

## **Suffern Little League Local Major League Rules 2004**

Suffern Little League shall observe as it's playing rules all Little League Regulations and all Official Playing Rules, previously distributed to all manager, EXCEPT the following.

**1. FREE SUBSTITUTION (RULE 3.03 NOT OBSERVED)**

- a) Any player who has been removed from the game may return into the game at any defensive position, except that a pitcher may not re-enter the game as a pitcher.

**2. ALL PLAYERS BAT (RULE 4.04 NOT OBSERVED)**

- a) The batting order shall contain the names of all players in attendance.
- b) A copy of the batting order shall be given to the opposing manager five minutes prior to the scheduled start of the game.
- c) Any player arriving after the batting order has been given to the opposing manager shall be placed at the bottom of the batting order.

**3. MANDATORY PLAYING TIME (REGULATION IV (i) Modified)**

- a) All players in attendance shall play in the field for a minimum of three full innings, except for:
  - 1) An injury precludes a player from continuing to play.
  - 2) A player must leave a game due to a family commitment. A parent of such player must confirm such a commitment to the opposing manager, preferable prior to the start of the game. Such player should start the game and play until required to leave.
  - 3) The away team has lost the game in the top of the sixth inning. All players in attendance under such circumstance must have played at least two full innings in the field.

**4. PITCHING RULES (REGULATION VI (b) Modified)(see below)**

- a) A player may pitch six innings in a pitching week, which shall be from Monday to Sunday.
- b) Whenever a suspended game is resumed a player removed as a pitcher in the suspended game cannot pitch in the resumed game and a pitcher is limited to six innings in the suspended and resumed game.
- c) If a team is required to play a make-up game on Sunday the one day rest (not the three day rest) rule shall be waived, provided that the pitcher has not pitched in more than three innings on Saturday.
- d) All other pitching rules shall be in accordance with REGULATION VI. Violation of a pitching rule shall be grounds for the Rules Committee to consider the forfeiture of the game and disciplinary action.
- e) There will be no intentional walks permitted. The ball must be thrown to the catcher in the direction of homeplate with the intent of crossing homeplate.

**5. BALKS (RULES 8.05 (b) through (k) not observed)**

- a) A balk only occurs when a pitcher begins the pitching motion and fails to make such delivery.

**6. RUNNERS LEAVING TOO SOON (RULE 7.13 © modified)**

- a) A runner leaves too soon when a runner leaves the base before the pitched ball passes the batter or the batter hits the pitched ball.
- b) Each team shall receive one warning for a runner leaving too soon. After receiving such a warning, each subsequent runner on such team who leaves too soon shall be called out, unless the defensive manager decided to accept the play as it stands.
- c) If the batter does not hit the pitched ball and no play is made, the pitch shall stand as called by the Umpire.
- d) If the batter does not hit the pitched ball and a play is made on the runner who left too soon or another runner attempting to steal who is leading too far, the defensive manager shall have the option of accepting the play as it stands or of accepting the above rules. The pitch shall stand as called by the Umpire.
- e) If the batter hits the pitched ball, the defensive manager shall have the option of accepting the play as it stands or of accepting the above rules. If the decision is to not accept the play, the batter continues to bat and the previous pitch shall be declared a strike if the batted ball was a foul ball, it shall be declared no pitch, if the batted ball was a fair ball.

**7. PLAY AT HOME PLATE (AND ANY OTHER BASE)**

- a) The defensive player must leave sliding room for the runner, i.e., the blocking of the home plate or any base is not permitted. The placing of a fielder's glove in front of home plate or any other base by the defensive player shall not be considered to be blocking of such base.
- b) The runner should try to avoid contact with the defensive player by sliding. A runner who makes more than incidental contact with the defensive player with the intent of injuring the defensive player or dislodging the ball from the glove of the defensive player shall be called out.
  - 1) If in the opinion of the Umpire, the intent was to dislodge the ball from the glove of the defensive player the runner shall be given a warning and shall be ejected from the game if such contact occurs again.
  - 2) If in the opinion of the Umpire, the intent was to injure the defensive player, the runner shall be ejected from the game.
  - 3) The failure to slide and the causing of incidental contact shall be grounds for calling the runner out.
- c) If the runner slides and is unable to touch home plate or any other base due to the sliding lane being blocked by the defensive player, the runner shall be called safe if such runner beats the tag.

**8. FORFEITS (RULES 4.16 and 4.17 not observed)**

- a) If a manager has advanced knowledge that his team will not be able to have nine players attend a scheduled start of the game, he must notify the coordinator.. The manager must provide the name, telephone # and the reason for not attending of each such player to the major league coordinator. In order to avoid cancellations, the manager must pick a minor league player from the Pool decided by the committee. Pool players must be taken on a rotating basis and they must not play the position of pitcher or catcher.

- b) If a team does not have eight players in attendance by 20 minutes after the scheduled start of the game, the game shall be forfeited.
- c) If a team has eight players in attendance at the scheduled start of the game and subsequently loses a player for any reason, if the number of players falls to seven, the game shall be forfeited.

**9. PROTESTS (RULE 4.19 modified)**

- a) It is the policy of Suffern Little League to discourage protests.
- b) A protest shall be considered only when based on the application of a playing rule, no protest shall be considered for a ruling of the Umpire on judgment. In addition, a protest will be considered only if all the following have occurred.
  - 1) The protesting manager has informed the Umpire and the opposing manager of the intent to protest before the next pitch.
  - 2) A written request for a protest is filled with the major league coordinator within 48 hours of the conclusion of the game, which shall include the following:
    - a) A summary of the event in question.
    - b) Rule that is alleged to have been violated.
    - c) A copy of the scorebook record of the game, showing the point where the dispute occurred.
  - 3) The failure of the Umpire to properly apply the proper playing rule had a material impact on the outcome of the game.

**10. STARTING AND ENDING OF A GAME (RULE 4.10 (e) not observed)**

## 2008 Regular Season Pitching Regulations For Major Division of Suffern Little League®

### (Updated 10-4-07 to clarify Reg. VII (c) NOTE)

#### **Regulation VI – PITCHERS –**

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) **Players once removed from the mound may not return as pitchers.**
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
- |            |       |                    |
|------------|-------|--------------------|
| League Age | 11-12 | 85 pitches per day |
|            | 9-10  | 75 pitches per day |

The maximum number of pitches that a pitcher may throw in a calendar week is 135 pitches.

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3.

**The third out is made to complete the half-inning. NOTE: A pitcher who delivers one or more pitches in a game cannot play the position of catcher for the remainder of that day.**

- (d) Pitchers league age 12 and under must adhere to the following rest requirements:
- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest, **and a game (see e. below)**, must be observed.
  - If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest, **and a game (see e. below)**, must be observed.
  - If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
  - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- (e) **A player may not pitch in consecutive games. Exception – League Age 16 and under - A player may pitch in consecutive games if 40 or less pitches were delivered in the previous game.**

- (f) Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- (g) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- (h) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- (i) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- (j) **A maximum of 12 twelve year old innings are allowed per calendar week. This is to ensure that 11 year old pitchers are used during the season.**
- (k) A player may not pitch in more than one game in a day.

**NOTES:**

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

**Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

**Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required three days of rest.

**Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.

NOTE: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.