



Eastport South Manor (ESM) Little League Local Baseball Rules

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Introduction:

ESM Little League managers, coaches, umpires, volunteers, and board members are to follow the rules and regulations stated within the current version of "Little League Baseball Regulations and Playing Rules". In addition, the rules and regulations stated within this local rule book shall be followed in place of or in addition to the Little League rules and regulations for the regular season.

Local rules are applicable to all divisions. Rules applicable to specific divisions are noted next to local rule as follows:

<u>Division Code</u>	<u>Name</u>	<u>Ages</u>
A	Juniors	13-14
B	Majors	11-12
C	Minor	9-10
D	Minor-8	8
E	Rookies	6-7
F	Tee-Ball	5

ALL SAFETY RULES MUST BE ADHERED TO COMPLETELY!

1.00 Starting times and time restrictions.

1.01 Games Times

ABCD See scheduled start times

EF All game times start promptly at scheduled times

1.02 Forfeit Times

ABCD 15 minutes after scheduled start time.

- a) There will be no exception to this rule.
- b) If both teams fail to produce at least eight eligible players by forfeit time, then both teams will receive losses for that contest (Exception: minor-8 minimum =7 players)

1.03 Curfew Times

ABCD Two hour time limit. No inning can start after the 2-hour mark. Any inning in progress at the 2-hour mark will be completed. Exceptions to rule: 1.03.d.

- a) Any inning started within 10 minutes of the curfew shall be the "last inning". Once the "Last inning" has been determined by the umpire the end of the inning shall complete the game, even if completed prior to the 2-hour mark.
*** No Run Limit rule applies in the last inning ***
- b) Play will end at above times.
- c) Umpires are Official timekeepers.
- d) Should a game be halted due to curfew or darkness, the score will revert back to last completed inning and the game considered official (if 4 innings have been played). Game may be halted due to darkness even if the game has not reached the 2-hour time limit.
- e) Games must be a minimum of 4 innings to be considered official (3 ½ if home team is ahead).
- f) Coaches and umpires are encouraged to hustle players on and off the field.
- g) Playoff games will not have a curfew time. Extra innings will be played in the event of a tie at the end of the game.

1.04 Rainouts

- a) In the event of rain, rainouts, or wet grounds, a team representative is required to check the ESM Sports website (www.esmsports.com) for potential cancellation messages. Messages will be posted by 3:30 pm. If no message applies to your team, you must report to the scheduled field prepared to play.
- b) Coaches are responsible to follow-up with the league for rescheduled dates for postponed games.
- c) A game may be called if, in the opinion of the umpire-in-Chief, field conditions and/or weather are unfavorable.
- d) Make every attempt to play games. It would be appreciated if coaches and parents would help in preparing wet grounds for play.

- e) Postponed games will be played on the earliest available date. NO EXCEPTIONS. If a team cannot field the minimum players allowed on the rescheduled date, the team will forfeit resulting in a loss.
- f) In the event of rain, the waiting time will be 20 minutes. If the situation does not improve within this time, the game will be called and replayed from the point of stoppage unless it is an official game. However, if the game can be continued, 4 innings must still be played to make the game official. (3 ½ if the home team is ahead), and 2 hour curfew is not affected by rain delay.
- g) In the event a game is just delayed due to rain, the game will be resumed at the exact point of delay.
- h) In the event a game is delayed or postponed due to rain, both managers must meet during the time of delay and make sure they are both in agreement with the exact point of which the game was stopped. This includes not only the half inning and number of outs but, the batter, balls & strikes, total pitch count and any base runners.
- i) In the event of Lightning or thunder during a game, the game shall be immediately terminated or declared official using the same rules in 1.04(f).

2.0 Rosters

2.01 Number of players on the field.

ABCD All teams must have at least 8 players to start a game. If a 9th player arrives he/she may play but must be entered as the last player in the batting order, and may be inserted into the vacant position in the field as soon as the player arrives.

Exception: Minor-8 division may play with 7 players.

EF All players of the fielding team will play field positions each inning (i.e. no one sits on the bench).

2.02 No player may move to another team or division

2.03 At least one registered team Manager/Coach must be present at all games and practices. At least one adult manager or coach must be in the dugout at all times.

2.04 Only managers and coaches over 21 years of age are eligible to participate. A team cannot have more than two assistant coaches in addition to the manager/head coach.

2.05 Birth Certificates and/or additional documentation must be furnished upon request.

2.06 Team rosters will be limited to a maximum of twelve players (Ten is ideal) for T-Ball/Rookies and thirteen for Minors, Majors, and Juniors. Only registered players may participate. Any player who participates without being properly registered will cause the team to forfeit each game in which he/she plays.

2.07 After final league registrations have completed, any new player will be placed in a distribution pool for the associated division and assigned to a team as deemed in the best interest of the division by the league.

3.0 Field Setup & Guidelines

3.01 Field Measurements

	<u>Base</u>	<u>Pitching Mound</u>
Juniors	90'	60' 6"
Majors	60'	46'
Minors	60'	46'
Minor-8	60'	46'
Rookies	60'	Not applicable
T-Ball	60'	Not applicable

**** These measurements may not be changed ****

3.02 Playing fields should be set up by HOME team and both teams will make sure fields are safe to play prior to each game. If not already available at the field of play, both teams must bring rakes and shovels to all games and take part in pre and post game field maintenance. Bench areas are to be cleaned of debris/litter after each game by both teams.

3.03 NO ONE is permitted behind the backstop during play.

3.04 The HOME team's dugout is on the first base side, VISITING team's dugout is on the third base side. Bench areas are restricted to coaches and team personnel only.

ABCD Each team may have a maximum of three coaches (1 manager and 2 coaches) upon meeting Little League Volunteer Eligibility and one score keeper on their bench at anytime.

4.0 General Rules, Conduct & Safety

4.01 Any language or action which is considered to be abusive, by players or coaches, towards members of the other teams or umpires, will be grounds for immediate disqualification and ejection from the game.

4.02 Anyone who is disqualified must leave the bench and playing area immediately. If this person refuses to do so, or continues to be abusive from further distance, his/her team will forfeit the game and he/she will not be permitted further participation in the ESM Little League and possibly ESMSA league for the remainder of the season.

4.03 Umpire may call a forfeit against either team if any member of family of that team disrupts the game and refuses to cease from his/her actions.

4.04 Players must remain on the bench when not in field, at bat, or on deck (Juniors only). Any player who does not comply with this rule will not be permitted to play.

4.05 Fighting before, during or after a game may result in expulsion from ESM Little League and possibly ESMSA league for the remainder of the season.

- 4.06** The team manager is responsible for the conduct of his players before, during, and after schedule games at the ball field. Before each game, each manager should instruct his/her players that they must display good sportsmanship throughout the course of the game.
- 4.07** Any coach, player, representative, manager or team attendant that makes physical contact with any person in a threatening manner will be suspended from further participation in any ESMSA program.
- 4.08** No smoking, consumption of alcoholic beverages, or use of any tobacco products near children or playing areas. Please refrain from any alcohol consumption prior to any league activity. Violators will be ejected and are subject to suspension or expulsion from the league.
- 4.09** *ABCD* All players must wear complete matching uniform to warm-up, or play in a game. This includes hat, shirt, pants, and socks.
- 4.10** *DEF* Players may not coach bases.
ABC A Player may coach a base, providing they wear a batting helmet at all times.
- 4.11** All play will stop immediately upon the event of thunder or lightning - refer to 1.04(i).
- 4.12** A player leaving from a game due to injury may **NOT** return to play in that game or any succeeding games or practices without a signed ***Physical Participation Permission Form*** from a parent or guardian.
- When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity.
- 4.13** *ABCD* A pitcher will be removed from his/her position if he/she hits two batters in any one inning (discretion of the umpire, see 5.18).
- 4.14** Protective gear
a) Any base runner who intentionally removes his/her helmet while running the bases will be called out by the umpire without
b) No player may wear metal spiked footwear.
- 4.15**
A The on-deck position **is** permitted.
BCDEF The on-deck position **is not** permitted*
- 4.16** Only league issued baseballs may be used for games or practices.
EF Must use the soft type ball during practice and games.
- 4.17** All teams are required to have First Aid Kits on their bench at all times. Ice is also a mandatory first aid item. There are to be no glass items in the bench area or playing area at anytime.
- 4.18** All children should be accompanied by a parent or guardian at each practice/game. Any parent/guardian dropping off a child and not

remaining for the game must have another parent/adult volunteer to be responsible for their child in their absence. ESMSA is not a babysitting service and cannot be held accountable for abandoned children.

5.0 Game Rules

5.01 Game lengths

<i>A</i>	7 innings
<i>BCD</i>	6 innings
<i>EF</i>	1 Hour

5.02 Home plate Umpire will be official timekeeper.

5.03 Umpire calls are final. No appeal on judgement calls.

5.04 Playing requirements

ABCD All players who are in attendance at a game must play at least three innings in the field, providing the game is a complete game.

ABCDEF All players bat.

ABCDEF No batting order changes.

EF All players of fielding team will play field positions each inning. ** See local rule 2.01 **.

D Pitching machine shall be used after the first three inning of play has been completed.

- **The pitching machine may only be used by ESM Little League coaches during games and practices.**
- **A coach for the team up at bat will operate the machine.**
- **A player may play the field near the pitchers position, but must be at least 6 feet away from the pitching machine and not go past the pitching rubber.**
- **Follow the Pitching Machine Instructions and Guidelines for proper settings (refer to ESM Little League website - www.esmsports.com).**

ABCD ESM Little League will follow the Little League International Pitch Count regulation including the provisions listed below.

- a) ESM-Little League regular and playoff season amended Pitch Counts are as follows:
- | | |
|----------|----|
| Juniors: | 80 |
| Majors: | 70 |
| Minors: | 65 |
| Minor-8: | 50 |
- b) It is the Manager's responsibility to keep the pitch counts for his/her pitchers. The manager may at his/her discretion appoint a responsible adult volunteer to keep the actual pitch counts during the game.
- c) Warm-up pitches are not calculated in the pitch count for a pitcher.
- d) Pitch counts MUST be recorded by inning in the score book for each pitcher utilized during a game with the TOTAL NUMBER OF PITCHES recorded at the end of the game for EACH PITCHER used during the game, even if the pitcher only throws one pitch. Any violation of this rule will be considered the same as a team using an ineligible player and may subject the team to forfeit

the game, and in addition may subject the Manager to suspension by the league.

- e) Pitch counts must be given to the opposing coach between innings.

Please remember pitch counts are in place to protect the developing arms of our young athletes. It is strongly encouraged that you as a coach teach every player how to pitch. Coaches are responsible to make sure all pitch counts regulations are followed.

5.05 Inning limits

- a) There is no run limit in the last inning.
b) Run rules
- AB* "5 run rule", only the 5th run scored during play in which 5th run scores is valid. This rule does not apply to last inning(see local rule 1.03a above).
CD "3 run rule", only the 3rd run scored during play in which 3rd run scores is valid. This rule does not apply to last inning (see local rule 1.03a above).
EF All players bat once each inning.
ABCD Umpire may determine last inning

5.06 Batting, Leading, Stealing, Intentional walks.

- a) Whenever a runner is attempting to slide into a base other than first, that runner is required to slide towards the base. Any slide outside of the direct base line may be considered "intent to injure fielder" and may result in outs for both the runner and the batter.
- BCD* Base advancing/stealing is permitted after pitched ball has reached the batter. A base runner leaving early will be sent back to their original base (refer to Little League rule 7.13 for exceptions and further details).
- *D* Advancing/Stealing home is not permitted.
- CD* Three advances/steals per inning maximum with less than a three run lead. Note: A double steal will count as one advance/steal.
- EF* No base advancing/stealing is permitted.
BCDEF No leading is permitted.
ABC Bunting is permitted.
DEF No bunting is permitted.
ABCD No Head first sliding allowed. Exception: "Except back to a base" or "if caught in a run down"

5.07 Final game scores and pitch counts will be e-mailed to the applicable ESM Little League division coordinator or designee immediately following the game.

5.08 Over throw into live foul territory (ball does not pass imaginary fence line) runners may advance as many bases as possible, at own risk.

5.09 Protests must be made during the game, at point of conflict and before play is resumed, to the Umpire-in-Chief behind the plate and to the league no later than one business day after completion of the game. A judgment call may in no case be protested.

5.10 Baseballs will be supplied by both teams. Each team is responsible for a minimum of;

ABCD 1 New ball from each team
EF 1 new ball from home team and 1 used ball from visiting team. (Rookies: It is suggested to utilize several balls during coach pitching to speed up play).

Umpires are sole judge on the legality of baseballs. The umpire has the right to disallow any baseball he determines is not in good condition. Umpires must be readily supplied with baseballs.

5.11 WINNING TEAM. Standings are based on a point system as follows:

Win = 2 points Tie = 1 point Loss = 0 points

Division champions will be determined on a point system; two points for a win, zero points for a loss and one point for a tie. In the event of a tie in the final standings, the team with the most wins will be declared as having won that place in the standings. Games to determine spots will be played only if two teams end up tied for a place in the standings with identical records. For teams tying with identical records, head-to-head competition will determine winner (*Subject to field availability, weather, and ESM Little League Vice President/President approval*).

Example: If team "A" and team "B" tie for a place but team "A" has the better head-to-head record against team "B" during the regular season, team "A" will be declared the winner of that place in the standings.

5.12 *ABCD* Substitutions changes do not need to be reported to the umpire, with the exception of the pitcher.

5.13 *ABCD* A team may continue to play with eight players (7 players for minor-8) if a player is injured and no substitute is available. No injured player, once removed from the game will be allowed later participation in the game. See Rule 4.12. A player leaving a game due to injury will not result in an out in the batting rotation. However, an out will be recorded for a player leaving for any other reason, unless the early departure is discussed prior to the start of the game with the opposing coach.

5.14 *ABCD* A team may play with eight players if a player is ejected and there is no available substitute. An out will be recorded at the scheduled at-bat.

5.15 There will be no exceptions on scheduled dates. Coaches are not permitted to reschedule game dates or times. Scheduled dates will not be changed to accommodate teams missing a player or players.

5.16 *ABCD* Pre-game warm-up.

a) All coaches and participants must yield the field upon umpires request. Bases should be secured before the start of warm-up. Home team is responsible for bases. Home team warm-up on the field will begin 35 minutes before game time and continue for 15 minutes.

The away team may take the field 20 minutes prior to game time and continue for 15 minutes.

This allows 5 minutes for pre-game conference for the purpose of ground rules and collection of baseballs. Umpires are scheduled to arrive 15 minutes before game time. It is imperative that the games start on time. Violators may be subject to an ejection by the league.

- b) Make sure that securing the bases does not interrupt infield warm-ups. This should be done prior to warm-ups. If there is an objection to the distance being too long or short, bring it to the umpires attention before game time. It is imperative that games start on time. Violators may be subject to an ejection by the league.
- c) There is no batting practice in the 35 minute warm-up time prior to the game. If batting practice is required assemble team prior to warm-up period.
- d) The pre-game conference meeting should begin approximately five minutes prior to the game. For the safety of coaches, players, and umpires, it is recommended that the home team players DO NOT take the field until the pre-game conference meeting has been completed.

5.17 Exceptions:

- a) All rules other than these local rules will be according to the Little League Baseball Regulations and Playing Rules.
- b) BCD There will be no balk call.

5.18 Minor-8/Minor Division Exceptions

- a) A pitcher can remain in position if he/she hits two batters in one inning - Umpires discretion.
- b) Teams may play with 7 players during a game.

5.19 Rookies Division Exceptions

- a) No official scoring will be kept.
- b) A batted ball must reach the distance to the pitchers mound to be fair.
- c) The ball must be pitched by a coach. .
- d) Ten swing strikes per batter are permitted or ten pitches, whichever comes first. If the batter does not hit a fair ball by the tenth pitch, the ball shall be rolled to the shortstop or third baseman by a manager/coach. The runner shall run to first base.
Note: A coach may assist the batter with swinging prior to reaching the maximum swings/strikes. Coaches must not help swing hard when assisting.
- e) If ball is hit into the infield, runner and batter-runner advances up to one (1) base. If ball is hit into the outfield, runner and batter-runner may advance up to two (2) bases. If ball is hit past the outfielder, the runner and batter-runner may advance at their own risk.
- f) If the fielding team makes an out, then the runner or batter-runner is called out and returns to his/her dugout. All players bat each inning.
- g) Last batter and runners already on base run the bases regardless if runner or batter runner is out.

Note: Coaches should keep defensive players in their positions until all runners reach home plate to avoid any collisions.

5.20 T-Ball Division Exceptions

- a) No official scoring will be kept.
- b) A batted ball must reach the distance of the pitchers mound to be fair.
- c) The ball must be hit from a stationary tee stand.
- d) Ten (10) swings per batter. If the batter does not hit a fair ball by the tenth pitch, the ball shall be rolled to the shortstop or third baseman by a manager/coach. The runner shall run to first base. **Note: A coach may assist the batter with swinging prior to reaching the maximum swings/strikes. Coaches must not help swing hard when assisting.**
- e) Every batter becomes a runner and no batter will be called out. Last batter runs around all the bases.

5.21 **Emphasis of Good Sportsmanship.** Coaches, parents and players should not lose sight that this is a game, where everyone should have the right to have fun. Coaches are to emphasize to their players that doing their best is the most they can ask for. With every victorious team there is a losing team. Teach them to be proud of their effort and not on the outcome of the game. Coaches must instruct their players to refrain from:

- a) **FAKING A TAG WITHOUT THE BALL OR WHEN NO PLAY IS IMMINENT:** A fielder faking a tag on a runner when that defensive player does not have the ball, or when a play is not imminent, must be curtailed. The Rules Committee is of the opinion that umpires should warn both teams the first time this action occurs in the game. The one warning shall apply to both teams. If a defensive player on either team subsequently fakes a tag when he/she does not have the ball, or when a play is not imminent later in the game, the player who executes the fake shall be ejected from the game.
- b) **CHARGING TOWARDS AN UMPIRE:** Any player, coach or bench personnel who "charges" towards an umpire to question a call shall be warned to stop this action at once. If the warning is not heeded immediately, the offender is ejected from the game.
- c) **DELIBERATE THROWING OF BAT OR HELMET:** Automatic ejection from the game will result if any objects (bats, helmets, etc.) are thrown deliberately. Besides being an act of poor-sportsmanship, this action can result in an injury to another player, coach or spectator and will not be tolerated.
- d) **TACTICS DESIGNED TO DELAY OR SHORTEN THE GAME:** Tactics such as, but not limited to, intentionally stepping on home plate while hitting the ball, swinging at pitches with no intent of making contact, allowing runners to be put out without any effort to escape a tag, refusing to complete plays that would end an inning, changing pitchers unnecessarily, and intentionally throwing pitches out of the strike zone to prolong an inning are examples of unsportsmanlike conduct and after one warning from the umpire may lead to forfeiture of the game.

- e) **INAPPROPRIATE LANGUAGE – TRASH TALK:** Sportsmanship is primary focus of this league. It is inappropriate for players to use insulting or demeaning language to one another before, during or after games. Players should be encouraged by their coaches to avoid negative comments directed at opposing coaches, players, and umpires. It is clearly the role of the coach to set a proper example in this area of sportsmanship and assure that the team does the same. See rules ****4.01**** and ****4.06****.
- f) **USE OF ALCOHOL AND TABBACO:** Good health habits are essential to the growth of all athletes. We urge all those associated with the league to do everything possible to guide young people away from the use of alcohol and tobacco products. See rule ****4.08****.
- g) **MALICIOUS CONTACT PROHIBITED:** The rules committee asks coaches to explain to their players that malicious contact is illegal. Players risk serious injury anytime a runner purposely tries to run over another player. A majority of intentional collisions occur at home plate where the catcher is blocking the plate. Runners should be instructed to slide or attempt to avoid making contact with any defensive player. A player who maliciously runs into another player is automatically ejected and is declared out, unless he/she scored prior to committing the infraction. Contact or a collision is considered to be malicious if (1) the contact is the result of intentional excess force, and/or (2) no attempt was made to avoid a collision where in the opinion of the umpire contact could have been reduced or avoided.

6.0 Umpire Rules

- 6.01 **ABCD** The league shall assign one or more umpires to officiate at all league sanctioned games. In the event a scheduled umpire is not present at game time both teams must call the division coordinator or designee to contact the umpire dispatcher. In the event an umpire does not show within 30-minutes of start time, both team managers/coaches must share the responsibility of umpiring the game.

In the event an umpire does not show at all to a scheduled game, managers/coaches must e-mail this information to the division coordinator or designee.
- 6.02 Each umpire is authorized to enforce all local league rules.
- 6.03 Each umpire has the authority, at his/her discretion, to eject from the playing field and or ballpark any persons whose actions are deemed unsportsmanlike and/or are disruptive to the progress of the game. Failure to leave the playing area will result in a forfeit for the associated team.
- 6.04 Each umpire has the authority to rule on any point not specifically covered by this local league rule book.
- 6.05 Umpires are not required to give any explanation on any decisions which are deemed a "judgement call". These decisions are final and are not debatable.