

April 1, 2008

**SCARSDALE LITTLE
LEAGUE
RULE BOOK
2008**

KINDERGARTEN RULES

This is mostly a skills based program with an eye on development rather than competition. For the first 2 or 3 weeks, the allotted time should be spent practicing and teaching. After that, the time should be split between practice and a game.

1. ALL players field every inning. There may not be more than one 1st baseman, 2nd baseman, player stationed on 2nd base, shortstop and 3rd baseman and two pitchers helpers in the infield (no player catcher); the outfield will then be filled in with the balance of the players. Coaches will supervise the outfield (and may be on the field of play in the outfield) and infield (but only on the pitcher's mound and behind the plate).
2. The players are to be rotated amongst positions every game and throughout the season and encouraged to play every position they are capable of playing (keeping in mind the safety of the player). Each player MUST play at least half of each game in the infield. This helps improve all field skills and harmony among the players and parents. For first base, we suggest an adult act as a backstop for the overthrows.
3. ALL players bat every inning and run the bases regardless of the number of players per team and even if there is a disparate amount on opposing teams. Outs are not recorded. Fielders should be applauded for making outs, but runners shall stay on the bases "for practice." The lineup should be changed each game so that each player has the opportunity to bat at the top, middle and bottom of the order an equal number of times throughout the season. The batting order must remain consistent throughout each game.
4. No sliding or contact - EVER. Base running must be 3 feet within the base path in either direction, allowing a 6 foot zone for safe running. Fielders are required to allow run space for the runner while in the base path. Fielders cannot stand in the base path and must make a reasonable effort to remove themselves from the runner's direction.
5. No stealing or leading.
6. No bunting.
7. No plays at the plate - EVER. If a ball is being thrown home by a fielder, the adult catcher should stand in front of home plate to prevent the ball from hitting the runner and to provide an easier target for players.
8. An adult coach should act as the catcher to help with the batters particular needs, catch the pitched balls and make plays per #7 above. The catcher may be provided by either team depending on the number of available adults.

9. A tee may be used for the batters with a gradual weaning off (if possible) at the end of the year to underhand pitching by the hitting team's manager or coach only. This depends on the team skill level and player level. Use your best parental judgment to arrive at the decision whether or not a player is ready to be pitched to; however, if a player is having difficulty hitting a pitched ball, the tee should be used after a reasonable number of pitches so that the game proceeds at a reasonable pace. The pitcher may pitch from as close as he or she deems appropriate. There are no strikeouts or walks. Managers and coaches may not make plays in the field.
10. Use ONLY safety balls.
11. No run tally will be kept.
12. No win/loss tally will be kept.
13. Managers and coaches from the team in the field shall act as umpires if there is no umpire assigned to the game.
14. Batters must use helmets at the plate AND on the bases. No helmet--no batting or running.
15. In general, players should not be encouraged to advance on errors.
16. No arguments are to be had by players, coaches managers, parents or other spectators. If there is a disagreement on the field (and there should never be one), the Managers ONLY are to meet outside of earshot of parents, spectators and players and communicate civilly with one another to resolve any differences of opinion. If the managers are unable to resolve the disagreement very promptly, play should continue and the grade coordinator should be notified by both managers promptly after the game so that an appropriate grievance forum can be held.
17. No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the game permanently.
18. The managers and coaches shall be responsible for keeping parents or other spectators from being on the benches, in the dugout area or behind the backstop.

19. The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.
20. There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.
21. Bases are 60 feet from each other. Each manager is to have a ruler or marked string. Home team occupies the first base dugout, is responsible for setting the field (bases and pitching rubber) and supplying game balls and has the field until 15 minutes before game time.
22. Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on other's plays. In this regard, players are accountable to all managers and coaches, not just their own. The managers and coaches should be promoting good sportsmanship at all times. It is the manager's and coaches' responsibility to monitor the parents', spectators' and players' behavior. Managerial, coach, parental, spectator or player misbehavior will result in punitive action at the discretion of the Little League's Competition Committee.
23. All players must wear their entire Little League uniform (cap, team shirt and baseball pants) at all times during the game.
24. Both teams are responsible for dugout and field cleanliness at end of game. Manager/Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.
25. All violations of these rules and other inappropriate conduct should immediately be reported to the grade coordinator and to the Chairman of Little League's Competition Committee.
26. When in doubt about anything, please REMEMBER our main goal is for the kids to have fun.

FIRST GRADE RULES

1. ALL players field every inning. There may not be more than one 1st baseman, 2nd baseman, shortstop and 3rd baseman and two pitchers helpers in the infield ((i.e., no player stationed ON 2nd base, no outfielder stationed within 10 feet of any base and no player catcher); the outfield will then be filled in with the balance of the players. If a player that is stationed on 2nd base makes a play or if an outfielder that is stationed within 10 feet of any base makes a play at that base, the affected runners shall be safe. Coaches will supervise the outfield (and may be on the field of play in the outfield) and infield (but only on the pitcher's mound and behind the plate).
2. The players are to be rotated amongst positions every game and throughout the season and encouraged to play every position they are capable of playing (keeping in mind the safety of the player). Each player MUST play at least half of each game in the infield. This helps improve all field skills and harmony among the players and parents. For first base, we suggest an adult act as a backstop for the overthrows.
3. ALL players bat every inning regardless of the number of players per team and even if there is a disparate amount on opposing teams and regardless of whether 3 outs are recorded. Outs should be made and encouraged. Players that are ruled out may NOT continue to run the bases. The lineup should be changed each game so that each player has the opportunity to bat at the top, middle and bottom of the order an equal number of times throughout the season. The batting order must remain consistent throughout each game.
4. No sliding or contact - EVER. Base running must be 3 feet within the base path in either direction, allowing a 6 foot zone for safe running. Fielders are required to allow run space for the runner while in the base path. Fielders cannot stand in the base path and must make a reasonable effort to remove themselves from the runner's direction.
5. No stealing or leading.
6. No bunting.
7. No plays at the plate - EVER. If a ball is being thrown home by a fielder, the adult catcher should stand in front of home plate to prevent the ball from hitting the runner and to provide an easier target for players.
8. An adult coach should act as the catcher to help with the batters particular needs, catch the pitched balls and make plays per #7 above. The catcher may be provided by either team depending on the number of available adults.

9. Managers or coaches will pitch when their own team is at bat. Pitching may be either underhand or overhand. There are no strikeouts or walks. If a player is having difficulty hitting a pitched ball, the tee should be used after a reasonable number of pitches so that the game proceeds at a reasonable pace. The pitcher may pitch from as close as he or she deems appropriate. Managers and coaches may not make plays in the field.
10. Use only balls approved for first grade Little League.
11. No run tally will be kept.
12. No win/loss tally will be kept.
13. Managers and coaches from the team in the field shall act as umpires if there is no umpire assigned to the game.
14. Batters must use helmets at the plate AND on the bases. No helmet--no batting or running.
15. In general, players should not be encouraged to advance on errors.
16. No arguments are to be had by players, coaches managers, parents or other spectators. If there is a disagreement on the field (and there should never be one), the Managers ONLY are to meet outside of earshot of parents, spectators and players (with the umpire, if there is one) and communicate civilly with one another to resolve any differences of opinion. If the managers are unable to resolve the disagreement very promptly, play should continue and the grade coordinator should be notified by both managers promptly after the game so that an appropriate grievance forum can be held. If an umpire is present, the umpires ruling shall stand.
17. No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the game permanently.
18. The managers and coaches shall be responsible for keeping parents or other spectators from being on the benches, in the dugout area or behind the backstop.

19. The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.
20. There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.
21. Bases are 60 feet from each other. Each manager is to have a ruler or marked string. Home team occupies the first base dugout, is responsible for setting the field (bases and pitching rubber) and supplying game balls and has the field until 15 minutes before game time.
22. Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on other's plays. In this regard, players are accountable to all managers and coaches, not just their own. The managers and coaches should be promoting good sportsmanship at all times. It is the manager's and coaches' responsibility to monitor the parents', spectators' and players' behavior. Managerial, coach, parental, spectator or player misbehavior will result in punitive action at the discretion of the Little League's Competition Committee.
23. Managers and coaches are NEVER to question (except in a civil manner in a private conference with only the other manager present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire. A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Little League's Competition Committee – we need to lead by example. There will be zero tolerance for poor sportsmanship at any level.
24. The infield fly rule shall never apply.
25. All players must wear their entire Little League uniform (cap, team shirt and baseball pants) at all times during the game.
26. Both teams are responsible for dugout and field cleanliness at end of game. Manager/Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.
27. All violations of these rules and other inappropriate conduct should immediately be reported to the grade coordinator and to the Chairman of Little League's Competition Committee.
28. When in doubt about anything, please REMEMBER our main goal is for the kids to have fun.

SECOND GRADE RULES

1. No more than 10 players in the field per inning unless BOTH managers agree, in which case there may be 11. All players are in the batting order.
2. There may not be more than one pitchers' helper, 1st baseman, 2nd baseman, shortstop and 3rd baseman in the infield ((i.e., no player stationed ON 2nd base, no outfielder stationed within 10 feet of any base and no player catcher); the outfield will then be filled in with the balance of the players. If a player that is stationed on 2nd base makes a play or if an outfielder that is stationed within 10 feet of any base makes a play at that base, the affected runners shall be safe. Coaches will supervise the outfield (and may be on the field of play in the outfield) and infield (but only on the pitcher's mound and behind the plate).
3. The players are to be rotated amongst positions every game and throughout the season and encouraged to play every position they are capable of playing (keeping in mind the safety of the player). For example, it is permissible to only put players at SS and 3rd base who can make the throw across the diamond and to place only proficient catchers at 1st base; however, each player MUST play at least half of each game in the infield. This helps improve all field skills and harmony among the players and parents.
4. Every player plays equal innings in the field. No player shall sit out more than one inning until all players have sat out one inning. This rule should continue on a season long basis, so that each player has sat out an equal number of times as of the end of the season.
5. Every player bats regardless of whether they played the field that inning. The order shall be either be rotated so that players get relatively equal at bats during the season or the batting order shall be maintained throughout the year, with the leadoff batter each game being the next player due up from the previous game. The batting order must remain consistent throughout each game.
6. Games are a maximum of 6 innings. Half-inning ends with three outs or seven runs, whichever comes first. Games to be played through bottom half of innings (time permitting), even if home team is winning at top half of last inning.
7. Feet first sliding should be taught and encouraged. No sliding into first base. No head first slides, other than diving back into the base they were originally at. No contact - EVER. It is the runner's responsibility to avoid contact. Subject to #8 below, if contact is initiated by the runner or if the runner does not make a reasonable attempt to avoid contact or if the runner makes a head

first slide (other than diving back into the base they were originally at), the runner is out. Base running must be 3 feet within the base path in either direction, allowing a 6 foot zone for safe running. Runners going outside the safe running zone can be called for interference, resulting in the player being called out. Runners creating unnecessary contact will be called out and ejected at the umpire's discretion. Runners should slide or get down in order to avoid contact with the fielder. A runner will not be called out for not sliding, if such player gets down to avoid contact.

8. Fielders are required to allow run space for the runner while in the base path. Fielders cannot stand in the base path and must make a reasonable effort to remove themselves from the runner's direction.
9. No stealing or leading.
10. No bunting.
11. Plays at the plate – If the ball beats the runner to the circle of dirt around the plate (not the plate for either the runner or the ball), the runner is out. Once halfway to the plate, the runner cannot turn around. However, the throw has to be reasonably accurate. Anywhere near the plate will do. Thirty feet away from the plate will not do. If a ball is being thrown home by a fielder, the adult catcher should stand in front of home plate to prevent the ball from hitting the runner and to provide an easier target for players.
12. An adult coach should act as the catcher to catch the pitched balls and make plays per #11 above. The catcher may be provided by either team depending on the number of available adults.
13. Managers or coaches will pitch when their own team is at bat. Pitching shall be overhand. Pitchers may stand several feet in front of the mound to assist the player as needed. Managers and coaches may not make plays in the field.
14. Strikeouts shall be called on a swinging third strike. There are no called strikes. There are no walks.
15. Soft RIF-5 balls only MUST be used.
16. Score will be kept. There will be no league standings.
17. Managers and coaches from the team in the field shall act as umpires if there is no umpire assigned to the game.

18. Batters must use helmets at the plate AND on the bases. No helmet--no batting or running.
19. No arguments are to be had by players, coaches managers, parents or other spectators. If there is a disagreement on the field (and there should never be one), the Managers ONLY are to meet outside of earshot of parents, spectators and players (with the umpire, if there is one) and communicate civilly with one another to resolve any differences of opinion. If the managers are unable to resolve the disagreement very promptly, play should continue and the grade coordinator should be notified by both managers promptly after the game so that an appropriate grievance forum can be held. If an umpire is present, the umpires ruling shall stand.
20. No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the game permanently.
21. The managers and coaches shall be responsible for keeping parents or other spectators from being on the benches, in the dugout area or behind the backstop.
22. The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.
23. There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.
24. Pitching mound is 42 feet from the plate. Bases are 60 feet from each other. Each manager is to have a ruler or marked string. Home team occupies the first base dugout, is responsible for setting the field (bases and pitching rubber) and supplying game balls and has the field until 15 minutes before game time.
25. No runner substitution except (i) for injuries and (ii) the manager shall insert a runner for the catcher if there are 2 outs to speed up the game. Any pinch runner must be the last batter that made out prior to the substitution.
26. Games may be played with 8 players in attendance. Games shall be forfeited if there are not 8 players within 15 minutes of the scheduled start time or at any time thereafter.

27. On weekends, no inning will start within 15 minutes of the start time for the next game. On weeknights and late afternoon weekend games, termination of a game prior to the end of the 6th inning is at the discretion of the umpire based on safety. The umpire should not allow an inning to be started if that inning is not reasonably likely to be completed.
28. Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on other's plays. In this regard, players are accountable to all managers and coaches, not just their own. The managers and coaches should be promoting good sportsmanship at all times. It is the manager's and coaches' responsibility to monitor the parents', spectators' and players' behavior. Managerial, coach, parental, spectator or player misbehavior will result in a forfeit and/or other punitive action at the discretion of the umpire and/or Little League's Competition Committee.
29. Managers and coaches are NEVER to question (except in a civil manner in a private conference with only the other manager present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire. A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Little League's Competition Committee – we need to lead by example. There will be zero tolerance for poor sportsmanship at any level.
29. The infield fly rule shall never apply.
30. There will be unlimited substitutions.
31. All players must wear their entire Little League uniform (cap, team shirt and baseball pants) at all times during the game.
32. Both teams are responsible for dugout and field cleanliness at end of game. Manager/Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.
33. All violations of these rules and other inappropriate conduct should immediately be reported to the grade coordinator and to the Chairman of Little League's Competition Committee.
34. When in doubt about anything, please REMEMBER our main goal is for the kids to have fun.

THIRD GRADE RULES

Little League Rule Book, with following exceptions/notes:

1. No more than 10 players in the field per inning. All players are in the batting order.
2. There may not a pitchers' helper when a child is pitching and there may not be more than one pitchers' helper when an adult is pitching. There may not be more than one catcher, 1st baseman, 2nd baseman, shortstop and 3rd baseman in the infield ((i.e., no player stationed ON 2nd base and no outfielder stationed within 10 feet of any base). There may be up to 4 outfielders at equal depth (i.e., leftfield, left center, right center, and right field). If a player that is stationed on 2nd base makes a play at any base or if an outfielder makes a play at any base, the affected runners shall be safe.
3. On defense, all managers and coaches must be on the bench or otherwise in the dugout area, except one coach may stand beyond first or third (outfield) on the side opposite the defensive team's dugout. This coach must be in foul territory.
4. On offense, there may only be one coach in each of the first and third base coach's boxes, one behind the catcher and, when an adult is pitching, one pitching. All other managers and coaches must be on the bench or otherwise in the dugout area.
5. The players are to be rotated amongst positions every game and throughout the season and encouraged to play every position they are capable of playing (keeping in mind the safety of the player). For example, it is permissible to only put players at SS and 3rd base who can make the throw across the diamond and to place only proficient catchers at 1st base; however, each player **MUST** play at least half of each game in the infield. This helps improve all field skills and harmony among the players and parents. All players that wish to pitch shall be given the opportunity.
6. Every player plays equal innings in the field. No player shall sit out more than one inning until all players have sat out one inning. This rule should continue on a season long basis, so that each player has sat out an equal number of times as of the end of the season.
7. Every player bats regardless of whether they played the field that inning. The order shall be either be rotated so that players get relatively equal at bats during the season or the batting order shall be maintained throughout the year, with the leadoff batter each game being the next player due up from the

previous game. The batting order must remain consistent throughout each game.

8. Games are a maximum of 6 innings. Half-inning ends with three outs or seven runs, whichever comes first, except there shall be no seven run maximum in the last inning. Games to be played through bottom half of innings (time permitting), even if home team is winning at top half of last inning.
9. Feet first sliding should be taught and encouraged. No sliding into first base. No head first slides, other than diving back into the base they were originally at. No contact - EVER. It is the runner's responsibility to avoid contact. Subject to #10 below, if contact is initiated by the runner or if the runner does not make a reasonable attempt to avoid contact or if the runner makes a head first slide (other than diving back into the base they were originally at), the runner is out. Base running must be 3 feet within the base path in either direction, allowing a 6 foot zone for safe running. Runners creating unnecessary contact will be called out and ejected at the umpire's discretion. Runners should slide or get down in order to avoid contact with the fielder. A runner will not be called out for not sliding, if such player gets down to avoid contact.
10. Fielders are required to allow run space for the runner while in the base path. Fielders cannot stand in the base path and must make a reasonable effort to remove themselves from the runner's direction.
11. No stealing or leading.
12. No bunting.
13. Plays at the plate are called as they are seen. No more ball to the dirt first, etc...(real rules).
14. Tagging up is allowed.
15. Kids catch the entire game. Adult to backup kid catching for passed balls, EXCEPT on live plays. (Catching Mitt and equipment supplied – make sure to get catcher ready once 2 outs to keep game moving).
16. Child catching is REQUIRED to wear a cup. Let everyone on your team know this ASAP.
17. Subject to #19 below, players shall pitch for the first 2 and the last 2 innings. The Little League pitch count rule is mandatory. If you do not have a copy of these rules, please request them from the grade coordinator. Managers are

- responsible for ensuring that pitch counts are made and for reporting them to the grade coordinator within 2 days after each game.
18. Managers or coaches shall pitch for the 3rd and 4th innings when their own team is at bat. Pitching shall be overhand and from no more than 2 feet in front of the pitching rubber. Managers and coaches may not make plays in the field.
 19. Pitchers will be removed if, in one inning, they hit 2 batsmen, or give up 4 walks, or give up 3 walks and hit one batsmen. A child pitching shall be replaced by a coach, not another child, to end the inning.
 20. Regular baseball rules apply with respect to strikeouts and walks when a child is pitching. When an adult is pitching, strikeouts shall be called on a swinging third strike; there are no called strikes; and there are no walks.
 21. Use only balls approved for third grade Little League.
 22. Score will be kept. There will be no league standings.
 23. Managers and coaches from the team in the field shall act as umpires if there is no umpire assigned to the game.
 24. Batters must use helmets at the plate AND on the bases. No helmet--no batting or running.
 25. No arguments are to be had by players, coaches managers, parents or other spectators. If there is a disagreement on the field (and there should never be one), the Managers ONLY are to meet outside of earshot of parents, spectators and players (with the umpire, if there is one) and communicate civilly with one another to resolve any differences of opinion. If the managers are unable to resolve the disagreement very promptly, play should continue and the grade coordinator should be notified by both managers promptly after the game so that an appropriate grievance forum can be held. If an umpire is present, the umpires ruling shall stand.
 26. No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the game permanently.

27. The managers and coaches shall be responsible for keeping parents or other spectators from being on the benches, in the dugout area or behind the backstop.
28. The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.
29. There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.
30. Pitching mound is 42 feet from the plate. Bases are 60 feet from each other. Each manager is to have a ruler or marked string. Home team occupies the first base dugout, is responsible for setting the field (bases and pitching rubber) and supplying game balls and has the field until 15 minutes before game time.
31. No runner substitution except (i) for injuries and (ii) the manager shall insert a runner for the catcher if there are 2 outs to speed up the game. Any pinch runner must be the last batter that made out prior to the substitution.
32. Games may be played with 8 players in attendance. Games shall be forfeited if there are not 8 players within 15 minutes of the scheduled start time or at any time thereafter.
33. On weekends, no inning will start within 15 minutes of the start time for the next game. On weeknights and late afternoon weekend games, termination of a game prior to the end of the 6th inning is at the discretion of the umpire based on safety. The umpire should not allow an inning to be started if that inning is not reasonably likely to be completed.
34. Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on other's plays. In this regard, players are accountable to all managers and coaches, not just their own. The managers and coaches should be promoting good sportsmanship at all times. It is the manager's and coaches' responsibility to monitor the parents', spectators' and players' behavior. Managerial, coach, parental, spectator or player misbehavior will result in a forfeit and/or other punitive action at the discretion of the umpire and/or Little League's Competition Committee.
35. The umpire is likely to stand behind the pitcher and has been told to call a very wide strike zone, except for pitches over a kid's head. However, do not worry about how they call the strike zone (tell the players that if the ball can be reached by their bat, they should swing when a kid is pitching).

36. Managers and coaches are NEVER to question (except in a civil manner in a private conference with only the other manager present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire. A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Little League's Competition Committee – we need to lead by example. There will be zero tolerance for poor sportsmanship at any level.
37. Intentional walks are not permitted.
38. The infield fly rule shall never apply.
39. There will be unlimited substitutions, except for the pitcher. Once a pitcher leaves the mound, he or she may not return.
40. No metal cleats are permitted.
41. Batter cannot run on dropped third strike.
42. All players must wear their entire Little League uniform (cap, team shirt and baseball pants) at all times during the game.
43. Both teams are responsible for dugout and field cleanliness at end of game. Manager/Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.
44. All violations of these rules and other inappropriate conduct should immediately be reported to the grade coordinator and to the Chairman of Little League's Competition Committee.
45. When in doubt about anything, please REMEMBER our main goal is for the kids to have fun.

FOURTH GRADE RULES

Little League Rule Book, with following exceptions/notes:

1. No more than 10 players in the field per inning. All players are in the batting order.
2. There may not be more than one pitcher, catcher, 1st baseman, 2nd baseman, shortstop and 3rd baseman in the infield ((i.e., no player stationed ON 2nd base and no outfielder stationed within 10 feet of any base). There may be up to 4 outfielders at equal depth (i.e., leftfield, left center, right center, and right field). If a player that is stationed on 2nd base makes a play at any base or if an outfielder makes a play at any base, the affected runners shall be safe.
3. On defense, all managers and coaches must be on the bench or otherwise in the dugout area.
4. On offense, one parent and one child shall coach the bases (i.e., parent at first and child at third or vice versa), and they must be located in each of the first and third base coach's boxes. All other managers and coaches must be on the bench or otherwise in the dugout area.
5. The players are to be rotated amongst positions every game and throughout the season and encouraged to play every position they are capable of playing (keeping in mind the safety of the player). For example, it is permissible to only put players at SS and 3rd base who can make the throw across the diamond and to place only proficient catchers at 1st base; however, each player MUST play at least half of each game in the infield, unless they choose not to. This helps improve all field skills and harmony among the players and parents.
6. Every player plays equal innings in the field. No player shall sit out more than one inning until all players have sat out one inning. This rule should continue on a season long basis, so that each player has sat out an equal number of times as of the end of the season.
7. Every player bats regardless of whether they played the field that inning. The batting order shall be maintained throughout the year, with the leadoff batter each game being the next player due up from the previous game. The batting order must remain consistent throughout each game.

8. Games are a maximum of 6 innings. Half-inning ends with three outs or seven runs, whichever comes first, except there shall be no seven run maximum in the last inning.
9. Feet first sliding should be taught and encouraged. No sliding into first base. No head first slides, other than diving back into the base they were originally at. No contact - EVER. It is the runner's responsibility to avoid contact. Subject to #10 below, if contact is initiated by the runner or if the runner does not make a reasonable attempt to avoid contact or if the runner makes a head first slide (other than diving back into the base they were originally at), the runner is out. Base running must be 3 feet within the base path in either direction, allowing a 6 foot zone for safe running. Runners going outside the safe running zone can be called for interference, resulting in the player being called out. Runners creating unnecessary contact will be called out and ejected at the umpire's discretion. Runners should slide or get down in order to avoid contact with the fielder. A runner will not be called out for not sliding, if such player gets down to avoid contact.
10. Fielders are required to allow run space for the runner while in the base path. Fielders cannot stand in the base path and must make a reasonable effort to remove themselves from the runner's direction.
11. Stealing is allowed after the pitch crosses the entire home plate; however, if a base runner starts on first or second base, he or she cannot score on that steal. No runner may advance an additional base if the catcher makes an overthrow when trying to throw out a runner that is attempting to steal; however, if an overthrow occurs after the ball is batted, the runners may advance regardless of which player made the overthrow. There is no stealing home on an overthrow from the catcher to the pitcher or any other player or on a wild pitch or passed ball. Once the pitcher is on the rubber, a player must return to their base if they are less than halfway to the next base. If a runner leaves early, they will be returned to their base. Base runners may advance on a ball that eludes the catcher or on an errant throw back from the catcher.
12. No leading.
13. No bunting.
14. Plays at the plate are called as they are seen. No more ball to the dirt first, etc...(real rules).
15. Tagging up is allowed.
16. Kids pitch and catch the entire game.

17. Child catching is REQUIRED to wear a cup. Let everyone on your team know this rule ASAP.
18. The Little League pitch count rule is mandatory. If you do not have a copy of these rules, please request them from the grade coordinator. Managers are responsible for ensuring that pitch counts are made and for reporting them to the grade coordinator within 2 days after each game.
19. Pitchers will be removed and replaced by another player if, in one inning, they hit 2 batsmen, or give up 4 walks, or give up 3 walks and hit one batsmen.
20. Use only balls approved for fourth grade Little League.
21. Score will be kept. There will be no league standings.
22. Managers and coaches from the team in the field shall act as umpires if there is no umpire assigned to the game.
23. Batters must use helmets at the plate AND on the bases. No helmet--no batting or running.
24. No arguments are to be had by players, coaches managers, parents or other spectators. If there is a disagreement on the field (and there should never be one), the Managers ONLY are to meet outside of earshot of parents, spectators and players (with the umpire, if there is one) and communicate civilly with one another to resolve any differences of opinion. If the managers are unable to resolve the disagreement very promptly, play should continue and the grade coordinator should be notified by both managers promptly after the game so that an appropriate grievance forum can be held. If an umpire is present, the umpires ruling shall stand.
25. No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the game permanently.
26. The managers and coaches shall be responsible for keeping parents or other spectators from being on the benches, in the dugout area or behind the backstop.

27. The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.
28. There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.
29. Pitching mound is 46 feet from the plate. Bases are 60 feet from each other. Each manager is to have a ruler or marked string. Home team occupies the first base dugout, is responsible for setting the field (bases and pitching rubber) and supplying game balls and has the field until 15 minutes before game time.
30. No runner substitution except (i) for injuries and (ii) the manager shall insert a runner for the catcher if there are 2 outs to speed up the game. Any pinch runner must be the last batter that made out prior to the substitution.
31. Games may be played with 8 players in attendance. Games shall be forfeited if there are not 8 players within 15 minutes of the scheduled start time or at any time thereafter.
32. On weekends, no inning will start within 15 minutes of the start time for the next game. On weeknights and late afternoon weekend games, termination of a game prior to the end of the 6th inning is at the discretion of the umpire based on safety. The umpire should not allow an inning to be started if that inning is not reasonably likely to be completed.
33. The losing team must bat three (3) times for the game to be official.
34. NO MANAGER OR COACH MAY ENTER THE PLAYING FIELD (unless, of course, there is an injury). If you are making a pitching change or want to talk to your pitcher, you must ask him or her to meet you at the foul line between home plate and first base or home plate and third base.
35. Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on other's plays. In this regard, players are accountable to all managers and coaches, not just their own. The managers and coaches should be promoting good sportsmanship at all times. It is the manager's and coaches' responsibility to monitor the parents', spectators' and players' behavior. Managerial, coach, parental, spectator or player misbehavior will result in a forfeit and/or other punitive action at the discretion of the umpire and/or Little League's Competition Committee.

36. Managers and coaches are NEVER to question (except in a civil manner in a private conference with only the other manager present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire. A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Little League's Competition Committee – we need to lead by example. There will be zero tolerance for poor sportsmanship at any level.
37. Intentional walks are not permitted.
38. No balks will be called.
39. The infield fly rule shall never apply.
40. There will be unlimited substitutions, except for the pitcher. Once a pitcher leaves the mound, he or she may not return.
41. No stealing or advancing if your team is up by more than ten (10) runs.
42. No metal cleats are permitted.
43. Batter cannot run on dropped third strike.
44. Practices are mandatory a minimum of once per week (weather permitting).
45. No private coaches may be hired to assist in team training.
46. All players must wear their entire Little League uniform (cap, team shirt and baseball pants) at all times during the game.
47. Both teams are responsible for dugout and field cleanliness at end of game. Manager/Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.
48. All violations of these rules and other inappropriate conduct should immediately be reported to the grade coordinator and to the Chairman of Little League's Competition Committee.
49. When in doubt about anything, please REMEMBER our main goal is for the kids to have fun.

ATLANTIC & PACIFIC DIVISIONS

Little League Rule Book, with following exceptions/notes:

1. No more than 9 players in the field per inning. All players are in the batting order.
2. On defense, all managers and coaches must be on the bench or otherwise in the dugout area.
3. On offense, one parent and one child shall coach the bases (i.e., parent at first and child at third or vice versa), and they must be located in each of the first and third base coach's boxes. All other managers and coaches must be on the bench or otherwise in the dugout area.
4. The players are to be rotated amongst the infield and outfield every game and throughout the season and encouraged to play every position they are capable of playing (keeping in mind the safety of the player). Each player **MUST** play at least two innings in the infield in each game, unless they choose not to.
5. No player shall sit out more than one inning until all players have sat out one inning. This rule is finite, and addresses one playing rotation only.
6. Every player bats regardless of whether they played the field that inning. The batting order must be altered occasionally throughout the season to insure that the same 3-4 players do not bat last all the time. The batting order must remain consistent throughout each game.
7. Games are a maximum of 6 innings. Half-inning ends with three outs or seven runs, whichever comes first, except there shall be no seven run maximum in the last inning.
8. Feet first sliding should be taught and encouraged. Sliding into first base is permitted. No head first slides, other than diving back into the base they were originally at. No contact - EVER. It is the runner's responsibility to avoid contact. Subject to #9 below, if contact is initiated by the runner or if the runner does not make a reasonable attempt to avoid contact or if the runner makes a head first slide (other than diving back into the base they were originally at), the runner is out. Base running must be 3 feet within the base path in either direction, allowing a 6 foot zone for safe running. Runners going outside the safe running zone can be called for interference, resulting in the player being called out. Runners creating unnecessary contact will be called out and ejected at the umpire's discretion. Runners should slide or get

- down in order to avoid contact with the fielder. A runner will not be called out for not sliding, if such player gets down to avoid contact.
9. Fielders are required to allow run space for the runner while in the base path. Fielders cannot stand in the base path and must make a reasonable effort to remove themselves from the runner's direction.
 10. Stealing is allowed after the pitch crosses the entire home plate. Once the pitcher is on the rubber, a player must return to their base if they are less than halfway to the next base. If a runner leaves early, they will be returned to their base. On a steal, runners may advance only one additional base on an error. Base runners may advance on a ball that eludes the catcher or on an errant throw back from the catcher.
 11. No leading.
 12. Bunting is permitted; however, once a batter squares to bunt, they may not swing away - doing so results in the batter being called out.
 13. Plays at the plate are called as they are seen. No more ball to the dirt first, etc...(real rules).
 14. Tagging up is allowed.
 15. Kids pitch and catch the entire game.
 16. Child catching is REQUIRED to wear a cup. Let everyone on your team know this ASAP.
 17. The Little League pitch count rule is mandatory. If you do not have a copy of these rules, please request them from the grade coordinator. Managers are responsible for ensuring that pitch counts are made and for reporting them to the grade coordinator within 2 days after each game.
 18. Managers and coaches from the team in the field shall act as umpires if there is no umpire assigned to the game.
 19. Batters must use helmets at the plate AND on the bases. No helmet--no batting or running.
 20. No arguments are to be had by players, coaches managers, parents or other spectators. If there is a disagreement on the field (and there should never be one), the Managers ONLY are to meet outside of earshot of parents and players (with the umpire, if there is one) and communicate civilly with one another to resolve any differences of opinion. If the managers are unable to

resolve the disagreement very promptly, play should continue and the grade coordinator should be notified by both managers promptly after the game so that an appropriate grievance forum can be held. If an umpire is present, the umpires ruling shall stand.

21. No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the game permanently.
22. The managers and coaches shall be responsible for keeping parents or other spectators from being on the benches, in the dugout area or behind the backstop.
23. The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.
24. There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.
25. Pitching mound is 46 feet from the plate. Bases are 60 feet from each other. Each manager is to have a ruler or marked string. Home team occupies the first base dugout, is responsible for setting the field (bases and pitching rubber) and supplying game balls and has the field until 15 minutes before game time.
26. No runner substitution except (i) for injuries and (ii) the manager shall insert a runner for the catcher if there are 2 outs to speed up the game. Any pinch runner must be the last batter that made out prior to the substitution.
27. Games may be played with 8 players in attendance. Games shall be forfeited if there are not 8 players within 15 minutes of the scheduled start time or at any time thereafter.
28. On weekends, no inning will start within 15 minutes of the start time for the next game. On weeknights and late afternoon weekend games, termination of a game prior to the end of the 6th inning is at the discretion of the umpire based on safety. The umpire should not allow an inning to be started if that inning is not reasonably likely to be completed.
29. The losing team must bat (4) times for the game to be official.

30. NO MANAGER OR COACH MAY ENTER THE PLAYING FIELD (unless, of course, there is an injury). If you are making a pitching change or want to talk to your pitcher, you must ask him or her to meet you at the foul line between home plate and first base or home plate and third base.
31. Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on other's plays. In this regard, players are accountable to all managers and coaches, not just their own. The managers and coaches should be promoting good sportsmanship at all times. It is the manager's and coaches' responsibility to monitor the parents', spectators' and players' behavior. Managerial, coach, parental, spectator or player misbehavior could result in forfeit and/or other punitive action by Little League's Competition Committee.
32. Managers and coaches are NEVER to question (except in a civil manner in a private conference with only the other manager present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire. A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Little League's Competition Committee – we need to lead by example. There will be zero tolerance for poor sportsmanship at any level.
33. Intentional walks are not permitted.
34. No balks will be called.
35. The strike zone is the armpits to the knees and over the plate.
36. The infield fly rule will be called at the appropriate time.
37. There will be unlimited substitutions, except for the pitcher. Once a pitcher leaves the mound, he or she may not return.
38. No stealing or advancing if your team is up by more than ten (10) runs.
39. No metal cleats are permitted.
40. Batter cannot run on dropped third strike.
41. All players must wear their entire Little League uniform (cap, team shirt and baseball pants) at all times during the game.

42. Both teams are responsible for dugout and field cleanliness at end of game. Manager/Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.
43. All violations of these rules and other inappropriate conduct should immediately be reported to the grade coordinator and to the Chairman of Little League's Competition Committee.
44. When in doubt about anything, please REMEMBER our main goal is for the kids to have fun.

JUNIOR LEAGUE RULES

Little League Rule Book, with following exceptions/notes:

1. No more than 9 players in the field per inning. All players are in the batting order.
2. On defense, all managers and coaches must be on the bench or otherwise in the dugout area.
3. On offense, one parent and one child shall coach the bases (i.e., parent at first and child at third or vice versa), and they must be located in each of the first and third base coach's boxes. All other managers and coaches must be on the bench or otherwise in the dugout area.
4. Each player MUST play at least one (1) inning in the infield (including pitching and catching positions) in each game, unless the player absolutely chooses not to play the infield. This rule will be revisited for the playoffs. The goal is for all players to be given equal playing time in the infield and the outfield.
5. No player shall sit out more than one inning until all players have sat out one inning. This rule is finite, and addresses one playing rotation only.
6. Every player bats regardless of whether they played the field that inning. The same batting order must be used for each game. Whoever was slated to lead off the next inning of a completed game, leads off the next game. During the playoffs you may reset your line-ups for each game. The batting order must remain consistent throughout each game.
7. Games are a maximum of 7 innings, except the game will end after a team has batted 5 times if it is behind by 12 runs. Half-inning ends with three outs or seven runs, whichever comes first, except there shall be no seven run maximum in the last inning. The 12 run mercy rule will not apply during the playoffs.
8. No head first slides, other than diving back into the base they were originally at. Sliding into first base is permitted. It is the runner's responsibility to avoid contact. Subject to #9 below, if contact is initiated by the runner or if the runner does not make a reasonable attempt to avoid contact or if the runner makes a head first slide (other than diving back into the base they were originally at), the runner is out. Base running must be 3 feet within the base path in either direction, allowing a 6 foot zone for safe running. Runners going outside the safe running zone can be called for interference, resulting in the player being called out. Runners creating unnecessary contact will be called out and ejected at the umpire's discretion. Runners should slide or get

down in order to avoid contact with the fielder. A runner will not be called out for not sliding, if such player gets down to avoid contact.

9. Fielders are required to allow run space for the runner while in the base path. Fielders cannot stand in the base path and must make a reasonable effort to remove themselves from the runner's direction. Catchers or basemen can protect the base with the ball in the glove, but must stand out of the way if waiting for the ball from the field.
10. No stealing or advancing if your team is up by more than 10 runs. For the first 5 games, leads (and stealing) are permitted only after the pitch crosses the entire home plate. Thereafter, leads (and stealing) may occur before the pitch, except if a team is leading by seven (7) runs, leading (and stealing) is only permitted after the pitch crosses the entire home plate. During the time that leading (and stealing) is only permitted after the pitch crosses the entire home plate, once the pitcher is on the rubber, a player must return to their base if they are less than halfway to the next base. If a runner leaves early, they will be returned to their base.
11. Bunting is permitted; however, once a batter squares to bunt, they may not swing away - doing so results in the batter being called out.
12. Tagging up is allowed.
13. Pitching Limitations: 7 innings per week, with a maximum of 4 innings or 60 pitches per game, whichever comes first. If a pitcher reaches the 60 pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. A parent must be designated by each team before each game to keep a pitching count. If a player pitches over 50 pitches in a day, 2 calendar days of rest must be observed. If a player pitches 1 to 50 pitches in a day, one 1 calendar day of rest must be observed (in other words, pitchers cannot throw on consecutive days). One pitch constitutes 1 inning. Week will start Monday and end Sunday. A pitcher must be removed if such pitcher displays wildness that might cause injury to a batter. In all cases where this rule is less restrictive than the Little League pitch count rule, the Little League pitch count rule shall control. If you do not have a copy of these rules, please request them from the Commissioner. Managers are responsible for ensuring that pitch counts are made and for reporting them to the Commissioner within 2 days after each game.
14. Managers and coaches from the team in the field shall act as umpires if there is no umpire assigned to the game.

15. Batters must use helmets at the plate AND on the bases. No helmet--no batting or running.
16. No arguments are to be had by players, coaches managers, parents or other spectators. If there is a disagreement on the field (and there should never be one), the Managers ONLY are to meet outside of earshot of parents and players (with the umpire, if there is one) and communicate civilly with one another to resolve any differences of opinion. If the managers are unable to resolve the disagreement very promptly, play should continue and the Commissioners should be notified by both managers promptly after the game so that an appropriate grievance forum can be held. If an umpire is present, the umpires ruling shall stand.
17. No bat throwing. A thrown bat results in one warning per team. All subsequent thrown bats by a player on the team that received a warning result in that batter being called out regardless of whether the ball is hit or missed, and the ball is dead. In addition, for safety reasons, any player that throws a bat a third time in any game shall be removed from the game permanently.
18. The managers and coaches shall be responsible for keeping parents or other spectators from being on the benches, in the dugout area or behind the backstop.
19. The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players that are sitting out shall be behind fences and in the dugout area.
20. There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game. No player may hold a bat unless at the plate.
21. Pitching mound is 52 feet from the plate. Bases are 75 feet from each other. Each manager is to have a ruler or marked string. Home team occupies the first base dugout, is responsible for setting the field (bases and pitching rubber) and supplying game balls and has the field until 15 minutes before game time.
22. No runner substitution except (i) for injuries and (ii) the manager may, at its option, insert a runner for the catcher if there are 2 outs to speed up the game. Any pinch runner must be the last batter that made out prior to the substitution.
23. Games may be played with 8 players in attendance. Games shall be forfeited if there are not 8 players within 15 minutes of the scheduled start time or at any time thereafter. Forfeits, however, should be avoided. Managers should

canvass their players before each game to ensure adequate attendance. During mid-week games, a manager shall be allowed to borrow players from the teams not playing. For weekend games, if all Junior League teams are playing at the same time, managers may borrow players from the Atlantic or Pacific Divisions. If a player is borrowed, such borrowed player must bat last and play the outfield.

24. On weekends, no inning will start within 15 minutes of the start time for the next game. On weeknights and late afternoon weekend games, termination of a game prior to the end of the 6th inning is at the discretion of the umpire based on safety. The umpire should not allow an inning to be started if that inning is not reasonably likely to be completed.
25. The losing team must bat four (4) times for the game to be official.
26. NO MANAGER OR COACH MAY ENTER THE PLAYING FIELD (unless, of course, there is an injury). If you are making a pitching change or want to talk to your pitcher, you must ask him or her to meet you at the foul line between home plate and first base or home plate and third base.
27. Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to comment on other's plays. In this regard, players are accountable to all managers and coaches, not just their own. The managers and coaches should be promoting good sportsmanship at all times. It is the manager's and coaches' responsibility to monitor the parents', spectators' and players' behavior. Managerial, coach, parental, spectator or player misbehavior could result in forfeit and/or other punitive action by Little League's Competition Committee.
28. Managers and coaches are NEVER to question (except in a civil manner in a private conference with only the other manager present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire. A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Little League's Competition Committee – we need to lead by example. There will be zero tolerance for poor sportsmanship at any level.
29. Intentional walks are not permitted.
30. Teams will not be penalized if a pitcher commits a balk, but any play that ensues shall be voided.
31. The strike zone is the armpits to the knees and over the plate.

32. The infield fly rule will be called at the appropriate time.
33. There will be unlimited substitutions, except for the pitcher. Once a pitcher leaves the mound, he or she may not return.
34. Bats 34 inches or less in length and up to a 2¾ maximum barrel size are permitted. There are no drop ratio limitations. Wooden bats may be used. No metal cleats are permitted.
35. Batter can run on dropped third strike if first base is unoccupied, or if there are 2 outs.
36. If any Junior League player misses 2 games (with a practice counting as half of a game), he is suspended from the next travel team game.
37. The first 2 games of the season will not count in the standings and the first 2 mid-week games will be limited to 5 innings each (daylight permitting).
38. Teams line up at the end of every game to shake hands.
39. All players must wear their entire Little League uniform (cap, team shirt and baseball pants) at all times during the game.
40. Both teams are responsible for dugout and field cleanliness at end of game. Manager/Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacle at end of each game.
41. All violations of these rules and other inappropriate conduct should immediately be reported to the grade coordinator and to the Chairman of Little League's Competition Committee.
42. When in doubt about anything, please REMEMBER our main goal is for the kids to have fun.

**SCARSDALE LITTLE
LEAGUE
PITCH COUNT RULES
2008***

*This is a copy of Little League's official pitch count rule as of 4/23/07

Regulation VI – Pitchers:

a. Any player on a regular season team may pitch. (There is no limit to the number of pitchers a team may use in a game.)

b. *Junior, Senior, and Big 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 day
	13-16 (Junior League)	95 pitches per day
	11-12 (Atlantic/Pacific)	85 pitches per day
	10 and under (all other)	75 pitches per day

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 that batter reaches base or is put out.

Note on Intentional Walks: Before a pitch is delivered to a batter (any pitch, not necessarily the first pitch to a batter), the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.

d. Pitchers league age 16 and under (Junior League) must adhere to the following rest requirements:

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest 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 days of rest must be observed.

Pitchers league age 17-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 51 - 75 pitches in a day, two (2) calendar days of rest must be observed.

- If a player pitches 26 - 50 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-25 pitches in a day, no (0) calendar day of rest must be observed.

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.

i. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League.

j. 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 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.