



HOUSE RULES - 2019

The Elmsford Little League Board of Directors has established these rules. They are to be used in addition to the Official Little League regulations, found in the annual rule book (booklet) issued to all Head Coaches. Included here are the Common Rules for All Divisions (Clinic, A, AA, AAA & Majors), followed by the Pitching Rules, then specific rules for individual Divisions, including Softball. For questions, Head Coaches should contact their Division Coordinator.

President	Rob Gramaglia	(914) 469-3219	rjg255@yahoo.com
Vice President	John Malone	(914) 424-5513	jonebrke4@aol.com
Umpire Coordinator	Derek Williams	(914) 325-0685	derektwilliams@gmail.com
Player Agent	Fred Bragaglia	(914) 447-2219	boss618@aol.com
Information Officers	Matt Blumberg	(917) 693-6500	matt@myblumberg.com
	Jason Phillips	(917) 676-8650	jason.phillips@gmail.com elladmin@elmsfordlittleleague.org
Clinic Coordinators	Rob Friedman	(917) 533-5206	rfriedman@kirklandwest.com
	Johnny Maroney	(917) 535-7758	Johnnymaroney@gmail.com
A Coordinator	Kristen Kumar	(914) 643-1420	Kristenkumar@gmail.com
AA Coordinator	John McKillop	(914) 720-5775	john@theramaxrehab.com
AAA Coordinator	Troy Smith	(718) 757-6723	troy.a.smithlaw@gmail.com
Majors Coordinator	Sal Cappiello	(914) 886-3704	scapp11@aol.com
Softball Coordinators	Louis Herena	(914) 325-0508	louisherena@yahoo.com
	Matt Blumberg	(917) 693-6500	matt@myblumberg.com

COMMON RULES FOR ALL DIVISIONS

- 1) The Little League Rulebook for Baseball/Softball governs play for rules in all divisions, if not otherwise listed or clarified below.
- 2) Both the home & away teams are *responsible* for installing the pitching machine (if required), removing the weighted round tarps from the pitcher's mound and home plate area, and if necessary, raking the field and laying down foul lines, returning the pitching machine after the last game of the day, raking all clay back around each base, the infield, batter's box and pitcher's mound after the last game of the day and then replacing the tarps on the pitcher's mound and home plate area. Raking must be done from grass edges towards infield – do not rake clay into or towards grass areas. Padlocks on field gates must be secured if the last game of the day on that field.
- 3) The *home team head coach* of the first game of the day on Piccoli Field (the earlier start time) is responsible for obtaining the AED (defibrillator) from the storage room and placing it in the First Aid Cabinet near the snack bar. *The home team head coach* of the

last game of the day on Arciola Field (the later finish time) is responsible for putting the AED away in the storage room.

- 4) **All teams must remove trash and recyclables from dugouts and the bleachers area after every game.** Place the trash and recyclables in their respective cans. When they become 1/2 full, Coaches should empty them in the dumpsters – one for garbage, one for recyclables. Do not let cans get to the point where they are full. This includes garbage cans in the dugouts & spectator areas. Stress to your teams parents to clean up after themselves.

SPECIAL NOTE:

IF ANY COACH DOES NOT ABIDE BY THE FIRST THREE RULES LISTED ABOVE, HE OR SHE WILL BE GIVEN A (1) GAME SUSPENSION FROM THE LEAGUE. NO WARNINGS WILL BE ISSUED. AFTER THE SECOND OFFENSE, HE OR SHE WILL NOT BE ALLOWED TO COACH THE REMAINDER OF THE YEAR **AND THE FOLLOWING YEAR!**

- 5) Teams must begin games with at least 9 players, but can finish with 8. If a team cannot field 9, managers should get call-ups from their farm teams (see below). No player, other than an approved call-up, may participate in a game.
- 6) Little League Bats: Effective on January 1, 2018, Little League Baseball implemented the new USABat standard. No bats previously approved for use in Little League Baseball will be permitted in any Little League game or practice, or other Little League function, event, or activity. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, [visit usabat.com](http://usabat.com). Almost all wood bats are generally acceptable under the new standard. Non-wood bats must include the “USA Baseball” logo above the handle. For Clinic division only, bats previously marked as “Tee-Ball” are acceptable, but parents must obtain a “USA Baseball” sticker to apply to these bats as well. For Junior Division, only wood, BBCOR or USA Bats may be used. For Senior Division, only BBCOR or wood bats may be used. **Batting “donuts” are not permitted.** Bats will be reviewed by umpires at any point before or during a game. If any umpire deems a bat to be illegal or damaged, they may prohibit use for the remainder of the game. Once a game begins, the team Head Coach will receive a warning after the first time an umpire recognizes an illegal bat used by that team. Any subsequent use of an illegal bat by that team during the remainder of that game will automatically result in ejection of the Head Coach, and further review for potential further disciplinary action. After the first warning for illegal bat use within a game, any batter that receives a pitch while using an illegal bat during the remainder of that game will be automatically out with no advance of any runners that may be on base, regardless of the result of the pitch. It is the responsibility of the Head Coach to monitor use of legal bats – the umpire may or may not notice illegal bats prior to use in a game, but coaches can check the legality of a bat with an umpire prior to use.

Softball Bats: The bat must be a softball bat which meets Little League specifications

and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or a material tested and proved acceptable to Little League standards. The bat shall be no more than 33 inches (34 inches for Junior/Senior League) in length, not more than two and one-quarter (2¼) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable. A non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

- 7) Helmets: Batters and base-runners MUST wear a Little League-approved batting helmet with double ear-flaps. Any player acting as a base-coach must wear a helmet. Players must supply their own helmets. **NO HELMETS WILL BE SUPPLIED BY ELSFORD LITTLE LEAGUE.**
- 8) Heart Guards: Heart Guards must be worn at all times by all pitchers and pitcher's helpers. In order to save time, if a manager knows ahead of time that the pitcher who is in the game will be replaced, the manager or coach should make every effort to make sure that the next pitcher that enters the game will have his/her heart guard on and ready to go. Shirts with built-in heart guards are permitted, and encouraged, for all players regardless of position and division.
- 9) Gloves/Mitts: In all Divisions except Clinic, the Catcher must use a catcher's mitt (no "fielder's glove" or 1st-baseman mitt permitted). Pitchers must use a fielding glove – no "mitts" permitted. For 1st-base, use of glove or "mitt" is at the player's option. In Clinic, there are no restrictions on what players or managers/coaches use, except all players must wear a glove.
- 10) Players are not permitted to hold a bat before entering the batter's box. A bat must NEVER be held or swung in the dugout, not even in the "on-deck" cage.
- 11) A maximum of **three (3) coaches** are permitted in the dugout in Softball, AA, AAA and Majors Divisions, provided every coach has been approved to participate by the ELL Board of Directors and carries their badge provided by ELL. Approved coaches must complete the Little League Volunteer Application and pass the required background check, and safety training. If accepted, approved volunteers will be notified by ELL. No siblings, coaches, or other adults are permitted in the dugout.
- 12) At least one adult must be in the dugout at all times. When a team is batting, 2 adult coaches are permitted on the field, at 1st and 3rd base, provided one adult remains in the dugout. If shorthanded, a player wearing a batting helmet may coach 1st base.

- 13) Pitching: In divisions where “Pitcher’s Helper” and/or the pitching machine is used, the “PH” must be positioned on a line to the left/right of the pitching rubber. The pitchers helper must be wearing a protective heart guard under his/her shirt while playing this position. *Hit-by-Pitch Rule:* In **all divisions**, a pitcher must be removed after hitting 2 batters in one inning or 3 batters overall at any point in the game. The pitcher may remain in the game at another position. Coaches should use common sense and remove ineffective pitchers. ***See specific pitching rules for each division.***
- 14) Bunting/Slashing: See rules for specific Divisions. When bunting is permitted, a batter who has “squared away” and leveled the bat to show bunt **is prohibited** from taking a full swing at the pitch. ***That action is called “slashing” and subject to further penalties.*** The batter may withdraw from the bunting position, but must take the pitch for a ball or strike as called by the Umpire. If the batter fails to observe this rule and swings, **the batter will be called Out**. If the batter swings and **makes any contact** with the pitch, the batter **will be called Out and ejected from the game**. This will be a dead ball situation, and all base runners must go back to their original base. For repeated offenses, the team and its coaching staff might incur penalties.
- 15) Sliding: Head-first slides are not permitted in any Division (except Juniors and Seniors), except when returning to a base. Players who slide head-first when advancing to the next base are called “out.”
- 16) Fielding: In all Divisions, outfielders must play on the outfield grass.
- 17) Infield-Fly Rule: The infield-fly rule applies only in the Majors and AAA level.
- 18) No new inning can begin 15 minutes before the start of the next scheduled game, to give those teams warm-up time. Games begin and end when the Umpire determines. Suspended games may be completed at a later date.
- 19) No inning can begin **after 8 p.m.** The Umpire will decide if the game is complete or suspended.
- 20) Farm Teams: Each ELL team is assigned a Farm Team. This enables teams to play games if they expect to be short of regular roster players. The head coach needing “call-ups” should contact the farm-team **head coach only** as early as possible. If the farm team head coach can’t be reached, the head coach should contact the Division Coordinator to make other arrangements. Teams can only obtain call-ups from their assigned farm team, unless the Division Coordinator arranges otherwise. The following rules prevent a team from calling up a better farm-team player and making roster players sit. Please go through the farm team manager for call-ups.

A: Call-ups **CANNOT** pitch.

B: If call-up(s) get the team to 9 players (Majors/AAA) or 10 players (AA/A), it does not matter where the call-up plays defense (except for pitcher). But, if the call-up(s) put a team over the minimum (9/10), those call-ups **CANNOT** have more playing time than any roster player. Therefore, call-ups above the 9/10 minimum can't play defense more than 3 INNINGS.

C: Call-ups CANNOT bat more than any roster player. In all leagues, call-ups must bat at the bottom of the order. If a roster player shows up after the game has started (A thru AAA), they will be inserted at the bottom of the line-up. Do not alter the batting line-up.

D: In all circumstances where a call-up is present, that call-up must play the minimum innings or outs in the field, required by the division to which he or she has been called up.

21) Substitute Coaches: Occasionally, a team might be lacking its head coach or one or more coaches at a game. **Under no circumstances** can anyone act as a substitute coach without previous approval from the ELL, as signified by an "Approved Volunteer" badge. To get this badge, volunteers must undergo a background check and participate in an ELL coach's training course. When a "badge-approved" volunteer is not available, only Board Members may substitute for an absent head coach or coach, or another approved coach may be appointed by the Board. If a team's staff is short-handed, the head coach or coaches (including approved substitutes) can designate players to coach at 1st base and 3rd base when the team bats. **Or**, they can leave the coaching-boxes vacant. In any case, **at least one pre-approved adult must be present in the dugout at all times** when the team bats or plays the field. The umpires will enforce these substitution rules **strictly**. If a team does not comply with the rules, the umpires will cancel or suspend the game, and report the circumstances to the Board. Penalties can be assessed to those head coaches or coaches not cooperating with this rule & the umpire. A list of "approved volunteers" will be kept at the field. In addition to wearing a badge, approved volunteers **may be asked to show the umpires a photo ID**. Teams are urged to arrange to obtain "approved volunteer" substitutes before the season begins. Contact the "Safety Coordinator" for these approvals. **Finally**, there can be no "surrogate coaching" from outside the fences adjacent to the playing fields the umpires will enforce these rules.

22) Effective in 2017, per Little League International stipulations, **all** batters must leave at least one foot in the batters box at all times, during each at bat at AA levels and above. The only exceptions for this rule will be:

- a. When time out is granted by the umpire. Violation of this rule can result in the umpire automatically calling a strike on the batter, without a pitch being thrown. When a batter steps with one foot out of the box to receive a coach's signal, the umpire will halt play by raising his arms. Only when the umpire halts play or calls timeout, will the defensive pitcher be prohibited from delivering a pitch to the plate. In the A-Divisions where the pitching machine is used, the umpire operating the machine will control these situations.
- b. On a slap swing or check swing

- c. When a batter is forced out of the box by a wild pitch
 - d. When a batter attempts a drag bunt
 - e. When the catcher does not cleanly receive a pitched ball
 - f. When a play at home is attempted
 - g. When on a three ball count, the batter takes a pitch that he or she perceives to be ball four. If the umpire deems this to be a strike, the batter will be called back to the box, with no penalty.
 - h. When the pitcher leaves the five foot pitching circle surrounding the pitching rubber, upon receiving the ball back from the catcher.
 - i. In Softball, stipulation "H", above, applies when the pitcher leaves the eight foot circle surrounding the pitching rubber.
- 23) In the event that a batter leaves the batter's box or delays play, and none of the above exceptions apply, the umpire shall issue a warning. Upon a second instance of the batter leaving the box, the umpire at his or her discretion may issue a strike, without a pitch being thrown, regardless of the count. The umpire's ruling in these situations will be considered final. Any questioning of such a call by a head coach, coach, or player will subject that individual to ejection from the game.
- 24) At no time may a coach aid or assist a base-runner or make any physical contact at any time, while time is in. (Example, holding, restraining or slapping a player on the back while the player is rounding a base or considering tagging up). In the event of such an occurrence, play will continue until time is called out. At that time, the umpire will call that base-runner out.
- 25) Stealing of signals is considered unsportsmanlike conduct at any level of play by Little League International rules. Should a player be deemed to be stealing a signal and relaying it to a coach or batter, this will be considered unsportsmanlike conduct and both the player and his head coach will be subject to ejection from the game.
- 26) In an effort to assist umpires, language has been provided to umpires for the handling of in-game altercations. A coach should not leave the dugout or coach's box, nor should a player leave his position at any time to engage in a fight or altercation. Upon doing so, that individual will be subject to immediate ejection from the game and further disciplinary action. In the event that a coach or player attempts to prevent or restore order, that individual will not be in violation of this stipulation.

PITCHING RULES

Any player on a regular-season team may pitch. There is no limit to the number of pitchers a team may have or may use in a game. ***Teams are encouraged to develop as many pitchers and catchers as possible!!!!***

The rules for pitch-counts, mandatory days of rest and pitching in consecutive games are listed below. Also note that a pitcher can move to catcher in the same game ***if that pitcher has thrown 40 or less pitches*** in the game. If a pitcher throws 41 or more pitches, he/she may not be put into catcher. Also, ***if a player plays catcher for 4 innings in a game, he/she cannot come in to pitch in that game. If a catcher receives even one pitch after catching 3 complete innings in a game, the catcher is considered to have caught in a fourth inning and is not eligible to pitch in that game.***

Once removed from the mound, for whatever reason, a player cannot return as a pitcher in the same game, ***even if fewer than the maximum number of pitches was thrown (except for Junior and Senior Divisions, where re-entry is allowed)***. The removed pitcher may play any other position, including catcher, subject to the rule for catchers (the 41 pitch rule, see above).

Pitch-counts go by Little League Age:

For players LL ages 11/12, the maximum pitch count is **85** per day.

For players LL ages 9/10, the maximum pitch count is **75** per day.

For players LL ages 7/8, the maximum pitch count is **50** per day.

Mandatory Rest Days

“Rest days” are required for all pitchers during the regular season. Mandatory rest days are:

- If a player pitches **66 or more** pitches in a day, **4** calendar days of rest
- If a player pitches **51 - 65** pitches in a day, **3** calendar days of rest
- If a player pitches **36 - 50** pitches in a day, **2** calendar days of rest.
- If a player pitches **21 - 35** pitches in a day, one **1** calendar day of rest.
- If a player pitches **1-20** pitches in a day, **no rest** is required.

Examples of **4** calendar days of mandatory rest are:

- Sunday - **cannot** pitch until Friday
- Monday – **cannot** pitch until Saturday
- Tuesday – **cannot** pitch until Sunday
- Wednesday – **cannot** pitch until Monday
- Thursday – **cannot** pitch until Tuesday
- Friday – **cannot** pitch until Wednesday
- Saturday – **cannot** pitch until Thursday

Pitch-counts must be recorded and reported to ELL. For each team, a coach should be designated to handle the clicker or the GameChanger app. Each team monitors its own pitcher and the opponent's pitchers, and teams compare counts after at the half-inning (or when there's a pitching change during the inning). If there's a discrepancy in pitch counts that coaches can't resolve, the Umpire will decide in favor of the team that just pitched the inning -- but must report the discrepancy to the League Coordinator (especially if discrepancies are large). If teams refuse to keep count, the ELL must be informed.

Reporting pitch-counts along with game scores is mandatory. The home team is responsible for reporting the game results, the pitchers used, pitch counts, strikeouts, and home runs by emailing the appropriate division alias immediately following each game (see list below). **In addition, the home team is responsible for updating the league website with game results and pitch counts at the same time.**

aa@elmsfordlittleleague.org
aaa@elmsfordlittleleague.org
majors@elmsfordlittleleague.org

INTENTIONAL WALKS: If a team wishes to intentionally walk a batter, time out must be called and the coach must then advise the umpire that an intentional walk is being issued, without any pitches being thrown. In these circumstances, while no pitches will be thrown, four pitches will be assigned to the pitcher's pitch count for that game. **All such pitches will count in determining that pitcher's pitch-count and eligibility for subsequent appearances.**

MOUND VISITS: At all levels, during the course of a game each pitcher is limited to a maximum of two visits by a coach before he must be removed from the pitcher's position. Upon a third visit at any time in the game, that pitcher will no longer be eligible to pitch in that game. The player is permitted to remain in the field at another position at the discretion of his coach or manager. Once a defensive coach crosses the foul line, the umpire will determine that as a visit. This definition of a visit also applies between innings. If the pitcher has suffered an injury, the umpire will grant time out and the coach will be permitted to attend to the injury without being credited for a mound visit.

RULES FOR "CLINIC" DIVISION

- 1) No standings or scores are kept in Clinic. It is strictly instructional and *non-competitive*.**
- 2) Pitching and Catching**
 - A) Coaches pitch and play Catcher. **NO child is permitted to pitch or play catcher.**** Pitching need not be from the mound/rubber, but from whatever distance the coach deems needed to throw strikes. Pitching **MUST** be "overhand" – **never underhand!** It is recommended that the coach pitch from one knee to be eye level with the batter. The players will learn to hit overhand pitching if the coaches throw strikes. Throwing underhand or, too softly, will undermine the kids' ability to hit "real pitching" in the future. **The maximum number of pitches thrown to each batter is 7.** After that, the batter must use the batting-tee or soft toss from the side, with unlimited swings until the ball is hit fair. **Coaches – use your judgment! Don't apply pressure that frustrates or embarrasses a child! At this age, they all develop physical skills and hand/eye**

coordination at different stages. Also, cognitive skills and language. If you wish assistance/advice, please contact the Board.

B) To learn fielding and cover the Pitcher's position, up to 2 players can be designated as "Pitcher's Helpers" and positioned on a line to the left and right of the pitching rubber. The adult "Pitcher" should let those players field any hits to the pitcher's position.

3) Batting

A) Each team bats half of their roster (in attendance) each inning. So, if one team has 9 players in attendance, 4 come to bat one inning and 5 come to bat the next inning (and so-on). If the other team has 12 players in attendance, 6 come to bat each inning. This is to help the flow with as little change, and to maximize the number of AB's per player. Coaches will determine 3-6 innings depending on the timing. Please remember to be off the field 15 minutes before the next scheduled game.

1) B) No bunting or stealing or "leading off" base is permitted. Runners can't leave a base until a pitch is hit.

C) A close "foul ball" should be seen as a hit when deep into the pitch count. We are working on swinging fundamentals and contact is good.

D) All hits should be singles, have the player run through the base. Clinic is base-to-base running.

E) The last batter of the inning should round the entire base paths.

4) Coaches serve as Umpires

5) Staying on Base vs. Returning to Dugout when called-out

For the First part of the season For the first part of the season (pre-Memorial Day) the head-coaches of both teams will decide (in a pre-game meeting) which of the two options they would like to use for the game:

Option 1: A runner/batter who is out must return to the dugout.

Option 2: A runner/batter who is out, is told that they are out but may remain on base.

For the second part of the season (Memorial Day and after), once declared "Out" the players should return to the dugout immediately. Be consistent, so the kids learn tag-outs, force-plays, etc. On close plays, call the runner Safe.

5) Games must end 15 minutes before the next scheduled game. Use judgment and don't start an inning if you believe you can't finish it.

6) While in the field, players must rotate positions in the game, with at least two innings at infield.

A) Ten fielders MAX - This includes 1B, 2B, 3B, SS, PH, PH, RF, RC, LC, LF (remainder of the team shall be in the dugout)

B) Encourage the player who fields the ball to throw to 1st base or the closest base that would result in an out.

C) If it is obvious that the player would be safe before the throw, have the player throw the ball anyway, this will develop throwing skills.

D) The fielding team **should not** leave the field to return to the dug out, until the last base runner crosses home plate.

E) If three legitimate outs are made (later in season After Memorial Day) the inning should be over. This is to reward the fielding team for making the plays.
(if this happens, the opposing batting order picks up with the next batter in the order for the next inning)

7) Some tips to keep the game moving:

A) Have the team lined up in the dugout in the batting order for the inning.

B) Have the batting team wearing helmets while in dugout ready to bat.

8) Safety rules

A) ONLY approved coaches / parent helpers should be on the field.

B) One coach/ parent helper **MUST** be in the dugout at all times

C) ONLY the batter may hold a bat. **NO On-Deck swings, no bats in dugout.**

D) A coach pitching to a his/her batter who know that the batter is a strong hitter, should have the pitcher's helpers move back a few steps and make sure they are paying attention

RULES FOR "A" DIVISION

- 1) Each team is permitted 10 players in the field for defense: One “Pitcher’s Helper” and catcher; 4 infielders; 4 outfielders (LF, L-Center, R-Center, RF). One “defensive coach” is permitted on field until May 15th.
- 2) Players must get a minimum of 4 innings in the field per game. No player may sit-out more than 1 inning at a time (except for injury/illness). All players bat in their original place in the line-up, whether they’re in the field that inning or not. **Teams can keep score, but there are no standings or playoffs.** Coaches are expected to keep a scorebook all season, and submit this to the league with their written Evaluation form at the season’s end.
- 3) In “A” division, the pitching machine is used until Memorial Day Weekend (see below). The machine is set up to straddle the mound, with the ball’s point-of-exit above the pitching rubber. It must be set to 40 mph – and the machine’s speed CANNOT be changed under any circumstance. At any point during the game, the machine may be adjusted to correct poor accuracy, so that the machine throws consistent strikes. This does not mean the machine is adjusted for each individual batter due to height. The machine is adjusted strictly for accuracy to the common player in the A division. The machine may be adjusted at any time, but only by the umpire, one of the coaches or a Board member. (Instructions and guidance about machine-use will be available from ELL Board Members and Umpires.)
- 4) If the umpire decides to adjust the machine during a batter’s “at-bat” , the umpire will:
 - a. Ask the batter to step out of the batter’s box
 - b. Pitch at least two test pitches
 - c. Give the batter a brand-new pitch count (0-0)
- 5) The pitching-machine is part of the “playing field.” Any batted-ball that strikes the batting machine is considered a “live-ball” and “in-play.” The ball is dead if it lands under the machine and the Umpire will raise his/her hands.
- 6) No bunting is permitted. See “Common Rules for All Divisions.”
- 7) No stealing or “leading-off” any base is permitted. Runners can’t leave base until the ball is hit.
- 8) If either team bats their entire order before 3 outs are recorded, the half-inning is deemed complete. If both teams do not have the same number of players in the game, the team with fewer players may bat extra players until the equal number of batters is reached under this rule. i.e.; if one team has 13 players and other only 10 players, the team with 10 can equal the same at bats as the team with more players. All may bat until 3-outs are called -- or until your line-up has batted around.
- 9) After a batter gets two strikes, and a 3rd strike is “taken” by the batter, the Umpire will warn the batter that the next pitch over the plate will be deemed a “strike” and the batter will be

called out if the batter doesn't attempt to swing at the pitch. This warning remains in effect through the at-bat – even if incremental pitches are fouled off.

10) Dead-Ball/Over-throws: In “A” the runner is limited to **only one base** on an over-throw, **at the runner's risk**. An over-throw to 1st base is a live-ball. Once the **ball is returned** to the pitcher's mound vicinity, all play is halted by the umpire, and any runner not half way must return to the previous base, at the discretion of the umpire. If a runner has advanced more than half-way to the next base when the ball reaches the mound vicinity, the runner is entitled to that base, at the discretion of the umpire. Coaches should use fair judgment when encouraging runners to advance. In all cases -- over-throws or batted balls -- ***the ball is dead and the play has ended when the ball is returned to the vicinity of the mound, at the discretion of the umpire. It does not have to be caught by a fielder at the mound.***

a. *In the First part of the season (up until Memorial Day) there will be no cascading bases on multiple overthrows. A player may advance one base per play due to an overthrow. In this manner if a batter hits a ball and runs to first, and there is an overthrow, the player can advance to second. However if the player on first attempts to throw the ball to second and overthrows second base, The runner cannot run to third.*

b. *After memorial day, if there are cascading overthrows, the runner may continue to advance one base per overthrow if there are multiple overthrows per play.*

11) Scoring/Base-running: At any point in the game, if a team gains a lead of 10 or more runs, that team must play “station-to-station.” This means, runners can advance only one base at a time on any hit, error, or over-throws. If the lead drops below 10 runs, the leading team may revert to regular base-running.

12) **4 Adults** Coaches or (Volunteers) will be allowed in dugout to help maintain safety procedures and monitor behavior throughout the game. These assistants must be approved by the league and wear the authorized badges supplied by Elmsford Little League.

13) New in 2019 the head-coaches and the umpire will agree during the pre-game meeting whether or not to have a coach stand back by the backstop to field balls that get by the catcher.

- a. The purpose of this is to speed-up the game
- b. This is especially productive on fields that have a long “run-out” between home plate and the backstop (Piccoli, Rumbrook)
- c. The Coach/Fielder back at the backstop must be an **adult** who is a registered coach/volunteer (with a badge)
- d. If using a coach as a “backstop” fielder, the coach should ensure that the catcher gets to throw the ball back to the pitcher's helper at least once per batter
- e. When the coach backstop fielder is throwing the ball back to the pitcher's helper, for safety purposes, please assess the ability of the pitcher's helper to catch the ball. To ensure safety and to speed the game up, and to avoid a chain of over-throws, for

pitcher's helpers who are unable to catch the ball, please throw the ball in a manner that it bounces in front of them and rolls up to their feet. For Pitcher's helpers who can catch the ball, please throw it directly to them.

14) New in 2019 after Memorial Day weekend the Single-A Division will move to a Coach-Assisted Kid-Pitch Format

- a. Pitchers will adhere to the LL7-LL8 Pitch count rules as specified above in the general rules section under pitching
- b. After the third walk or hit batter in an inning, a coach from the offensive team shall pitch the remainder of the inning. No balls will be called while the coach is pitching. The pitcher will remain in the pitcher's fielding position and the same pitcher may resume pitching the next inning, assuming eligibility remains

RULES FOR "AA" DIVISION

1) Each team is permitted 10 players in the field for defense: One Pitcher and catcher; 4 infielders; 4 outfielders (LF, L-Center, RF, R-Center)

2) Players must get a minimum of 4 innings in the field per game. No player may sit-out more than 1 inning at a time (except for injury/illness). All players bat their place in the line-up, whether they're in the field that inning or not.

3) Pitching: Live Pitching will start from the first game of season. A pitcher must be removed after hitting 2 batters in one inning or 3 batters overall at any point in the game. The pitcher may remain in the game at another position. Coaches should use common sense and remove ineffective pitchers.

4) Bunting is permitted. See "Common Rules for All Divisions" for rules.

5) Stealing: In order to develop catchers, stealing of 2nd and 3rd base is permitted. The base stealer cannot advance to 3rd base in the event of an error or overthrow at 2nd base. No runner can advance to home on error or overthrow to 3rd. A runner can not leave the base until the ball has passed the batter.

6) **Dead-Ball/Overthrows:** In "AA" the runner is limited to **only one base** on an overthrow, and any advance is **at the runner's risk**.

7) Scoring/Base-running: At any point in the game, if a team gains a lead of 10 or more runs, that team must play "station-to-station." This means, runners can advance only one base at a time on hits, errors, over-throws. Stealing is not permitted at this time. If the lead drops below 10 runs, the leading team may revert to regular base-running.

8) Speed up Rules:

- a. Coaches will have two minutes in between half innings before the first pitch is thrown. If either team is not ready to assume their respective offensive or defensive positions within the two minute rule, the umpire may begin calling balls or strikes, to the detriment of the team causing the delay, until the team is ready.
- b. Coaches are permitted to serve as a “catcher” and warm up a pitcher as required. “Bench” players may warm up a pitcher, but must wear catcher’s mask and use catcher’s mitt for warmup.
- c. All pitchers entering the game are allowed a maximum of eight warm-up pitches (or less, if so desired). Anyone returning to the mound after throwing a pitch or more in a previous inning will be allowed a maximum of five warm-up pitches.
- d. Catchers are limited to one mound visit per half inning, per pitcher.
- e. Fielders are included in the two minute warm-up rule before the start of an inning.

RULES FOR “AAA” DIVISION

- 1) “Kid-pitch” is in force all season. See rules that follow “Common Rules for All Divisions.”
- 2) Each team is allowed only 9 players on the field (outfield is RF, CF, LF).
- 3) The minimum playing time in the field for any player is 6 **consecutive** outs per game. Roster batting is in effect at all times -all players bat whether they’re in the field that inning or not.
- 4) Batters may bunt all season. “Slashing” is never permitted, and penalties will be **strictly enforced**. See “Common Rules for All Divisions.”
- 5) Stealing of all bases is permitted all season.

RULES FOR “MAJORS” DIVISION

1. “Kid-pitch” is in force all season. See “Pitching Rules” that follow “Common Rules for All Divisions.”
2. Each team is allowed only 9 players on the field (outfield is RF, CF, LF). Teams cannot begin play with fewer than 9 players.
3. The minimum playing time in the field for any player is 6 **consecutive** outs and 1 at bat. A player who is substituted for, can only go back into the game for the player who replaced him/her in the batting line-up. The batting line-up cannot be compromised. Once a player and his/her substitute have both reached the minimum playing time, they may be substituted interchangeably for the remainder of the game for each other only,

without changing their position in the batting lineup. The pitcher & catcher rules stay in effect however for those two positions as explained in “Pitching Rules” on page 5.

4. Batters may bunt all season. No “slashing” permitted. Penalties will be ***strictly enforced***. See “Common Rules for All Divisions”.
5. Stealing of all bases is permitted all season.
6. Base-running – “Dropped 3rd Strike” Rule: A batter is out if a third strike is caught. A batter may become a runner attempting to advance if a third strike is not caught by the catcher – provided either 1) First base is not occupied with less than 2 outs; or 2) a runner occupies 1st base (and/or any other bases) with 2 outs. The runner in this situation is entitled to reach 1st base until being tagged out or thrown out. If the catcher or another fielder recovers the ball in time, the “out” can be made at any base where a “force” is in play. If a player leaves the batting area (as if to return to the dugout, at the umpire’s discretion) after a third strike is not caught, the player may not then attempt to become a runner.
7. Special Pinch Runner: A team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player, no more than twice a game, and not more than one time per inning. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.

RULES FOR SOFTBALL/JUNIORS/SENIORS DIVISION

As travel divisions, Juniors, Seniors, and Softball are subject to additional rules imposed by District 20. Please consult these District rules (attached, if applicable).

PLEASE SEE FOLLOWING SHEET

Elmsford Little League Acknowledgement Sheet

By signing this sheet, I acknowledge that I have read, understood and will abide by the “House Rules for 2018 Elmsford Little League” set out in the attached pamphlet.

Name (printed): _____

Signature: _____

Date: _____

Please return this sheet to your Division Coordinator. No coach will be allowed on the field unless he or she acknowledgment sheet is signed and submitted to Elmsford Little League.

NO EXCEPTIONS!