

2011 District # 8 Junior/Senior Baseball Travel League

General Rules and Regulations

Rules Committee

The Rules Committee will be made up of District # 8 Executive Committee Members. This committee will meet for any rules infractions or protests involving any team, manager/coach, player, parents and/or spectators. The Rules Committee decisions will be **FINAL!!** The committee will consist of the following members:

District #8 Administrator - Dan Cavallo	463-8176 (H)	247-0978 (C)
ADA Junior/Senior/BL Baseball - Mike O'Connell	720-2246 (C)	
E-mail - Moc835@gmail.com		
Umpire In Chief -- Sal Pitea	254-0966 (C)	

Schedules

On Monday, April 25th beginning at 7:00 p.m., at the Carrier Circle Inn, Managers and Coaches from each team will meet with other teams within their division to produce a playing schedule for the season.

Tentative Dates (Juniors AND Seniors)

Regular Season:	Approx. May 15 th thru June 26 th
Playoffs:	Approx. June 27 th thru July 1 st .
All Stars:	Approx. July 7 th thru July 20 th

The schedule will be twelve (12) games in duration followed by divisional play-offs to determine the league champion. **The two (2) top seeded teams from each division will participate in a single elimination play-off format.** Once a division winner is determined, each division champion will play a single elimination round to crown a league champion.

In the event that there is a tie for the position of Division winner, the following tiebreakers will be in effect.

1. Revert back to the head to head games between the two teams.
2. Least number of runs allowed during the head to head games.
3. The flip of a coin

The Divisions and type of Playoff for Divisions will depend on the final number of teams that sign up for Travel League.

All-Star rules and regulations will be utilized during all play-off games.

On Saturday, May 7th, -- 10:00 thru 1:00 at Mr C's, each team will be given their respective schedule for review along with Baseballs, Shirts, Scorebooks, etc. Each team will be asked to check their schedule for any mistakes. Adjustments will be allowed until May 12th, 2011. After May 12th, **NO CHANGES** for any reason will be made to a teams schedule **except due to a weather related cancellations**. If for any reason a field is not available, it will be the responsibility of the home team to acquire a playing field. If no field becomes available, the home team will take a forfeit.

Fields

Fields must be marked to regulations; the grass cut to a reasonable height and bases must be regulation size and must be a disengageable type. Outfield fences should be of safe construction and a minimum of 4 feet high. Foul poles should be in place at least 6 feet higher than fences. There must be a protective fence in front of the dugout or players bench even if it's only temporary. Remember poor field conditions may result in no play if in the umpire's opinion the field is not set up according to **all** safety regulations.

Canceling or Rescheduling Games

The home team must cancel a game due to bad weather no later than **two (2) hours** prior to the scheduled start time. The home team must notify the visiting team, and the Umpire Assignor;

Sal Pitea

487-5884 (H)

254-0966 (C)

The two teams will then have **48 hours to agree on a reschedule date, which must be within 3 to 10 days from the original scheduled date**. If no agreement can be reached between the two teams, the Division Director may then reschedule the game. During the last two weeks of the season, the canceled game must be rescheduled within **24 hours**.

If a game is cancelled for any reason, the home team coach must report the cancellation to the District Division Director by 7 pm the same day. If the cancellations are not called in or emailed to the District Division Director, the home team will take a forfeit.

Other than bad weather, NO GAME CAN BE RESCHEDULED OR CANCELED. All school functions and/or any special requests must be considered when the schedule is made up. This is the purpose of the "Conflict Schedule" given to all managers before the schedule is compiled.

Player Rosters

The numbers of players on any Junior/Senior team roster is a minimum of 12 players and a maximum of 15 players, as listed in the rules of Little League Baseball Regulation III (a) page 31 and Regulation IV (a) pages 33-34. The age of all Junior Baseball players, will be players that have attained the age of 12, 13, 14 before May 1stth. Senior Baseball players will be players that have attained the age of 14, 15 or 16 before May 1st. **WE ARE REQUESTING FOR THIS TRAVEL LEAGUE, THAT THE JUNIOR/SENIOR LEAGUE ROSTER SIZE HAVE A MINIMUM OF 13 PLAYERS.** In the event that you do not have the minimum or have more than the maximum requirement of players, you must have your team approved by a special meeting of the Rules Committee.

Exception: A 12- year-old player who is otherwise eligible under all conditions would be eligible for selection to the Junior League Division tournament teams. However, a local Little League's board of directors could decide that player's league-age 12 in the league will not try out for the

Junior League Division, and will be eligible for only the Little League ("Majors") Division/Minor League Division. If a player is selected to and participates in one or more regular season games on a Junior League team, he/she will be ineligible to participate in the Major Division from that point forward in regular season and/or tournament play. Regarding a player who moves up the Junior League Division during the season, to be eligible for selection to the Junior Division Tournament team, the player would have to play in half of the Regular Season games for which he/she was eligible, as of June 15th.

Note: 12 and 13 year old players are not eligible to play on a Senior Team.

Movement of players from Juniors to Seniors during the regular season

The only reason a team may borrow a player is to prevent a forfeit.

Only 14 year old players will be used to prevent a forfeit

- **Any movement player cannot pitch**
- Accurate records must be maintained on the actual movement of the players. These records must be made available to the opposing coach at the start of the game.
- **3 Players is the maximum** number of players a team is allowed to move up to complete the lineup for any given game.
- If it is found a team is **continually borrowing** players to reach 9, that league shall seriously look at permanently adding a player to the borrowing team's roster.
- Any movement is allowed during the **regular season ONLY.**
- **There is no lateral movement of players at any time**
- Any team violating the rules of the Jr./ Sr. Baseball Travel League will be reported to the District's Rules Committee. **If it is determined a violation occurred, said game will be forfeited** and the **coach** responsible will face an appropriate **suspension** on the recommendation of the committee. All decisions made by the District Rules Committee are **FINAL.**
- Any player moved up for a single game must play the **ENTIRE** game and can not be substituted for unless the player becomes injured or is ejected.
 - This rule applies regardless of how many players actually show up to the game.
 - Coaches found in violation of this rule will be reported to the District Rules committee for possible suspension.

Playing Rules and Regulations Regular Season Play

Note: A game not played, for any reason, by the end of the regular season will be considered a lost game for both teams, NO EXCEPTIONS.

Regulation Game - Rule 4.10 (a) Page 67

A regulation game consists of 7 innings. If a game is called before it has become regulation, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. Note: All records including pitching shall be counted.

Pitch Count

Regulation VI -- Pitchers: Page 38, 39, 40

- a. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)
- b. 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: 12 85 pitches per day 13-16 95 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 1.** If the pitcher reaches the limit imposed in Regulation VI (c) on his/her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.
- d. **Pitchers league ages 12 through 14 must adhere to the following rest requirements:**
 - If a player pitches 75 or more in a day, four (4) calendar days of rest and a game must be observed.
 - If a player pitches 61 - 74 pitches in a day, three (3) calendar days of rest **and a game** must be observed.
 - If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest **and a game** 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, zero (0) calendar day of rest must be observed.
Pitchers league ages 15 and 16 must adhere to the following rest requirements:
 - If a player pitches 76 or more in a day, four (4) calendar days of rest and a game must be observed.
 - If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest **and a game** must be observed.
 - If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest **and a game** 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, zero (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 Pg.70.

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 four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

Batting Order

The batting order will be a continuous batting order that will include all players on the team roster present for the game batting in order, **Rule 4.04 Page 66**. Each player will be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.

Free substitution can be used after the team player has met mandatory play.

Uniforms

Each of the players must wear conventional uniforms that include shirts, pants, stocking/stirrups (pedis, ankle socks or no socks are not permitted) and hats. **Junior/Senior Baseball Little League patches must be worn on the left sleeve and the District 8 Travel League patch on the right sleeve of the shirt.** Any player without a Little League patch and District 8 Traveling League Patch may be ask to leave the playing field. Shirts will be tucked in at all times. The Manager and Coach's are asked to dress appropriately while coaching. Managers and Coaches may wear shorts provided they are in compliance with the District 8 rule concerning shorts.

Equipment

Each team will provide their own catcher's equipment, bats, balls and batting helmets. Catcher's mask must have dangler type throat guard, and skullicaps are not permitted. The only ball allowed during the regular season is the Diamond D.S.L.L. Remember each team will bring six new balls to each game. Each team will give two balls to the plate umpire at the start of the game. Used and unused balls will be given back to the league at the end of the game.

Steel spikes are allowed in the Junior and Senior Traveling Division season. Little League Rule 1.11(h), Page 53.

Remember bat donuts are not permitted in Little League Baseball.

Rosters

All teams are required to fill out the District # 8 Team Rosters. Rosters **must be in duplicate** and on District #8 supplied Roster Sheets. These rosters must be registered by the Staff of the Junior/Senior Travel League prior to the start of regular season play. If a team roster has not been registered and the scheduled games begin, that team **will not be allowed to play** until registration has taken place. Any games scheduled but not played due to non-certification will be considered a **forfeit**. Roster requirements will include, name, address, date of birth and playing ages. Each team must have a signed team roster at each game.

Conduct

Reasonable conduct is expected at all times from everyone in this league. This is a recreational youth program designed to be both enjoyable and instructional. Any conduct deemed unacceptable by District # 8 in its role as governing authority of this program can result in the suspension of any individual for a minimum of one game or up to and including permanent suspension from this league. Throwing of equipment, unsportsmanlike conduct, foul language, obscene gestures and fighting are reasons for immediate ejection. The game Umpire in Chief must immediately notify the Division Director of any such occurrence. The penalty for ejection for the first offense is a one game suspension. The suspension will be imposed the next scheduled game, including Play-Offs or Special Games during Travel League play. The penalty for obscene language and gestures and/or fighting will be a **(2) two game suspension**. The second offense will require a meeting of the Rules Committee, which could mean disqualification for the remainder of the season.

Code of Conduct

The purpose of this code is to establish an agreement regarding expected on-field demeanor between coaches and umpires involved with New York District 8 Travel League Baseball.

This code will be in effect for all District 8 Travel League games; regular season, playoffs and All-Star games.

The penalty for violating any of the offenses as presented by District 8 and signed by all Managers, Coaches and Umpires shall be immediate ejection from the playing field. Ejection as defined by District 8 is out of sight and sound, i.e., leaving the premises.

Zero Tolerance:

Over the past few seasons, the conduct of the Travel League Coaches and Managers is rapidly becoming intolerable. Each coach shall sign the District 8 Code of Conduct, which along with other regulations, specifically prohibits a coach from arguing with or questioning an umpire on a **judgment call**. Yet we continue to have coaches yelling, screaming and charging out of the dugout on an out/safe, fair/foul call by an umpire. We have found that the greatest percent of on-field incidents are the direct result of a judgment call by an umpire. This will no longer be tolerated, any coach arguing with an umpire or yelling or screaming over or making any derogatory remarks pertaining to a judgment call, will be ejected from the game, and be suspended for up to **(3) three games**. A second infraction by the same coach will result in his dismissal from the District 8 Travel League program.

Slide Rule - Rule 7.08 (a),(3), Page 81

A runner is out who **does not slide or attempt to get around** a fielder **who has the ball** and is waiting to make the tag. If the fielder does not have the ball, the runner is not obligated to slide, but still must make every attempt to avoid contact. This runner could also be ejected from the game, if in an umpire's judgment the intent was to injure the defensive player making the tag. A fielder **who does not have the ball must not impede the runner's right to the base or base path**. Any Fielder who obstructs a runner and causes a collision will also be subject to ejection from the game

10 Run Rule - Rule 4.10(e), Page 67

If the visiting team is behind by 10 runs after 4 1/2 innings the game is over. If the home team is behind by 10 runs after 5 innings the game is over. Any full inning thereafter the same applies. **This is the 10 Run Rule.**

Pinch Runner for the Catcher

In the spirit of the game and to conserve time between innings, a pinch runner can be used for the catcher if there are two (2) outs. This will give the catcher time to put on their catcher's gear.

Minimum Play Rule - Regulation IV (i), Page 36

Each player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. This is a minimum. If a league wishes to increase this minimum for their own team they retain the right to do so. When it is found that a player has not played the minimum play rule, that player will start and play four (4) full innings before they can come out of the next scheduled game. The penalty for the Manager shall be as listed in Regulation IV(i) Page 36 of the rulebook.

If the opposing Manager, Coach, or Scorer at around the 5th inning reminds the opposing Manager and Umpire that there are players who might not make the minimum play rule, the Rules Committee would look at this as a definite defiance of the rule, and could impose a harsher penalty. The minimum play rule **does not apply** in shortened games or a game called by the 10 Run Rule.

Curfew

Once the game starts, it is in the hands of the umpire-in-chief and it is their responsibility to see there is no danger in the amount of daylight left. The book rule will then apply as to whether it is a completed game or not.

No new inning will start after **two (2) hours and (30) minutes** from the scheduled start time, regardless of the day of the week or time of day. The umpire's watch or a designated watch by the umpire will be the official clock.

Lighted Fields

The first game will begin at 6:00 p.m., however, teams may start practice and warm-ups at 5:30 p.m. No new inning may start after **8:15 p.m.**, and the first game must be completed or called no later than 8:30 p.m. A new inning begins immediately following the third out in the bottom of the inning. The second game will start no later than **8:45 p.m.** regardless of the first game situation. As long as the game is a complete game as per the rules (4 1/2 innings Home team and 5 innings Visitors) the game will count in the standings. Lights go off at **11:00 p.m.**

Miscellaneous Rules

- Two adult coaches will be allowed in the coaches boxes provided an adult manager or coach is in the dug out to insure supervision.
- When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity. (**Regulation III (d) 2, Note 2, Page 32**)
- The home team scorer is designated as the official scorer, it is suggested both teams keep a score book and both scorers verify these books at the end of each inning.
- **Smoking is not allowed** by the umpires, managers, coaches or scorers upon arrival to the playing field. Smoking will again be allowed after the last out of the game and upon leaving the playing field.
- In the event the assigned umpire or umpires do not show up for the game, adult volunteer umpires, at the discretion of both managers, may be selected from those persons in attendance at the game. In some cases, you may need to consider using the manager or coach to umpire the game, so as to get the game played. Remember volunteers **Do Not** get paid.
- No one is allowed on the bench or in the dugout except the manager, coach, and players. **No exceptions.**
- Home team is the home field unless unavailable. If the game has been moved to another field the home team remains the home team.
- Casts of **any type** may not be worn during the game. (Little League Rule 1.11(k), Page 53.

Game Day Updates and Score Reporting

If a game is cancelled on game day, the District Newslines will be updated at least one hour and thirty minutes (1 hour 30 minutes) before the scheduled start time. If no information concerning your game is given, you are expected to report to the field on time

District 8 Newsline

Juniors 634-3601
Seniors 634-3602

Game scores will be reported through the internet at www.nydistrict8ll.com. Click on Reporting Scores (top left side), Junior/Senior Baseball Travel League and fill in the appropriate data.

Additional Considerations to Common Rules

Umpires

- Umpires will be paid on the field before each game.
- Umpire fees are:
 1. Each umpire will be paid \$40 per game.
 2. If only one (1) umpire is present, the fee is \$60 split by each team.
 3. When one (1) umpire is present, a qualified volunteer base umpire can be used with the approval of the District 8 umpire and both team coaches.
- In the event the assigned umpire or umpires do not show up for the game adult volunteer umpires, at the discretion of both managers, may be selected from those persons in attendance at the game. In some cases, you may need to consider using the manager or coach to umpire the game, so as to get the game played. Remember volunteers **Do Not** get paid.

Pre Game Meeting between Umpires and Managers/Coaches

The following topics should be discussed at the Pre Game meeting:

1. Review of the local ground rules
2. Understanding of the slide rule
3. Swearing and Throwing of equipment
4. Blocking the Plate or a Base
5. Time Limit and Darkness calls
6. Throat guards, skullcaps, and cups
7. Players needed to play
8. Eligible or ineligible pitchers
9. On field discussions with umpires and Managers / Coaches
10. Uniforms
11. Balks
12. Explanation of Strike Zone
13. The Review of pitching Records
14. Jewelry
15. The 10 Run Rule
16. Moving the game along
17. Pitch Count explained

Start Times

All games will start at the scheduled time. Both home and away teams must take this into consideration when doing warm-ups and infield practice. If both teams are ready, the game may start before the scheduled time, with the approval of the chief umpire for that game.

It will be at the discretion of the umpire-in-chief of the game as to any delays that may occur that would delay the start of the game. These would include such delays as weather conditions, or if the entire visiting team is delayed in getting to the field site.

There will be a built in grace time of 15 minutes. This grace period will only be used if the entire visiting team is delayed in arriving at the field. With the exception of weather conditions, any other delays will be allowed or disallowed by the umpire in charge of the game.

(Due to the period of time that is available to play the regular season, there is very little time available for games to be continued that were called on account of darkness. It is therefore suggested that games be started as soon as possible, and be played with as few delays during the actual game as possible. Specific attention will be given to amount of time taken by both teams between innings. Making the transition from being the team at bat, and the team in the field, is expected to be done as quickly as possible, therefore giving as much time as possible to actually play the game.)

For additional start time information, see the section **Curfew**.

Time Outs

There will be one offensive time out allowed per inning.

A defensive time out is limited to the coach/manager, pitcher and catcher. Only two defensive time outs can be made in an inning to the same pitcher. If a third defensive time out is called, then the pitcher must be removed.

A manager is allowed to call a maximum of 4 defensive time outs in a game for the same pitcher. On a fourth time out, for the same pitcher, that pitcher must be removed.

Exception to the Rule: a coach or manager may be allowed to confer with any player after an injury to evaluate a player's condition. The umpire must be advised that such an evaluation is going to take place. This will not be considered a time out as indicated above.

Visits to the mound will be limited to a reasonable time as determined by the umpire-in-chief.

Equipment Violation

Managers and Coaches will be advised of the equipment regulations in the area of bats, facemasks and skullcaps. A catcher's mask that does not have the dangling throat protector will not be allowed. The new hockey style catcher's combined helmet and mask must also have a throat protector properly attached. If one is not available, a team can borrow one from the other team.

Check Swing Appeals

The plate umpire is the only umpire that is allowed to request assistance on a check swing. It is the discretion of the home plate umpire whether to ask for assistance or not. Players, Managers or Coaches cannot ask for an appeal on a checked swing.