

# **SACHEM LITTLE LEAGUE**

## **2009 MAJORS DIVISION**

The following rules for the 2008 Majors Division are a supplement to the Little League Rulebook. Refer to that rulebook for any rules not contained herein:

### **SAFETY:**

6. If you see lightning, STOP THE GAME IMMEDIATELY!
7. THERE ARE NO ON DECK BATTERS!

### **EQUIPMENT:**

4. Bats are limited to 2 ¼ inch diameter.

### **PLAYING RULES:**

2. All players on the team must be in the batting order.
3. The batting order will remain fixed for the entire game.
4. Players arriving after the 1st warm-up pitch shall be placed at the end of the batting order.
5. Each inning has a 5 run limit with the exception of the 6th inning which has no limit.
6. Nine players are fielded. All players must play at least 3 innings in the field in a six inning game.
7. If a player arrives late for a game, each inning they have missed can be counted for an inning played.
8. Bunting and tagging up are permitted.
9. No infield fly rule or balks permitted.
10. Stealing of all bases except home is unlimited. Home may be stolen only once per inning. A steal is considered when a player moves to the next base on any non-batted ball. The runner may not leave the base until the ball crosses home plate.
11. No leading is permitted. Bases are not stationary, if a player at a base causes the base to move, the base runner cannot be tagged out.
12. If a runner leaves a base before the ball crosses home plate, the runner will be returned to that base.
13. The pitching rubber is located at 46 feet from the plate and no closer. If a player wishes to pitch and can't reach the plate, work with him and maybe by the end of the season he will be able to reach it. DO NOT MOVE THE RUBBER ANY CLOSER THAN 46 FEET!
14. Scorebooks must be kept. The names of the pitchers and how many pitches he pitched must be kept. Pitching records must be available upon request.
15. Managers and coaches are the only ones permitted on the field. Players may coach the bases but must wear a batting helmet.
16. Unlimited substitutions are allowed in the field, except for pitchers. Once a pitcher has been removed they cannot return to that position or the catcher position.
19. Baseline coaches may consist of managers, coaches or players (Players must wear batting helmets).
21. Catcher cannot tell the batter to swing.
23. Equipment must be kept in the dugout at all times.
24. No one, especially players is permitted behind the backstop.

**MERCY RULE:**

If a team is ahead by 12 or more runs or more and the team losing has batted 4 times, the game is over.

**SLIDE RULE:**

Avoid collisions. Runners must slide or attempt to get around a fielder who has the ball and is waiting to make a tag. If the fielder is off the bag or there is no chance of a putout or a collision, then a slide is not necessary. A runner must avoid all contact other than incidental contact. Headfirst slides are not allowed unless diving back to a base. A violation of this rule will result in the runner being called out.

**PROTEST:**

Follow the Little League Rulebook.

**RAIN OUTS:**

All games are to be cancelled at the field by both managers at the field prior to the beginning of the game. Once the game is under way, the umpire is the only person who may stop it. If both managers cannot agree if a field is playable, the final decision to begin play will be made by the umpire.

**MISCELLANEOUS:**

7. There is NO SMOKING by anyone (manager, coach, parents, etc.) within the immediate proximity of the baseball field during games. Alcoholic beverages of any kind are also forbidden.

**SUPPLEMENTAL RULES:**

3. Managers and coaches must wear league issued shirts and league authorized caps during games. No manager or coach will be permitted on the field without these items and may coach only from the dugouts. Players wearing their official uniforms will have to be used as base coaches.
4. If a game is forfeited, cancelled or rescheduled, no "scrimmage games" are permitted. Instead a supervised practice may take place. This is required because of insurance liabilities, injury and pitching rules.
6. There will be a continuous batting order. No longer will there be an automatic out when a player leaves during a game.
7. Runners must attempt to avoid contact on base path.
8. If a player is a pitcher he may NOT wear: A white or light gray sweatshirt under his uniform; Batting gloves; Wrist/sweat bands.
9. There is a maximum of 5 runs per inning. Only the sixth inning is unlimited. If the game is to be called due to the lack of sunlight, and the fifth inning will be the last, you may NOT score an unlimited amount of runs. If the game is called due to lack of sunlight, and the home team is unable to complete their at bat, the final score shall revert back to the previous inning.
10. No jewelry may be worn.
11. PAL Complex - There is no parking allowed on the road. If there are any cars parked on the road, the umpires are to give both managers a warning to have the cars moved. (It is the

manager's responsibility to make sure no parents from his team park on the road.) If the cars are not moved, the umpires are to hold up the game until they are moved. If cars are still not moved, the game will be stopped and the team that is responsible for the cars parked on the road will receive a forfeit.

12. **Zero Tolerance Rule.** There is to be **NO** arguing with the umpires; this includes managers, coaches, players and parents. If there is a question on a baseball rule interpretation, the manager and only the manager can ask the umpire for clarification.

*Breaking of the zero tolerance rule will result in ejection from the game and playing field and possible suspension. There will be no exceptions.*

### **PITCHING RULES:**

1. **Any player who plays school ball, regardless of position, may not pitch.**
2. A pitcher who hits two batters in an inning or three in a game must be removed from the game as a pitcher.
3. A Manager must remove their pitcher upon reaching 85 pitches in one day. If the count of 85 pitches is tallied in the middle of a batter, the pitcher may finish the batter.
4. If a player pitches 61 pitches or more in a day, **3 calendar days of rest and one game** must be observed.  
If a player pitches 41-60 pitches or more in a day, **2 calendar days of rest and one game** must be observed.  
If a player pitches 21-40 pitches or more in a day, **1 calendar day of rest must be observed.**  
If a player pitches 1-20 pitches in a day, **no calendar day of rest** is required.
5. At the conclusion of each half inning, or when a pitcher is removed from the game, it is the manager's responsibility to agree on a pitch total with the opposing manager. In the event the manager's cannot agree on a number, the umpire will make the final determination.
6. After a player has been removed as a pitcher, he may play any other position in the field **with the exception of catcher** for the remainder of that day.
7. Should a fielder step to the mound and throw a pitch during the game he now becomes the pitcher.
10. Five warm-up pitches between innings.

### **STARTING TIMES:**

Weekday games are to start at **5:45 PM sharp** until Memorial Day and 6 PM sharp thereafter. No inning can start after 7:45 PM until Memorial Day and then 8 PM. Weekend games have various starting times. **Umpires have been instructed to end games when they have difficulty seeing the ball, regardless of time. If in the opinion of the umpire a team is intentionally slowing down the game (i.e. 4 pitching changes & 6 catcher switches) in order to have the game called due to darkness, a warning will be given. After one warning, if delays continue that team will forfeit the game and that coach will be banned from coaching in Sachem Little League.**

After six innings have been played and a winner has been determined, the game is over regardless if the 2 hour time limit has been reached. **No extra innings! Extra innings may only be played if after 6 innings of play the game is tied and the game time is under the 2 hour time limit.**