

Supplemental Rules for Boys Baseball

(Amended 5/12/21)

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 1/4" for AAA and Minors. USA Standards Bat Rules or USSSA BPF 1.15 2 1/4 must be followed. Majors can only use a barrel diameter of 2 5/8" or 2 3/4," or 2 1/4". USSSA BPF 1.15 2 5/8 or 2 3/4 diameter bats must feature USSSA BPF 1.15 Certification and be -10 or heavier. No batting donuts are allowed. There is no "minus" requirement for a wood bat.
9. All batters/baserunners must wear helmets.
10. All players must play the field during a game. No Designated Hitters.
11. Player positions must be rotated. Every 2 innings is recommended. All players must get an opportunity to play in the infield during a game.
12. Players must play 3 innings per game, and 4 full games during the season
13. Universal batting order- all players must bat in the order. Lineups to be varied.
14. No on-deck batter swinging a bat. Only the batter shall have a bat in his hands.
15. No unsupervised bat swinging or ball throwing on sidelines.
16. Parents are not allowed to stand behind the batting cage during games.
17. 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.
18. All injuries must be reported to your League Safety Officer within 48 hours.
19. A defensive outfield shall consist of 3 players that must play on the grass. Only 4 infielders are allowed.

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 website at <http://www.lirecbaseball.org> to find out if fields are open. The hotline will be updated by 7:00am.
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.

Supplementary Game Rules:

1. **Games start promptly at the assigned time.** 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 be decided by a coin toss prior to the game
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. Tagging up of all bases including home is permitted.
8. Bunting is allowed – no taunting the pitcher allowed during a bunt attempt.
9. No fake bunt swing is allowed – only fake bunt take is allowed. This is for the safety of the children.
10. No dropped third strike rule.
11. 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.
12. 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.
13. If a player must leave early, his spot in the batting order may be skipped without penalty.
14. A player who arrives late can enter the game at any time, but must bat at the end of the batting order.
15. No game will exceed a 2.5-hour limit.

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. If a question arises pertaining to a disputed call or rule interpretation, the team manager, and only the team manager, shall have a calm discussion with the home plate umpire.
4. 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.
5. 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.
6. 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.**
7. Bat/Helmet throwing is prohibited and may result in ejection from the game by the umpire.
8. 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.
9. AAA: Kid Umpires (age 13+) to be assigned to AAA Games after Memorial Day. If an umpire is not available, a Coach from the team that is batting will call strikes and balls from behind the Pitchers Mound (not the Catcher). Coaches must be fair in calling strikes and balls.

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, & BBAI 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.
7. Manager of the visiting team is responsible for returning league equipment and locking the shed.

Pitching Rules:

1. Distance of the pitcher's rubber to Home Plate shall be 42' for AAA , 46' for Minors., 51' for Majors.
2. Intentional walks will count as four pitches.
3. 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.
4. 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.
5. 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.
6. Pitchers cannot catch if they have pitched more than 40 pitches in a game. Catchers inserted to pitch cannot throw more than 40 pitches.
7. Pitchers cannot use a first basemen's mitt.

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 on overthrows of 1st, 2nd or 3rd bases on a hit ball.
3. Base runners must slide, give himself up or go around the defensive player or they will be called out.
4. An offensive team is allowed unlimited steals per inning of all bases.
5. A runner may attempt to steal the base after the pitch crosses home plate. If the runner leaves base early, the team will be warned and the runner will return to the original base. All other runners on the warned team will be called out after the first warning.
6. leave first base until the ball crosses home plate. On a steal attempt, the ball must be “catchable” for the catcher. The runner is sent back to first base if the ball is not catchable.
7. AAA : Base runners may advance at their own risk on an overthrow but no more than one base. One base will be awarded if the ball goes into a dead area in foul territory.
8. AAA: Home plate can not be stolen. It must be earned.

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

