

Junior & Seniors Division Rules Spring 2017

These rules accompany and/or modify the Official Playing Rules of Little League Baseball, Inc. In those cases where the West Side Rules contradict the Official Playing Rules of Little League Baseball, Inc., the West Side Rules preempt the Official Rules of Little League Baseball, Inc.

I. Use of Players

A. Teams will use a batting order consisting of all players who show up for the game. Prior to each game teams must exchange batting orders with each other and provide a copy to the umpire. The batting order must identify players by name and uniform number. There is no minimum playing time on the field or restrictions to having to play any positions.

B. In the event that your team is short of its own players any player borrowed may not play more innings on the field than players of the team. They are not allowed to pitch or catch. And they must bat in the last spot of the lineup.

C. Fielders may be removed from and re-enter a game at any position except pitcher at the start of an inning (and only at the start of an inning).

2. Catcher substitution for base running is required when there are two outs and the catcher is on base. This will enable catchers to put on his/her equipment and speed up the game. The player who made the previous out will run for the catcher.

II. Pitching

The mound distance shall be regulation distance: 60 feet, 6 inches from the back of home plate to the front of the pitching rubber.

A. The pitch limit is 95 pitches in the Juniors division (13-14) and 105 in the seniors division (15-17). Each pitcher must follow the proper rest days as specified in the little league handbook.

B. A pitcher who leaves a game and moves to another defensive position, may re-enter as a pitcher as long as they adhere to the total number of pitches. Each manager has a responsibility to prevent a player from over pitching.

C. A player who has played the catchers position can only be allowed to pitch as long as he has not caught more than 4 innings. A pitcher who has pitched more than 1 inning will not be allowed to play the catchers position.

D. Technique:

1. Pitchers may use either a windup or set position as defined in the rulebook. In using the set position, a pitcher does have to come to a complete stop.

2. The pitcher must have the pivot foot in contact with the pitching rubber when delivering the pitch. If the pitcher delivers an illegal pitch with the bases unoccupied, the umpire has the discretion to declare it a ball, unless the batter reaches base safely.

3. BALK RULES DO APPLY IN THE JUNIOR & SENIORS DIVISION.

4. Intentional walks are allowed, but the pitcher must deliver the 4 pitches to the batter.

C. Consultations

(1) When the manager consults with the pitcher, he is allowed 2 visits.

(2) The third consultation with the same pitcher in the same inning shall result in the automatic removal of the pitcher.

III. Batting

A. Our league utilizes a full roster batting order; that is, all team members who attend the game must be placed in the team batting order.

B. If a batter bats out of turn, the proper batter will be declared out upon appeal of the opposition and the next legal batter is at bat. Any play made involving the improper batter is nullified. If the opposition fails to appeal before pitching to the next batter, then any play involving the improper batter stands and no appeal can be made.

E. Bats shall be 2 1/4 alloy/metal barrel w/BPF stamp of 1.15

2 5/8 alloy/metal barrel no marking required

2 5/8 composite barrel with bbcor marking.

Wood bats allowed.

IV. Base Running

A. Stealing

1. Base runners may take leads and may attempt to steal any base.

2. Play remains live until the umpire calls time.

B. Sliding

1. When a fielder in possession of the ball attempts to make a tag play on any runner at any base, must either slide feet-first into the base or allow the tag to be applied without a collision. A runner who fails to "slide or avoid" is out regardless of whether the fielder holds on to the ball. A runner is not required to slide if no play is being made, nor is a runner required to avoid a collision as long as he/she slides feet-first.

2. Head first slides are illegal unless the runner is returning to a base. Any runner who makes a head first slide into a base is out automatically, regardless of whether or not a play is being made.

3. Stand-up collisions are not allowed. If the umpire feels that either the fielder or the runner intentionally caused such a collision, the offender may be ejected.

4. Unstaked bases usually move when players slide. If an umpire declares a runner safe and the base moves during the play, the runner should remain on the spot where the base had been and call "time." The umpire shall grant time out and return the base to the proper position. A player who chases after the base that has moved does so at his/her own risk and may be tagged out.

V. Movement of the Game

- A. Games will start promptly at the scheduled time. A team unable to field at least eight players within fifteen (15) minutes of this time will forfeit the game.
- B. No new inning shall begin after a quarter of the hour prior to the next scheduled game.
- C. There are seven innings of play (time permitting). The allotted game period is two and one half hours.
 - 1. Each team must provide the umpire with a new game ball prior to the start of the game.
 - 2. Central Park fields, do not provide bases. Each Junior Division team will be given a set of bases at the beginning of the season. At each game it will be the responsibility of the Home Team to provide the bases for that game. The Home Team will then also be responsible for taking their set of bases off the field at the end of that game.

VI. Rules of Conduct

- A. Unsportsmanlike conduct on the part of players, coaches, and parents is prohibited. It is up to adult participants to provide examples of good sportsmanship and fair play for players.
- B. Once the teams are on the field, the umpire is in charge until the game is over. The umpire is responsible for keeping the game moving and beginning an ending on time.
- C. Restrain yourself, your players, and your spectators. Umpires have authority from the league to enforce rules and to eject any coach, player, or spectator for objecting to a decision or for unsportsmanlike language or behavior.
- D. Judgment calls by an umpire are not grounds for a protest. Only the interpretation of the rules may be protested. The manager must inform the umpire before the next play begins that the game is being played under protest and the umpire shall so inform the opposing coach. The protesting coach must submit a written protest to the league within 24 hours. The protest must describe the circumstances and the interpretation of the rules that the manager feels to be correct.
- E. Coaches may leave their bench area only to confer with a player or with an umpire. They must first receive the umpire's permission to do so. Only the manager may discuss a ruling with an umpire.

VII. Safety Rules

- 1. Safety batting helmets must be worn by all batters, base runners, players in the on-deck circle, and all players serving as first or third base coaches during practices and games. Regulation batting helmets are provided by the League.
- 2. A full set of catcher's equipment must be worn by players in the catcher's position, including warm-ups. There are no exceptions. Players serving as pitchers and catchers must wear a cup.
- 3. The throwing of bats is strictly prohibited. If the batter throws the bat, the batter will be called out for dangerous play and the ball will be dead.
- 4. Only players, coaches, and umpires are permitted on the playing field during play and practice sessions. Only players and coaches are allowed in the dugouts.

5. **Metal spikes and cleats are prohibited.** Plastic or rubber cleats are allowed. The NYC Parks Dept. personnel patrol the Central Park fields and will eject any player found to be wearing metal spikes or cleats.
6. Eyeglasses should be of "Safety Glass" and glasses should be secured with straps.
7. Plaster casts or those made of other hard substances may not be worn during the game
8. All coaches must pass the Mandatory Background Check and take the CDC On-Line Concussion Course . The Concussion Course certificate must be submitted to the League President.
9. Each team must have one Coach certified in CPR and use of the AED (defibrillator). A certified coach and a portable AED defibrillator must be present at every game and practice.