

WEST NYACK LITTLE LEAGUE REGULATIONS 2018

I. The League

- A) The league shall consist of Five divisions: the Major League, AAA League, Minors League, Farm League and Tee-Ball.
- 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 in the Major League will consist of at least twelve (12) players. AAA and Minor League teams will consist of no fewer than twelve (12) players or a number decided by the Board of Directors
- B) Age limits.
 - 1) Major League teams shall have no more than eight (8) players of league age twelve (12), no more than eight (8) players of league age eleven (11), no more than two (2) players of league age ten (10), and no players of league age nine (9) or under.
 - 2) AAA League teams shall consist of 11 year olds, 10 year olds, 9 year olds, and a limited number of 8 year olds based on registration and at the discretion of the Board of Directors.
 - 3) Minor League teams shall consist of players league age eight (8) and seven (7).
- C) Player replacement.
 - 1) All replacements shall be made following section 111, rule (d) of the rule book.
 - a) All replacements must be made from players who had been eligible for the draft, unless the pool of eligible players has been exhausted. If the pool of eligible players has been exhausted, then replacements may be made from any player who meets other requirements of this section.
 - b) Should a Major League team lose a player, the manager must notify the Board of the details within 48 hours. If the board is not notified within this time, the selection of the replacement will be made by the player agent. If a player is absent from two consecutive games, the manager must report

within 48 hours to the manager representative or the player agent the reason for absence.

- c) A manager must pick a replacement player within 48 hours of notification of the player agent. If a replacement is not made, the player agent or manager representative will select the replacement. The manager must report to the player agent all players contacted.
- d) Any player which loses a player prior to 11:59pm on the third Sunday in May must select a replacement. No replacements may be made after this date, unless approved by a majority of the Board.
- e) Each team shall only have one player taken from them as a replacement for a higher league. Once that team loses one player to replacement, no other player from that team shall be eligible to be drafted as a replacement, unless each team in that league has already lost one player to a higher league.
- f) Any player that is replaced shall go to the team of the player that replaced him.
- g) If the player being replaced does not go to the team to which he is assigned, the team losing a player make select a player from a lower league.
- h) If a AAA team loses a player after the deadline to a Major league team, then that manager will have the option of whether or not to pick a replacement, subject to board approval following a meeting of the manager with the board.

IV. The Players.

- A) In replacement of section IV, rule (f). Any candidate that fails to attend tryouts, shall forfeit eligibility to be drafted.

NOTE: Exception to this rule is permitted for 12 year olds as provided in section V (A) (3)

- B) (MAJOR LEAGUE) 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 six complete innings, eighteen (18) offensive and eighteen (18) defensive outs.

- e) A game that ends during the bottom of the sixth 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 sixth 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.

C) (AAA and MINOR LEAGUES ONLY) 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 outs.

- 1) No player may sit out from defense for more than two (2) consecutive innings.
- 2) PENALTY: Any player who does not play nine (9) defensive outs must start the next scheduled game and play no less than four (4) complete and consecutive innings. In a shortened game, 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.

D) Minor League.

- 1) Most player league ages seven (7) and eight (8) shall be placed in the Minor League.

E) Farm League

- 1) Any player of league age six (6) shall be placed in Farm League.
- 2) Any player of league age seven (7) may be placed in Farm League at the discretion of the Board of Directors

G) Tee-Ball

- 1) Any player of league age four (4) and five (5) shall be placed in Tee-Ball.

V. Selection of Players.

A) Major Leagues.

- 1) Each Major League team shall retain all currently registered players who were on that team the prior year, and still meet age requirements.

- 2) All players meeting age and eligibility requirements and are not already on a Major League team are eligible to be drafted in the Major Leagues.
- 3) All players of league age twelve (12) shall be drafted onto a Major League team, unless the player's parent(s) request that the player play AAA. Parental request must be approved by the Board and a waiver filed with Little League.
- 4) There shall be no more than a differential of one player age twelve (12) between teams.
 - a) Prior to the draft, the number of total 12 year olds to be playing in the major leagues shall be divided by the number of Major League teams.
 - i) If this number is a whole number, then each Major League team shall have exactly that number of 12 year olds.
 - ii) If this number is not a whole number, than the next lowest whole number shall be the minimum number of twelve year olds a team must have and the next highest whole number shall be the maximum number of twelve year olds a team may have.
 - iii) The Player Agent must ensure that this procedure is followed during the draft to ensure that each 12 year old is selected on a Major League team. The Player Agent must indicate when a team is forced to use its remaining draft picks to select twelve year olds.
- 5) Prior to the draft:
 - a) Team manager must submit in writing a protection for a manager's child or a player's sibling prior to the last tryout session.
 - b) 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.
 - c) 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.
- 6) 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.
- 7) The draft shall take place following the conclusion of tryouts.
 - a) 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.
 - b) The draft order for the Major League shall be as follows:
 - i) 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.
 - c) 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

- d) 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.
- 8) 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 five expansion picks prior to the first round:
 - a) Four (4) twelve year-olds.
 - b) One (1) eleven year-old.
- 9) 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 Major League team.

B) AAA League.

- 1) All players meeting age and eligibility requirements who were not drafted into the Major League are eligible for the AAA League draft.
- 2) Prior to the draft:
 - a) All managers shall be given the option to select their child if they meet age requirements.
- 3) All players aged twelve (12), eleven (11), ten (10), and nine (9) who were not drafted into the major league will be drafted into AAA. The remaining places in the league will be nine (9) year olds and potentially a number of eight (8) year olds at the Board's discretion.
- 4) There shall be no more than a differential of one player age nine (9) between teams.
 - a) Prior to the draft, the number of total 8 year olds to be playing in AAA league shall be divided by the number of AAA teams.
 - i) If this number is a whole number, then each team shall have exactly that number of 9 year olds.
 - ii) If this number is not a whole number, than the next lowest whole number shall be the minimum number of nine year olds a team must have and the next highest whole number shall be the maximum number of nine year olds a team may have.
- 5) Draft order will be determined by the drawing of numbers out of a hat, or any equivalent process. In each round the first team will pick first, the second team second and so on until the last team picks.
- 6) If a player is drafted, the manager has the option to draft that player's sibling during the same round without forfeiting a pick, providing that both meet eligibility requirements.
- 7) 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.

C) Minor League

- 1) All players meeting age and eligibility requirements who were not drafted into the AAA League are eligible for the Minor League draft.
- 2) Prior to the draft:
 - a) All managers shall be given the option to select their child if they meet age requirements.
- 3) All players aged eight (8) who were not drafted into AAA will be drafted into Minors. The remaining places in the league will be seven (7) year olds.
- 4) There shall be no more than a differential of one player age seven (7) between teams.
 - a) Prior to the draft, the number of total 7 year olds to be playing in Minor League shall be divided by the number of Minor League teams.
 - i) If this number is a whole number, then each team shall have exactly that number of 7 year olds.
 - ii) If this number is not a whole number, than the next lowest whole number shall be the minimum number of seven year olds a team must have and the next highest whole number shall be the maximum number of seven year olds a team may have.
- 5) Draft order will be determined by the drawing of numbers out of a hat, or any equivalent process. In each round the first team will pick first, the second team second and so on until the last team picks.
- 6) If a player is drafted, the manger has the option to draft that player's sibling during the same round without forfeiting a pick, provided that both meet eligibility requirements.
- 7) 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.

VI. Pitchers.

A) 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.

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, as follows:
 - 1) Major League
 - a) Four (4) teams- Each team will play 18 games. Every team will play every other team 6 times. There will be two, nine game halves. Every team will play every other team 3 times in each half.

- b) Five (5) teams- Each team will play 20 games. Every team will play every other team 5 times.
- c) Six (6) teams-- Each team will play 20 games. Every team will play every other team four (4) times.
- d) Seven (7) teams- Each team will play 20 games. Every team will play every other team three (3) times, plus two other teams a fourth time. The two teams will be based on the standings from the previous year.
 - i) The first place team will play teams 2 and 3.
 - ii) The second place team will play teams 1 and 3.
 - iii) The third place team will play teams 1 and 2.
 - iv) The fourth place team will play teams 5 and 6.
- v) The fifth place team will play teams 4 and 7.
- vi) The sixth place team will play teams 4 and 7.
- vii) The seventh place team will play teams 5 and 6.
- e) Eight (8) teams- Each team will play 21 games. Each team will play every other team three (3) times.
- f) Nine (9) teams Each team will play 20 games. Every team will play every other team twice, plus four other teams three times. The four teams will be based on the standings from the previous year.
 - i)The first place team will play teams 2, 3, 4 and 5.
 - ii) The second place team will play teams 1, 3, 4 and 6.
 - iii)The third place team will play teams 1, 2, 4 and 7.
 - iv) The fourth place team will play teams 1, 2, 3 and 8.
 - v) The fifth place team will play teams 1, 6, 7 and 9.
 - vi) The sixth place team will play teams 2, 5, 8 and 9.
 - vii) The seventh place team will play teams 3, 5, 8 and 9.
 - viii) The eighth place team will play teams 4, 6, 7 and 9.
 - ix) The ninth place team will play teams 5, 6, 7 and 8.
- g) Ten (10) teams- Each team will play 18 games. Every team will play every other team twice. There will be two, nine game halves.

2) AAA League

- a) Four (4) teams- Each team will play 18 games. Every team will play every other team 6 times. There will be two, nine game halves. Every team will play every other team 3 times in each half.
- b) Five (5) teams- Each team will play 16 games. Every team will play every other team 4 times. There will be two, eight game halves. Every team will play every other team twice in each half.
- c) Six (6) teams- Each team will play 15 games. Every team will play every other team 3 times.
- d) Number of games played may change based on the discretion of the board and based on Interleague play. Games played against other leagues WILL NOT count in the standings.

3) Minor League

- a) Four (4) teams- Each team will play 15 games. Every team will play every other team five (5) times.
- b) Five (5) teams- Each team will play 16 games. Every team will play every other team 4 times. Every team will play every other team four times.
- c) Six (6) teams- Each team will play 15 games. Every team will play every other team 3 times.
- d) Seven (7) teams- Each team will play 14 games. Every team will play every other team twice, plus two (2) other teams a third time.
- e) Eight (8) teams- Each team will play 14 games. Every team will play every other team twice.
- f) Nine (9) teams- Each team will play 16 games. Every team will play every other team twice.
- g) Ten (10) teams- Each team will play 13 games. The teams will be split into two, five team divisions, an American League and a National League. Every team will play every other team in their own division twice. Every team will play every team in the other division once.
- h) Field availability may curtail the number of games scheduled.
- i) All canceled or suspended games shall be rescheduled by the appropriate members of the Board.
- j) In each league, the playoff structure will be determined by the number of teams in the league
- k) The following criteria shall be used for breaking ties between teams. Criteria (1a), (3a) and (4a) shall be used as well as the other criteria only when breaking a tie for first place in a particular division.
 - 1) Best record in head-to-head games.
 - a) Best record within division.
 - 2) Least number of runs allowed in head-to-head games.
 - 3) Least number of runs allowed, all games.
 - a) Least number of runs allowed in division games.
 - 4) Most runs scored, all games.
 - a) Most runs scored, divisional games.
 - 5) Most wins in the last six (6) scheduled games.
 - 6) Most wins in the last nine (9) scheduled games.
 - 7) Most wins in the last twelve (12) scheduled games.
 - 8) Winner of most recent scheduled head-to-head game.
- l) If more than two teams are tied, then the tie-breaking criteria shall be used until one team is eliminated. If the other teams remain tied, then the tie breaking criteria between the remaining teams shall return to tie breaker #1.
- m) Scheduled game.
 - 1) The order of scheduled games is the order in which the games appear on the preseason schedule. For instance, opening day game is game #1, no matter if it is played on opening day, or rained out and played as the last game in the season.

VIII. Playoffs

A) In each league, the playoff structure will be based on the number of teams in the league.

1) Four teams with best regular season records qualify for playoffs.

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 one game Championship. The team with the superior regular season record will be home team.

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

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

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.

3) Playoffs using American League and National League and halves.

a) In each division, the winner of the first half plays the winner of the second half in the semifinals.

b) If one team wins both halves, they shall move directly into the Championship Series.

c) Ties will be broken by a one game playoff.

i) If more than two teams are tied, which team plays which will be decided by lot.

ii) Home team will be determined by coin toss.

d) The winner of each division playoff will meet in a best-two-of-three Championship Series.

e) Home team will be determined by coin toss

4) 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.
- 5) The winner of each division, as well as the teams with the four next best regular season records, qualify for the playoffs.
 - a) Quarterfinals
 - i) The winner of each division receives a bye.
 - ii) Of the remaining teams, the first place team plays the fourth place team, the first place team is home team.
 - iii) Of the remaining teams, the second place team plays the third place team, the second place team is home team.
 - iv) The winners of those two games advance, the losers are eliminated.
 - b) Semifinals
 - i) The divisional winner with the weaker record plays the quarterfinal winner with the better record, the divisional winner is home team.
 - ii) The divisional winner with the better record plays the quarterfinal winner with the weaker record, the divisional winner is home team.
 - c) The winners of the two semifinals play a best two-out-of-three Champions 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.
 - If only one of the two finalists is a divisional winner, then that team will be the home team in games one and three, regardless of regular season record.
 - d) All ties will be broken by tie-breaking criteria.
- 6) 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

- i. 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.

7) 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.

8) 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 one game Championship. The team with the superior regular season record will be home team
 - d) All ties will be broken by tie-breaking criteria.
- B) The playoff system for each league will be based on the number of teams in the league.

1) Major League

- a) If there are four teams, use the above mention playoff system number 2.
- b) Five teams, use #2.
- c) Six teams, use #7.
- d) Seven teams, use #4.
- e) Eight teams, use #4.
- f) Nine teams, use #4.
- g) Ten teams, use #1.

2) AAA League

- a) Four teams, use #1,
- b) Five teams, use #1.
- c) Six teams, use #7.
- d) Seven teams, use #4.
- e) Eight teams, use #4.
- f) Nine teams, use #6.
- g) Ten teams, use #5.

3) Minor League

- a) Four teams, use #2.
- b) Five teams, use #2.
- c) Six teams, use #7.
- d) Seven teams, use #4.
- e) Eight teams, use #4.
- f) Nine teams, use # 6.
- g) Ten teams, use #5.

4) A League

- Four teams, use #1.
- Five teams, use #8.
- Six teams, use #7.
- Seven teams, use #4.
- Eight teams, use #4.
- Nine teams, use # 6.
- Ten teams, use #5.

- C) All league rules shall also apply to playoff games, except where noted otherwise in the By-laws.

IX. Special Games

A) Tournament of Champions.

- 1) The winning team in the Major Leagues will represent West Nyack Little League in the Tournament of Champions.
- 2) The winning team in the AAA League will represent West Nyack Little League in the Minor League Tournament of Champions

B) All-star Games.

1) Major Leagues.

- a) 11 and 12 year-old all-stars. i) Thirteen or fourteen players will represent West Nyack in the all-star tournament. (See section X.)
- b) 10 and 11 year-old team.
 - i) Thirteen or fourteen players will represent West Nyack in the Rockland County 10 and 11 year-old tournament. (See section X.)
- c) 9 and 10 year-old team.
 - i) Thirteen or fourteen players will represent West Nyack in the 9 & 10 year-old tournament. (See section X.)
- d) 9 year-old team.
 - i) Thirteen or fourteen players will represent West Nyack in the 9 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) 11 & 12 Year Old Team —Any Major League player league age 11 or 12.
- 2) 10 & 11 Year Old Team — Any Major League player league age 10 or 11.
- 3) 9 & 10 Year Old Team —Any Major or AAA player league age 9 or 10.
- 4) 9 Year Old Team — Any AA or AAA player league age 9.
- 5) 8 Year Old Team Any AA or A player league age 7 or 8.

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) 11 & 12 Year Old Team — All Major League managers.
- 2) 10 & 11 Year Old Team — All Major League managers.
- 3) 9 & 10 Year Old Team —All Major League managers.
- 4) 9 Year Old Team — All AAA managers.
- 5) 8 Year Old Team — All AA and A 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 be 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 12th spot on the all-star team, there shall be another ballot to break the tie among all players tied for the 12th 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 Major 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) 11 & 12 Year Old Team — Any Major League manager or coach.
 - 2) 10 & 11 Year Old Team — Any Major League manager or coach.
 - 3) 9 & 10 Year Old Team — Any Major League or AAA manager or coach.
 - 4) 9 Year Old Team — Any Major League or AAA manager or coach.
 - 5) 8 Year Old Team — Any Major League, AAA, or Minor 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) For night games a curfew shall be in place.
 - 1) On a night when the majority of the league has regular school classes the following day, no inning shall start after 9:30 P.M. prevailing time from a 7:00pm scheduled start, no inning shall start after 10:00pm for a scheduled start later than 7:00pm.

- 2) On a night when the majority of the league does not have regular school classes the following day, no inning shall start after 10:30 P.M. prevailing time.
 - 3) For any game that has a scheduled start prior to 7:00 P.M., no inning shall start after 9:00 P.M. prevailing time for AAA and 8:30 P.M. for the Minors.
 - B) In a playoff game, when the majority of the league has regular school classes the next day, no inning shall start after 10:00 P.M. prevailing time.
 - C) 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 (2) hours after the first pitch of the game was thrown.
 - 1) All weekend games shall be played such that no inning may start more than two (2) hours after the first pitch of the game was thrown.
 - D) 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 (2) hours after the first pitch of the game was thrown.
 - E) 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.
 - F) 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.
- Each team shall have a batting order comprising all players in attendance. (AAA and MINOR LEAGUES)
 - 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.
 - c) (AAA & MINOR LEAGUES)
 - 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 fifteen (15) or more runs. At that point the game will be halted and all records will be considered final and official.
 - If the home team scores the run that puts them ahead by fifteen (15) 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- (ALL LEAGUES)

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.

3.12- (ALL LEAGUES)

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

3.17- (ALL LEAGUES)

Only one (1) manager and two (2) coaches are allowed in the dugout. NO EXCEPTIONS.

4.05- (ALL LEAGUES)

The coaches shall not move from one coaching box to another during an inning.

4.10- (ALL LEAGUES)

The game shall be halted if one team leads by an excess of twelve (12) runs after the completion of five (5) or more innings. (Consult West Nyack Rule 1.02).

4.12- (ALL LEAGUES)

- 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- (ALL LEAGUES)

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- (ALL LEAGUES)

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.

5.04 (ALL LEAGUES) Bunting is allowed.

6.05- (ALL LEAGUES)

The Infield Fly Rule is applicable.

6.08-(MINOR LEAGUE ONLY)

- Only four (4) walks or hit batsman are allowed in each half inning. Once the fourth walk or hit batsman is delivered, the umpire shall notify both managers and the game shall proceed. Either the manager or a coach from the offensive team will pitch for the remainder of the half inning. The pitcher of the defensive team will take a place behind the pitcher's mound, but not directly behind the pitcher/coach. The pitcher/coach may not interfere with a batted or thrown ball, and must move into foul territory when a ball is put in play. The pitcher of the defensive team may still make defensive plays. The pitcher who delivered the fourth walk will not be considered as removed from the mound, and may pitch the following inning. All pitches shall be either balls or strikes, but balls will not be tallied. A hit batsman will not advance to first base after the four walk rule is in effect.
- A pitching machine will be used during all games up to April 30th. When the pitching machine is in use, balls and walks will not be tallied. Only strikes will be registered in the umpire's count. From May 1st on, the players will pitch.
- The four walk/hit batsmen rule will be in effect. Once in effect, the coach will pitch from the pitching rubber.

7.04-(MINORS ONLY)

Re: The balk rule.

- 1) Runners do not advance on a balk.
- 2) Runners may not steal a base, and may not lead from a base (See rule 7.13.)
- 3) Runners may advance on a caught fly ball. (TAGGING UP)

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 and Senior 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 - # of Pitches/Day

17-18 - 105 pitches per day

13-16 - 95 pitches per day

11-12 - 85 pitches per day

9-10 - 75 pitches per day

7-8 - 50 pitches 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.

Note 2: A catcher who catches one pitch beyond the third inning cannot pitch for the remainder of the 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 must 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,
- **PLAYERS MAY NOT PITCH IN THREE (3) CONSECUTIVE DAYS**

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
- 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.

NOTE: The umpire or any member of the Board of Directors has full authority to remove any player suspected of having a concussion. That player will not be permitted to return until he/she has been cleared by a MEDICAL PROFESSIONAL.