

Rules of Conduct

Unsportsmanlike conduct on the part of players, coaches, parents and anyone associated with the League or with a player is strictly prohibited. This applies to all verbal and non-verbal behavior and all written and spoken communication

1. Anyone found engaging in unsportsmanlike conduct of any kind can be suspended from the League for any number of games or for the entire season or the remainder of the season as determined by the Board of Directors of the League. This applies to players, parents and anyone associated with the League or with a player.
2. Suspension of a player means that he/she cannot participate in West Side Little League games, practices, pre and post game activities and all other League sponsored events and functions for the term of the suspension.
3. Suspension of a parent or anyone associated with the League or with a player means that person is barred from the baseball field and its immediate environs for all games, practices, pre and post game activities and any other West Side Little League events or functions for the term of the suspension. When a parent is suspended, the child (player) can continue to participate but an adult other than the suspended parent must accompany the child to all West Side Little League games, practices, pre and post game activities and all other League sponsored events and functions.
4. A temporary suspension of a player or parent or anyone associated with a player can be made by majority vote of the Board of Directors of the League and that vote can take place by e-mail.
5. A suspension of a player or parent or other person associated with a player for the entire season or for the remainder of the season, if that involves more than three official games, requires a meeting of the Board of Directors of the West Side Little League within two weeks of the precipitating incident. The player, parent or other associated person will be placed on temporary suspension until that meeting takes place. The parent or associated adult, or in the case of a player the parent of the player, will be notified of such meeting, informed of the general nature of the charges and given an opportunity to appear at the meeting to answer any charges. The Board of Directors shall have full power to revoke a player's, parent's or associated person's right to future participation by two-thirds vote of those present at such meeting (quorum of Board Members is required).

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, resulting in a one game suspension for the coach or player.

V. Movement of the Game & Scoring

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.

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. Exception – T ball games are 45 minutes of instructional practice and 45 minute game

B. No new inning shall begin after a quarter of the hour prior to the next scheduled game.

Scoring & Mercy

T – ball – inning ends when the whole team has batted.

7's, 8's, 9's – 5 runs per inning. If the 6th, 7th, and 8th runs score in the same play as the fifth run they will be counted. If the team at bat is behind it will be allowed to score as many runs to get a 5 run lead. 5 run rule is suspended in the last inning of play.

Middles there is a 10 run mercy rule after 3 innings. Winning team gets the win, but should then start using the lesser experienced players to even out the game.

Majors same as above after 4 innings.

C Players, managers and coaches may request time from an umpire. Umpires are not required to grant time out and play is live until they do.

D. Catcher substitution for base running is required when there are two outs and the catcher is on base. (by the person who made last out)

E. 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.

F. 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

IV. Pitching

A player is deemed to have pitched an inning if he/she pitches one or more pitches in that inning. Every team must assign an assistant coach or parent to keep the log of pitches per game. Managers are to strictly enforce this.

T-ball ; shall use the batting tee. A pitchers helper shall play the field.

7's : coach pitch, underhand or overhand method. The batting team will use their coach to pitch. A pitchers helper shall play the field in the 7 & 8's.

8's ; coach pitch, only overhand. The batting team will use their coach to pitch.

	9's	10's/11's,	12's	13's/14's	15-17
pitch count	60	70	80	95	105
or maximum inn.	3	4	4	none	none

rest required all divisions : pitches thrown

-more than 66 – **4 days** ; between 51–65 – **3 days** ; between 36 – 50- **2 days** ; between 21-35 **1 day** : less than 21 no rest required.

Juniors/Seniors division- a pitcher may pitch 2 games in one day as long as he doesn't exceed 31 pitches in the 1st game and the total for the day.

A player who has played the **catchers position** can only be allowed to pitch as long as he has not caught more than 3 innings. A pitcher who has pitched more than 1 inning will not be allowed to play the catchers position.

A. A pitcher who leaves a game may not re-enter as pitcher. **Exception** juniors & seniors Division.

B. There is no penalty for a balk . Only in the Juniors and Seniors Division.

C. Umpires have the discretion to remove a pitcher if he/she throws without control and is a danger to the batter.

D. Intentional walks are prohibited below the Juniors division.

E. Warmups : a maximum of eight pitches will be allowed each pitcher prior to the start of an inning. The umpire may allow a pitcher as much time as is necessary if he/she is entering the game because of an injury to the previous pitcher.

F. Umpires have the discretionary authority to direct the pitcher to deliver to the plate if, in their opinion, the time taken between pitches serves to delay the game without cause.

G. Two (2) consultations to the mound with the same pitcher in the same inning shall result in the automatic removal of the pitcher. 3 in total per pitcher for a game.

Note: Curveballs thrown with a snapping of the wrist are damaging to a young pitcher's elbow and are not permitted below the Juniors Division and the umpire has the authority to prohibit the pitcher from throwing them.

Game Preparation

Each team must provide the umpire with a new game ball. Used balls are to be conserved as much as possible and used for practices. The home team for the first game of the day is responsible for field preparation-placing bases and drawing base lines, as well as preparing the mound and the infield. The home team for the last game of the day is responsible for returning all equipment to the Parks Department shed at the field.

I. Use of Players / playing time

A. Prior to each game, teams must exchange lineups and fielding assignments with each other. The lineup must identify players by **name and uniform number**.

Exception: T-ball division.

B. All players who are present at the start of the game must play their allotted number of innings on the field. If for some reason beyond the manager's control (rain, e.g.) a player does not do so, then that player must start the next game.

C. Players who arrive after one full inning of play will be used in the field at the Managers discretion. Players who arrive after the team has come to bat will be placed at the bottom of the order. Playing time rules do not apply anymore.

D. Standard positions & playing time:

T ball –standard Infield plus a shortfielder behind second base, and the rest of the team in the outfield..

7's and 8's – standard infield and up to 5 outfielders. Players must play at least 2 inn. in the outfield 1 inn. in the infield. No player shall sit more than 1 inn.

9's – standard infield and up to 4 outfielders. Players must play at least 2 inn. in the infield 1 inn. in the outfield.

Middles – standard 9 defensive positions. Play in the infield is **limited to 4 innings**, including pitchers and catchers. Must play minimum 3 inn. per game.

Majors – standard 9 defensive positions . No limitations to playing position, Must play minimum 3 inn. per game.

Juniors/Seniors- there are no limitations to playing time.

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

G. Borrowing players. In the event that your team is short of its own players any borrowed players 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.

Failure to follow the "use of players", filed by opposing manager, will also result in a one game suspension. If any player misses a game without notifying the coach at least 24 hrs in advance , rules regarding player use will not apply

II. Base Running

A. Stealing and Advancing of Bases

Once a pitched ball passes the batter, the ball is live and the runners may steal, bluff or take a secondary lead.

Exception to advancing: There is no advancing at the T-ball, 7's or 8's division.

9's Division, The runner may not advance on passed balls, but may steal 1 base per batter. There is no stealing or advancing to home plate, even on a passed ball. (no cheap runs rule)

Middles: Base runners may attempt to steal any base except home (even on an overthrow of an attempted steal of third). **Majors** and above can steal home. **Juniors** division and above can steal at will (do not have to wait for ball to cross plate) Play remains live until the umpire calls time or the catcher or another fielder subsequently returns the ball to the pitcher, the pitcher steps on the rubber and the catcher is in position to receive the ball. At that time, all base runners must be in contact with appropriate base.

B. Taking Leads

1. Base runners may not leave their base before the ball passes the batter. However, a runner leaving the base before the pitched ball passes the batter is not out and base hits are not nullified. Standard Little League rules apply.

Essentially, the runner must return to the base or, if the batter gets a hit, the runner must be placed one base in front of the hitter. Therefore, an early runner can only score on a triple or home run. If an early runner beats a force play, neither runner is out and the play stands.

2. If a team persists in having its runners leave the base before the ball passes the batter after the umpire's warning, it will then be within the umpire's discretion to further enforce the no leading rule by calling "out" any runner who leaves the base before the ball passes the batter.

C. 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, 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. Un-staked 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." A player who chases after the base

that has moved does so at his/her own risk and may be tagged out.

5. Coaches may not touch a runner when the ball is in play. If a coach does touch a runner, the runner shall be declared out. A home run ball that clears the fence is not in play.

6. No runner may go more than three feet out of the baseline to avoid a tag. Any runner who does so is out. Any runner who interferes with a fielder attempting to make a play on the ball, even if the runner is in the baseline, is out. A fielder may not fake a tag in order to induce a runner to slide. That is interference and the runner is awarded another base.

7. The infield fly rule is **not** enforced below the Majors division.

III. Batting

Teams will use a batting order consisting of all players who show up for the game.

A. All batters must be ready to enter into the batters box with a batting helmet.

B. 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. After the first infraction, both teams will be warned, upon the second infraction the batter will be ejected.

C. There is no un deck circle. No swinging of the bat anywhere except in the batters box. Except Juniors and Seniors which allows the un deck position.

D. 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. Bunting is allowed in all divisions beginning at the 9's division.

Exceptions: T ball, 7's or 8's Division. If the volunteer umpire believes the batter deliberately squares around, it will be called a strike.

F. Bats Size: T-ball through Majors - shall be no more than 2 1/4" in diameter and a maximum of 33" long. Juniors bat size is 2 3/4" and seniors bat size is 2 5/8". Wood bats are allowed. Composite bats are not allowed in any division. There is a list of approved composite bats. All coaches are to make sure their players have the proper equipment. If an a player uses a non-approved bat he will be called automatically out.

Exceptions:

T ball- there are no balls and strikes

7&8 division – there are no balls called, and strikes are only called upon swinging. A player is allowed 3 swings, if upon the 3rd swing he tips it foul, he will continue his at bat (even if the adult catcher holds onto the foul tip) The umpires may add pitches to the at bat if they judge there to be too few hittable pitches.

VI. Safety Rules & Equipment

- A. Batting helmets must be worn by all batters, base runners, and all Little Leaguers serving as first or third base coaches during practices and games.
- B. A full set of catcher's equipment must be worn by players in the catcher's position, including warm-ups. There are no exceptions. A safety mask must be used to warm up pitchers in the bullpen including an adult.
- C. All catchers beginning in the 7's division must wear a protective cup. The league will supply each team with one to be worn outside of their pants. All players, beginning at the 9's division playing any position, must wear their own cup. No exceptions. All players found in violation, will not be allowed to play or continue playing that game.
- D. 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. All players, during the game, are to remain in their dugouts and not wander outside.
- H. There is no swinging of bats **allowed anywhere** except in the batters box.
- E. Metal spikes and metal cleats are prohibited.
- F. Eyeglasses should be of "Safety Glass" and glasses should be secured with straps.
- G. Plaster casts or those made of other hard substances may not be worn during the game.
- I. In the event of lightning or strong wind conditions everyone must vacate the field and seek shelter immediately.
- J. In the event of an injury all coaches are required to fill out an *accident* report and submit it to our league safety officer and or president of the league.
- k. All coaches must have a copy of the medical release forms for each player at practice as well as the games.
- L. Never run a practice without another adult to help supervise.
- M. Coaches are instructed to check their equipment before every game and report broken items for replacement to their division heads.
- N. Only approved little league bats are allowed – please go to <http://www.littleleague.org/learn/equipment/approvedcompbatssmall.htm>

VII. Important numbers

President of league : Debbie Kling : 1 917-951-3081
VP of Baseball : Jose Aguilera – 646-491-2219
Safety Officer : Jim Gaherty – gaherty@ideo.columbia.edu
Head of Umpires Jose Aguilera - same as above



These rules accompany and/or modify the Official Playing Rules of Little League Baseball, Inc. All coaches are required to know the official playing rules. In those cases where the West Side Little League Rules contradict the Official Playing Rules of Little League Baseball, Inc., the West Side Little League Rules preempt the Official Rules of Little League Baseball, Inc.



Have a great season !!