

**Martinez-Evans Little League
2018 Senior League (SLB) Local Rules**

1. Only approved Little League bats can be used. Bats shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color.
 - 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. **Minimum play time is 2 defensive innings (six outs) and one at bat.** If a player is not subbed to make the minimum play time, that player must start the next game and shall not be removed from play until **ALL** play time has been made. (A shortened 4 inning game caused by 10 run rule or home team not batting in bottom 6th is only reason this should occur. Player must get two innings in field in regulation game that is played in full. If the player does not get an at-bat, he must start and get two in the next game). A starter can reenter the game for another player other than the one that subbed for him if, and only if, the sub that originally entered the game for him has played his two innings in field and also had his at-bat.
4. Any part of pitcher's undershirt or T-shirt exposed shall be a solid color, and not white or gray.
5. **Pitching:** Any player on roster may pitch.
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 15-16: 95 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.**

6. **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 16 and under must adhere to the following rest requirements:

 - A pitcher delivering 76 or more pitches in a day, **four (4) calendar days of rest** must be observed
 - A pitcher delivering 61-75 pitches in a day, **three (3) calendar days of rest** must be observed
 - A pitcher delivering 46-60 pitches in a day, **two (2) calendar days of rest** must be observed
 - A pitcher delivering 31-45 pitches in a day, **one (1) calendar days of rest** must be observed
 - A pitcher delivering 1-30 pitches in a day, **no (0) calendar days of rest** must be observed
7. A pitcher, once removed from the mound, but remaining in the game and moving to a different position, can return as a pitcher any time during the remainder of the game, but only once per game.
8. 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.**

9. Umpires and Managers are required to verify and sign pitching card per team per game. Pitching roster will be kept in the official scorebook.
10. 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.
11. A team may only have two (2) coaches and one (1) manager in the dugout during a game. Batboys are not permitted.
12. 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.
13. All FIRST games will start at scheduled times. No inning shall start after 1 hour and 50 minutes of play. If an inning is in progress at 1 hour and 50 minutes of play, it shall be completed.
14. No games will start after 9:00 PM. If the start of a game will be delayed past 9:00 PM, it will be rescheduled as if it were a rain-out.
15. 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.
16. 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.**
17. 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.
18. First team listed on the schedule will be the Home team and will occupy the first base dugout.
19. 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.
20. 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.
21. 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.
22. **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. A sub who is not currently in the game must be the replacement runner. No runner for pitcher at any time during game. Runner for catcher only with two outs.**
23. **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.
24. **On deck batters are permitted.**
25. Bats must remain in the dugout and out of the field of play. Painting the crown of batting helmets is not allowed.
26. Bat donuts and other attachments are not allowed at practices or during a game.
27. Absolutely no one is allowed in the dugout or on the playing field except Board Members, Managers, Coaches, Umpires, and Players. **No Exceptions!**
28. 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.

29. 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.
30. 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.**
31. If after four (5) innings (4 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.
32. 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.