

## WEST NYACK JUNIOR LEAGUE RULES AND BY-LAWS 2013

### I. The League

- A) The league shall consist of one division.
- B) The number of teams in each league will be determined by the Board of Directors. No league may consist of more than ten (10) teams.
- C) All rules not specifically covered by these by-laws shall be decided upon by the Board of Directors. The Board may also change or clarify any rules contained herein.

### II. Boundaries

- A) The boundaries of the West Nyack Little League shall be as shown on the map filed with Little League Eastern Regional headquarters in Bristol, Connecticut which are described as follows: On the north by Rochelle Drive, Hereford Lane, Parrot Road, Germonds Road and West Clarkstown Road, inclusive . On the West, South and East by the Clarkstown Central School District border.

### III. The Teams

- A) Each team will consist of no fewer than twelve (12) players and no more than fifteen (15) players.
- B) Age limits.
  - 1) Teams shall consist of players league age thirteen (13) and fourteen (14).
- C) Player replacement.
  - 1) Should a player be lost, the next player on the waiting list shall be added to the roster. If multiple teams have openings following the draft and a new player registers, then all teams with the fewest number of players shall have their names placed in a hat and the team selected will receive the new player.

### IV. The Players.

- A) Local league maintenance of rosters shall be governed by the Little League Baseball Operating Manual.
- B) In replacement of section IV, rule (i). Every player on a team roster will participate in each game for a minimum of nine (9) defensive and nine (9) offensive outs and bat at least one time.
  - 1) Each starter may not be removed from the game until the top of the third inning or until he has batted one time, whichever comes last. A starter may play the balance of his three innings upon reentry.
  - 2) Each nonstarter must play a minimum of three complete innings (9 defensive and 9 offensive outs) and bat at least one time before being removed from the game.
  - 3) Each manager shall have all of his nonstarters in the game prior to the beginning of the top of the fourth inning. Each manager must reinsert a starter who has not completed his minimum play time prior to the top of the sixth inning, provided that player is eligible for reentry under rule 3.03.
  - 4) Penalties

- a) Any player who does not play for nine (9) defensive outs must start the next scheduled game and may not be removed from the game until the seventh inning.
- b) In a game shortened by mercy rule, any player who does not play six (6) defensive outs must start the next scheduled game and play no less than four (4) complete and consecutive innings.
- c) In a shortened game, any player who does not play nine (9) defensive outs must start the next game that player attends.
- d) In any game, a player who does not bat must start the next game that player attends and bat at least two (2) times.  
NOTE: A shortened game is any game that does not last for seven complete innings, twenty-one (21) offensive and twenty-one (21) defensive outs.
- e) A game that ends during the bottom of the seventh inning shall not be considered a shortened game. It will be considered a complete game and a complete inning as if all three outs had been recorded. No penalties shall be imposed when the bottom of the seventh inning is not completed because the winning run has scored. However, penalties shall still be enforced if a child's must play requirements would not have been met even if the bottom of the sixth inning had been completed.

#### V. Selection of Players.

- A) Each team shall retain all currently registered players who were on that team the prior year, and still meet age requirements.
- B) All players meeting age and eligibility requirements and are not already on a team are eligible to be drafted.
- C) Prior to the draft:
  - 1) Team manager must submit in writing a protection for a manager's child or a player's sibling prior to the last tryout session.
  - 2) All managers shall be given the option to select their child if they meet age requirements. If the manager exercises this option, he must select his child within the first three (3) rounds of the draft.
  - 3) A manager may exercise an option to select a sibling of a player currently on his team, providing that both meet age requirements. If the manager exercises this option, he must select the sibling within the first three (3) rounds of the draft.
- D) If a player who is currently on a Junior League team has a parent who is selected to manage another Junior League team, then that parent has the option to select their child. The team that the player was drafted by shall receive compensation for the selection of that player. The team on which that player was drafted by shall receive the draft pick from the parent/manager's team in the same round in which the player was originally selected.
- E) If the parent/manager's team has a sibling or other child options, they must still exercise those options within the first three rounds of the draft.
- F) The draft shall take place following the conclusion of tryouts.

- 1) The drafting order will be determined in reverse order of each team's regular season finish the prior year, the exception being that the championship team shall be designated as the first place team.
  - 2) The draft order for the Junior League shall be as follows:
    - a) In each round, the last place team will pick first, the next-to-last place team second, and so on until the championship team picks last.
  - 3) If a player is drafted, the manager has the option to draft that player's sibling. If the manager exercises that option, the sibling must be selected with that team's next draft pick. If the manager does not exercise the option on the second sibling, the other sibling may be selected at any time during the remainder of the draft by any team including the team with the initial sibling.
  - 4) Once a team has filled its roster, that team will no longer draft and its position in the draft will be skipped for the remainder of the draft.
- G) If an expansion team is added, that team shall be considered as the last place team from the previous season and pick first in the draft. The expansion team shall also be allowed three expansion picks prior to the first, second and third rounds:  
NOTE: If more than one team is added, those teams shall alternate picks in the expansion draft as determined by toss of a coin. Winner of the coin toss shall have the first pick in each round of the expansion draft, loser shall have first pick in each round of the regular draft.
- H) If a team is disbanded, the players who were on the disbanded team's roster the previous year and are currently registered in the league will be put into the draft, need not attend tryouts. The player agent must insure that all of these players are selected to a Junior League team.
- I) Once a team has twelve players on its roster, their draft will be frozen until all teams have twelve players on the roster. However, each team is assured a pick in each of the first three rounds, so teams with 10 or more returning players will be frozen with more than twelve players.

## VI. Pitchers.

### A) School pitchers.

- 1) School pitchers are defined as any player who has thrown a pitch for a school team during a regular season game.
- 2) School pitchers may only pitch on Friday, Saturday and Sunday during the school season, provided they have enough rest following their last school pitching assignment as per the pitch counts in the Little League Rule Book as if the school game was a Junior League game
- 3) School pitchers may not pitch more than 40 pitches in a game.
- 4) School pitchers may not pitch more than 20 pitches on Sunday if their school team has a game on Monday.
- 5) School pitchers are no longer considered school pitchers when:
  - a) The player has not pitched for the school in ten (10) days OR
  - b) The school season is concluded and the pitcher has the required rest OR
  - c) The pitcher leaves the school team and the pitcher has the required rest.

- 6) When determining number of pitches for rest periods, one inning pitched for school will be equivalent to 15 pitches for Little League.
- B) Managers must confer about pitch count between each half inning. If there is a difference in the pitch count, the two counts will be averaged and rounded down. The offensive team must notify the defensive team when the pitch count reaches 17, 37, 47, 57 or 92. If no notification is given, the lower count shall be used. Each manager is responsible for his own pitch count.
- C) Suspended or Forfeited games.
- 1) If a pitcher pitches in a game that is suspended and resumed due to time, weather or other conditions, he must observe all rest rules.
  - 2) When the game is resumed, the pitchers must adhere to rest rules and must pitch in accordance with rules 3.03 (1) and 3.05. For purposes of pitcher eligibility, it shall be assumed that the game had continued normally.

D) Consecutive Games.

- 1) For the purposes of the definition of consecutive games in section (e) of the Little League Rule Book, any time a team takes the field and plays, it will count as a game between consecutive games, even if the "game" in question is called before becoming official; is the continuation of a suspended game or is a forfeit.

VII. Schedule

- A) In each league, each team shall play the same number of games during the regular season, depending on the number of teams in each league.

VIII. Playoffs

- A) In each league, the playoff structure will be based on the number of teams in the league. All teams will qualify for the playoffs.

1) Four teams.

a) Semifinals

- i) The second place team plays the third place team, the second place team is home team.
- ii) The first place team plays the fourth place team, the first place team is home team.

- b) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.

- c) All ties will be broken by tie-breaking criteria.

2) Five teams with best regular season records qualify for playoffs.

a) Quarterfinals

- i) The top three teams get byes.
- ii) The fourth place team plays the fifth place team, the fourth place team is home team.

b) Semifinals

- i) The second place team plays the third place team, the second place team is home team.
    - ii) The first place team plays the quarterfinal winner, the first place team is home team.
  - c) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
  - d) All ties will be broken by tie-breaking criteria.
- 3) Six teams with best regular season records qualify for playoffs.
  - a) Quarterfinals
    - i) The top two teams get byes.
    - ii) The third place team plays the sixth place team, the third place team is home team.
    - iii) The fourth place team plays the fifth place team, the fourth place team is home team.
    - iv) The winners of those two games advance, the losers are eliminated.
  - b) Semifinals
    - i) The second place team plays the quarterfinal winner with the better record, the second place team is home team.
    - ii) The first place team plays the quarterfinal winner with the weaker record, the first place team is home team.
  - c) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
  - d) All ties will be broken by tie-breaking criteria.
- 4) Seven teams with best regular season records qualify for playoffs.
  - a) Quarterfinals
    - i) The team with the best regular season record received a bye.
    - ii) The second place team plays the seventh place team, the second place team is home team.
    - iii) The third place team plays the sixth place team, the third place team is home team.
    - iv) The fourth place team plays the fifth place team, the fourth place team is home team.
    - v) The winners of these three games advance, the losers are eliminated.
  - b) Semifinals
    - 1) The first place team plays the quarterfinal winner with the weakest record, the first place team is home team.
    - ii) The quarterfinal winner with the best record plays the quarterfinal winner with the second best record, the team with the superior record is home team.

- iii) The winners of the two semifinals play a best two-out-of-three Championship Series. The team with the superior regular season record will be home team for games one and three (if necessary). The team with the inferior regular season record will be home team for game two.
- c) All ties will be broken by tie-breaking criteria.
- B) All league rules shall also apply to playoff games, except where noted otherwise in the By-laws.

#### IX. Special Games

- A) District Championship Series.
  - 1) The winning team in the Junior League playoffs will represent West Nyack Little League in the District Championship Series.
- B) All-star Games.
  - 1) Junior League.
    - a) 13 and 14 year-old all-stars.
      - i) Thirteen or fourteen players will represent West Nyack in the all-star tournament. (See section X.)
    - b) 13 year-old team.
      - i) Thirteen or fourteen players will represent West Nyack in the Rockland County 13 year-old tournament. (See section X.)

#### X. Selection of Tournament Teams

- A) Each player who is eligible to participate in all-star tournament play is placed on the ballot.
  - 1) 13 & 14 Year Old Team — Any Junior or Senior League player league age 13 or 14.
  - 2) 13 Year Old Team — Any Junior League player league age 13.
- B) A selection committee will be comprised of all the following managers plus three (3) other members to be selected by the player agent and manager representative.
  - 1) 13 & 14 Year Old Team — All Junior League managers.
  - 2) 13 Year Old Team — All Junior League managers.
- C) Following deliberations chaired by the player agent and the manager representative, each committee member will fill out a closed ballot and select fourteen (14) players.
- D) The twelve players who receive the most votes will be selected to the all-star team.
  - 1) Should fewer than twelve players receive a majority of votes, subsequent ballots will be required until twelve players are selected by majority. The players who receive a majority of votes on the first ballot will be selected to the team and all other players will placed on the next ballot. If subsequent ballots are needed, the players with the fewest votes will be eliminated until a majority is reached.
  - 2) Should there be a tie for the 12<sup>th</sup> spot on the all-star team, there shall be another ballot to break the tie among all players tied for the 12<sup>th</sup> spot. Any players selected must be selected by majority.

- E) The votes will be tabulated by the player agent and the manager representative. The results of the voting will be given to the manager of the all-star team. Results of all final voting will be strictly confidential.
- F) The manager of the all-star team will select the balance of the team.
- G) The all-star team will have a minimum of thirteen (13) players, a maximum of fourteen (14) players.
- H) It is not necessary for each team to be represented on the all-star team.
- I) If a player is unable to participate and must be dropped from the team, he shall be replaced. The manager of the all-star team will select the replacement.
- J) The manager will be selected by a managerial selection committee. The committee shall consist of five (5) members selected by the President and Vice President. Eligible committee members are directors and Junior League managers, except for those managers interested in managing the team themselves. The President has final approval of the committee's selection. Disapproval will necessitate reselection by the committee until a mutually agreeable candidate has been selected. Manager will be selected at the May Board of Directors meeting. The managerial committee must approve final selection of players and coaches and must approve replacements.
- K) Eligibility of managers and coaches are as follows:
  - 1) 13 & 14 Year Old Team — Any Junior or Senior League manager or coach.
  - 2) 13 Year Old Team — Any Junior or Senior League manager or coach.
- L) The manager of the all-star team may select as his two (2) coaches any person eligible as above, subject to approval by the President.
- M) The results of all All-star voting will be kept strictly confidential..

XI. Time Limits.

- A) When more than one game is scheduled for the same field on the same day, all games other than the last game shall be played such that no inning may start more than two and one-half hours after the first pitch of the game was thrown.
- B) When a game is not followed by another game on the same field, and one team is leading by ten (10) or more runs, then no inning may start more than two and one-half hours after the first pitch of the game was thrown.
- C) If a winner cannot be determined, the highest ranking Board of Director present at the game may waive any of the above sections in order to determine a winner.
- D) In playoff games:
  - 1) On weekend games, section B (two-hour time limit) is not applicable.
  - 2) In all playoff games, section C is not applicable.
- E) Note: Since the use of municipal fields is necessary, all games must abide by the curfews and permit restrictions imposed upon the fields.

- F) If the home team is winning, the game is official, and batting after the two and one-half time limit has been exceeded or it is past curfew, the game is over and the defensive team will not be penalized for playing time.
- G) Time for weather or lightning delays shall not be counted toward the two hour time limit for the game.

## OFFICIAL PLAYING RULES FOR WEST NYACK JUNIOR LEAGUE

The following rules are West Nyack Little League rules and supersede the rules in the Little League Rule Book.

### (MAJOR LEAGUE)

- a) A game shall be called if after the completion of five (5) innings (or four (4) and one-half innings if the home team is leading) one team is leading by twelve (12) or more runs. At that point the game will be halted and all records will be considered final and official.
- b) If the home team scores the run that puts them ahead by twelve (12) in its half of the inning, the game ends immediately when the winning run is scored. EXCEPTION: If the last batter in a game hits a home run out of the playing field, the runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

1.08 - The home team shall occupy the first base dugout.

### 3.03 (MAJOR LEAGUE)

When a starter has been removed from the game, and his substitute does not complete the requirements of rule 3.03 due to illness, injury or ejection; then that starter is eligible to reenter the game when his substitute and all subsequent substitutes have, in total among them, met the requirements for reentry under rule 3.03.

Rule 3.03 (c) as it pertains to "A pitcher remaining in the game, but moving to another position, can return as pitcher..." SHALL NOT be used in West Nyack Little League.

3.10 - All games canceled because of inclement weather must be canceled at the field.

3.12 - Only a player, the manager, or designated manager for that game may request time out from the umpire.

### 4.12 - Resumed games.

The lineups of both teams shall be the same as at the moment the game was halted. Substitutions may be made before the game is resumed, but only if they are in accordance with West Nyack rule 3.03. Players not present at the resumption of the game shall be treated as injured players covered by rule 3.03 note (2), and shall be substituted for accordingly. Players not present at the original game may be treated as substitutes in accordance with rule 3.03. However, they may not enter the resumed game until one (1) full inning has been played, provided that such action does not cause forfeiture of the game.

4.15 - If fifteen (15) minutes after the scheduled start of a game or fifteen (15) minutes after the

field becomes available, either team is unable to place nine (9) players on the field, the game shall be called and shall be referred to the Board of Director

4.18- A forfeited game shall be scored as 6-0 in favor of the non-forfeiting team. This score will be used, if needed, in tie-breaking procedures outlined by rule VII, section (C). However, if the

game was forfeited after it became an official game and the forfeiting team was losing, the score shall remain the same and all records will be counted.

#### 6.01 (c)

Each team will use a tenth batter, or extra hitter in the batting order.

- 1) The extra hitter may hit anywhere in the lineup.
- 2) The extra hitter must also play nine (9) defensive outs in the field.
- 3) When the extra hitter takes his place as a fielder, the manager must declare a new extra hitter.
- 4) An extra hitter is not removed from the game for qualifications of rule 3.03.
- 5) When an extra hitter becomes a fielder, his spot in the batting order will not change.
- 6) The starting extra hitter must be the extra hitter for at least the first two innings, and may not be removed from the game until he has played a minimum of nine (9) defensive outs.
- 7) A player who has previously played the field and becomes the extra hitter may return to the field at any time.
- 8) A player who becomes the extra hitter may not be removed from the game until he has had at least one at bat after becoming the extra hitter.
- 9) Time as an extra hitter may count towards the nine (9) offensive outs and one at bat required by regulation IV, section C.
- 10) If one team has only nine (9) players, the opposing team must still use an extra hitter.
- 11) No player may participate in a game as a pinch hitter, pinch runner or extra hitter if injury or illness prevents that player from playing the field for the required number of innings.

NOTE: None of the aforementioned rules may be changed by any manager, coach, umpire or individual Board of Director. All rule changes must be proposed by the Rules Committee and accepted by the Board of Directors.

## Regular Season Pitching Rules = Baseball

### 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) A pitcher once removed from the mound cannot return as a pitcher. **Junior, Senior, and Rig League Divisions only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(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	17-18	105 pitches per clay
	13-16	
	95	
	pitch	
	es	
	per	
	day	
	11-12	
	85	
	pitch	
	es	
	per	
	day	
	9-10	
	75	
	pitch	
	es	
	per	
	day	
	7-8	
	50	
	pitch	
	es	
	per	
	day	

**Exception;** 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 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- if a player pitches 66 or more pitches In a day, four (4) calendar days of rest must be observed,
- if a player pitches 51- 65 pitches in a day, three (3) calendar days of rest roust be observed,
- If a player pitches 36 50 pitches in a day, two (2) calendar days of rest must be observed,
- If a player pitches 21 - 35 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,

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- if a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- if a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed,
- <sup>9</sup> if a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.

- if a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) 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.

(g) 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.

(h) 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 player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V Selection of Players)

(k) A player may not pitch in more than one game in a day. (exception: In the Big League Division, a player may be used as a pitcher in up to two games 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 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 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 four days.

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

## **Applies to: All Divisions**

NOTE 3: If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must be, at a minimum, removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/ provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:

1. The league's adherence to its respective state/provincial/municipal laws,
2. An evaluation and a written clearance from a physician or other accredited medical provider and
3. Written acknowledgement of the parents

Little League International strongly encourages all leagues and teams to not only comply with any applicable state/provincial/municipal laws, but also, to review the information and training materials on concussions that are available free of charge on the Centers For Disease Control website, accessible from the link below.. This link provides concussion information from all 50 states: [State Concussion Info](#)

Summary and Implementation: For the 2013 season, language was added regarding the recommended procedure a league should follow when a player sustains a possible concussion.

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**Regulation VI (d) has been amended to read, in part:**

**Applies to: Baseball & Challenger Rule Books**

EXCEPTION: If a pitcher reaches a day(s) of rest threshold 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 retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another bat

Summary and Implementation: For the 2013 season, wording was revised allowing a pitcher who reaches his/her imposed days of rest threshold while facing a batter to continue to pitch until the current batter has been retired or reaches base.