

## **Canton Little League - Tee Ball 5 and 6**

### **Playing Rules**

The following rules are for the Canton Little League (CLL) baseball tee ball division. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is not on winning at this level. The focus is on developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team. Most importantly – HAVE FUN.

#### **Goals:**

1. All managers and coaches should create a team environment to allow the players to have fun!!!
2. Be ready to start at your designated time. 9 a.m on Saturdays at the JFK
3. Canton Little League will issue each manager an equipment bag for the season that will include balls, throwdown bases, helmets, and a tee. Each manager is responsible for their bag for the season and they are expected to return the bag at the end of the season in good condition.
4. Bats will be stored inside the field house at Ruane Field. Coaches are responsible for getting bats out of the field house for their team prior to practice and they are also responsible for returning the bats to the field house after practice / game is over.

#### **Safety:**

1. All batters and baserunners must wear helmets
2. A soft tee ball baseball will be used for all practices and games
3. No on-deck batters (the only player who should ever have a bat in their hand is the batter)
4. Bench area needs to be at least halfway down the base path and back from the playing field

### **Five Year Old Rules:**

#### **PRACTICE GUIDELINES:**

All practices should be 35 – 45 minutes at the beginning of each session. Here are some helpful ideas.

1. Begin with some type of warmup. Stretching, jumping jacks, running the bases, etc.
2. Divide the team into small groups. Have 1 group work on the correct way to throw and hold a baseball. Have 1 group work on fielding of ground balls. Have 1 group work on hitting (bat grip, hand eye coordination, step and swing, level swing – no uppercut). Have 1 group work on catching a ball.
3. Tee Ball players have short attention spans so rotate groups so that they kids don't get bored

#### **GAME GUIDELINES:**

1. All players must use the batting tee (in the last 2 weeks of the season start having the coaches pitch – keep the tees on hand for the kids that are not ready for live pitching and use them as necessary)
2. Every player should bat through the lineup each half inning
3. Runners advance one base at a time with the last batter of each inning clearing the bases
4. No outs (as we progress through the season encourage the fielders to throw to the proper base but still no outs)
5. Rotate the players around the field so that everyone has a chance to make plays

### **Six Year Old Rules:**

#### **PRACTICE GUIDELINES:**

All practices will be run as a weekly skills session. The players will be broken into smaller groups and they will rotate to different baseball skill stations that will be run by the coaches.

#### **GAME GUIDELINES:**

1. Coaches will pitch to the batters and use the tee only when necessary
2. There will be outs only if a play is made in the field (catch a pop fly / line drive or throwing a runner out at a base) – if a batter or runner is out the coach should explain to the player what happened and send them back to the bench
3. The inning will end after 3 outs or after a team has batted through their lineup. If the inning ends on 3 outs, pickup the batting order where you left off in the last half inning.
4. No strikeouts or walks
5. Runners can only advance one base at a time

## Canton Minor Spring Baseball League

### Playing Rules

updated 2024

The following rules are for the Canton Little League (CLL) baseball Minor Age 9-11 Division. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is on developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team.

#### **Goals:**

1. The minor league strike zone is expanded to encourage batters to swing. Managers shall encourage their players to swing. The umpire may call any pitch a strike if he feels a batter is intentionally taking a pitch or trying to be walked.
2. During the regular season managers are encouraged to play all players as reasonably equal as possible. The regular season rules ensure reasonable playing time (3 innings per game and restrictions on sitting out).
3. No restrictions are placed on field positions. Allowing only your top players to play the infield while players with lesser skills only play the outfield should be minimized. Managers and coaches need to use good judgment in selection of field positions. The same philosophy stated above for playing time should be invoked for field positions. During the regular season managers should attempt to play everyone in the infield reasonably equal.
4. During the regular season managers and coaches are encouraged to give every player an opportunity to pitch at least once.
5. Bunting is discouraged but there are no rules against bunting. The minor league philosophy is for the players to develop regular hitting skills.
6. Managers and coaches are not allowed to argue or question a judgment call made by the umpires. Calls such as balls & strikes, out or safe at first, or foul verses fair balls are not disputable. For rule based calls, managers and coaches shall approach the umpire in a discrete and mature fashion. No matter how poor or incorrect a call may be, the players will follow the lead of their managers and coaches. Only the team manager may discuss rule interpretations with an umpire provided that the manager can identify the specific rule from the rulebook. Protests should be avoided by resolving a possible rule violation at the time it happens through the course of a discussion with the umpire and opposing team manager. For the regular season it is recommended to avoid questioning the umpire unless it significantly affects the game. **A zero tolerance policy is in effect and any manager or coach violating this rule will be subject to disciplinary actions.**
7. The regular season pitching rules are geared to have each team develop enough pitchers to sustain playing 3 to 4 games per week in the playoffs.
8. If the pitch count is reached in the middle of an at bat, then per National Little League rules the pitcher may continue to pitch to the batter until he/she is out or reaches base. This rule has a curveball that occurs if a base runner causes the third out (caught stealing) and the pitch count has been exceeded. By National Little League regulations, the pitcher is allowed to pitch to the same batter leading off the next inning. For Canton Minor League, this will not be allowed.
9. Where expected that a team will not have nine (9) players for a scheduled game, the use of substitute players from another minor league team or IL8 is acceptable with prior approval from the Minor League Player Agent. Managers are expected to communicate well enough in advance with their team parents to know when this problem might occur. Managers should arrange for the replacement player and notify the Minor League Player Agent as early as possible. The Player Agent will only approve a replacement player so that he/she will not significantly benefit or hurt the team. Once the substitute player has been approved to play and arrives at the field then all of the applicable playing rules shall apply except that they are not allowed to pitch.

10. Stealing is allowed one base at a time except for home (no stealing home). The catcher is encouraged to throw the ball and attempt to throw out the base runner. The runner(s) cannot advance any additional bases on a wild throw by the catcher or an error by the fielder.
11. Managers and coaches are expected to show up to all games a minimum of 15 minutes prior to the scheduled start time. Teams are expected to be warmed up and ready to start within a few minutes of the scheduled start time.
12. Managers and coaches are expected to have their rosters completed prior to the start of the game. This is required to eliminate any extended delay time in between innings trying to figure who is playing what position.
13. Warm-up time between innings should be minimized in order to get games completed within the 2 hour scheduled time.
14. Each team will supply one new baseball for each game. The home team should also have a good used ball or balls available upon umpire's request to keep the game moving.
15. Within 24 hours of a completed game the Manager (or designee) on the **HOME** team shall post the score and pitching chart on the Canton Little League web page. Both teams must enter pitch counts into the CLL website within 24 hours.
16. Managers must insist that all players are in FULL UNIFORM and dressed properly for each game. GAME SHIRTS MUST BE TUCKED IN.
17. Players on the bench are not allowed to ridicule anyone involved in the game. This includes team chants to distract any player on the opposing team. Players in the field are not allowed to distract or yell at the batter. Managers and coaches must enforce to their players that only positive reinforcement of their teammates is the ONLY ACCEPTABLE FORM OF CHEER. This also goes for the parents and fans of the players.
18. Managers and all players are to shake hands after each game and should be led in this procedure by the manager in a show of good sportsmanship.
19. After every game, it is the responsibility of each team manager to ensure that his or her team's dugout and bench areas are clean.
20. After every game, managers and coaches should rake out the field around the base paths, home plate, and pitcher's mound. It is the responsibility of the HOME team Manager and coaches to ensure the fields are maintained after the game, which includes ensuring field lights are turned off if they are not on a timer.

## **SECTION 1: PLAYING RULES**

1. Stealing is allowed one base at a time, except for home. The runner must score on a batted ball or by reaching by a walk.
2. No leading is allowed. Runners cannot advance until the pitched ball crosses the plate. Little League rules are strictly enforced on runners leaving early. If a runner leaves early and a ball is not put in play the umpire should send the runner back to the base they came from. The pitch still counts, it is not a dead ball. If the runner leaves early and a ball is put into play, it is up to the umpire's discretion as what to do with the runners. An out can be assumed even if the runner beat the ball to the base but gained an advantage by leaving early. Again, the pitch still counts, no dead balls.
3. Games are scheduled for six (6) innings. An official game is four (4) innings (or 3- ½ innings with the home team ahead).
4. There is a five (5) run limit per inning except the sixth inning.  

Ø SLAUGHTER RULE EXCEPTION: At the end of four innings, if a team is losing by more than five (5) runs, then the losing team has the option of declaring the fifth inning as the last inning and the five run limit would not apply. **This exception does not apply for**

**playoff games which must complete six innings.** Being up by more than 10 runs after 4 innings is a Majors rule...this does not apply to minors.

5. Teams will bat through their entire line-up. Managers must ensure that all players receive the same opportunities for an equal number of at bats throughout the course of the season.
6. Late arriving players shall be inserted in the bottom of batting order. The opposing manager should be notified of any late arriving kids.
7. Managers will submit their batting order to the opposing manager prior to the start of the game. This will be enforced. Managers are responsible for ensuring all players receive the same at bats during the season.
8. All players must play a minimum of three (3) innings in the field. There is free substitution. No player shall sit more than one (1) successive inning in a row before returning to the field.
9. For the regular season, no player shall sit out a third inning prior to every player on the team sitting out at least one inning.
10. Bunting is allowed. See minor league principles below.
11. There is no on-deck batter. All players except for the batter and base runners shall be on the bench (dugout).
12. The infield fly rule is in effect but cannot be assumed. For the first few games the umpire may decide to forgo the infield fly rule. It will be strictly enforced in the playoffs.  
  
Infield fly can be applied with no outs or 1 out and runners on first and second or bases loaded. In order for infield fly to be called the fly ball must remain in the infield and the fielder must make ordinary effort to make the catch. If the infield fly rule is called the play is not dead. Runners may still advance at their own peril.  
  
Please keep in mind the umps are 13-15 years old and mistakes maybe made applying this rule.
13. An adult manager or coach shall be with the players on the bench (dugout) at all times. Adult managers or coaches are allowed to coach a base (inside the coach's box) as long as this requirement is met.
14. Head first sliding is not allowed. The runner will be called out and the play is dead. Base runners are expected to slide into second or third and to slide thru home plate.
15. The base runner must initiate a foot first slide with the intent of avoiding contact with the fielder. It is the umpire's judgment call if contact could have been avoided by sliding, if the contact prevented the fielder from making the out, or if the contact allowed a base runner to advance. Incidental contact caused by making a tag is acceptable. The rule is slide or avoid. A runner is not automatically out if he or she does not slide.
16. The following time curfews are in place for a minor league games.
  - 5:30 pm games: No new inning can start after 7:15 pm if there is a game coming on the field after yours. If there's no game coming on the field after yours, games must be over by 7:45.
  - 7:30 pm games: No new inning can start after 9:15. All games need to be over by 9:45
  - General rule of thumb is no new inning starts 1 hour and 45 minutes after first pitch. All games should be over 2 hours and 15 minutes after first pitch.
17. All games must start within 10 minutes of their schedule start times. If a team does not have the required nine (9) players within this time period then the game will be forfeited.
18. Games that are ended by a time curfew will return back to the score of the last complete inning played. All pitches thrown by the pitcher counts towards the required rest period regardless of

incomplete innings. The only exception to this rule is when a game is suspended with less than one (1) inning played.

19. All batters should be encouraged to swing. The umpire may call any pitch a strike if he feels a batter is intentionally taking a pitch or trying to be walked.

20. Any game in which a team has eight (8) or fewer players is a forfeit. The teams may scrimmage without use of the Umpires but it shall not be counted in the standings. Playing with eight (8) or less players is a major insurance violation. If a player should be injured in a game that is being played with eight or fewer players on the field, Little League insurance does not cover this injury.

21. Use of a helmet by the batter, all base runners, and base coaches is MANDATORY. This is the manager's responsibility. Masks are not required for helmets, but it is strongly recommended that players use helmets with masks.

22. All catchers must wear a mask and a cup during the game and while warming up pitchers. This is the manager's responsibility.

23. It is strongly recommended that all players wear a cup.

24. Mounding rule: anytime the ball is held by a player at the mound area - the play is dead - runners may not advance. If a base runner was halfway or more to the next base when the ball was mounded the base runner will be awarded that next base. If a base runner is less than half way to the next base when the ball was mounded the base runner must return to the previous base. This is a judgement call that will be made only by the umpire(s). Arguing these calls will not be allowed.

25. Overthrow rule: If there is an overthrow on a batted ball, and the ball is still in the field of play, a runner may advance one or more bases. A runner may score on an overthrow, assuming a batted ball was put into play. For a non-batted ball play (i.e. a steal), a runner may not advance to another base on an overthrow. For an overthrow that leaves the field of play, a base runner will be awarded only 1 additional base.

26. After a walk, the batter may not automatically advance to 2nd base (even if ball 4 goes to the backstop). If a walk occurs, the batter is only entitled to 1st base.

## **SECTION 2: PITCHING RULES**

1. Pitch Count Rule: For Canton Minor League a limit of 75 pitches per game is applicable for all ages.

2. The rest periods required during the regular season are listed below:

- If a player delivers 66 or more pitches in a day, four (4) calendar days of rest must be observed
- If a player delivers 51- 65 in a day, three (3) calendar days of rest must be observed
- If a player delivers 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
- If a player delivers 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
- If a player delivers 1-20 pitches in a day, no calendar day of rest is required before pitching again.

Canton Minor League has placed additional pitching restrictions as noted below. The purpose of these rules is to provide as many kids as possible the opportunity to pitch **during the regular season** and to prevent any one player from dominating more than 3 innings/9 outs of a game.

After each game managers must enter their pitch count into the CLL website within 24 hours. The system will tell you when pitchers are eligible to pitch again.

3. Each home team manager shall assign an official pitch count keeper (must be an adult) who will count the number of pitches thrown each inning. The pitch counter should have no other responsibility during the game.

4. The Manager is responsible for knowing the pitch count of his players. **It is not the responsibility of the Scorer/Umpire** to notify the Manager as the pitch count limit is approaching or has been exceeded. The pitch count rule will be strongly enforced throughout the season and into the playoffs. Violations of this rule will result in suspension.
5. All pitchers are subject to the rest requirements per National Little League rules.
6. A player can only pitch in one game per day. If a game is suspended and made up prior to another game, then this restriction applies.
7. If a pitcher throws 20 or less pitches then he or she can pitch the next day.
8. If a game is suspended prior to the end of the first inning then those pitches do not count.
9. If a game is suspended after the first inning, every pitch thrown will count. This rule applies even if the game is resumed or brought back to the end of the previous inning.
10. If a game is suspended and finished the next day, then the rest requirements apply. *Example:* If a game is suspended for rain in the third inning and a pitcher has thrown 21 pitches then he/she cannot pitch the next day. They must observe the 1 day calendar rest requirement.
11. If a pitch limit (75 pitches) is reached in the middle of an at bat, then the pitcher may continue to pitch until the batter is out, the batter reaches base or the inning is ended.
12. A pitcher shall be removed from a game after hitting three (3) batters in one (1) inning.
13. No league age twelve (12) year old player may pitch in the minor league.
14. For Canton Little League there are no intentional walks. All pitches thrown will count.
15. For Canton Minor League; a 3 inning (9 outs) per game limit for a pitcher is still in effect. This limitation applies even if a pitcher has not reached his/her pitch count limit. **This rule will not apply in the playoffs.**
16. For Canton Minor league; a pitch count of 75 pitches per game is in effect for all ages. Eleven year old kids will not be allowed 85 pitches.
17. Once a pitcher is removed from a game then he/she cannot return later in the game as a pitcher even if his/her pitching limit has not been reached. If the game is suspended due to rain and completed on another day then the pitcher can return to the same game as long as he/she observes the required rest period and does not exceed the 3 innings (9 out) per game rule.

18. For Canton Minor League; prior to the start of every game the manager of each team will provide the umpire and the opposing team's manager an updated roster which includes ineligible pitchers for that game.
19. Please ensure 9 yr olds are pitching. We previously had a rule that stated 9 year olds must pitch a minimum of 2 innings for each team every game. Please do your best to develop as many pitchers as possible. Generally speaking, teams with the most pitching depth do the best throughout the course of the season and playoffs.

## **PLAYOFFS**

### **Section 1: Playoff Principals**

1. During the regular season Managers are encouraged to play all players as reasonably equal as possible. During the playoffs the emphasis shifts slightly towards a competitive tournament. Only the minimum play time of 3 innings per game is in effect.
2. During the regular season Managers should attempt to play everyone in the infield reasonably equal. During the playoffs the emphasis can shift towards a competitive tournament.
3. During playoffs, every effort must be taken to ensure 6 innings are played. If there are concerns with playing the full 6 inning game, the Manager of the HOME team must contact the player agent to approve completing a game under 6 innings. Finishing a game before the 6<sup>th</sup> inning is highly discouraged and the Player agent will only approve finishing a game under 6 innings under extenuating circumstances.

### **Section 2: Playoff Pitching Rules**

1. Pitch Count Rule: For Canton Minor League playoffs, a limit of 75 pitches per game is applicable for all ages.
  - If a player delivers 66 or more pitches in a day, four (4) calendar days of rest must be observed
  - If a player delivers 51- 65 in a day, three (3) calendar days of rest must be observed
  - If a player delivers 36 - 50 pitches in a day, two (2) calendar days of rest must be observed
  - If a player delivers 21 - 35 pitches in a day, one (1) calendar day of rest must be observed
  - If a player delivers 1-20 pitches in a day, no calendar day of rest is required before pitching again.

**Failure to comply with the pitching rules will result in automatic suspension and forfeiture of the game during the playoffs. No exceptions. It is the manager's responsibility to ensure the safety of their players by following these rules. After each game managers must enter their pitch count into the CLL website within 24 hours. The system will tell you when pitchers are eligible to pitch again.**

2. Each home team manager shall assign an official pitch count keeper (must be an adult) who will count the number of pitches thrown each inning. The pitch counter should have no other responsibility during the game.



3. The Manager is responsible for knowing the pitch count of his players. **It is not the responsibility of the Scorer/Umpire** to notify the Manager as the pitch count limit is approaching or has been exceeded. The pitch count rule will be strongly enforced throughout the season and into the playoffs. Violations of this rule will result in suspension and game forfeiture.
4. All pitchers are subject to the rest requirements per National Little League rules.
5. A player can only pitch in one game per day. If a game is suspended and made up prior to another game, then this restriction applies.
6. If a pitcher throws 20 or less pitches then he or she can pitch the next day.
7. Any player who has been removed as a pitcher in a game in which he/she has thrown 41 or more pitches is restricted from playing the position of catcher for the remainder of that day. A player cannot pitch that day if they have played catcher for 4 innings in that game.
8. If a game is suspended prior to the end of the first inning then those pitches do not count.
9. If a game is suspended after the first inning, every pitch thrown will count. This rule applies even if the game is resumed or brought back to the end of the previous inning.
10. If a game is suspended and finished the next day, then the rest requirements apply. *Example:* If a game is suspended for rain in the third inning and a pitcher has thrown 21 pitches then he/she cannot pitch the next day. They must observe the 1 day calendar rest requirement.
11. If a pitch limit (75 pitches) is reached in the middle of an at bat, then the pitcher may continue to pitch until the batter is out, the batter reaches base or the inning is ended.
12. A pitcher shall be removed from a game after hitting three (3) batters in one (1) inning.
13. No league age twelve (12) year old player may pitch in the minor league.
14. For Canton Little League there are no intentional walks. All pitches thrown will count.
15. For Canton Minor League playoffs there will be no 3 inning (9 outs) per game limit for a pitcher.
16. For Canton Minor league; a pitch count of 75 pitches per game is in effect for all ages. Eleven year old kids will not be allowed 85 pitches.
17. Once a pitcher is removed from a game then he/she cannot return later in the game as a pitcher even if his/her pitching limit has not been reached. If the game is suspended due to rain and completed on another day then the pitcher can return to the same game as long as he/she observes the required rest period and does not exceed the 3 innings (9 out) per game rule.

18. For Canton Minor League; prior to the start of every game the manager of each team will provide the umpire and the opposing team's manager an updated roster which includes ineligible pitchers for that game.
19. For Canton Minor league playoffs, nine year old players do not need to pitch in a game.
20. Managers will be solely responsible for adhering to all playoff rules and regulations for their team. Failure to comply will result in possible suspension and forfeiture of their game. The Minor League Player agent should be notified immediately (preferable to be notified DURING the game when the violation occurred) of the violation so that he or she can take immediate action.

## **Canton Major Spring Baseball League**

### **Playing Rules**

The following rules are for the Canton Little League (CLL) baseball Major Age 10-12 Division. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is on developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team.

#### **Goals:**

The objective of Canton Little League's Major League is to provide an opportunity for all players of major league age, regardless of ability, to play "Little League" baseball as defined in the official regulations and playing rules of Little League Baseball.

#### **1.1 Number of Teams**

There shall be six (6) teams in the major league.

#### **1.2 Players Age/Team Makeup**

All major league teams shall have a roster of twelve (12) players. Canton Little League policy is that all registered players who are of league age twelve (12), shall play in the majors with the following exceptions:

- A player and his/her parents elect to stay in the minors and the request has been approved under Little League International rules.
- No major league team shall have more than eight (8) league age twelve (12) year-olds on a roster in accordance with the regulations and playing rules of Little League International. The remainder of the roster shall consist of league age eleven (11) year-olds and no more than two (2) league age ten (10) year olds.

Once drafted to a team, a player shall remain on that team until the player moves up to the Junior League.

#### **1.3 Player Draft**

##### ***1.3.1 Team Rosters***

A draft shall be conducted each year to fill open roster spots on Major League teams. Team draft position shall be determined as follows: The final regular season standings will be the starting point of draft placement, with worst team picking in 1<sup>st</sup> slot the next season. \*\*However, the Major League Player Agent may make up to a 20% adjustment to the grid (2 columns in either direction based on 10 teams), depending on the strength of players returning to the teams from the previous season (ex: team with 2<sup>nd</sup> column of picks could be moved to 4<sup>th</sup>, while 9<sup>th</sup> column could be moved up to as low as 7<sup>th</sup>). \*\*The Major League Player Agent may also mandate "out of sequence picks" of any level of adjustment within a round, with the sole purpose of creating league parity. A team's playoff performance may be a factor used by the Player Agent in determining adjustments to the draft order. (Ex: pick 31 can be switched with 39,

if PA feels appropriate for league balance). These picks will be defined to all Managers prior to beginning the draft.

### **1.3.2 Manager Drafting Son/Daughter**

All Managers shall draft their own son/daughter based on the following criteria:

- First Round - Player is league age eleven (11) or twelve (12) and played on an "A" level summer baseball team or is at the equivalent talent of a summer "A" player
- Second Round - Player is league age ten (10) and played on an "A" level summer baseball team. Player Agent may adjust up or down if warranted.
- Third Round - Player is league age eleven (11) or twelve (12) and did not meet the criteria above.
- Fourth Round - Player is league age ten (10) and did not meet the criteria above.

The Major League Player Agent can adjust the draft rounds with the sole purpose of creating league parity or where he feels the slotted round is not appropriate.

### **1.3.3 Brother/Sister Rule**

#### **1.3.3.1 Drafting Brothers/Sisters of Returning Players**

All Managers shall draft brothers and sisters of players returning to their roster based on the same criteria outlined in section 1.3.2 Manager Drafting Son/Daughter.

The Major League Player Agent can adjust the draft rounds with the sole purpose of creating league parity or where he feels the slotted round is not appropriate.

#### **1.3.3.2 Drafting Brothers/Sisters for the First Time**

When there are two or more family members eligible for the draft, Managers shall take them in consecutive rounds. Managers shall declare their intent prior to the draft that if they take one family member, they intend to take all family members, or all the remaining family members are eligible to be drafted by another Manager. All efforts should be made to insure family members play on the same team.

Under no circumstance shall League eligibility guarantee that a Brother or Sister will be drafted to a Major League Team unless they are League age twelve (12) years old.

## **1.4 Season**

Each team shall play a regular season schedule and participate in a double elimination tournament at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, but shall be at least twelve (12) games in accordance with the regulations and playing rules of Little League International. Playoff tournament pairings shall be determined by the Major League Player Agent either based on

regular season standings, by lottery, or combination of standings and lottery (This will be discussed during Managers' meeting and set prior to regular season)

### **1.5 Pool Players**

In the event a manager has knowledge that he will not have enough players to field a team, the use of a pool player will be allowed. The following conditions must be implemented when it comes to the selection of a pool player:

1. Any player from another Canton Major League team will be allowed to be used as a Pool Player, provided that player does not have a scheduled game that time period for his regular team. Permission of manager is required before pool player is used
2. Under any circumstances shall Pool Player be allowed to pitch or catch.
3. Two Pool Players per team per game will be allowed. Should a manager have knowledge of only 7 players showing up at a game, he must instead reschedule the game).
4. The Manager who chooses a Pool Player must notify the Player Agent within 24 hours after the completion of the game.

Should a manager have knowledge of only 9 players available for a game, he does have the option of adding a Pool Player if so desired.

### **1.6 Replacement Players**

All Major League Teams must carry a full roster of 12 players. In the event that a player: a) does not return as a registered player b) quits during the season, or c) gets injured, a replacement player must be chosen from the waiting list and then the Minor Leagues. Certain criteria must be followed when choosing a replacement player.

1. No League Age 9 year old player will be allowed to be used as a replacement player.
2. Only League Age 10 year olds who have made himself (or herself) "draft eligible" by the parents at the time of registration can be considered as a replacement player.
3. All League Age 11 year olds are eligible to be considered as a replacement player unless they requested to be in the Minor League at the time of registration.

## **2.0 PLAYING RULES**

The Major League in Canton shall play games in accordance with the regulations and playing rules of Little League International as highlighted and amended below.

### **2.1 Playing Time**

All rostered players shall play a minimum of three (3) full innings in the field. All players in attendance must hit in a continuous batting order.

### **2.2 Pitching Rules/Pitch Count**

The number of pitches allowable under this regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

In accordance with the Little League International rules, the table below provides the number of pitches that will be allowed per day for each age group during the regular season.

Pitching Restrictions	
Age	Maximum Pitches Allowed Per Day
10 years old	75
11 and 12 years old	85

If a pitcher reaches the pitch-count limit for their age while facing a batter, the pitcher may continue to throw until the batter reaches bas, is thrown out, or the third out is made to complete the half-inning.

Pitchers league age 14 and under must adhere to the following rest requirements:

Pitchers Days Rest	
Pitches Thrown	Calendar Days Rest
1-20 pitches	Zero (0) days rest
21-35 pitches	One (1) day rest
36-50 pitches	Two (2) days rest
51-65 pitches	Three (3) days rest
66 or more pitches	Four (4) days rest

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. There is also a restriction regarding moving from catcher to pitcher. The restriction is that if a catcher catches 4 innings in a game, then he or she is ineligible to pitch for the entire day.

The Manager is responsible for knowing the pitch count of his players. It is not the responsibility of the Scorer/Umpire to notify the Manager as the pitch count limit is approaching or has been exceeded.

A pitcher shall be removed from the mound after hitting three batters in a game.

### **2.3 Base Coaches**

Managers and Coaches may coach first and third base provided a third coach is with the players in the dugout/ bench.

### **2.4 On Deck Batter**

In accordance with the regulations and playing rules of Little League International, no on deck batters are allowed.

### **3.0 ALL-STAR GAME**

An All-Star game shall be played every year, All-Stars should be voted by players and can vote for any members of their respective team only (not including themselves). The final decision should be left to the coach giving preference to 12 year olds.

## **Canton Junior Spring Baseball League**

### **Playing Rules**

The following rules are for the Canton Little League (CLL) baseball Junior Age 13-15 Division. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is on developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team.

#### **Goals:**

Each team shall play a regular season schedule and participate in a playoff tournament at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, but shall be at least twelve (12) games in accordance with the regulations and playing rules of Little League Baseball.

Weekday games at CHS (Gibson Field) are scheduled to start promptly at 5:45. Now that lights are operational at Kennedy (Ruane), games there will start at 6:00pm. In order to avoid conflicts with Canton High School games, some games at Ruane may not be scheduled to start until 6:15

#### **PLAYING RULES**

The Junior League in Canton shall play games in accordance with the Regulations and Playing Rules of Little League Baseball 2012 for the Jr/Sr. League and as highlighted and amended below.

1. **Playing Time:** All roster players shall play a minimum of six (6) consecutive outs in the field and bat at least once in every game.
2. **Player Substitution:** A Player in the starting line-up may re-enter a game in accordance with the Regulations and Playing rules of Little League Baseball provided the player he /she is replacing has played the minimum of six consecutive outs and has had at least one at bat. Only starters may re-enter the game unless due to injury or reasonable conflict the team cannot field nine (9). Should this occur the opposing manager will select the player that will return to the game as a substitute for player. All player substitutions must be announced to the umpire and opposing manager. Free Substitution, but players must play minimum of three innings in the field.
3. **Pitcher Substitution:** A pitcher remaining in the game but moving to another position in the field may return anytime during the remainder of the game, but only once in the same inning that he was removed. One pitch constitutes an inning pitched.
4. **Pinch Runner:** When utilizing a pinch runner, you must observe the playing time and player substitution rules outlined above. The exception is when a player is injured during the game but remains in the game, a substitute pinch runner may take his place once he reaches first base. Only a bench player may be used as a pinch runner in this instance. If the injured player continues to play in the game and a pinch runner is required a different bench player must be utilized with each successive at bat.
5. **Third Strike Batter turned Runner:** The batter becomes a runner if the third strike called by the umpire is not caught by the catcher, provided (1) first base is unoccupied or (2) first base is

occupied with two out. The batter becomes a runner until he is legally put out by force at first base or is tagged prior to reaching first base. A batter forfeits his opportunity to advance to first base when he enters the dugout or other dead ball area.

6. On Deck Batters: On deck batters are allowed only if the umpire determines the conditions safely permit.
7. Extra Hitter: If a team has ten (10) or more players present, the Manager shall utilize an extra hitter. The player shall be the extra hitter for the duration of the game unless a player leaves and there are only nine (9) players available. In that case, the extra hitter shall go into the field and bat in the same spot, skipping over the batting spot of the player that left. A team does not get penalized with an out if a player has to leave and that spot is skipped in the batting order.
8. If a team only has nine (9) players, the team shall play the game without an extra hitter for the entire game. If a player comes late, the player must play in the field in accordance with Canton Little League playing rules specified above. This player must be put in last place in the batting order.
9. Designated Hitter: There are no designated hitters.
10. Base Coaches: Managers and Coaches may coach first and third base provided a third coach is with the payers in the dugout/ bench. If a third coach is not available a uniformed player may be used as a base coach provided they are wearing a batting helmet. At least one coach must be present in the dugout with the players at all times.
11. Regulation Game: A regulation game consists of seven innings, unless extended because of tie score or shortened (1) because the home team is ahead in its half of the seventh inning or fraction of it if the umpire calls the game. If a game is called after five (5) complete innings or four and one half (4 ½) innings with the home team ahead due to weather, darkness or at the umpires discretion it will be recorded as a regulation game.
12. Mercy Rule: If after five (5) complete innings, or four and one half (4 ½) innings with the home team ahead, if one of the teams has a lead of 10 runs the game is called.
13. Field Conditions: If the forecast calls for rain, the "Rain Man" appointed by the Player Agent will contact the Umpire Chief and team managers if the game is to be cancelled. If possible, the rain phone line and CLL website will be updated to announce the cancellation. If no call is made the game is on pending the two managers reviewing the field just before the start of the game. If it is agreed that the playing conditions are not acceptable the game will be called and the Player Agent notified to reschedule the game. Once the game has started the Umpire becomes the sole judge in determining the condition of the field.



14. Disputes: The call of the umpire governs unless you present evidence to the contrary prior to continuing on. Only the Managers may discuss rules with the umpires. No one can dispute balls and strikes. There will be no game protests, if the issue cannot be resolved with evidence at the field the umpires ruling stands.
15. Zero Tolerance Policy: Canton Little League has a zero tolerance policy that pertains to players, coaches, managers, parents, family members and spectators of any kind. If anyone is verbally assaulting the umpires the game will be stopped until the person or persons are removed from the complex. The umpires can end the game at anytime for any reason.

### PITCHING RULES

Pitching rules shall be in accordance with the regulations and playing rules of Little League Baseball as highlighted and modified below:

16. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13 -16	95 pitches per day
--------	--------------------

*Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Note 1. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.*

- If a player delivers 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player delivers 51- 65 in a day, three (3) calendar days of rest must be observed.
  - If a player delivers 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player delivers 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player delivers 1-20 pitches in a day, no calendar day of rest is required before pitching again.
4. Each Team must designate the scorekeeper or another game official as the official pitch count recorder.

5. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
6. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible
7. A player may not pitch in more than one game in a day.

*NOTES: The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately. 2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. 3. 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 for that day, provided said pitcher has observed the required days of rest.*

Example 1: A league age 13 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required four days of rest.

Example 2: A league age 13 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required four days of rest.

Example 3: A league age 13 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

8. A pitcher shall be removed from the mound after hitting three batters in a game.
9. There is no limit to the number of pitchers of a particular age group that can be used in a calendar week.
10. Balks will not be called in the first two weeks of play. The umpires will however stop play to instruct the pitcher as to why a balk was called. Refer to Page 82 Section 8 of the Regulations and Playing Rules of Little League Baseball for the definition of legal pitch delivery. Refer to Page 84 Rule 8.05 for the penalty associated with an illegal pitch/balk.

## TAYLOR MICHIGAN TEAM SELECTION PROCESS

- Each Junior League Manager shall nominate to the Junior League Player Agent any player on his/her team that he/she feels is qualified to play on the Canton Little League Taylor Michigan Team.
- The Junior League Player Agent shall generate a ballot from the names provided and host an election meeting for the Junior Managers
- Each Junior League Manager shall vote for no more than ten (10) players on the ballot. Just prior to the vote, each Manager/Coach will have an opportunity to discuss why he/she feels that a player warrants consideration on the team. Also, it gives other Managers/Coaches the opportunity to ask questions on various players that can be answered with his/her respective Manager in attendance.
- A Junior League Manager is allowed to nominate and write in any name not on the ballot.
- The Top Nine vote getters will be asked to become members of the Taylor Michigan Team. (The Junior League Player Agent can make the 10<sup>th</sup> placed vote getter automatic if he feels it is appropriate given the voting results.)
- The remaining roster spots shall be filled by the current year Taylor Michigan Team Manager with approval of the Junior League Player Agent. Particular attention shall be paid to players receiving the majority of votes

## **Canton Summer Travel Baseball League**

### **Playing Rules**

The following rules are for the Canton Little League (CLL) Summer travel baseball ages 9 - 12. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is on continued developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team.

#### **Goals:**

Each team shall play a regular season schedule and participate in a playoff tournament at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, but shall be at least twelve (12) games in accordance with the regulations and playing rules of Little League Baseball.

CLL summer travel teams will play in both the Suburban Youth Baseball League and the Hockomock Summer League.

Each age group (9, 10, 11 and 12) will have a level "A" and level "B" team in the Suburban League. "A" and "B" team rosters are to consist of twelve players.

It is understood that other family events occur during the during the summer months (vacation, camp, commitments to other sports), however, to be fair to those players who make a commitment to play Summer Baseball, Canton Little League is requiring that for consideration to play, the player and parents must make a commitment that they will not miss more than 2 regular season games and make every effort to attend all playoff games during the season. Please keep in mind that this policy is designed to allow for those unavoidable circumstances, but since this is a tryout/selection team the overall commitment objective should still be 100% attendance at all games and practices.

#### **PLAYING RULES**

The summer League shall play games in accordance with the Regulations and Playing Rules of Little League Baseball 2012 for the League and as highlighted and amended below.

The level "A" and "B" teams playing in the Suburban League are competitive oriented teams. As such there is no guarantee on playing time. The top players will play more.

The coaches will be making decisions on playing time and positions based on what is best for the team. Parents are asked to respect the decision of the coaches.

All players need to commit to attending all summer league games and practices. Where conflicts exist parents are expected to provide the coaches ample advance notice.

#### **Tryouts**

A tryout session will be held in May. The tryouts will consist of typical baseball drills (hitting, throwing and fielding). Pitching will be evaluated throughout the season. The evaluations will be made by individuals who do not have a child in the applicable age bracket. CLL will use evaluators who are fair, impartial and have a reasonable knowledge of baseball skills.

Every attempt should be made to attend the summer tryouts at the appropriate time. Parents are required to provide advance notice of an absence. Players who cannot attend their scheduled tryouts will be asked to come to an evaluation with a different age group so that an assessment can be made

of the player's skill level. If a candidate does not attend the tryouts then they will be placed on a team using the best judgment of the Summer League Selection Committee.

For the tryouts, players are to report to the back of the designated location 30 minutes before their schedule start time. This is required to sign-in, get their squad assignment and to warm-up. **All players should come prepared with their own gloves, bats and bring at least one bottle of water to carry with them.**

### **Selection Process (For 9, 10, 11 yr old teams)**

A four (4) person impartial Selection Committee will be established for each age level. Each Selection Committee will be comprised of the following members:

- Summer Baseball Player Agent
- Player League Agent
  - Minor League Agent will be a member of the 9 year old Selection Committee
  - Major League Agent will be a member of the 10, 11 and 12 year old Selection Committees
- Manager of the Team (recommended by Summer Baseball Player Agent and approved by the CLL President and Vice President)
- Manager/Coach involved in the age group of the team involved and does not have child on that team.

The Summer Player Agent will chair a meeting attended by all members of the Selection Committee. All candidates for the summer teams will be considered for selection on one of the aforementioned teams based upon the following factors:

- performance in the previous Summer Season (based upon written evaluations provided by the Summer Season Manager);
- performance in the current Spring Season (based upon written evaluations provided by the Spring Season Manager);
- skills demonstrated during tryouts (based upon written evaluations provided by the Summer Player Agent);
- attitude and coachability of the player; and
- ensuring each team has a appropriate balance of players, who can pitch, play the catcher position and hit.

Evaluation of pitchers and catchers will be based on a player's performance in the current CLL season, as well as performance in the previous summer season. Evaluating a pitchers or catchers performance in actual game situations is the fairest process as compared to a throwing session during the tryout session. Additionally, not all candidates want to pitch or catch and an equitable grading system for non-pitchers/catchers verses pitchers/catchers is not achievable.

The Selection Committee will first choose the members of the A team, then the B team. Those who do not make either the A or B team will be placed on the appropriate team.

The evaluation and team selection is a subjective process. CLL is committed to make the process as fair as reasonably possible. Parents are asked to respect the final decision on team selections.

The goal will be to announce the teams in early June.

### **WILLIAMSPORT Team, Manager, and assistant coaches' selection process:**

The Williamsport selection process of coaches and manager(s) is designed by the CLL Executive Board (CLL President, VP of Baseball, VP of Softball, Secretary, and Treasurer) in accordance with all applicable Little League International guidelines and recommendations.

All 6 Major League managers, CLL President, VP of Baseball, Summer Player Agent, and Majors Player Agent must meet in person to execute the following steps:

- nominations
- voting
- players 1-9 selected
- 10th player potentially selected by VP of Baseball
- manager selected and approved
- manager recommends players 10, 11, and 12 or just 11 and 12
- final roster reviewed and approved
- manager proposes assistant coaches
- assistant coaches reviewed and approved

Order and selection process:

Each Major League Manager shall nominate to the Summer Player Agent any player on his/her team that he/she feels is qualified to play on the Canton Little League Williamsport Team. There is no limit of nominations per team.

The Summer Player Agent shall generate a ballot from the names provided.

Each Major League Manager shall vote for no more than ten (10) players on the ballot. It is hopeful that all Managers will meet and vote at once together. That way any questions on players can be answered with his/her respective Manager in attendance.

The top nine (9) vote getters will be asked to become members of the Williamsport team. (The VP of Baseball can make the 10th placed vote getter automatic if he feels it is appropriate given the voting results.)

After the first 9 or 10 players are selected the President of CLL, VP of Baseball, and Summer Player Agent will select the Manager of the Williamsport team.

Manager criteria shall include:

- Team play during the regular season
- Team preparation before a game
- Demonstration by the team of good fundamental baseball knowledge
- Team sportsmanship
- Knowledge of Little League International rules
- Major League coaching experience
- Previous CLL summer coaching experience

The Williamsport Manager will then submit his recommendations on the final 2 or 3 roster spots to the President of CLL, VP of Baseball, and Summer Player Agent. Particular attention shall be paid to players receiving the majority of votes. President of CLL, VP of Baseball, and Summer Player Agent have final sign off on the 12 player roster and can override the Williamsport Manager's recommendations on the final 2 or 3 roster spots.

Final step is the selection of 2 assistant coaches. Williamsport Manager will submit 2 coaches' names to the President of CLL, VP of Baseball, and Summer Player Agent. President of CLL, VP of Baseball, and Summer Player agent have final sign off on selection of assistant coaches.

## **Canton/ Braintree Summer Friendship Baseball League**

### **Playing Rules**

The following rules are for the Canton Little League (CLL) baseball summer friendship league Age 13-15 Division. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is on developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team.

#### **Goals:**

Each team shall play a regular season schedule and participate in a playoff tournament at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, but shall be at least twelve (12) games in accordance with the regulations and playing rules of Little League Baseball.

#### **PLAYING RULES**

1. No stealing, no advancement on passed balls, wild pitches, or over-throws to the pitchers from the catcher after a pitch, and no balks. Players on base may leave the base when the ball crosses the plate (no leading before the pitch crosses plate) but they may not advance to the next base unless a pick-off attempt is made and the throw gets by the fielder (runner advances at his or her own risk) or until ball is hit into the field of play by batter or until forced ahead by a walk or hit batter. No stealing but players may leave the base as ball crosses the plate. Player leaving the base may not advance but does so at his own risk and may be picked off (a runner may advance on an over-throw on the pick-off attempt). A player can't just take off for the next base on a pick-off attempt. He must attempt to return to the base and may advance only if the throw gets by the fielder.

2. Bunting is NOT allowed.

3. Infield fly rule does not apply and will NOT be called. Tagging up on a fly ball is allowed.

4. "Full Roster Batting". All teams will use a "Complete Team Batting Order". That is, every player attending the game bats in turn, regardless of whether he or she is playing in the field or on the bench. If a player is injured and misses a turn at bat, he is removed from the game and may not return. Only batters that cross the plate count as runs scored. See Rule 6 below. The batting order is "restarted" at the beginning of each game and is not continued from game to game.

5. Free substitution. Ten players in the field at a time (6 traditional infielders and 4 outfielders). Players may be moved in and out of the field positions at will, except for the pitcher. Once removed as a pitcher, a player may NOT pitch again in that game but may play any other position in the field. See Pitching Rules.

All players must play a minimum of nine (9) defensive outs in the field. Although Players and spectators may cheer for their team and team mates, there is no chanting or singing. "organized songs" or "organized cheers" are not permitted. This is a matter **that must** be resolved between the Managers.

6. Batter Limit Per Inning. A team's inning at bat will end after three (3) outs are recorded, or after every player in the line up has batted in an inning. If one team has more players than the other at

the game, each team will be allowed to bat the higher number of players in an inning, if the three outs are not recorded in the inning.

Last batter rule: The Manager of the batting team will approach the umpire to quietly state that it is the last batter. This is to prevent the runners from taking additional bases/running off of the field.

BY DESIGN, THERE IS NO SLAUGHTER RULE (OTHER THAN THE ONCE AROUND THE BATTING ORDER RULE). HOWEVER, WE EXPECT MANAGERS TO BE REASONABLE AND REMEMBER THE PURPOSES OF THE LEAGUE.

7. Dead Ball when "Mounded". The ball is dead, when it is HELD on the mound area by any player. Runners advancing will be returned to the last base touched, (if they are halfway or less to the next base). Umpire's judgment.

8. Four (4) outfielders are allowed on the field. They must play the outfield, no short fielders. (left, left center, right center, right fielders). Regular infield positions. No additional in-fielders.

9. Sliding. No head first sliding. "Slide or Avoid" Rule applies. If a play is being made on a runner he must either slide or avoid contact. NO CRASHING THE BASE MAN/CATCHER. Umpire's discretion. If a play is being made on a runner with no slide and contact is made, Runner is out!!

10. A pitcher may pitch a maximum of two (2) consecutive innings in a game (they must be consecutive), and a maximum of six (6) innings per pitcher in a week (A "week" starts on Sunday and ends on Saturday). Delivery of one single pitch constitutes an inning! Once a pitcher stops being the pitcher (regardless of whether or not it is at the end or in the middle of an inning or he goes to the bench or another position in the field), he cannot return to the game as a pitcher. **There is no pitch count!** A pitcher may appear as a pitcher only in two consecutive innings. (If he throws one pitch in relief in the second, he may pitch the entire third inning but must be removed after the third inning).

Pitchers may not pitch on consecutive days, this applies to make-up games also. Make sure you schedule your makeup games accordingly. Pitching Rules may be "re-set" for play-offs at League's discretion.

11. A pitcher must be removed after hitting two (2) batters in an inning or three (3) in a game.

12. Pitchers will throw from a throw down pitching rubber (anchored if possible) placed approximately three (3) feet closer to home than the normal distance for a Little League pitching rubber or 43 feet from the "back" or peak of the plate (normal little league pitching distance is 46 feet). Managers should agree on pitching rubber location prior to the game. A manager may elect to have his pitcher pitch from the 46' distance but this must be announced before the game and all pitchers for that team must pitch from the 46' distance for the entire game. **In all Play-off Games, all Pitchers shall pitch from the 43' Distance. No exceptions.**

Regulation and age appropriate Little League or Cal Ripken approved baseballs must be used. Each team provides one new ball per game. No "soft" or "t-balls" allowed.

13. In addition to a first base coach and third base coach, the only coach allowed on the field of play is to be positioned behind the catcher to return passed balls. The defensive team should supply this coach each inning. He is needed in order to speed up the game to retrieve balls that get by the catcher, but should not instruct, direct or otherwise coach the players from that position. This coach must stay to the left or right of the catcher, not directly behind the catcher. One coach is allowed on the bench to keep score, keep kids in line and maintain batting order.

14. Umpiring should be done from behind the catcher. Home team provides the umpire(s) at its expense. Please make sure Managers and Umpires review the Friendship League "Special Rules" and



local ground rules before the game. We ask that young umpires be supervised by an adult and adult umpires must be used in the play-offs.

15. There is no two hour rule (no time limit) and there are no extra innings (except play-offs). Regular season games are played so as to complete a regulation Game, if possible, meaning 6 innings or less due to inability to play due to weather conditions or darkness. Except in the play-offs, if it rains or gets dark, you have a regulation regular season game after 4 full Innings or 3 and ½ if the home team is ahead after 3 1/2 innings. If you don't have a complete or regulation game Little League rules for completion of games applies. If there is a tie after a complete or regulation game it goes into the books as a tie. NO EXTRA INNINGS!! (Except in play-offs.)

16. Unlike regular season games, all play-off games must be played the full six (6) innings ( 5 1/2 if home team is ahead). Play-off games not completed must be played to completion the next night.

17. Except as herein provided, the Rules of Play shall be governed by the Little League Baseball Rules in force and effect for the applicable season (2013). 2013 Little League Baseball Rules apply unless covered by Rules 1-16 above.

### **ADMINISTRATIVE PROCEDURES**

1. Please remember that this is a FRIENDSHIP LEAGUE! Please be considerate of the other team's players and spectators, as well as your own. Managers should attempt to accommodate each other's needs, and agree on rules interpretations with the umpire(s) before the game begins. THERE IS NO SLAUGHTER RULE BUT PLEASE REMEMBER WE ARE DEALING WITH 8 YEAR OLDS AND WE EXPECT MANAGERS TO CONDUCT THEMSELVES ACCORDINGLY.

2. Make check payable to: Braintree National Youth League or Foxborough Little League. Team Commitments and Registration Fees must be received by June 1st. Late registrations or payments subject to wait list and availability and \$50.00 late charge.

3. Team rosters must consist of twelve (12) to fifteen (15) players and must be submitted to the Director no later than June 15, 2012. All rosters must contain the Certificate of their League President. No exceptions.

4. Players may not be older than Little League Age eight (8) on April 30. No exceptions. Copies of birth certificates must be submitted with rosters no later than June 15. We will provide the Roster form (attached). Only players from recognized Little League, Cal Ripken or "other" Regular Season Spring Leagues. All players must meet League residency requirements. Teams from multiple towns, leagues or programs are not allowed! Players will be declared ineligible.

5. Scores must be e-mailed by each team after each game. All East or Braintree Conference scores are to be submitted to Paul Machado by e-mail at [pdm@beld.net](mailto:pdm@beld.net) AND to [pm@csm-law.com](mailto:pm@csm-law.com) no later than 10:00 p.m. the night of the game. All Foxborough West Conference scores must be Stew Bayuk: [stewb@pcf.com](mailto:stewb@pcf.com). If the Manager is not an e-mail person, please designate a parent from your team for purposes of communicating scores and receiving information from the League.

6. If it becomes necessary to reschedule a game (rain), the manager of the home team must arrange an alternate date with the visiting team manager and notify the BNYL within 24 hours. If possible, the game should be played during that same week (preferably the next day), at either team's field. If this is not possible, it must be played as soon as possible! In case of conflict contact the Director of the Friendship League. Please play games as soon as possible. We will establish a deadline at the end of the season for completion of games for play-off seeding purposes. Do not wait until later in the

season to schedule make-up games. If you don't play the games, you don't get credit for the points. (and our purpose is to have the kids play the games) .

7. First place/play-off seeding, will be determined by the total number of points acquired. A win earns two (2) points. A tie earns one (1) point. Tie breakers: Head to head, total runs against (season), total runs for, (season), coin-toss. Reporting scores accurately is important for post season seeding.

8. All teams qualify for the playoffs. The format will be single elimination: (subject to change based upon the number of teams and divisions.)

9. The pitching rules may be reset for the playoffs. Every team starts fresh at the beginning of the play-offs.

10. By entering/registering a team in the Braintree National Friendship League, each program, team, player manager, coach and spectator agrees to be bound by the Rules and Administrative Procedures set forth herein.

11. Teams should be selected using the "RECOMMENDED TEAM SELECTION METHOD ATTACHED"

Eastern Conference. Championship series games will be hosted by Braintree National Youth League at Watson Park or Hollingsworth Field, Braintree. The winner of the over-all Championship Game will possess the Braintree National Friendship Tournament Trophy until the following year, when it will be passed on to the next year's winner.

12. ALL PLAYERS MUST BELONG TO A RECOGNIZED LITTLE LEAGUE AND/OR CAL RIPKEN LEAGUE SANCTIONED PROGRAM AND MUST BE DERIVED FROM WITHIN LEAGUE AUTHORIZED BOUNDARIES. BNYL FL RESERVES THE RIGHT TO REVIEW THE CHARTERS/BY-LAWS OF NON LITTLE LEAGUE OR CAL RIPKEN. PLAYERS MUST SATISFY LEAGUE BOUNDARY/RESIDENCE REQUIREMENTS. ANY INELIGIBLE PLAYERS WILL BE DISQUALIFIED.

### **RECOMMENDED TEAM SELECTION METHOD**

As you've read many times in this document, it is and always has been our objective, intention and purpose to encourage fair and balanced competition within the Program. At age 8, there are plenty of years down the road for "A Teams" and cut-throat competition. We encourage Programs to enter as many teams as they can in order to afford as many young players as possible a change to participate.

Although they do not have to use the Recommended Team Selection Method, we require that Programs submitting more than one team select their teams so as to balance them. Our philosophy has always been to discourage and avoid labeling kids as "A" or "B" Team players (as well as the Managers) at age 8. And we have always advocated adding more teams simply to get more kids exposed to summer ball at the earlier age. We have always been very proud of this basic philosophy.

Notwithstanding our hopes and dreams (idealistic as they may be), each year we have heard rumblings and allegations that "this team" or "that team" is "stacked". "Osh Kosh has two teams and one team is an A Team and the other is a B Team. We picked our teams evenly and we're getting smoked". Not only do we hear the comments, we can see that we are not achieving our balanced team goals because we see the "blow-out" scores... believe me, I know many managers and programs have tried to be fair and do the right thing in games but sometimes lopsided scores can't be avoided

If a Program is entering more than one team, the pool of eligible players for the teams to be created should unlikely be listed in chronological order by date of birth and selected from this pool as follow:

First, Pitchers. The best pitchers in the pool must first be identified and divided evenly among the teams and placed at the top of the roster of each team with a "Pitcher" or "P" exception designation next to the player's name on the roster. These Pitchers are then out of the pool and placed on the respective teams. No more than 4 "P" exceptions may appear on a roster.

Second. General Player Selection. The Players remaining in the pool after selection and removal of the pitchers in Step 1 will be selected and placed on teams in alternating order as they appear on the chronological list of remaining players by their Birth dates.

Example:

<u>Pool/Player</u>	<u>DOB</u>	<u>Team</u>
Johny Bench	5/1	Red
Jose Cuervo	5/25	Blue
Jim Beam	6/3	Red
Jack Daniels	6/29	Blue
Captain Morgan	7/3	Red
Johnny Walker	7/4	Blue
Ron McDonald	8/5	Red
Yukon Jack	12/31	Blue
Rob Roy	1/30	Red

until all "non-pitchers" in the pool have been placed on a team.

Third. Wild Cards. Recognizing that this procedure, if followed faithfully, might result in a Manager's Assistant's child being placed on the "other" team, and that there are the traditional "car pooling issues", not more than three (3) players may be "traded" from their designated team roster as determined in Step 2 above due to "hardship" or Manager/Coach affiliations. (Pitchers may only be traded for and replace pitchers). These players may be placed on another team(remaining and replacing the traded players in chronological order from the other team so as to balance the numbers) by the programs and must be designated on the roster in the Exception or "E" box with a "W" or "Wildcard" next to the player name on the roster.

No more than four (4) "P" designations and no more than three (3) "W" designations on a roster. All players on the rosters (except the Pitchers) must be alternating birth dates. So if you "trade" a player from the Red Team, you have to replace him with a player from the Blue Team with the closest player in age/DOB to the one being removed.

## **Canton Suburban Baseball League**

### **Playing Rules**

The following rules are for the Canton Little League (CLL) Suburban baseball Junior Age 9-12 Division. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is on developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team.

#### **Goals:**

Each team shall play a regular season schedule and participate in a playoff tournament at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, but shall be at least twelve (12) games in accordance with the regulations and playing rules of Little League Baseball.

#### **AGE REQUIREMENTS**

- 12 LEAGUE; Players may not be more than 12 years of age before May 1.
- 11 LEAGUE; Players may not be more than 11 years of age before May 1.
- 10 LEAGUE; Players may not be more than 10 years of age before May 1.
- 9 LEAGUE; Players may not be more than 9 years of age before May 1.

#### **PLAYING RULE**

Games will be played according to the rules of Little League as printed by Williamsport with the following exceptions.

1. All teams are responsible for their own insurance.
2. Rosters must be turned in by July 1. No player may be added to a roster after July 1. Maximum number of players on a roster is 15. A player may be listed on one roster only. (An 11 year old listed on the 12 year old roster may not play for the 11 year old team). To avoid a forfeit a player from a lower league may be brought up, but may not pitch. Each lower individual player may be brought up only twice during the season.
3. Players must be drawn from the spring league in which they played. If a team cannot be formed because of lack of interested players from one league, that team may draw from another league within that town or city upon approval from the league director. Under no circumstances may 'All-Star'-'Allstar' or 'city-wide All-Star teams enter the S.Y.B.L. "(this is a competitive but not a win at all cost league).
4. Every player must play at least two innings defensively and bat once.
5. Home teams will supply umpires and field equipment for the regular season and preliminary and 1st round playoff games held at home. League will pay umpires and supply balls for all other playoff games.
6. Each team will supply one game ball. Home team will supply extras as needed.
7. Umpires must be at least 16 years of age for the 10, and 9 year old leagues. Adult umpires (18+ patched if possible) must be used in the 12 and 11 year old league. This is the key to a smooth league-try to get the best available. Adult patched umpires are used in the playoffs on all levels.
8. Teams in all leagues may use a 9, 10, or full roster batting order. When using a 10 man order the extra hitter (EH) may enter the game defensively and another player may become the E.H. When using a full roster order, there is free substitution defensively except for the pitcher. Once the pitcher is removed from that position he/she may not return to the mound.

9. Player Re-entry Rule: A starter and only a starter may re-enter the game in any spot in the batting order once his substitute has batted once and played two innings defensively (6 outs).

10. Adult coaches may coach both first and third bases. If a player coaches a base, that player must wear a helmet. All players must wear helmets when batting or running the bases.

11. Games with a 10+ run differential will be stopped after five (5) innings (4 ~ innings if home team is ahead). Official game, if stopped by weather is (4) innings (3 ~ if home team is ahead).

12. Pitching rule for the regular season: 12 and 11 year old leagues-4 innings maximum per game. 10 and 9 year old leagues-3 innings maximum per game. Innings per week and rest periods are waived. See each league playoff schedule for post-season pitching rules. The SYBL will not use the new pitch count rule.

13. USE OF THE CURVE BALL OR ANY BREAKING BALL IS FORBIDDEN IN THE 11, 10, AND 9 YEAR OLD LEAGUES. (FAST BALL AND CHANGE-UP WILL BE THE ONLY PITCHES ALLOWED KNUCKLEBALLS ARE NOT ALLOWED). ANY TYPE PITCH WILL BE ALLOWED IN THE 12 YEAR OLD 'A' LEAGUE.

14. ANY BAT THAT MEETS 'LITTLE LEAGUE' SPECIFICATIONS AND APPROVAL MAY BE USED.

15. Teams will receive 2 points for a win and 1 point for a tie in league standings. Games for record sake may last no longer than six (6) innings. Any games tied after 6 innings will be declared a tie (exception-playoff games).

16. Any pitcher who hits three (3) batters in one game must be removed from that position.

17. CURFEW: Umpires must call the game when the conditions become potentially dangerous to players. The safety of the players must be the first consideration of game officials. NOTE: Each team will assume responsibility for maintaining safe playing conditions at its field at all games.

18. PROTESTS: If a situation should arise where the umpire has made an incorrect call on a rules interpretation, a manager must prove that the umpire has made the call incorrectly by pointing out the written rule in black and white (5 minutes to find the rule-games cannot be delayed any longer than that). If the umpire is proven to be incorrect he or she must reverse the call. If the rule can not be found or is not specific enough, the umpire must defer to his/her judgement and that judgement is final. There will be no protesting of games. There may be no protests or delay of game on judgement calls whatsoever.

19. FORFEITED GAMES: Teams must absolutely not forfeit games. Each team has a 10 game schedule and 4-5 weeks to complete it. Any team that forfeits a game; upon review, may not be allowed to participate in the league the following year. (refer to rule 2a). Note: all teams must not procrastinate in playing make-up games. By the same token all teams must be co-operative with teams who have schedule conflict (not personnel problems). The S.Y.B.L. is unlike many other leagues or tournaments in that we allow for schedule conflicts(except during the post season tournament). We are proud of the fact that our league is based on this kind of flexibility. However, we can not allow teams to take advantage of this flexibility. Let's all work together to make this a fun and exciting league for everyone.

20. Any team found in direct deliberate violation of the rules and regulations of the S.Y.B.L. will be subject to a one year suspension. Adults responsible for any such violation will be banned from future participation in the S.Y.B.L.

20. No slashing (fake bunt, then swing-penalty-batter is out)

#### ADDITIONAL RULES FOR 9 YEAR OLD LEAGUE

1. Stealing is allowed (only 2nd and 3rd bases). Example: 1st and 3rd situation--catcher is encouraged to throw out runner at 2nd base. Runner on 3rd cannot score even if wild throw to 2nd.

Example: A runner stealing 2nd may continue to 3rd if wild throw but no further

Example: Runner stealing 3rd base may not score on wild throw to 3rd , or any pick-off attempt.

A runner on 3rd can only score on a batted ball or when forced in on a bases loaded walk or hit batsman.

2. Bunting is allowed.

3. Infield fly rule will be in effect.

4. Pitchers may pitch a maximum of 3 innings per game--must be consecutive.

5. Five runs scored maximum per team at bat (example-player hits a 3-run homer for runs 5, 6, and 7 -team still credited with five runs for the inning.

6. Mercy Rule: If a team is leading by 11 runs after 4 innings, or goes ahead by 11 runs in the fifth inning, the game is over. If a team is leading by 6 or more runs after 5 innings, or goes ahead by 6 runs in the sixth inning, the game is over.

7. Any team may elect to use a total roster batting order with free substitution (with the exception of the pitcher). Teams must announce this intention before the game and may not deviate from it.

#### 2010 Suburban Youth Baseball League-'B' League Rules

##### AGE REQUIREMENTS:

B-12 League--players may not be more than 12 years of age before May 1 and must not have been chosen for the 12 year old top team.

B-II League-players may not be more than 11 years of age before May 1 and must not have been chosen for the 11 year old top team.

B-10 League:-players may not be more than 10 years of age before May 1 and must not have been chosen for the 10 year old top team.

B-9 League--players may not be more than 9 years of age before May 1 and must not have been chosen for the 9 year old top team.

Rules: Same as the 'A' team S. Y. B.L. teams with the following exceptions:

t. Pitchers in all leagues may pitch a maximum of three innings per game, including playoffs. No rest periods needed.

2. All players must play at least three (3) innings in every game. (Teams may also choose to use full roster lineup with free substitutions defensively except for the pitcher).

3. Pitchers may only use the fast ball or change up in all leagues (no breaking balls, curves, sliders, knucklers. etc).

4. Five (5) runs scored maximum per team at bat (example: If a player hits a 3 run homer for runs 5, 6, and 7 in that inning the team would still be credited with 5 runs for the inning.

5. Mercy Rule: If a team is leading by 11 runs after 4 innings, or goes ahead by 11 runs in the fifth inning, the game is over. If a team is leading by 6 runs after 5 innings, or goes ahead by 6 runs in the sixth inning, the game is over.

##### CALLING IN SCORES

It is of the utmost importance that the league is able to keep an accurate up to the minute account of league standings. "Therefore, we have provided an answering service at 508-761-9883. It will be accessible 24 hours a day. The winning manager MUST call in the score within 24 hours or e-mail the result to [ericsvbl@comcast.net](mailto:ericsvbl@comcast.net). If a score is not called in or e-mailed within this time frame BOTH teams will receive a loss in the standings.

IMPORTANT NOTE: This rule also applies to rescheduled games. All games rained out or rescheduled for any reason must be phoned in or emailed to the league office as soon as they are rescheduled. The league must be aware of all rescheduled games. If a game is rescheduled and is not phoned in or e-

mailed to the league, we must assume that the game was played according to the printed schedule. Therefore, 24 hours after the scheduled game time, both teams will receive a loss.

PHONE IN ALL SCORES TO 508-761-9883 within 24 hours (preferably the night the game is played) OR E-MAIL scoresto:ericsvbl@comcast.net Follow the correct procedure below.

1. Give League (A or B); age level (12-11-10-9) and region (1-2-3-4)
2. Date game was scheduled, even if made up on another night.
3. Winning team and "score followed by losing team and score.

\*\*\*\*REMEMBER THE WINNING TEAM'S COACH MUST CALL IN SCORE WITHIN 24 HOURS OR E-MAIL THE SCORE OR BOTH TEAMS WILL BE CREDITED WITH A LOSS.

STANDINGS WILL BE E-MAILED OUT TO ALL PROGRAM REPRESENTATIVES ON JULY 12, JULY 19, JULY 26. AUGUST 2, AND AFTER THE FINALS ON AUGUST 16.

## **Canton Hockomock Baseball League**

### **Playing Rules**

The following rules are for the Canton Little League (CLL) Hockomock baseball Age 13-15 Senior Division. These were reviewed and agreed on by various members of the CLL board of directors. Our goal is to teach the rules of baseball that are used at this level in order to form a strong base that can be built upon in future play. The focus is on developing baseball skills and knowledge of the game as well as providing a positive experience in being part of a team.

#### **Goals:**

Each team shall play a regular season schedule and participate in a playoff tournament at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, games in accordance with the regulations and playing rules of Little League Baseball.

#### **Playing rules:**

Every player bats in the line-up. Line-up cards will be exchanged between managers prior to the games. Late arriving players will be placed at the end of the line-up. Once a team has batted through the batting order once, no additions will be made

See Hockomock League official schedule for all starting times. A grace period of 30 minutes will be allowed. A game may start when each team has 9 players. If a game starts with 9 players and a player is injured, ejected, sick and the team has only 8 players remaining, the game will be played to completion. Games will be seven (7) innings in length.

Unlimited (free) field substitutions are allowed throughout the game. All players will bat and the batting order remains fixed for the duration of the game. Two caveats to this as follows:

If a player becomes injured and out for the game, then when that player comes up to bat in the line up, it is NOT an out. You simply go to the next player. This DOES NOT apply to any player who is ejected. If this is the case, when that player comes up in the line up, it is considered an out.

If a player shows up after the game has started, then that player goes to the end of the lineup (i.e. if 10 players in the batting order, the late player becomes the 11th player to bat in the order).

Each player must play a minimum of three defensive innings in a game. Innings may be non-consecutive.

No hidden ball tricks or deception plays will be allowed.

Pitching:

1. Pitching week starts on Monday and ends on Sunday.
2. No pitcher may pitch more than 7 innings per week.
3. One pitch in an inning constitutes an inning pitched.
4. All innings pitched in an incomplete game will count towards innings pitched for that week.
5. No days rest is required

Balks will be called in:

13 year old division – after 1 warning per team



14 year old division – No warnings

15 year old division – No warnings

A manager or coach is allowed one (1) trip to the mound per inning. On the second trip, the pitcher must be removed from the mound. Calling a pitcher or catcher to the sideline will be considered a trip to the mound.

Once the pitcher is removed from the mound they can be re-entered as a position player but they cannot return as a pitcher in the same game

Any pitching violation as verified by the scorekeepers in each division will be reported to the chairman of the protest committee. The chairman of the protest committee will call the manager in violation and inform him / her of the penalty.

#### *Pitching – Playoffs*

Pitchers can pitch back-to-back games up to 7 innings. Rest rule is waived. Pitching week starts Monday of playoff week and any innings from the prior regular season week are wiped clean. Everyone starts at 0 innings.

**Metal cleats may be worn in the 13 - 15 year old division**

Unlimited number of runs can be scored in any inning.

The Umpire-in-Chief will be the sole determinant as to when a new inning may start. The Umpire-in Chief will take into account light available, weather, and the safety of the players.

Any regular season game will be terminated once becoming regulation if one team is ahead by ten (10) or more runs and have had equal times at bat or the home team is leading. This slaughter rule will apply to any playoff games as well as the championship game.

Bunting is allowed.

Slashing will not be allowed. A player who slashes will be called out. The ball is dead. No runners may advance.

Stealing is allowed.

The runner must either slide into the base or veer away from the base fielder in order to avoid contact with the base fielder. If a base runner does not slide or avoid contact with the base fielder the runner shall be declared out.

Teams tied at the end of regulation play, must play extra innings. Extra inning play shall continue to either; (a) a winner is determined or (b) the umpiring crew calls the game due to darkness or inclement weather. In the case of event (b) the score will revert back to last completed full inning and will be recorded as a tie. Games recorded as a tie shall **not** be continued at any future date (except during the playoffs).

**For scoring purposes:**

In extra innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning. Because they bat in the second (or "bottom") half of an inning, a home team which scores to take a lead either in the last inning of regulation play or at any point in extra innings immediately ends the inning and the game with a win for that team. Usually, the home team wins by only 1 run in this situation. However, if the winning hit is a home run which leaves the playing field, all runners and the batter are entitled to score, with their runs counting in the final score even if it puts the home team ahead by more than 1 run. A tie game will be awarded 1 point to each team for standings.