

Bethpage Baseball Supplemental Rules for Baseball

(Amended 7/13)

The following local rules supplement the Official Regulations and Playing Rules of Little League Baseball by which our League's Baseball program operates.

General rules & Equipment:

1. Good sportsmanship must be stressed and maintained at all times.
2. Conduct of spectators watching the game is the responsibility of the Manager/Coaches. No foul language, smoking or alcoholic beverages in the entire park.
3. Players are encouraged to cheer for their teammates however no negative chanting is permitted.
4. Players must wear full uniforms at all times, including grey baseball pants, shirt, and hat. Players without pants or hats are not allowed to play. No shorts are allowed.
5. All male players are required to wear athletic supporter with cup.
6. Each catcher must wear a protective cup, mask, throat protector, hard hat, chest protector and shin guards during games and while warming up pitchers.
7. Baseball shoes must have rubber spikes on the bottom. Metal spikes are not permitted.
8. Bats must have grips and a barrel diameter of 2 ¼". No batting donuts are allowed.
9. All batters/baserunners must wear helmets.
10. Universal batting order- all players must bat in the order. Lineups to be varied.
11. No on-deck batter swinging a bat. Only the batter shall have a bat in his hands.
12. No unsupervised bat swinging or ball throwing on sidelines.
13. Parents are not allowed to stand behind the batting cage during games.
14. Parents are not allowed in the dugout during games. Parents are not to take charge of a team. Teams are the responsibility of the Manager and Coaches.
15. All injuries must be reported to the League Safety Officer, at safety@bethpagebaseball.org within 48 hours.
16. A defensive Outfield shall consist of 4 players that must play on the grass. Outfielders are prohibited from throwing runners out at first base with the exception of a failed tagging up or fly ball double play.
17. Outfielders must stand on the outfield grass. Infielders cannot stand on second base.
18. Defensive players are instructed to not block the base from the base runner.
19. No coaches allowed on the field

Supplementary Game Rules:

1. **Games start promptly at 6:00pm.** Players are asked to arrive at least 15 minutes before game time. If home team players are late to arrive and they do not have at least 8 players by the start time of the game, the visiting team becomes the home team to speed the game up.
2. The home team shall occupy the first base side of the field.
3. Each team supplies 1 game ball, home team shall put out the bases if necessary.
4. Games consist of 6 innings. No game can have an inning start after 8:00pm. Extra innings can be played subject to the time limit.
5. All teams will abide by the 12 run mercy rule. Once a team is ahead by 12 runs after the opposing team has batted after 4 innings, the game is official and the score at that time is final.
6. Infield fly rule is in effect.
7. Bunting is not allowed
8. No dropped third strike rule.
9. Any player who is injured during a game may be replaced in the lineup or skipped over in the lineup without creating an out, with permission of the umpire. Any balls and strikes on an injured batter who must leave the game, will apply to the next batter in the order. Injured players, if able to return, must return to the same spot in the order.
10. Players may leave the game only once for injury. Teams will incur an out for his spot in the order if he leaves the game a second time.
11. If a player must leave early, his spot in the batting order may be skipped without penalty.
12. A player who arrives late can enter the game at any time, but must bat at the end of the batting order.
13. No game will exceed a 2 -hour limit.
14. During the entire season, an Inning will consist of either 3 outs or 5 runs scored. Sixth inning is unlimited.

Weather Conditions / Lightning:

1. Poor weather prior to the start of the game – Managers to call the field hotline number at (516) 749-8635 or access the league website at www.bethpagebaseball.org to find out if fields are open. The hotline will be updated by 9:00am on weekends and by 4:00pm during the weeknight games.
2. Poor weather after the start of the game – Umpires to determine if fields are in continued playing condition and will stop games if player safety is at risk. If thunder or lightning is heard or seen nearby during a game, the game is to be stopped immediately. The game may resume after twenty continuous minutes without thunder or lightning. The umpire will call the game after three thunder or lightning delays. Safety is of primary concern.
3. It is an official game after four innings if the game is called for darkness or any other weather condition. The home team must bat four innings if they are losing for the game to be official. The game will revert to the last completed inning if the game is called in the middle of an inning.

Umpire / Ground Rules:

1. Ground rules and divisional rules will be discussed between the Managers and Umpires prior to the start of the game.
2. Umpires are to be respected. No foul language from players, coaches or parents towards them.
3. Only the umpire can grant timeout to a player once the play is considered over by the umpire. Managers can instruct the player to call a timeout which the umpire may elect to grant.
4. If a manager, coach, parent or player is ejected from a game they must leave the field immediately. Failure to do so will result in forfeiture. Note: an ejected person should not be able to be seen or heard by the umpire.
5. Balls and strikes will not be argued. Umpires calls are final. **There is a zero tolerance rule regarding complaints directed at child umpires. Adults are not allowed to question their calls during a game.**
6. Bat/Helmet throwing is prohibited and may result in ejection from the game by the umpire.
7. Umpires shall use discretion with darkness and all other weather related conditions to determine if the fields are safe to play. Games shall end early or be cancelled if poor conditions prevail. Safety of the players is of primary concern.
8. Kid Umpires (age 13+) to be assigned to 7u Games.
9. Batters get 3 Strikes only for a strikeout. Foul tip keeps the batter alive.
10. Walks: The first three walks in an inning will consist of 4 balls. After three walks, walks will consist of 6 balls for the rest of that inning.
11. Umpires and Managers shall use discretion with darkness and all other weather related conditions to determine if the fields are safe to play. Games shall end early or be cancelled if poor conditions prevail. Safety of the players is of primary concern.

Groundskeeping/School Rules:

1. There is usually a mound of clay near the backstop to fill in holes, please use that as necessary. **Do not dig up dirt from the ground nearby and put on the infields.** The School District, Town, & BETHPAGE BASEBALL spend money every year on clay for the infields.
2. Speedy Dry Usage - the maximum number of bags per game is three. Overuse will not be tolerated.
3. Puddles: No infield dirt can be raked onto the infield/outfield grass. Clay stays on the infield. The fields must be left in the condition that they are found in.
4. Bring a rake or shovel with you if you think you'll need one.
5. After each game, rake home plate area, pitching mound, & base areas.
6. Managers/coaches are responsible to clean out their dugouts of left behind garbage.

Pitching Rules:

1. BETHPAGE BASEBALL is participating in the Little League Pitch Count Program. Pitching Regulations for Boy's only, will be in accordance with this program.
2. Pitch counts must be reported by both teams on the BETHPAGE BASEBALL website within 48 hours after the game. Tournament players pitch counts will apply for determining rest periods. Player health and safety is paramount. Violators will be suspended.
3. Distance of the pitcher's rubber to Home Plate shall be 40 feet.
4. If the pitcher reaches the maximum pitch count limit during an at bat, the pitcher may continue to pitch until the batter is put out or reaches first base.
5. Intentional walks will count as four pitches.
6. Managers / coaches will agree each inning on the number of pitches thrown for each player which will be recorded in the scorebook.
7. Mandatory Rest Periods: 1 – 20 pitches = 0 calendar days rest, 21-40 pitches = 1 calendar day rest, 41 – 60 pitches = 2 calendar days rest, 61 – 85 pitches = 3 calendar days rest. Maximum number of pitches is Majors: 85 Minors: 75 Ju: 50
8. Calendar Day Rest Definition / Example: Player who pitched 50 pitches on Sunday will require 2 calendar days rest on Monday and Tuesday with eligibility to pitch again on Wednesday.
9. Mound Visits – The manager is permitted to visit the mound twice in an inning and a maximum three times per game without removing the pitcher. Injuries to the pitcher do not count as a mound visit.
10. Hit Batters – Any pitcher that hits three batters in an inning or five batters in a game must be removed from the game as a pitcher.
11. Warm-up Pitches before an Inning: Maximum of 4-5 warm-up pitches for any pitcher. This will keep the games moving and limit overworking players arms.
12. Pitchers cannot catch if they have pitched more than 40 pitches in a game. Catchers inserted to pitch cannot throw more than 40 pitches.
13. Pitchers cannot use a first basemen's mitt.
14. Pitching distance which is 40 feet from the tip of the plate.

Stealing / Base Runners:

1. The speed up rule, for catchers only, may be applied at the discretion of the manager if there are two outs. The last batted out will replace the catcher on the base.
2. Base runners may attempt to advance one base on overthrows of 1st, 2nd or 3rd bases on a hit ball.
3. Base stealing is not allowed at this level.
4. Coaches will teach base runners to slide, give themselves up or go around the defensive player or they will be called out. If this occurs twice during a game, the coach must sit the player down for the remainder of the game.
5. The ball is considered "dead" on a throw from the outfield to the infield. once ball is secure in infield, runner must go back to previous base unless he is more than half-way to next base. Instruct outfielders to throw the ball into the nearest infielder. If the runner is more than half way to the next base, the player may proceed to that base. Do not let the player's run wild on the base paths.
6. Base runners may not advance on an overthrow.

All other rules are as covered in the Little League Rule Book.