

EAST LYME LITTLE LEAGUE BASEBALL
LEAGUE SPECIFIC RULES AND GUIDELINES MAJORS/AAA

This section of the Local Rules was developed to highlight some of the most important national and local policies for the East Lyme Little League Baseball program. East Lyme Little League is a member of the national organization Little League Baseball, Inc. Page numbers, when given; refer to the Little League publication 2017 Official Regulations and Playing Rules for Tee Ball, Minor League and Little League Baseball. The 2017 Official Regulations and Playing Rules will be used unless otherwise covered in the following document.

Equipment & Attire

1. All batters, base runners and players serving as base coaches must wear a batting helmet. East Lyme players must wear a facemask on their helmet while batting or base running.
2. Players must not wear watches, rings, pins, jewelry or other metallic items. Casts may not be worn during a game. Pitchers may not wear necklaces or any other distracting items as discussed in the Little League handbook or at the discretion of the umpire.
3. *All male players must wear athletic supporters. Catchers must wear a protective cup. It is recommended that all players wear one (check LL book)*

Batting and Baserunning

1. Base runners may not leave the base until the ball becomes a hittable pitch.
2. A runner on third base may attempt to advance to home base (at their own risk), if the catcher attempts to throw out a runner attempting to steal second base.
3. Any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag (the slide or avoid rule in the LL handbook).
4. The catcher cannot block the plate or baseline without possession of the ball or in the process of catching the ball to make a play.
5. Headfirst slides are not allowed other than returning to a base. If a player does so, they will be called out.
6. The on-deck position is not permitted. Players waiting to bat must wait on the bench. Players should not be holding bats in the dugout.
7. Batters are not allowed to set up to bunt then pull it back and hit away (the bunt and slash rule).

Game Preparation

1. Home team has the first base dugout, provides 2 game balls and keeps these balls after the game. The visiting team will also have 2 game balls on hand as well to be used on an as needed basis.

Pregame & Postgame

1. Prior to the start of the game, both teams will line up on their respective infield foul lines and recite, in unison, the Pledge of Allegiance and the Little League Pledge.
2. After the game, both teams will meet at home plate and shake hands.
3. Each manager shall ensure their dugout and field is clean before leaving the field.
4. Coaches must meet post game to confirm pitch counts.

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Miscellaneous

1. Only one manager and three coaches per team are allowed inside the fences (in dugouts and on fields) during games.
2. All equipment must be kept in the dugout during games.

RULES FOR SPECIFIC DIVISIONS
MAJORS and AAA DIVISION RULES
Player Participation & Game Length

1. Every rostered player present at the start of the game shall participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. However, in AAA every effort should be made to allow all players equal playing time. The divisions will be using a continuous batting order which also means that defensive free substitution is allowed each inning. These divisions will roster either 11 or 12 players per team per each league's typical roster and the recent history of each league.
2. Each game has a 6-inning limit unless the game is tied, in which case extra innings are allowed.
3. No new inning shall start after 2 1/2 hours from the scheduled start time for Majors games and two hours for AAA/Minors games. A new inning starts when the third out of the previous inning is made.
4. A game is a complete game after the fourth inning has been completed or, if the home team is ahead, after the completion of three-and-a-half innings. A game postponed before or in the first inning will be restarted at an agreed upon time. A game postponed after the second inning is started and before the fourth inning is completed will be resumed from the point at which it stopped. Any innings pitched in incomplete games count toward a pitcher's maximums by Little League Regulations.
5. If a game is shortened ("called") by darkness then the rain rules will apply where the game will be returned to the bottom of the previous inning. Therefore ties could occur. If on field with lights, managers and umpire discretion can be used to continue.
6. All decisions by the umpire are final
7. The standard Player Code of Conduct will be signed by PARENTS and PLAYERS and will be enforced by managers and if needed, disciplinary action will be decided by each LL board for their respective teams' players.
8. A mercy rule is in effect for all games and will be 15 runs after four or more innings. At that point, the official game score is recorded, and at the two managers' discretion the game can unofficially continue through the full six innings to give the kids a chance to play. Pitch counts must still be adhered to and recorded during any game play, whether it is official or unofficial.
9. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at-bat.
Except: (i) on a swing, slap or check swing
(ii) when forced out of the box by a pitch
(iii) batter attempts a drag bunt
(iv) when catcher does not catch a pitched ball.
(v) when a play has been attempted.
(vi) when time is called.
(vii) When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball from the catcher or the catcher leaves the catcher's box.
(viii) on a three ball count pitch that is a strike that the batter thinks is a ball.

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Pitching

1. In the Majors and AAA, players pitch to each other.
2. The pitching rules should follow p. 133 of the 2017 Official Regulations and Playing Rules for Tee Ball, Minor League and Little League Baseball and it is the responsibility of the manager to know and to follow these rules.

Age	Max Pitches
8	50
9/10	75
11/12	85

Pitches	Days Rest
1-20	0
21-35	1
36-50	2
51-65	3
66+	4

If pitcher reaches a pitch threshold while facing a batter, the pitcher may continue to pitch until (i) the batter reaches base, (ii) the batter is retired or (iii) the third out is made to complete the half inning. The pitcher will only be required to observe the calendar day(s) of rest, he reached during that at bat, provided the pitcher is removed or game completed before delivering a pitch to another batter.

3. The maximum number of pitches and number of rest days must be adhered to. Failure of a manager to follow these rules may subject him/her to disciplinary action by the League. To ensure player safety and to validate fairness of play all pitch counts will be recorded after the game(s) by the winning manager. The information submitted must include Team name, Date, Players last name, age, and total pitches. The opposing manager will sign their opponent's pitch count log once all numbers are confirmed and agreed upon. An online pitch count log will be made available and must be used by all managers.
4. A player once removed as a pitcher may not pitch again in the same game.
5. Warm-ups should not exceed 8 pitches or 1 minute. As a courtesy, the catcher of the team leaving the field between innings should stay to catch the opposing team's pitcher, unless that catcher is the first batter that inning. Managers and coaches may not warm up pitchers.

Game Preparation (5:30 Game Example)

1. During the week, the visiting team has the field from 4:30-4:55; and is responsible for bringing out the field equipment and setting up the bases. The home team has the field from 4:55-5:20; and is responsible for storing the field equipment after the game. Both teams are responsible for field clean up after each game.
2. Batting cages in EL are designated for Field 2 and Field 3. If you have a game scheduled for one of these fields, then your team may use the batting cage when your team has the slotted time.

Scores/Standings

All scores/standings will be maintained on the ELLL website. The winning Manager/Coach is responsible for entering the game results. Results may be emailed to eastlymelittleleague@gmail.com if the Manager/Coach cannot accomplish the task in a timely manner. Please review the scores/standings frequently to ensure that no deficiencies are present.

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RULES SPECIFIC TO AAA DIVISION

1. AAA Baseball is designed to give players the ability to play in a Major League atmosphere while playing at an appropriate skill level. An attempt should be made to allow all players equal playing time.
2. The focus of AAA Baseball is on continuing the development of the fundamentals of the game while introducing game strategy and competition.
3. Scoring and standings will be maintained throughout the year.
4. To encourage skill development, any player who is interested in pitching or catching should be allowed an opportunity during the course of the season. It is strongly recommended that coaches develop a pitching rotation that includes many players. However, would-be pitchers and catchers should practice with a coach or parent and demonstrate adequate skills before taking the mound or stepping behind the plate in a game.
5. Free substitution is allowed.
6. All players present for a game shall bat in a rotating order regardless of defensive assignment. If a player shows up after the game has started, they should be added to the end of batting order.
7. In the first five innings of the game, in order to keep the game moving and limit lopsided scores, any half inning is over after the fifth run has scored (the 5 run limit), regardless of the number of outs in the half inning. In the sixth inning, there is no restriction on the number of batters or runs scored. If time or lighting make it necessary, the run restriction can be eliminated earlier than the 6th inning upon the following: (i) the restriction is eliminated for both teams, (ii) majority vote of the two managers and home plate umpire and (ii) that inning becomes the last inning even if the 2 hour time limit is not reached.
8. No intentional walks are allowed
9. East Lyme will provide AAA/Minors Managers as well as Majors managers to umpire the AAA games. No one from the coaching staff from either team will umpire their own games except in the scenario where no other umpires are available and all possibilities for substitute umpires have been exhausted.
10. With a runner on third and the catcher catches a pitch, the runner cannot advance home on the throw back to the pitcher. The ball is dead when the pitcher catches the throw back from the catcher. If the pitcher does not catch the throw from the catcher, it is a live ball. This does not apply to pass balls.
11. On a base on balls, the ball is dead when the pitcher has the ball on the mound before the runner makes it to first base.