

**St. James/Smithtown Little League**  
**PO Box 29**  
**St. James, New York 11780**  
**www.sjsll.com**

**BASEBALL LOCAL LEAGUE RULES : MINORS DIVISION**

The goal of Little League is supposed to be a fun filled experience, where each child is given a chance to succeed and learn. The Board of Directors has added the following rules to supplement the Little League Rulebook.

- No inning shall start two hours after the scheduled start of the game.
- Game time shall be 6pm in all age brackets.
- Play the game! There will be NO forfeits, borrow players from other team. Weather or field conditions are the only reason for postponements. Play the Game.
- Abuse of umpires by managers, coaches or fans will not be permitted. ZERO TOLERANCE.
- The Little League Code of Conduct will be adhered to and enforced.
- Home team wears navy jerseys, away wears red.

**Pitching:** A single pitch thrown is the equivalent of one inning pitched. Two innings maximum per pitcher in any game or 50 pitches (whichever comes first). Pitcher may only pitch in two consecutive games if pitcher pitched maximum of one inning in previous game and provided that he has met the proper rest requirements. Five innings pitched maximum per week (Should a third game in a calendar week be scheduled). A team may not pitch 10yr olds collectively for more than 4 innings per game. There is a four walk limit for each inning. Any player batting after the fourth walk in an inning, must put the ball in play, strikeout or a hit batter, strikes will only be counted after the fourth walk. The count will not reset. Two hit batsmen or three in a game will require immediate removal of pitcher. Pitchers whom throw 41 or more pitches in a game are not permitted to play the position of catcher for the remainder of the game.

**REST REQUIREMENTS FOR PITCHERS**

| <b>Pitches Thrown</b> | <b>Days of Rest</b> |
|-----------------------|---------------------|
| <b>1-20</b>           | <b>0</b>            |
| <b>21-35</b>          | <b>1</b>            |
| <b>36-50</b>          | <b>2</b>            |
| <b>51-60</b>          | <b>3</b>            |

**Note:** Little League has invoked a pitch count regulation, please see pitchers logs on website. Coaches are responsible for their own teams pitch counts. Should a pitcher reach the maximum amount of pitches, and still have eligible innings, he must be removed at the conclusion of that batter. Pitcher removed from pitching position will not be eligible

to return as pitcher in the same game. Should a pitcher not be in attendance on his scheduled rest day, he will be deemed eligible to pitch his next scheduled game.

Pitching sheet must be filled out and signed by the opposing manager after each game. Failure to present a completed and signed pitching sheet, or to inform your coordinator of pitching history may cause all of your upper age group pitchers to be ineligible for the next game. Copies of pitching sheet must be mailed to the leagues PO Box each week.

**Catchers:** A player whom has played as a catcher for four innings may not play the position of pitcher for the remainder of that game. Speed up rule is in effect, after the second out is recorded in an inning. Catchers occupying a base, as a runner, must be run for by the last batted out. This will allow catcher time to equip properly in order to prevent delays.

**Batting:** All players in attendance will be in the batting order. If a player is forced to leave a game early, that spot in the order is skipped without penalty. Late players will be added to the end of the order, and take the next appropriate turn. **FACEMASKS ARE MANDATORY.** Player refusal to wear facemask will result in disqualification of offensive turns at bat for remainder of game. ***ALL BATS MUST BE LITTLE LEAGUE APPROVED.***

**Stealing:** No double steals. No stealing of home. No delayed steals. No advancement on overthrow after steal attempt. Catcher must catch pitched ball for attempt to steal base.

**Scoring:** Maximum run rule is in effect. No player will bat after the fifth run is recorded in their half of the first five innings. Run rule is not in effect for the sixth inning. (ex. 4 runs already recorded for team, bases loaded, batter hits grand slam...team tallies 8 for their half of inning.).

**Mercy Rule:** This shall constitute a completed game if one team is ahead by 12 runs at the end of four innings, and has pitched two full innings of 9 year old pitchers. If the pitching requirement has not been met, game shall continue until both conditions for a mercy have been met. There is no sudden death, the inning must be completed.

**Defense:** Teams shall use a 10 fielder alignment.

**Umpires:** Umpires are scheduled as a two man crew. At times it will modified to single man. Home team is responsible for umpire's equipment and signing voucher.

**Weather:** Visible lightning or audible thunder will cause an immediate 30 minute suspension of play. Play will not resume until 30 minutes have passed from the last occurrence. If lightning or thunder occurs after 75 minutes after scheduled start (7:15 PM from a 6 PM start time) game is called. **"If You See It, Flee It; If You Hear It Clear It".**

**Rainouts:** Rainouts and cancellations will be announced via website, update will occur by 4:00 PM. There is field space for make-up games, schedule these through the coordinator.

**Playoffs:** All teams make the playoffs. Playoffs will be a single elimination tournament. Pairings will be determined by a blind draft. Pitching rules do NOT change for playoffs!

**Results:** Coordinators must be either e-mailed or phoned within 48 hours after each game with score and pitching history.

***Rainouts and cancellations will be announced via league website after 4 PM and must be followed. No game is to be played if the SJSLL announces a cancellation. There is field space for make-up games; schedule these through the Division Coordinator.***

***Report any unsafe field conditions and all injuries to Division Coordinator***