

**Martinez-Evans Little League
2018 Sandlot (SAN) Local Rules**

1. Only approved Little League bats, bearing the USA Bat marking, are allowed.
 - Penalties will be enforced when illegal bats are used. For 1st and 2nd violations, Little League rule 6.06(d) will apply. In addition, for a 2nd violation during the season, the manager will be suspended for one game and suspended for the remainder of the season for a 3rd violation.
2. **Keep One Foot in the Batter's Box** (new for 2017): batters are now mandated to keep one foot in the batter's box throughout their at-bat, barring eight exceptions provided below. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

Exceptions:

 - **On a swing, slap, or check swing**
 - **When forced out of the box by a pitch**
 - **When the batter attempts a 'drag bunt'**
 - **When the catcher does not catch the pitched ball**
 - **When a play has been attempted**
 - **When time has been called**
 - **When the pitcher leaves the dirt area of the pitching mound or takes a position more than five (5) feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box**
 - **On a three (3) ball count that is a strike that the batter thinks is a ball**
3. All players will play the field each inning with additional players being placed in the outfield. This rule will change for the post-season tournament. Reference rule #15 below.
4. **Batting order is continuous and includes all players in attendance at the game.** Once the game has begun, the batting order must be maintained throughout the entirety of the game. Any player not present at the start of the game must be added to the bottom of the batting order. Exception: if player becomes hurt or ill.
5. Any player who has failed to make sufficient practices as determined by the manager does not have to be played; but if he/she is not going to be playing, the manager must report the information to the Coaching Coordinator and/or the Player Agent and the parent (if present) prior to the start of the game. Please remember that the players do not drive themselves to practice, a child is dependent upon their parents to get them to practice and games on time. The "benching" of a player for disciplinary reasons is not allowed without prior approval of the Coaching Coordinator and/or Player Agent.
6. Any part of pitcher's undershirt or T-shirt exposed shall be a solid color, and not white or gray.
7. **Pitching:** Any player on roster may pitch.

Exception: a player who has attained a league age of 12 is ineligible to pitch in the Minor League.

 - The manager must remove the pitcher when said pitcher has reached the limit for his age group as noted below. The pitcher can remain in the game at another position.
Based on a player's league age, the maximum number of pitches a player may deliver is as follows:
 - League age 9: 75 pitches per day
 - League age 8: 50 pitches per day

Exception: If a pitcher reaches the limit imposed in section C (above) for his age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. **A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher the remainder of the day. A catcher catching more than 3 innings cannot pitch that game.**
8. **Intentional Walk:** if a pitcher wishes to intentionally walk a batter, he must do so by delivering four pitches intentionally outside the strike zone that are not struck at by the batter, and are called "balls" by the umpire. All such pitches will count in **determining that pitcher's pitch count.**

Pitchers league age 9 and under must adhere to the following rest requirements:

 - A pitcher delivering 66 or more pitches in a day, **four (4) calendar days of rest** must be observed
 - A pitcher delivering 51-65 pitches in a day, **three (3) calendar days of rest** must be observed
 - A pitcher delivering 36-50 pitches in a day, **two (2) calendar days of rest** must be observed
 - A pitcher delivering 21-35 pitches in a day, **one (1) calendar days of rest** must be observed
 - A pitcher delivering 1-20 pitches in a day, **no (0) calendar days of rest** must be observed
9. Once a player is removed from the pitching mound, he **may not** return to the pitching mound during the same game.
10. Managers allowing players to pitch outside of these rules will be penalized with a one game suspension and forfeiture of the game in which the violation occurred. If the team committing the violation would have lost the game in question, a two game suspension of the manager will be enforced. Penalties for multiple violations are compounded, up to and including removal of

the manager from his position. **A violation in tournament play results in an automatic two game suspension for a first offense.**

11. Umpires and Managers are required to verify and sign pitching card per team per game. Pitching roster will be kept in the official scorebook.
12. The official pitch count recorder will be the score keeper. The scoreboard operator will confirm the pitch count at the conclusion of each half inning.
13. A team may only have three (3) coaches and one (1) manager in the dugout during a game. Batboys are not permitted.
14. Home team must furnish one (1) adult to keep the official scorebook. Visiting team must furnish one (1) adult to operate the scoreboard and to announce batters (announcing batters during regular season are encouraged, but optional). Both of these duties must be filled.
15. During tournament play, only 10 defensive players are allowed. No player in attendance shall sit out two (2) defensive innings until all players have sat out one (1) defensive inning. Exception: starting pitcher and starting catcher. Once they leave those positions, the same rule applies.
16. All FIRST games will start at scheduled times. No inning shall start after 1 hour and 30 minutes of play. If an inning is in progress at 1 hour and 30 minutes of play, it shall be completed.
17. No games will start after 8:30 PM. If the start of a game will be delayed past 8:30 PM, it will be rescheduled as if it were a rain-out.
18. The umpire will declare the start time of the game to the official scorer, who will record the time in the official scorebook. A team must have eight (8) players to start a game.
19. Play/no play decisions are in the hands of the [Board of Directors](#) until a game is started. Once a game commences, start/stop decisions are at the sole discretion of the umpires. **A play/no play decision is never at the discretion of a manager or coach.** A manager or coach withdrawing their team from a game prior to an official decision will result in automatic forfeiture, with the score reverting to a final of 1-0 in favor of the opposing team. **This is not negotiable.**
20. In the event that a game is postponed, MELL will reschedule the game for the first Wednesday following the cancellation/postponement. In the event a time slot is not available on the following Wednesday, the game will be rescheduled for play on either Saturday or Sunday of the same week.
21. First team listed on the schedule will be the Home team and will occupy the first base dugout.
22. Both teams of the last game of the day are responsible for dragging the infield, raking the mound and home plate, picking up the bases and ensuring the lights are turned off on their field. Each team will be responsible for emptying all trash cans and picking up any/all trash associated with their side of the field including the stands and dugout area.
23. If any team loses a player due to illness, injury, change of address, or any other justified reason, the team Manager shall contact the League Coordinator to attain a replacement player, if available.
24. All games will start with two (2) new baseballs; one is to be provided by each team. Baseballs must be Little League balls provided by the league. All balls are to be re-acquired from the umpire at the conclusion of the game.
25. Sandlot games will be played utilizing a fourth outfielder for a total of ten (10) players. A team must have eight (8) players to start a game.
26. **Replacement runners may be used if the defensive catcher of record is on base with two outs and is scheduled to catch in the next half inning.** The player who made the last out will run for the catcher or an injured base runner. If the player who made the last out is the injured player or catcher, the player that was the second to last out becomes the runner.
27. **No coach or manager will warm up a pitcher on the field of play, before or during a game.** Any player warming up a pitcher on the field of play is required to wear proper protective equipment.
28. **On deck batters are not allowed; players are to remain in the dugout during the entire game.**
29. Bats must remain in the dugout and out of the field of play. Painting the crown of batting helmets is not allowed.

30. Bat donuts and other attachments are not allowed at practices or during a game.
31. **A six (6) run rule is imposed, which would complete half inning. Run rule is enforced during both regular season and tournament play.**
32. Absolutely no one is allowed in the dugout or on the playing field except Board Members, Managers, Coaches, Umpires, and Players. **No Exceptions!**
33. The use of tobacco products is not allowed anywhere on league property. Managers and coaches need to be positive role models for the players and children in attendance at all league activities.
34. Any manager, coach or player ejected from a game by an umpire must serve a one (1) game suspension at the next scheduled game. The manager, coach or player serving the suspension will **NOT** be present at the baseball complex for the duration of the game the suspension is being served.
35. Unsportsmanlike conduct will not be tolerated. Managers, coaches, players, and spectators may be asked to leave the premises by any Board Member and/or umpire. **Further, MELL Board of Directors has the authority to discipline, suspend or terminate the membership of any member of any class, including managers, coaches, players and spectators, when the conduct of such person is considered detrimental to MELL and/or Little League Baseball.**
36. If after four (4) innings (3 ½ if the home team is ahead), a team has a lead of ten (10) runs or more, the Manager of the team with the LEAST runs **will** concede victory to the opponent. Continuation of play in the form of practice is recommended to allow players as much practice time as possible.
37. All batters and runners **MUST** wear a batting helmet while batting or running the bases. All catchers must wear helmets with a face guard, throat protector, chest protectors, shin guards, and a protective cup. **ANY CATCHER IN ANY LEAGUE, NOT WEARING ALL REQUIRED GEAR, TO INCLUDE PROTECTIVE CUP, WILL NOT BE PERMITTED ON FIELD AND THIS WILL BE STRICTLY ENFORCED.**
38. All players **MUST** be in complete MELL uniform to be able to participate in regulation games. Complete MELL uniforms consist of league issued shirts (with appropriate patch) and cap. Socks and baseball pants, although encouraged, are not required. Steel baseball cleats are **NOT** allowed. Hard rubber or plastic cleats may be worn.
39. A tournament will be held at the conclusion of the regular season. Plan to allow two (2) weeks for the completion of the tournament after the regular season.