



Gloucester Little League

2018 Local Playing Rules

1. PRE-GAME PRACTICE AND FIELD PREPARATION

- a. The visiting team shall be entitled to the field 40 minutes prior to the scheduled games start and the home team will then take the field 20 minutes prior to the game start. Should the field not be available 40 minutes prior to the start of the game, due to a game being played on the field, then practice time on the field before the game shall be shared equally by both teams. If there is less than 40 minutes for field preparation, both teams will be responsible for field preparation. (Exception: Majors B teams should arrive at least 20 minutes before game time to warm up outside the game field. Majors B Managers and players should be ready to start their games promptly at the game's scheduled start time).
- b. No batting practice shall occur on the field within the 40-minute game warm-up period.
- c. Both teams are responsible for preparing the field for play, and after the final game of the day, will remove and return all equipment to the proper storage facility. Preparing the field for play will include raking if necessary, lining the field, and setting the bases. All fields will be raked and restored to playing condition after the final game of the day. Areas to be raked will include the pitcher's mound, batter's box, and the area around all of the bases. Bases will be removed and stored in the proper place if applicable. If covers have been provided for the pitching mound and home plate area, they will be properly laid out after field repairs are affected.

- d. At the completion of a game, both teams are responsible for policing the areas near the playing fields, dugouts, bleachers, and the concession stands, and depositing the refuse in the trash containers provided.
- e. For Majors A and Majors B Divisions the home team is responsible for the complete operation of the concession stand and the cleaning of the restrooms after the game.
- f. Field repairs will be affected as stated in paragraph c. above after each practice session. This is the responsibility of the practicing team.
- g. All Majors A and Majors B Division teams shall provide a representative to assist in preparing the fields on Opening Day and a representative to assist in the annual Family Fun /Home Run Derby event. Failure to abide by this requirement will result in the team Manager or one of its Coaches to umpire a game on a volunteer basis at another level of play in the Little League system during that season. If such Manager or one of its Coaches fails to umpire one game before the last scheduled week of the regular season, the Manager may be suspended or subject to further disciplinary action by the Board of Directors.

2. LENGTH OF GAMES

- a. For Major League and below, no new inning shall begin after 7:45 p.m. for the first game of a double header.
- b. For Major League and below, a new inning shall not begin after 9:45 p.m.
- c. For Major League and below, the pitcher is allowed not more than (5) five warm up pitches to his catcher and/or coach at the start of each inning, except for the first inning or when a new pitcher enters the game, then not more than (8) eight warm up pitches are allowed. This is to allow the games to move at a quicker pace and avoid any unnecessary game delays. All umpires and Coaches must monitor and comply with this pitch limit.

3. OFFICIAL SCOREKEEPER.

Each team shall provide one coach to record the score and game information in the scorebook at each game. This will include a person to keep track of the pitch count rules. At the end of each half inning, the assigned persons shall check the pitch count with each other. If there are any discrepancies, the home team's pitch count will be used. If possible, an independent third party, as agreed upon by the two Managers, can keep track of the pitch count.

4. GAME BASEBALLS.

- a. For Major League and below, each home team shall provide two new baseballs to the umpire prior to the start of the game. Baseballs will then be provided by each team on an alternating basis.

- b. For Junior League the home team shall provide two (2) new baseballs to the umpire prior to the start of the game. The visiting team will provide the next two (2) new baseballs and additional balls will be provided on an alternating basis.

5. GENERAL RULES/Baseball Divisions

- a. The home team will occupy the 1st base side of the field in all levels of play.
- b. A team can have up to four (4) Coaches and one (1) Manager. Only two (2) Coaches and one (1) Manager can be on the field during games.
- c. All Coaches and Managers must fill out the Little League volunteer application form and submit it to the League President prior to the start of the season. The League President with the approval of the Board of Directors appoints all Managers each season. Coaches are selected by the Manager and must be approved by the League President. All Coaches and Managers must attend at least 50% of the games each season. All Managers, Coaches, Umpires and Volunteers are subject to meeting the conditions of Little League, Incorporated Rules & Regulations prior to their appointment.
- d. For Junior League, each team's Manager is responsible for reporting/calling the scores of their games and the pitcher information to the Website Manager within 24 hours after the game. For Majors A and Majors B League, the home team's Manager is responsible for reporting the game scores to the Website Manager who is responsible for updating the League's scores and standings on the website at a minimum of once a week.
- e. The winning team Manager is encouraged to provide a game write up to the Website Coordinator as soon as possible.
- f. For Junior League: The home team Manager must inform the Umpire-in-Chief at least 24 hours prior to game time if they cannot field a team. If this notification is not made, the offending team(s) may be given a loss for that game. This rule is an attempt to save the League money for paid umpires as well as save the other team from coming to a game that cannot be played. If either team cannot field 8 players at the scheduled start time, the team will be given 10 minutes. If the team cannot field 8 players at that time, they may be given a loss for that game at the discretion of the board.
- g. For Majors A and Majors B League: The team Manager must notify the Player Agent at least 2 hours prior to game time if they know they will not have at least 10 players in attendance. The Player Agent will then assign a replacement from the player pool for that game only. It is the Player Agent's discretion on player replacement. Managers may not select a replacement player. Failure to notify the Player Agent may result in a ½

point reduction in the team's regular season standings unless the Manager can prove that it was not due to willful neglect. Further, Gloucester Little League has adopted the following guidelines in the event of a need to call up temporary or replacement players.

Regular Season call up Guidelines for Majors A

- (1) All call ups need to be approved by the Player Agent.
- (2) Players called up can only play the position of outfield and shall be batted in the last spot in the batting order. (Remember, they are only being called to bring the number of players to 10).
- (3) When a player is called up, and there are 10 players (including the called up player), the called up player may play more than the minimum playing time provided that the called up player does not play more than any regular player on the team roster.
- (4) Major A teams in need can call up any player from the eligible Majors B player pool on a rotating basis. The Player Agent will approve of the player and keep track of the order.
- (5) Major B teams in need can call up any Coach Pitch player from the eligible player pool. The Player Agent will approve of the player and keep track of the order.

Playoff Call-Up Guidelines

- (1) All call ups need to be approved by the Player Agent.
 - For Majors A - in the event that a team is without one of its first 4 round draft pick selections then the Player Agent, in consultation with the President, will develop a list of Tier I players from the Majors B teams that will be called up to replace a round 1 to 4 draft pick on a rotating basis as determined by the Player Agent.
 - The Tier I call up players may play any position (except pitcher) and can play any amount of playing time and be placed anywhere in the batting order.
 - (2) All other (non Tier I) call ups that replace players drafted after round 4 shall follow the same regular season call up guidelines.
- g.** If one team can only field 8 players (provided they have exhausted all efforts in coordination with the Player Agent to call up temporary or replacement players) the

game shall be played, however the 9th spot in the batting order shall be an automatic out each time that spot is scheduled to bat.

- h.** For Majors A and Majors B all make up games must be reported by the home team Manager within 24 hours of the game that was canceled to the Rainout Coordinator. The Rainout Coordinator will assign the make-up game using the next available open date on the calendar. Sundays are usually the designated the day for make-up games, but open time slots during the week may be used as well. The Manager is also responsible for reporting make-up game to the umpire coordinator to ensure umpiring coverage. **THE DECISION OF THE RAINOUT COORDINATOR IS BINDING AND FINAL.**

For Junior League - the Manager will report the information to the scheduler. The scheduler will reschedule the make up game on the next available open date and notify the Managers of each team.

- i.** For Junior League, Majors A and Majors B the 10 Run Rule (4.10e) will be enforced.

HOWEVER, if the two Managers agree, the teams can continue to play the remainder of the game for practice purposes but the Win/Loss record will be in favor of the team that had the 10 run rule lead at the point of it going into effect. **Note, if another game is waiting to play, please keep that in mind and concede the field in the interest of getting the second game started.**

- j.** Playing Time –For Junior League and Both Majors A and Majors B: There will be a mandatory continuous batting order with free substitution. Every player must however play a minimum of nine (9) defensive outs in the field which does not have to be consecutive.

Majors B Teams Only: If a half-inning ends because of the imposition of the five-run limit and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs for the purposes of this rule. However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

All Managers shall abide by these playing time rules. The first offense shall constitute a written warning to the Manager. For the second offense, the Manager shall appear before the Board of Directors for disciplinary action.

- k.** All players must wear the official hats issued by Gloucester Little League. A player may be allowed to wear a fitted hat provided that the team sponsor's name is embroidered on the back.
- l.** A teams practice time shall be limited to 1½ hours or less if another team is waiting to

use the field. Violation of this rule will be referred to the Board of Directors.

- m.** For the Majors A Division, if a game ends in a tie (before the end of (8) eight complete inning), home team Manager is responsible for scheduling the completion of the tie game by checking availability with the Rain-Out coordinator an Umpiring coordinator. If after (8) eight complete innings the game is still tied, the game is over and each team will earn one point in the standings and the game will be recorded as a tie. Majors B Division will end in a tie after (6) six full innings and no extra innings will be played.
- n.** Use of the Extra Hitter Rule will NOT be in effect for both the Majors A and Majors B Divisions.
- o.** For the Majors A Division, a batter may not advance on a third strike that is not caught in flight by a catcher.

p. The following pitch count/rest rules are in effect:

League Age 13-15: 95 pitches per day
League Age 11-12: 85 pitches per day
League Age 9-10: 75 pitches per day
League Age 7-8: 50 pitches per day

Note: The 8 year old players in Major B are restricted to 50 pitches per day, with required days or rest as noted in this segment.

Exception: If a pitcher reaches the total limit for his/her League age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1) that batter reaches base; 2) that batter is put out; or 3) the third out is made to complete the half-inning.

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Note: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. This prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a pitcher at any time on that calendar day.

Note: A pitcher once removed from the mound cannot return as a pitcher. However, for Junior 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.

Note: Junior League Division only – A player may be used as a pitcher in up to two games in a day. (Exception: If the player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day).

Note: The Manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted above, but the pitcher may remain in the game at another position.

Pitchers League age 14 and under must adhere to the following rest requirements:**

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers League age 15-18 must adhere to the following rest requirements:**

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

Note: Exception: If a pitcher reaches the limit for his/her League age while facing a batter at any of the pitch limits, the pitcher may continue to pitch until any one of the following conditions occurs: 1) that batter reaches base; 2) that batter is put out; or 3) the third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at bat, provided that pitcher is removed before delivering a pitch to another batter. *For example: If a pitcher reaches the pitch limit in the middle of an at bat he/she does NOT have to be removed and may continue to pitch to that batter and not be put in the higher pitch or days rest limit requirement.*

Note: Intentional Walk. The pitcher must throw the pitches. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally

outside the strike zone that are not struck at by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count.

Note: Suspended games: Games that are suspended because of weather (or time), should be replayed on another date picking up where the game left off. However, for the purposes of the PITCHER - for a pitcher to resume pitching in a suspended/continuation game, he must have observed the required days rest to be eligible. For example, in a game suspended on Saturday and resumed on Sunday (the next day), the pitcher cannot resume pitching unless he has thrown no more than 20 pitches.

q. Bat Restrictions for Certain Junior League Players. All League-aged fifteen-year-old players and all players of any Junior League age who are members of any high school freshman, junior varsity or varsity team during any part of a Junior League season shall be required to use a so-called “drop three” (– 3 oz.) bat for that entire Junior League season.

IRREGULAR PLAYING RULES FOR MAJORS B DIVISION

- a. A runner may advance from third base to home plate only when a ball is batted from the time such ball is batted through the time when the play resulting from such batted is completed, whether such play is completed by rule or terminated prior to completion by the umpire declaring a dead ball. A batted ball shall include a ball caught in foul territory for an out. A player may not advance to home on a pass ball, wild pitch, attempted steal of any base, or a catcher’s pick-off attempt to any base.
- b. For a regulation game there must be a minimum of 4 innings in the field (3 ½ if the home team is leading).

Note: If a game is suspended because of weather prior to the minimum number of innings being played, the game will be continued on another date picking up where the game is left off.

- c. A maximum of 5 runs per inning will be allowed.
- d. Games may end in a tie. No extra innings shall be played.
- e. The courtesy runner rule will not be allowed. No pinch runners unless there is clearly an injury to the player. The injured player must be taken out of the lineup and replaced with the pinch runner.

6. A DIVISION RULES (formerly T-Ball)

The Tee Ball Division is an instructional League rather than one of strategy. Its objectives are to afford young players the opportunity to learn the fundamentals of baseball, an appreciation of teamwork, fair play, and sportsmanship, under the direction of adult supervisors. As such, the basic rules of Little League Baseball, Inc. will be followed. The local playing rules contained herein are designed to provide a standard of play, which insures that the objectives are met. It is therefore, imperative that every adult volunteer participating in this program has a thorough knowledge of the rules and regulations. These rules and regulations must conform to the information mentioned above. Under no circumstances will a player who is League age 6 years old participate in a game where a pitched ball is thrown either by machine or person.

a. General Rules:

- (1) An official score of the game will not be kept.
- (2) The offensive Manager/coach at home plate will assume the duties as the umpire-in-chief.
- (3) Protests will not be allowed.
- (4) There will be no forfeiture of a game because a team is unable to field nine players. Such games will be played with the players present.
- (5) A complete game is 1-½ hours or when each team's batters have batted a minimum of once, whichever is later.
- (6) Either team Manager or coach may request a time out from after completion of any play to instruct the team on proper procedures. The amount of time shall be minimal so as not to delay the game.
- (7) Any Manager or coach may halt play at any time if they deem that a player is injured that requires immediate assistance. In this case, the ball is dead and all runners are awarded one base.
- (8) The infield fly rule will not be enforced.
- (9) The home team is responsible for providing the batting tee.
- (10) The ball shall not be pitched, but will be hit off a tee, which shall be set on home plate. It shall be the home plate Manager/coach responsibility to remove the batting tee from the plate area after every hit.

b. Defensive Rules

- (1) The pitcher must stay at the rubber until the ball is hit.
- (2) The catcher must be positioned behind and facing the batter next to the backstop in one or two lined catcher's boxes (approximately 2'X 2') until the ball is hit.
- (3) First base, second base, third base, and shortstop must be positioned in the infield.
- (4) It shall be the Manager's option to add an additional outfielder to bring the total outfielders to 5. Outfielders must remain in the outfield during play, except while assisting an infielder in making a play.
- (5) One adult defensive coach in the infield and one adult defensive coach in the outfield may be utilized.
- (6) No player may play the same position more than two innings per game. No player may sit on the bench two innings in a row.

c. Offensive Rules

- (1) Batters may continue to bat until all batters on the team have batted in the inning. If a runner is put out that runner must exit the playing field and must not be allowed to stay on the base. When the final batter comes to bat, the offensive coach shall inform the defense that the batter is the final batter.
- (2) Play is stopped when there is a final batter by either putting the final batter out, the final batter legally touching all bases including Home Plate, or by the catcher standing on the plate with the ball in possession.
- (3) Hitting: Batter shall not be allowed to bunt. There will be no strikeouts. Players who have not put the ball in play, regardless of a foul ball shall not be allowed to make any further attempts to put the ball in play after 7 attempts.
- (4) Foul: Same as conventional baseball except that a ball that travels less than 20 feet in fair territory from home plate is called a foul. (An arc shall be drawn 20 feet in fair territory from home plate from the first base line to the third base line.)
- (5) Base Running: Runners must stay in contact with the base until the ball is hit. When players advance as far as possible without being put out, or have been retired, or a defensive player throws the ball into the 10-foot circle of the pitcher's mound with the pitcher attempting to catch the ball, the Manager/coach at home plate shall call time and place the ball on the tee. Runners that are not halfway to the next base shall be returned to the last base legally touched unless the runner is forced to take the next base. A line shall be drawn at the halfway point between

first base and second base; between second and third base; and between third and home. These lines shall indicate the halfway point. When all defensive players are in proper position, the Manager/coach at home plate shall call “play ball”, and the next batter will take his turn at bat.

- (6) Offensive team Manager/adult Coaches will man the first and third base coaching boxes.
- (7) An offensive team Manager or coach may stand near their batter to give advice, but must not interfere with play.
- (8) Any batter who throws a bat will be given a warning on the first offense and will immediately be called out on the next offense.

7. COACH PITCH DIVISION RULES

The Coach Pitch division continues the instructional objectives that are taught in T-Ball, however, the level of fundamentals and strategies should be up-graded. Managers and Coaches should strive to expose the children to a slightly more competitive play; getting the children closer to the real game of baseball they will soon experience at the Majors A and Majors B Division levels.

- a. All teams must use a rotating batting order including all players, regardless of whether the player is in the field or on the bench. Continuity is not to be changed after game begins.
- b. There may be 9 defensive players on the field with an adult coach pitching during the game. The coach may have one additional player positioned in the outfield if desired.

Player pitch will not be allowed during the first half of the season. During the second half of the season, Coaches may allow limited player pitch. Limited player pitch shall mean that if the pitcher throws more than 4 non- strikes, the coach will finish the batter. There will be no bases on balls.

- c. The home team supplies a new baseball for each game. The visiting team supplies a good usable second ball.
- d. No inning may be started after 8:15 pm. At all times the safety of the children is paramount and primary concern.

In the event of adverse climatic conditions, the two Managers shall decide on the continuation of the game. All Managers being primarily responsible for the safety of his/her players.

- e. It is the responsibility of the Manager to foster and encourage his players to act in a sportsmanlike manner always.

- f. Prior to the start of each game, it is the responsibility of the home team Manager to explain the ground rules peculiar to his field to the opposing Manager and the umpire.
- g. Bunting is NOT allowed. Stealing a base is NOT allowed.
- h. A base runner is not allowed to leave his base until the batter has hit the ball.
- i. Helmets must be worn by all batters, base runners and base Coaches always.
- j. In the event of an injury of any kind to any player on the field, play stops immediately, and all runners return to their prior base.
- k. Batter is allowed 4 strikes. There are no walks.
- l. The batter may not take first base, nor may a runner advance on a fourth strike that the catcher fails to handle.
- m. Games will consist of 4 innings unless both Managers agree to a lesser number of innings before the game starts. In the event of rain or darkness (see rule 7 d.).
- n. Once all players on a team have batted once (team has “gone through” batting order), no team member will be allowed to bat a second time in that inning.

The GLL Board of Directors reserves the right to modify, add or delete these local rules at any time by a majority vote. Rules not addressed in this document shall be as indicated in the most recent edition of the Little League official regulations and playing rulebook.

The GLL Board of Directors has approved these regulations on February 26, 2016.

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