

Irondequoit Little League

2023 - Minors and Majors Rules

Little League

2022 Eastside LL Majors/Minors Baseball Rules

1. **Diamond Size:** 60' between bases, 46' pitching plate to home base

2. The Game:

- a. **Six (6) innings constitutes a game.** However, if it rains or becomes too dark, at least 3 ½ innings must be played and the home team ahead for the umpire to call the game.
 - i. **MERCY RULE:** If a team is ahead by fifteen (15) after four (4) or ten (10) runs after five (5) innings, the game will end.
- b. If a game is called before it is a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. All records, including pitching, shall be counted.
 - i. **NOTE:** it is a regulation game if at least 4 innings have been completed and there is a winner, or the home team is ahead after 3 ½ innings. If the game is called during an incomplete inning, the score reverts to the last completed inning: if one team is ahead and game is regulation, game over.
 1. **Exception:** game is called in the bottom half inning and home team is ahead: game over with score at time game is called – home team wins.
- c. Prior to the game, **ONE COACH** or manager per team will meet with umpire to go over the ground rules. That person is the only one permitted to approach the umpire the rest of the game concerning any questions or rule interpretations. Anyone else who does so may be ejected from the area, and the game can be forfeited if this person does not comply.
- d. It is the **COACH'S** job to control him/herself, the assistant coaches, players, and team's fans and make sure that they adhere to the rules. **NO arguing balls/strikes and outs.** If the issues are present (such as a questionable strike zone), get with the other team's head coach and discuss any concerns and then go to the umpire together.
- e. An adult must always be in the dugout during play. Players must remain in the dugout during the game unless in the field or at bat. (players getting a drink or using the bathrooms is OK; watching the game from the stands is not permitted) ONLY players and coaches are permitted in the dugout.
- f. Head coach is responsible to report the game score and pitch counts to the league commissioner within 24 hours.
- g. The head coach is to report, **in writing only**, any violation of the rules to the league commissioner, which will be submitted to the PROTEST COMMITTEE. The Protest Committee shall be comprised of the League President, League Vice President, Baseball Commissioner, Rookie Commissioner and Tee Ball Commissioner.

3. Game Start-up

- a. Weekday games will start at 6:15 pm.
- b. No inning may start after 8:15 pm in May and 8:30 pm in June. Umpire may call the game earlier if he/she feels darkness presents a problem. The umpire's ruling is final.

- c. Each team must field at least 8 players to play an official game. In consideration of the limited rosters for teams in 2022, additional players from other registered teams may be solicited to complete rosters for individual games. In the event a team cannot field 8 or more players, additional players from other teams MAY be solicited under the following rules:
- Substitute players can be acquired to complete rosters up to a maximum of 9 players for Majors, 10 players for Minors. Substitute players cannot be utilized to exceed the number of players on the opposing team.
 - The opposing coach must be notified in advance that the team is short players.
 - The coach of the team short of players cannot solicit individual players: the coach will notify the Baseball Commissioner of a shortage of players and the Commissioner will seek substitute players.
 - In the event both teams are short players, the Commissioner will assemble a pool of substitute players that will be available to both teams. Assignment will be by first pick by the team with the lesser record, than alternate selection until each team has 9 players for Majors, 10 players for Minors (if enough subs available).
 - Substitute players CANNOT pitch, but can play the catcher's position.
 - In the event both teams are unable to field 8 or more players, the coaches may agree to play short-handed. No protest of games played under these circumstances will be allowed.
- d. No game shall be postponed due to lack of players or absence of Coach unless arranged three (3) days in advance. (If rescheduling a game also contact umpire coordinator and Concessions Manager)
- e. First base bench is reserved for the home team. Home team is responsible for the field layout and preparations, including base positioning and removal after the game.
- f. Both teams are to have possession of the field prior to the game. Home team 30 minutes before and visitor 15 minutes before.
- g. The home team is responsible for postponing (and rescheduling) a game due to inclement weather. Managers should not make this decision without consulting the opposing manager and making the decision together. (If the coach is not available, contact the league commissioner) Home team is also responsible for canceling the umpire service. **A call to the umpire coordinator should take place one (1) hour before the game or the league will be financially obligated to pay for the umpire.**
- h. Only Registered and Uniformed players are allowed to play.
- i. If a player throws any equipment or displays unsportsmanlike conduct, intentionally or not, the umpire shall issue a warning to both teams, stating that further displays of unsportsmanlike conduct may result in out or the removal of that player from the game or both. In the situation where a bat is thrown by a player, either intentionally or unintentionally as part of his/her swing, the umpire shall first direct a warning to both teams stating that the next player to do so will be called out. Any additional thrown bat by a player of either team will result in being called out.

4. Defense:

- a. All players present for the game should play at least two (2) innings defensively. Every player must play one (1) inning in the infield. Minors can play up to four (4) outfielders. Majors can play up to three (3) outfielders.
- b. A Timeout may be called only after the ball is in the possession of a player in the infield and the base runner(s) are not advancing. The umpire must acknowledge the player and call timeout.

- c. If a player is injured at bat and cannot continue, the next batter comes to bat with a 0-0 count (the count on the injured player is eliminated). If an injured player cannot return, the batting order will skip that spot in the order: an “out” is not recorded for the injured player.
- d. Faking a tag by a defensive player or duping a runner to slide into a base is illegal. The runner gets to advance as far as the umpire feels he/she would have safely advanced. The safety of the players is most important.

5. Pitching rules:

- a. Any player can pitch with the exception of substitute players (see 3c).
 - i. **Exception 2:** Any player who has played Catcher in four (4) innings of the game. (Catching even one pitch in four innings constitutes catching four innings and he/she is ineligible to pitch)
- b. Once a pitcher is removed from the mound, he/she cannot return to pitch in that game.
- c. The pitcher is limited to six (6) warm up pitches per inning. A new pitcher inserted in an inning may have up to eight (8) warm up pitches. Pitchers warming up will wear a batting helmet.
- d. A coach may go to the mound **twice** per half inning while the same pitcher is pitching. A **third** trip requires a pitching change.
- e. Each team will designate a pitch count recorder for each game. The pitch count recorder must provide the current pitch count for any pitcher when requested by either coach or any umpire. (NOTE: the umpire is not responsible for enforcement of the pitch counts or other pitching rules.) After each game, the coaches need to log the date of the game, players name and jersey number, and pitch counts. Opposing team coach must sign off in agreement. Each coach is to submit the final score and pitch counts to the league commissioner within 24 hours.
- f. **Maximum pitches per day:** the coach must remove the pitcher from the game when he/she has reached their max limit by age group. (If the pitcher reaches the limit during an at bat, they can complete that at bat, then be removed.) The player may play another position, other than catcher, in the field.
 - i. League age 8u 50 pitches max per day
 - ii. League age 9-10 75 pitches max per day
 - iii. League age 11-12 85 pitches max per day
- g. **Minimum Days of Rest:** Coaches Must ensure that pitchers adhere to the following rest requirements before the player may pitch again.
 - i. 66 or more pitches Four (4) calendar days of rest
 - ii. 51-65 pitches Three (3) calendar days of rest
 - iii. 36-50 pitches Two (2) calendar days of rest
 - iv. 21-35 pitches One (1) calendar day of rest
 - v. 1-20 pitches Zero (0) calendar days of rest
 - vi. NO pitcher may pitch in three (3) consecutive days regardless of pitch counts.
 - vii. NO player is allowed to pitch in two (2) games in the same day regardless of pitch counts.
- h. Intentional walks are automatic. 4 pitches will be added to the pitcher’s count.

6. Offense:

- a. All players present for the game will be assigned a position in the batting order by the coach, which will remain in that order for the duration of that game. Each player will get their turn at bat regardless of whether they are playing a defensive position.

- b. A base runner is not allowed to physically “take out” a defensive player no matter what the reason. If he/she does, the base runner is automatically out. If the defensive player is blocking the base with the ball, the runner must make an attempt to elude the tag (going around the defensive player without going outside of the baseline). A defensive player cannot block the base unless he/she is in possession of the ball.
- c. Stealing is allowed once the pitched ball crosses home plate. If a player steals before the ball crosses home plate he/she will be sent back to their original starting point. Each team will be given a warning. The next violation will result in the runner being called out. If the base runner is off the base before the ball crosses the plate and the batter puts the ball in play, the runner can only advance as far as the batter forces the runner.
 - i. Minors- stealing of second and third only.
 - ii. Majors- stealing of all bases allowed.
- d. Bunting is allowed.
- e. A play must slide when advancing to 2nd base, 3rd base, or home when a throw is expected, or otherwise avoid collision. A runner failing to slide may be called out at the umpire’s discretion. No head-first slides. No sliding into 1st base.
- f. No dropped third strike. The batter is out, however the runners on base may advance as the ball will be still in play.
- g. Infield Fly rule for Majors only.
- h. Balks will not be called.
- i. Five (5) runs maximum per inning. Unlimited runs may be scored in the final inning for each team.

7. Equipment:

- a. Official Little League helmets must be worn by all batters, base runners and player coaches.
- b. Catchers **MUST** wear a helmet with throat guard, chest protector, shin guards and a protective cup. Any player warming up a pitcher during the game or on the sidelines **MUST** wear a helmet.
- c. No SHORTS allowed.
- d. No metal spikes
- e. Protective cups should be worn by all players.
- f. No watches or jewelry should be worn during play. (Exception: medical alert bracelets or medallions)
- g. Only approved Little League bats are allowed. (Have the bat checked by your league commissioner prior to use) the use of an illegal bat will warrant a warning to the batter and the team. Any other use of an illegal bat by any member of that team will result in the batter being called out.
- h. No batting donuts allowed.

8. Miscellaneous

- a. Play must stop once lightning is seen. A minimum of twenty (20) minutes since the last lightning is seen before play can resume/continue.
- b. There is no on-deck circle. No swinging of the bat until the batter is in the batter’s box.
- c. Unless otherwise noted above, official Little League Rules will be used. Download the Rule book App.

Contact information:

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| League President | Bruce Conrow | President@eastside-littleleague.com | 585-474-7136 |
| Vice president | Josh Lynd | VP@eastside-littleleague.com | 585-953-2458 |
| Commissioner | Angelo Cutaia | majorscomm@eastside-littleleague.com | 585-739-2762 |
| Umpire Crew Chief | Tyrone Roundtree | umpires@eastside-littleleague.com | 585-615-6826 |
| Concessions Manager | Robin Arnone | concessions@eastside-littleleague.com | 585-507-1470 |