendar days of rest required
   
   51-65 pitches in a day - 3 calendar days of rest required
   
   66 or more pitches in a day - 4 calendar days of rest required

G. **Pitcher/Catcher Rule:** A pitcher who has thrown 41 or more pitches in a game cannot catch for the rest of the game. A catcher may not pitch in a game if he catches (in any part of) four or more innings.

H. **Intentional Walk:** A pitcher must throw pitches to intentionally walk a batter. The pitches count towards the pitchers pitch count.

I. **Suspended Games:** In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility as determined on the day the game is to be resumed. In the minor leagues, the number of innings pitched by a pitcher in the halted game count towards the maximum number of innings the pitcher can pitch in the resumed game.
**Field Conditions for Start of Game**  
As per Little League rule 3.10(a) team managers shall agree on the fitness of the playing field one hour prior to the start of the game at those times when inclement weather has resulted in a wet field or under any circumstances when standing water is present at the game site. If the managers cannot agree a decision will be made by the VP of the appropriate division; in the event he/she is not readily available the decision will be made in order of immediate availability by: president, umpire-in-chief, field coordinator, safety officer, player agent, any remaining board member not serving as a coach or manager in that division. The overriding concern regarding field conditions shall be the safety of the playing environment for the players. No game shall be started until all standing water has been removed or absorbed on the playing field.

**Field Preparation for Each Game**  
It shall be the responsibility of the home team to prepare the field for play prior to the game and to close the field at the end of the game. Field work includes placing and removing the bases; lining the foul lines and batter’s box; raking the pitcher’s mound, home plate area, and infield dirt before and after the game; placing and removing street barriers, assuring that each team has cleaned and swept out their dugout after the game and trash around the field and bleachers has been picked up. Accountability for proper and timely fieldwork lies at all times with the team manager or in his/her absence, the coach/parent acting as team manager.