

PLAYING RULES

for

MOMAUGUIN RECREATION LEAGUE

home of

EASTHAVEN LITTLE LEAGUE

2012

General Rules:

- All “Official Regulations and Playing rules” per Little League® for the current year apply unless otherwise stated in this playing rules book.
- In the event of Lightning all play shall be halted immediately and teams should remain in the dugout for a period of 15 minutes without further lighting. If unable to continue, games that have gone regulation are official; otherwise, the game shall be played over in its entirety.
(Tee Ball or Jr. Coach Pitch games are official regardless of inning)
- All managers are responsible for the conduct of their player, coaches, and **spectators**.
- **All teams shall clean the dugout at the end of the game.**
- If not provided, each team will supply a ball for game play.
- All teams in the Jr. Majors and Majors baseball & softball divisions are required to fill out a completed game summary sheet and return it signed to the concession stand at the completion of the game. Winning teams will fill out the form for league play. When playing inter-league play a game summary shall be filled out and returned to concession stand regardless of games result. **If game summary sheets are not turned in the league will not recognize the game.**
- All equipment issued is the responsibility of the manager and shall be returned at the end of the season.
- All coaches shall complete and return a player evaluation form (if required) at the end of the season at a meeting for said purpose.
- All managers and coaches are required to wear “coaches shirts” at all games.
- Players or coaches may not deface uniforms (cutting shirts, pants, or scuffing hats)
*Note - replacements will be at the cost of the player.
- Coaches hats are optional, but when worn shall be worn properly (brim forward)
- No jewelry of **any kind** is permitted on a player. (Exception – medical bracelets)
- Only managers, coaches, players or those individuals approved to be there by the board are permitted onto the field during a game.
- All players must wear athletic shoes or baseball cleats (metal cleats are not permissible).
- No shorts are permitted for players. (Exception Softball division)
- All injuries must be reported and an accident form filled out.
- Coaches must carry Medical Release forms at all practices and games.
- All male players are required to wear an athletic supporter and cup.
- In case of inclement weather **managers** should call the clubhouse (203- 468-3276)
1 hour before game starting time. (please do not let parents call!)
- Once play begins only the Umpire in chief or the board member on duty has the ability to suspend play.

General Rules – cont:

- All players must be in full uniform to play. (1st offense – warning. 2nd Offense – no playing time)
- “On deck” batters are not allowed.
- Arguing with an umpire is unacceptable and **NOT** allowed.
- “Bat boys/girls” are not allowed.
- Games played back-to-back will begin exactly 15 minutes after the completion of the previous game.
- Coaches will exchange lineup cards and keep a scorebook. (Does not apply to Tee Ball or Jr. coach pitch)
- There is NO smoking while on the playing field during games.
- Coaches and Managers shall not leave the field during the game.
- There is NO mercy rule (Managers should avoid “running up” a score)
- All equipment shall be kept in the dugout during a game.
- Managers and coaches are **not** permitted to work on the fields (town ordinance)
- Home team shall occupy first base dugout.
- Managers are responsible for providing 1 adult to work the Snack Shack when their team is required to do so. (Note* This will effect your coaching status for next season)
- Scoreboard use is encouraged in Jr. Major baseball and both Major divisions. Boxes for field 3 & 4 are located in the Snack Shack and must be returned at the completion of the game. Field 1 controller is upstairs. Manager must supply volunteer. Volunteer will receive a hot dog and soda from the stand when game is completed and box is returned. (1 person only) See a board member on duty.

Tee Ball playing rules:

- 1) All “Official Regulations and Playing rules” per Little League® will be used except where noted.
- 2) No score will be kept.
- 3) All game shall last approximately 1 hour.
- 4) On weekday games, both teams shall have access to the field for a 30-minute (clinic type) practice.
- 5) All teams shall have a continuous battering order; latecomers will be added to the end of the line up.
- 6) The side is retired when all players on the offensive team have batted.
- 7) All players play the field all infield positions and a player on the pitchers mound. All other player in the outfield.
- 8) No on-deck batter permitted
- 9) Although players are encouraged to make the play, no batter/runner should be removed from the base.
- 10) Only Managers and coaches are allowed onto the playing field. (4 max)
- 11) There must be a coach in the dugout at all times.
- 12) All players shall hit off a tee.
- 13) Managers may switch batting order every inning.
- 14) The “TEE” is placed in **front** of Home plate not on the plate. This teaches players to hit the ball out in front of the plate.
- 15) The last batter in each inning is allowed to run for a “Home Run” (The defensive team should wait until the last batter crosses Home before leaving the field)

Jr. Coach Pitch playing rules:

1. All "Official Regulations and Playing rules" per Little League® will be used except where noted.
2. No score will be kept.
3. All game shall last approximately 1 to 1.5 hours.
4. On weekday games, both teams shall have access to the field for a 30-minute (clinic type) practice.
5. All teams shall have a continuous battering order; latecomers will be added to the end of the line up.
6. The side is retired when 3 outs are made **or** all players on the offensive team have batted. (Which ever comes first)
7. All players play the field. Normal infield and remaining players in outfield
8. Only Managers and coaches are allowed onto the playing field. (4 max)
9. There must be a coach in the dugout at all times.
10. Coaches can choose to pitch overhand or underhand.
11. There is no running on an overthrow.
12. Max 2 bases on a ball that gets by the outfield. (Note: clean hits only – do not run on an error!)
13. Managers should switch infield players often.
14. "On deck" batters are not allowed.
15. Approximately 10 pitches to a batter. NO strikeouts. If the player does not make contact they will return to the dugout. This is not an out. (Please don't abuse the pitch count as it slows the game down.)
16. A coach should act as the catcher
17. This is a FUN division and should be treated as such.

Pee Wee Playing Rules

- 1) All “Official Regulations and Playing rules” per Little League® will be used except as noted in these playing rules.
- 2) All games shall last 6 innings **or** 2 hours, unless there is no game scheduled afterwards. Every effort should be made to play 6 innings.
- 3) All teams shall have a continuous battering order and have free substitutions; latecomers will be added to the end of the line up.
- 4) A team must have 9 players to play. If one team has fewer than 9 it may borrow from the opposing team to play.
- 5) Only Managers and coaches are allowed onto the playing field. (4 Max)
- 6) There must be a coach in the dugout at all times.
- 7) Batters are **out** after 5 swings. After 4 swings the batter has limited pitches before they must swing. The umpire will warn the player that they must swing at the next pitch in the hitting zone. If they fail to do so the batter will be called **OUT**. If that player fouls off the pitch or the pitch is CLEARLY out of the hitting zone they will receive another pitch, and will continue to do so, until they either swing and miss, hit the ball, or have a pitch pass through the hitting zone.
- 8) The offensive inning ends when 3 outs are made, 5 runs are scored, or once through the batting order. (5 run rule is not in effect for the 6th inning or umpire’s final inning) (once through the order not in effect for 6 inning or umpire’s final inning)
- 9) Only defensive players can retrieve a live ball.
- 10) Only Managers and Coaches will pitch to players
- 11) There are no walks.
- 12) Managers/Coaches will pitch within the dirt mound
- 13) Players are not allowed to coach bases.
- 14) On an overthrow to a base from any infield position a runner is allowed to try and advance one base. Ball shall become dead at the result of the play.

(Example – runner on first, ball is hit to pitcher who overthrows first base. Batter/Runner tries for 2nd base, first baseman retrieves ball and over throws second attempting for a putout on runner. Ball is dead, runners on 2nd and 3rd.)
- 15) Batter/runner can advance on the base path until the ball is in the possession of an infielder.

NOTE: If a runner is less than halfway to the next base when the infielder has the ball they must return to the prior base. Please do not take extra bases on errors or easily misplayed balls.

NOTE: The infielder has the option of making a play on the advancing runner without penalty. (Example - runners on 1st and 2nd ball is hit to outfield base runner from 2nd rounds third base headed for home and is less than halfway home, infielder can make a play at home to retire the runner if the runner is out play stands, if the runner is safe they will return to third. All other runners cannot advance regardless of outcome of play.)

(Example - runners on 1st and 2nd ball is hit to outfield base runner from 2nd rounds third base headed for home and is more than halfway home, infielder can make a play at home to retire the runner if the runner is out or safe play stands. All other runners cannot advance regardless of outcome of play.)

Pee Wee Playing Rules cont.

- 16) There can be two defensive coaches in the outfield for instructional purposes only.
- 17) Defensive team should have a coach stationed behind the catcher to speed up play.
- 18) The "Infield Fly Rule" will not be in effect unless the player purposely drops the ball.
- 19) The defense will consist of 10 players, 4 of which will play the outfield.
- 20) Catchers should play "crouched" behind the plate as real catchers.
- 21) Player on the mound must wear a helmet.
- 22) Player on the mound must keep one foot on the dirt mound and play behind the pitcher.
- 23) Managers should alternate substitutes each inning.
- 24) No standings are kept in this division.
- 25) Coaches should move players into different positions often.
- 26) Double elimination tournament at end of year to determine champion. (Time permitting)

Jr. Majors Baseball playing rules

- 1) All “Official Regulations and Playing rules” per Little League® will be used except where noted.
- 2) All games shall last 6 innings **or** 2 hours, unless there is no game scheduled afterwards. Every effort should be made to play 6 innings.
- 3) There will be a continuous batting order for all games.
- 4) A Manager, if he/she has more players, may decide to bat the same numbers of batters as the opposing team.
- 5) All players must bat at least once and play 6 defensive outs.
- 6) Only Manager and coaches are allowed onto the playing field. (3 Max)
- 7) Pitchers availability per little league rules.
- 8) 12 year-olds cannot pitch.
- 9) Two coaches shall coach the bases.
- 10) If a player leaves a game for any reason the child’s position in the order will be skipped when they are scheduled to bat without penalty.
- 11) Only players from the **Pee-wee** can be used as call-ups. If a team shows with less than 9 players and is unable to locate a replacement player, from the call up list or a player from the lower division, it will be considered a forfeit.

*** It is recommended that pitches throw 25 pitches per practice to develop arm strength

*** Try to develop every child as a pitcher.

*** Discourage pitchers from throwing curve balls; a “change up” at this age serves the same purpose.

Majors Baseball playing rules

- 1) All “Official Regulations and Playing rules” per Little League® will be used except where noted.
- 2) All games shall last 6 innings **or** 2 hours, unless there is no game scheduled afterwards. Every effort should be made to play 6 innings.
- 3) All players must bat at least once and play 6 defensive outs.
- 4) Only Manager and coaches are allowed onto the playing field. (3 Max)
- 5) Pitchers availability per Little League rules
- 6) If a player leaves a game for any reason their position in the order will be skipped over when they are scheduled to bat without penalty.
- 7) Only players from the **Jr. Majors** can be used as call-ups. If a team shows with less than 9 players and is unable to locate a replacement, from the call up list or a player from the lower division, it will be considered a forfeit.

*** It is recommended that pitches throw 25 pitches per practice to develop arm strength

*** Try to develop every player as a pitcher

*** Discourage a pitcher from throwing curve balls; a “change up” at this age serves the same purpose.

Pee Wee Softball Playing Rules

- 1) All “Official Regulations and Playing rules” per Little League® will be used except as noted in these playing rules.
- 2) Teams must use safety softball.
- 3) All games shall last 6 innings **or** 2 hours, unless there is no game scheduled afterwards. Every effort should be made to play 6 innings.
- 4) All teams shall have a continuous battering order and have free substitutions; latecomers will be added to the end of the line up.
- 5) A team must have 9 players to play. If one team has fewer than 9 it may borrow from the opposing team to play or use a player from another pee wee team.
- 6) Only Managers and coaches are allowed onto the playing field. (4 Max)
- 7) There must be a coach in the dugout at all times.
- 8) The batter will be given 5 swinging strikes
- 9) When the batter reaches 10 pitches they will be warned that they must swing at the next pitch in the hitting zone. If they fail to do so the batter will be called **OUT**. If that player fouls off the pitch or the pitch is CLEARLY out of the hitting zone they will receive another pitch, and will continue to do so, until they either swing and miss, hit the ball, or have a pitch pass through the hitting zone.
- 10) The offensive inning ends when 3 outs are made, 5 runs are scored, or once through the batting order. (5 run rule is not in effect for the last inning)
- 11) Only defensive players can retrieve a live ball.
- 12) Only Managers and Coaches will pitch to players
- 13) Managers/Coaches will pitch within 3 feet of the rubber.
- 14) On an overthrow to a base from any infield position a runner is allowed to try and advance one base. Ball shall become dead at the result of the play.

(Example – runner on first, ball is hit to pitcher who overthrows first base. Batter/Runner tries for 2nd base, first baseman retrieves ball and over throws second attempting for a putout on runner. Ball is dead, runners on 2nd and 3rd.)
- 15) Batter can advance on the base path until the ball is in the possession of an infielder.

NOTE: If a runner is less than halfway to the next base when the infielder has the ball they must return to the prior base. Please do not take extra bases on errors or easily misplayed balls.

NOTE: The infielder has the option of making a play on the advancing runner without penalty.

(Example 1- runners on 1st and 2nd ball is hit to outfield base runner from 2nd rounds third base headed for home and is less than halfway home, infielder can make a play at home to retire the runner if the runner is out, play stands, if the runner is safe they will return to third. All other runners cannot advance regardless of outcome of play.)

(Example 2- runners on 1st and 2nd ball is hit to outfield base runner from 2nd rounds third base headed for home and is more than halfway home, infielder can make a play at home to retire the runner if the runner is out or safe play stands. All other runners cannot advance regardless of outcome of play.)

Pee Wee Softball Playing Rules cont.

- 16) There can be two defensive coaches in the outfield for instructional purposes only.
- 17) Defensive team should have a coach stationed behind the catcher to speed up play.
- 18) The "Infield Fly Rule" will not be in effect unless the player purposely drops the ball.
- 19) The defense will consist of 10 players, 4 of which will play the outfield.
- 20) Catchers should play "crouched" behind the plate as real catchers.
- 21) Player on the mound must wear a helmet.
- 22) Player on the mound must keep one foot on the dirt mound and play behind the pitcher.
- 23) Managers should alternate substitutes each inning.
- 24) No standings are kept in this division
- 25) There are no walks.
- 26) Coaches should move players into different positions often.

Jr. Major/Minors Softball playing rules

- 1) All “Official Regulations and Playing rules” per Little League® will be used except where noted.
- 2) All games shall last 6 innings **or** 2 hours, unless there is no game scheduled afterwards. Every effort should be made to play 6 innings.
- 3) All teams shall have a continuous battering order and free substitutions; latecomers will be added to the end of the line up.
- 4) A team must have 9 players to play. If one team has fewer than 9 it may borrow from the opposing team to play. (see rule 17)
- 5) Only Managers and coaches are allowed onto the playing field. (3 Max)
- 6) There must be a coach in the dugout at all times.
- 7) The offensive inning ends when 3 outs are made or 5 runs are scored. (5 run rule is not in effect for the last inning, or if runs scored are a result of a “over the fence homerun”)
- 8) Players are not allowed to coach bases.
- 9) The defense will consist of 10 players, 4 of which will play the outfield.
- 10) The “Infield Fly Rule” will not be in effect unless the player purposely drops the ball.
- 11) Managers should alternate substitutes each inning.
- 12) Players can steal only on a pass ball
- 13) Teams may steal home once per inning
- 14) No fake bunt/pull back swing – Penalty = strike
- 15) Pitching distance is 35 feet from home plate
- 16) Batter hit by pitch is awarded first base.
- 17) Any player that leaves a game early (for other than an injury) shall be considered an out when their time in the order approaches. Game cannot end on that out.
- 18) Teams needing one player to start a game may borrow from opposing team for defensive purpose only. Last out will play field. Batting team will take an out when said position comes up. Game cannot end on that out.
- 19) Only players from **Peeweess** can be used as call ups

Major softball playing rules

- 1) All “Official Regulations and Playing rules” per Little League® will be used except where noted.
- 2) All games shall last 6 innings **or** 2 hours, unless there is no game scheduled afterwards. Every effort should be made to play 6 innings.
- 3) Only Manager and coaches are allowed onto the playing field. (3 Max)
- 4) Pitchers availability per Little League Rule:
- 5) The offensive inning ends when 3 outs are made or 4 runs are scored. (4 run rule is not in effect for the last inning, or if runs scored are a result of a “over the fence homerun”)
- 6) If the pitch hits a batter she is awarded first base.
- 7) Only players from the **Jr. Majors** can be used as call-ups. If a team shows with less than 9 players and is unable to locate a replacement player from the lower division it will be considered a forfeit.
- 8) The defense will consist of 10 players, 4 of which will play the outfield.
- 9) A team can start with 9 players with no penalty if there are only 9 players available, or the team can finish with 9 players after starting with 10 if a player is injured. (See rule 11 for exception)
- 10) All teams shall have a continuous battering order and free substitutions; latecomers will be added to the end of the line up **if** the team has **not** batted once though the order. Otherwise player must be used as a substitute.
- 11) If any player leaves a game early (for other than an injury) and forces a team to field 9 players it shall be considered an out when their time in the batting order approaches. Game cannot end on that out.