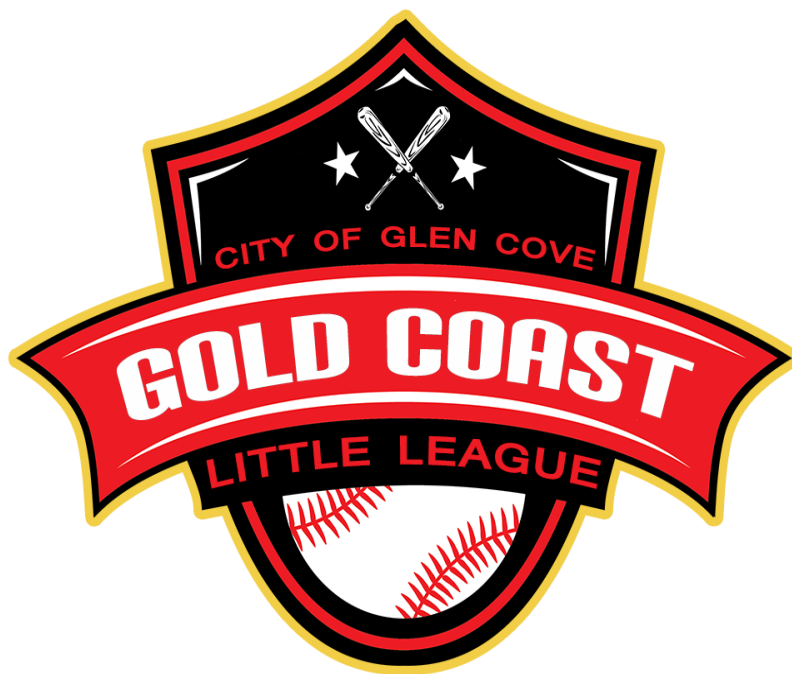


City of Glen Cove
GOLD COAST LITTLE LEAGUE



2016

RULES AND REGULATIONS

CITY OF GLEN COVE GOLD COAST LITTLE LEAGUE

The objective of the City of Glen Cove Gold Coast Little League (GCLL) is to provide recreation, fun, and sportsmanship for the boys and girls in Glen Cove under responsible volunteer leadership.

These basic playing rules apply to all leagues and each league supplement and shall correspond to the latest edition of Cal Ripken Baseball, Babe Ruth Baseball or Softball Rules with the following exceptions:

EQUIPMENT

All equipment except fielder's gloves, shoes and socks are provided by Glen Cove Junior Baseball and Softball (catchers' mitts are provided by GCLL).

- 1) Metal cleats are not permitted. Rubber cleats or sneakers are allowed.
- 2) Catchers must wear all protective gear while behind the plate, during practices, and for warm-up. This includes the face mask with the "throat-guard", helmet, chest protector, and shinguards. All catchers **MUST** also wear a protective cup. It is strongly advised that all boys wear a protective cup during play.
- 3) Batters, baserunners, and any player coaching the bases must wear helmets at all times.
- 4) **ONLY wooden bats in boy's leagues are permitted. NO composite, wood composite, or bamboo bats allowed.** The Boys Instructional league may use "T-Ball" bats. Girls leagues must use approved alloy/metal softball bats, which must not exceed 34 inches in length. Repaired bats, such as those handles that have been taped or nailed together are banned.
- 5) Safety base (1" base) will be used in all leagues except Senior Boys.
- 6) Batting donuts are prohibited –sleeves are permitted.
- 7) Chin straps & faceguards **MUST** be worn on all girls batting helmets.

Note: In the interest of safety, umpires will enforce all rules .

Managers are responsible for pick-up, distribution and return of equipment. The time and date will be determined by GCLL.

Managers must return equipment to City Stadium "Club House", immediately after their last game is played.

UNIFORMS

The team's sponsor and GCLL supply uniforms. It is the responsibility of the manager to see that the team's players are properly uniformed. All players must wear the entire GCLL uniform including hats. Shorts may NOT be worn while participating in a league game except girls may wear shorts when sliders are worn underneath.

Exception: (Senior Boys & Girls) A player arriving after a school game must at least wear the team shirt provided by GCLL.

FIELD DECORUM

A manager or coach ejected from a game must leave the playing field. They may not remain in the stands. The manager is responsible for the conduct and language of the team on the bench and on the field, as well as its fans. Failure to display proper field and fan decorum may result in the forfeiture of the game (umpire's discretion) and suspension of the manager/coach by the Board of Directors. It is the responsibility of the manager to advise his/her team and fans of this rule.

- 1) Abusive and foul language is prohibited.
- 2) Riding the opposing team is strictly prohibited.
- 3) Only the manager may confer with the umpire regarding a play or rule interpretation.
- 4) The team at bat shall remain in the dugout the exception of the batter and the on deck batter (one player).
- 5) Only one coach may occupy each of the two coach's boxes. All other coaches must stay off the playing field.
- 6) The scheduled home team is assigned to the dugout on the first base side and the managers are to complete the official book.
- 7) Managers, coaches, spectators, and players will not congregate behind home plate.
- 8) Managers, coaches, spectators, and players will conduct themselves in a sportsmanlike manner or cause the umpire to declare a forfeited game.
- 9) If a manager, coach, or player is ejected by the umpire from a game, he/she will be suspended for one (1) game, pending an immediate appeal. The appeal must be made prior to the next game. The manager, coach, or player in question will have an opportunity to present his/her side to the Parks and Recreation Director or his/her designee. If the manager's/coach's/player's appeal is denied, he/she must serve the one game suspension the next played game.

10) Managers/coaches/umpires must not smoke while practices and games are in progress .

11) Each team is responsible for cleaning up their dugout after the game.

TEAM PRACTICES AND MEETINGS

1) Team must not practice or meet prior to equipment handout.

2) The team is permitted to meet three (3) times per week (i.e. three games ; two games, one practice; one game, two practices). This will allow sufficient time for other activities.

3) A week starts on Monday and ends on Sunday.

PLAYERS

I. Assignment

Selections of players shall be done under the direction of the Commissioner and league presidents in an open draft. Each year every league will be re-drafted with only a manager's child assigned to a team. Once a child is assigned to team; he/she will play for that team only. Exceptions will be at the discretion of the Parks and Recreation Director or his/her designee.

The playing of an ineligible player will result in the forfeiture of the game in which the ineligible player participated.

II. Fielding Requirements

Ten (10) players:

Maximum number of players allowed on the field. A team starting a game with ten (10) players may re-use a player that has already played in the game, should another player leave the game due to ejection, sickness, etc., provided the approval of the other manager is received . The exception to this rule is Intermediate and Senior Boys where only nine (9) players are used.

Nine (9) players:

A team may play with nine (9) players. If a tenth (10th) player arrives late (see Player Lateness); the player may be immediately placed in the lineup and bat last in the batting order.

Eight (8) players:

1. A game can be started with eight (8) players.

2. If a team cannot field eight (8) players by forfeit time, the game will be forfeited to the opposing team. (Exception: Minor Girls – no forfeits.)

3. If a player arrives late (see Player Lateness), the player may be immediately inserted into the lineup and bat last in the batting order.

III. Playing Time

All players must play three (3) full innings. Any player who is a substitute for a game MUST start the next game. During the regular season all players must play three (3) full games.

The starting player may not be removed before the top of the fourth (4th) inning except for the following:

- 1 Injury
- 2 Doctor appointment, etc.

All substitutions must be made before the top of the fourth (4th) inning for a 7-inning game. No player will be allowed to re-enter a game once the player has been replaced by another player (exceptions -see Fielding Requirements and Safety). NO free substitution.

If a game does not go to the completion of the full game, the manager will not be held to this rule.

A manager failing to comply with these regulations will:

- A. First Offense - receive a verbal warning.
- B. Second Offense -a suspension for the next scheduled game.
- C. Third Offense - a suspension for remainder of the season.

IV. Lateness

1) Any player arriving late for a game, but before the beginning of the third inning must be allowed to play and must play the usual minimum of three (3) complete innings (see Playing Time).

2) The name of the player late shall be entered into the official book, (the home teams book) the umpire in charge and the opposing manager shall be notified of the player's arrival.

V. Suspension

Managers and/or coaches cannot take any action to suspend or deprive a player of his/her rightful playing time. A manager may warn a player that his/her actions may earn him/her a suspension, and report this action to the Parks and Recreation Director or his/her designee. The Parks and Recreation Director or his/her designee will investigate the matter and issue disciplinary action if is warranted. The Parks and Recreation Director or his/her designee will render the final decision.

VI. Safety

1) Any player who receives an injury (other than superficial) or becomes ill, etc. may not play anymore that day. Note that swelling, lacerations, etc. will remove an injury from the superficial

status. A player who has been rendered unconscious during a game shall not be permitted to play in any subsequent games without written authorization from a physician.

If team substitutions have already been made, that player's manager picks the replacement player from the bench. If there are no substitutes available, the game can be played as long as the eight (8) player minimum is met. If no substitute is available the order closes (no out is given). If a player is injured at bat & is unable to run the bases, the last batted out will pinch run for him/her.

2) Wearing of earrings, neck, or arm jewelry is PROHIBITED during games or practices.

3) If an individual pitcher hits three (3) batters in one (1) inning or five (5) batters in a game, the pitcher must immediately be removed from the pitching position.

4) If a batter throws his/her bat after hitting the ball, the umpire will issue a warning to that player. In the event that a bat is thrown again by the same player, the batter will be declared out.

5) No head first slides into a base, it may occur when going back to a base on a pick-off or rundown. A player who slides head first will become an automatic out.

VII. Player Leaving Game Early

The team manager must notify the opposing manager and the umpire before the game starts that a player is leaving early. That player must start the game and cannot be a substitute or an EH. If a player must leave the game early that was not previously announced the following procedure will be followed:

If a substitute is available, they can be entered into the game immediately.

If substitutions have already been made, a player that was removed from the game becomes eligible to reenter. That team's manager chooses the substitute.

Since everyone bats, no out is given and the order is closed.

An injured player falls under this rule.

VIII. Player Ejection

Same rules apply, as Player Leaving Game Early except an out will be given the first time the ejected player is due to bat, if substitutes have been made or not.

GAME

I. Regular Season Games

All regular season games shall consist of six (6) innings (five and one half if the home team is ahead). In the event of a tie after six (6) innings, extra innings will be played until the time limit is reached. Time limits: NO new inning may be started after 2 hrs. Time is determined by scheduled game time unless a late start is caused by an umpire arriving late to the field.

A. Weeknight Games:

1) Games will start at 6:00 PM, Monday through Friday, unless otherwise specified on the schedule or verbally by the league president. Forfeit time is 6:20 PM.

Exception: Senior Girls & Boys -7:30 PM start and forfeit time is 7:50 PM.

2) Both teams are allowed fifteen (15) minutes each for warm-up on the diamond prior to the game.

B. Saturday Games:

1) Games shall start by 9:00 AM unless otherwise specified on the schedule. Forfeit time is 20 minutes after scheduled start time.

2) Both teams are allowed fifteen (15) minutes each for warm-up on the diamond, prior to the game.

II. Regulation Game

A. A game will be declared official after four (4) innings, if the home team is ahead. If a game is called in the middle of an inning, the score will revert to the last full inning, unless the home team is winning or the score is tied, (this rule applies only to regular season games). If a game is called prior to innings, the game will be declared a suspended game and rescheduled.

B. If in the opinion of the umpire, either team is suspected of deliberately delaying the Game because of rain or any other reason, the umpire may declare the game a forfeit and award the win to the other team.

C. The umpire is empowered to call a game at anytime because of darkness, rain, or other causes which place the fans and players in danger. As soon as lightning is apparent, the game is to be stopped. Players must leave the field and seek shelter. The game will be stopped for a minimum of 15 minutes and a decision will be made by the stadium attendant or other designee whether the games will resume or not. Managers must keep their team ready and available to play. Should the game be resumed and the minimum number of players is not present, a forfeit will be declared. Appropriate rules of suspended game vs. official game apply.

D. Suspended Game -Games that are not considered regulation shall be resumed at the exact point where they are stopped.

E. Extreme temperature during the summer months does not constitute a reason to cancel a game. If the scheduled games are not fulfilled, the team not playing will be subjected to forfeiture. The Parks and Recreation Director or his/her designee GCLL will have the final decision concerning rescheduling in the case of weather where deemed dangerous to the well-being of the players.

III. Forfeited Game

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

A. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.

B. Unsportsmanlike conduct on the part of a manager, coach, player or fan.

C. A team is not ready to play 20 minutes after the scheduled game time.

D. A team is unable to field at least eight (8) players from their roster throughout the entire game. If the players/coaches choose to play a scrimmage after a forfeit, all players must be of age for that division.

IV. Make-Up Games /Rainouts

A. Under no circumstances will regularly scheduled games be changed unless determined by the Parks and Recreation Director or his/her designee to be in the best interest of the league as a whole.

B. Rain make-ups will be scheduled within 10 days of the rained out game.

V. Defensive Alignment

Intermediate and Senior Boys -Nine (9) on defense.

For all other divisions:

Ten (10) players will be employed as follows -

A. A fourth outfielder will be added.

B. The outfield will be comprised of a left fielder, left-center fielder, right-center fielder, and right fielder.

C. The outfield must be placed in an arc on the outfield grass or equivalent, and shall NOT be placed at any other position such as an extra infielder, at second base, or as a short fielder.

D. Switching defensive positions for different batters is prohibited. Defensive positions may only be changed for a pitching change, inning change or injury.

VI. Pete Rose Rule

When a fielder has the ball and is waiting for the baserunner, and the baserunner remains on his/her feet and crashes into the fielder, the runner shall be declared out.

If the act is considered flagrant, the baserunner may be ejected from the game for unsportsmanlike conduct. The player must always attempt to slide, veer, or give him/her self up.

VII. Throwing the Bat/Helmet/Glove Etc. in Anger

If, in the umpire's judgement, a player throws his/her bat/helmet/glove/etc. in anger, a warning shall be issued to that player. If a second infraction is incurred by the same player, the player shall be removed from the game.

VIII. The Pitcher's Mound

- 1) The manager or coach is allowed one visit to the pitchers mound to talk to the pitcher in an inning.
- 2) The second visit in an inning requires the removal of the pitcher unless the second visit to the mound is necessary due to a possible injury to the pitcher. In this case , the manager/coach will notify the umpire that the visit to the mound is necessary due to possible injury. (The pitcher does not have to be removed and remains in the game if he/she is able to do so.)
- 3) It is considered a visit to the pitcher's mound when the manager/coach comes across the white foul line regardless if he/she goes to the mound.
- 4) If it is the managers/coach's first trip to the mound and the pitcher is not removed, the pitcher cannot be removed until the batter being pitched to completes a turn at bat.
- 5) A pitcher who is removed from the mound and plays another position, or who is removed from the game, cannot pitch again in the same game (boys leagues only).

IX. Interference

- 1) Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered. If an infraction occurs, the runner is called out.
- 2) Base running interference includes a runner who interferes with a fielder or one who is hit by a fair untouched batted ball. If an infraction occurs, the base runner is called out.
- 3) Batter interference occurs while a batter is at bat and before he/she hits the ball, interferes with the catcher's throw on an attempted steal or when he/she interferes with the catcher on a play at the plate. If an infraction occurs, the batter is called out.
- 4) Catcher interference occurs when a catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball. The batter is awarded first base if the catcher interferes.
- 5) Defensive interference occurs when a fielder not fielding the ball, hinders the course of the baserunner, the baserunner is awarded the base toward which he/she was heading. This is obstruction.

X. Run Ahead Rule (Mercy Rule)

There will be a ten (10) run mercy rule for every league. Complete innings must be played unless the home team scores the run ahead limit while at bat. Whenever a run ahead limit is used and the visiting team reaches the limit in the sixth, or seventh inning, the home team must have their opportunity to bat in the bottom of the inning.

Mercy rule is not in effect for World Series games.

PROTESTS

A protest must be made by the manager or in his/her absence, by his/her substitute. The protest must be made at the time the play in question occurs, prior to the next pitch being thrown to the batter. This is accomplished by notifying the umpire, who in turn will notify the opposing manager of the protest. Protests may be lodged on a rule interpretation only. Protests involving judgement calls will not be considered.

1) The protest must be submitted to the Parks and Recreation Director or his/her designee in writing, within 24 hours after the completion of the game under protest.

2) A hearing will be held as soon as possible, with all parties involved. A final decision will be made by the protest committee, which is appointed by the Parks and Recreation Director or his/her designee. The final decision is binding and cannot be reversed. Interpretation and enforcement of the aforementioned rules shall come under the jurisdiction of the Commissioner and the Parks and Recreation Director.

POINT SYSTEM

All regular season games are computed on a point system. Standings in each league are determined by the total number of points awarded.

Win = 3 points

Tie = 1 point

Lose = 0 points

PLAYOFF PARTICIPATION

1) The playoff participant positions are determined by the number of points awarded to each team.

2) In the event of a tie, playoff position will be determined by the following "tiebreaker" procedures, in the order listed:

A. The team with the most wins (head to head) between the tied teams.

B. The team the least runs allowed between the tied teams.

C. The team with the most runs scored between the tied teams.

D. The team with the most runs scored all season against like opponents.

3) Home team advantage will go to the team placing highest in regular season standings.

PLAYOFF AND WORLD SERIES GAMES

Playoff and World Series games will have no time limit. All games must be played to completion (final out). Mercy rule is in effect for Playoff games only.

If the game is called in any inning prior to completion, it will be considered a suspended game and will be resumed the next day if permissible. All particulars from the point of suspension (batter, count, base runners, etc.) must be noted on the official score book (home team book), verified, and signed by the umpire. This will be the responsibility of the home team.

WORLD SERIES

The championship will be decided in a best of three series.

The home team for the first game & third game (if necessary) of the series will be the team that finished highest in the regular season.

Trophies will be awarded to participants of the World Series only. A first place finish in the regular season does not guarantee an award.

Boys Baseball -Instructional Supplement

Diamond

- A. The pitching distance is 35 or 40 feet or rubber)
- B. The base paths are 60 feet between each base.

T-Ball

- 1) After a minimum of 5 sessions, modified games will be played.
- 2) The decision to pitch or use a tee will be at the discretion of the managers and the Director of Parks and Recreation or his/her designee.
- 3) Batter shall get four swings to hit the ball into fair territory. This allows everyone to learn base-running.

Pitching

- 1) The manager/coach shall pitch to his team.
- 2) Base on balls is eliminated.
- 3) Batter will be given a maximum of eight (8) pitches to hit the ball. After the maximum swings are reached, the batter shall go to first. Exception: If a batter fouls off the eighth pitch, he continues until he either strikes out or puts the ball in play.

Batting and Baserunning

A. Fly Balls

- 1. The infield fly rule is suspended.
- 2. Tagging up is suspended.

B. Player leaving Game Early

If a player leaves the game before the conclusion of the game, no out is awarded, the batting order closed & the game continues. An injured player falls under this rule.

C. Batting & Base Running

- 1) No bunting
- 2) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field.
- 3) Each half inning the team at bat shall hit through the order. After the last batter has completed his turn at bat, the teams shall switch.
- 4) No keeping score - Everyone wins.

D. Fielding Position

- 1) No fielder shall stand any closer than the infield grass or the basepaths.
- 2) The pitcher (player) must stay close to the pitching rubber.
- 3) The pitcher/coach must make a conscious effort to move away from the pitcher who is making a play on a batted ball.
- 4) Coaches shall attempt to rotate players to different fielding positions.

E. Coaching

- 1) Coaching is permitted on the field, and encouraged.

Note: Try to play 3 -4 innings, which will be determined by time, your patience and players' attention span.

Boys Baseball -Minor Supplement

Game: All games shall consist of seven (7) innings if time allows.

Diamond

- A. The pitching distance is feet rubber)
- B. The base paths are 60 feet between each base.

Pitching

- 1) The manager/coach shall pitch to his team.
- 2) Base on balls is eliminated.
- 3) Batter will be given a maximum of eight (8) pitches to hit the ball.
After the maximum is reached the batter will be called out.
Exception: If a batter fouls off the eight pitch, he continues until he either strikes out or puts the ball in play.

Batting and Base running

A. Fly Balls

- 1) The infield fly rule is suspended .
- 2) Tagging up is in effect -A player may tag up and advance to the next base as soon as a fielder catches the fly ball.

B. Player Leaving Game Early

If a player leaves the game before the conclusion of the game -no out is awarded ,the batting order is closed and the game continues. An injured player falls under this rule.

C. Batting & Base Running

- 1) No bunting

2) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field.

3) Five Runs an Inning Limit

Each half inning will have a maximum of five runs count in the score. Thus, if a team has four runs in an inning and a boy hits a grand slam, only the first run will count. There is no limit on runs in the seventh inning. If prior to the seventh inning, the umpire declares, at the top of an inning, that the following inning will be the last due to time limits, no limit on runs will apply to that inning.

5) No stealing.

6) A line will be drawn perpendicular to the base line half way (30 ft.) between base and home plate. If when the umpire calls time-out and the runner has passed this line, the run scores.

7) One base is permitted on an overthrow but must be earned. Runner can still be thrown out.

8) On balls hit to the outfield, a baserunner cannot advance beyond the base to which he is running once the ball arrives in the infield. For the purpose of this rule, runners may not advance once an infielder is in possession of the ball (in the infield).

9) Speed-up rule (mandatory) with two outs, last batted out runs for catcher.

D. Fielding Position

1) The pitcher (player) must stay close to the pitching rubber.

3) The pitcher/coach must make a conscious effort to move away from the pitcher who is making a play on a batted ball. Failure to do so could result in the batter being called out, and all base runners must return to the base they just occupied. Call is at umpire's discretion.

F. Coaching

1) No defensive coach is permitted on the field.

Boys Baseball -Major Supplement

Game: All games shall consist of seven(7) innings.

Diamond

A. The pitching distance from home plate to the pitching rubber is 46 feet. ,I

B. The base paths are 60 feet between each base.

Pitching

1) No pitcher may pitch more than three (3) innings or a maximum of sixty (60) pitches (whichever comes first) in a game. With at least two full days rest a pitcher can again pitch three (3) innings or sixty (60) pitches in the second game of the week. Same rule applies if a third game is played. If less than two days rest, three (3) innings or a maximum of thirty (25) pitches is allowed. Rule also applies to playoffs and World Series games. The pitcher may complete the at bat when the maximum pitch count is reached. One pitch shall count as an inning pitched.

2) Pitchers will be allowed ten (10) warm-up pitches at the onset of a game. Thereafter, he will be allowed six (6) warm-up pitches between innings. A relief pitcher will be allowed ten (10) warm-up pitches upon entering a game. Thereafter, he will be allowed six (6) pitches between innings.

3) The balk rule is suspended.

Batting and Baserunning

A. Fly Balls

1) The infield fly rule is in effect. **Please specify infield fly rule**

2) Tagging up is in effect - A player may tag up and advance to the next base as soon as a fielder catches the fly ball.

B. Stealing

The runner may leave as soon as the pitch crosses the plate. If the runner leaves before it crosses the plate, the runner shall be called out.

1) A runner may steal only one base at a time; i.e. he cannot steal second and then third on the same pitch.

2) A runner cannot continue to third base on a steal to second when the catcher overthrows second.

3) A runner cannot steal home. They can only score on a hit, walk, or when a tag up play occurs.

4) No delay steals.

5) No head first slides.

C. Batting

1) No dropped third strike. If a called third strike is dropped by the catcher, the batter shall be called out.

2) Bunting is permitted. No slash bunting or fake bunt followed by a full swing.

3) Five Runs per inning limit

Each half inning will have a maximum of five runs count in the score.

Thus, if a team has four runs in an inning and a boy hits a grand slam, only the first run will count. There is no limit on runs in the sixth inning. If prior to the sixth inning, the umpire declares, at the top of the inning, that the following inning will be the last due to darkness, no limit on runs will apply to that inning.

4) Batting order –To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field.

D. Fielding Position

Infielders may position themselves on the infield grass to prepare for the possibility of a bunt.

E. Speed-up rule (mandatory) with two outs, last batted out runs for catcher.

Boys Baseball -Intermediate Supplement

Diamond

A. The pitching distance from home plate to the rubber is 51 feet.

B. The base paths are 75 feet between each base.

Pitching

1) No pitcher may pitch more than four (4) innings or a maximum of seventy (70) pitches (whichever comes first) in a game. At least two full days rest a pitcher can again pitch four (4) innings or seventy (70) pitches in the second game of the week. Same rule applies if a third game is played. If less than two days rest, four (4) innings or a maximum of thirty (30) pitches is allowed. Rule also applies to playoffs and World Series games. The pitcher may complete the at bat when the maximum pitch count is reached. One pitch shall count as an inning pitched.

2) Pitchers will be allowed ten (10) warm-up pitches at the onset of a game. Thereafter, he will be allowed six (6) warm-up pitches between innings. A relief pitcher will be allowed ten (10) warm-up pitches upon entering a game. Thereafter, he will be allowed six (6) pitches between innings.

3) The balk rule is in effect.

Batting and Base running

A. Advancing a Base

1) The infield fly rule is in effect.

2) Batters may advance on a dropped or missed third strike, as per rules of baseball.

3) Runners may lead and steal, as per rules of baseball.

4) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field.

Universal Batting Rule revised for the Playoffs & World Series:

Number of hitters will be determined by number of players on both teams at that game. If both teams have 10 players -10 players will bat, if 11 players -11 will bat. If one team has 9 players and

one has 11 players -9 players will bat for BOTH teams. Lower number of players determines number of hitters.

B. Speed-up rule (mandatory) with two outs, last batted out runs for catcher.

Boys Baseball-Senior Supplement

Diamond

A. The pitching distance from home plate to the pitching rubber is 60 feet 6 inches.

B. The base paths are 90 feet between each base.

Pitching

- 1) No pitcher may pitch more than four (4) innings or a maximum of eighty (80) pitches (whichever comes first) in a game. With at least two full days rest a pitcher can again pitch four (4) innings or eighty (80) pitches in the second game of the week. Same rule applies if a third game is played. If less than two days rest, four (4) innings or a maximum of forty (40) pitches is allowed . Rule also applies to playoffs and World Series games. The pitcher may complete the at bat when the maximum count is reached. One pitch shall count as an inning pitched.

- 2) Pitchers be allowed ten (10) warm-up pitches at the onset of a game. Thereafter, he will be allowed six (6) warm-up pitches between innings. A relief pitcher will be allowed ten (10) pitches upon entering a game. Thereafter, he will be allowed six (6) pitches between innings.

- 3) The balk rule is observed. Baserunners are allowed to lead and move at their own risk.

Batting and Baserunning

A. The infield fly rule is in effect.

B. To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field.

Universal Batting Rule revised for the Playoffs & World Series:

Number of hitters will be determined by number of players on both teams at that game. If both teams have 10 players -10 players will bat, if 11 players -11 will bat. If one team has 9 players and one has 11 players -9 players will bat for BOTH teams. Lower number of players determines number of hitters.

If you want to use an EP you can, it's an option. But a player who EP's the first half of the game must play the field for the second of the game.

C. Speed-Up rule (mandatory) with two outs, last batted out runs for catcher.

D. Any pitcher who pitches for any Middle School, freshman, Junior Varsity, or Varsity team may not pitch in this league until their season is over. Any catcher who plays on a school team may not pitch or catch if he caught in a school game that day.

Girls Softball -Minor Supplement

This league is non-competitive. The purpose is to teach the girls basic softball skills and rules without the added pressure of winning and losing and most of all for them to have fun while learning.

Game: All games shall consist of six (6) innings.

Diamond The base paths are 60 feet between each base.

Batting and Baserunning

A. Fly Balls

- 1) The infield fly rule is suspended.
- 2) Tagging up is suspended.

B. No stealing or leading. A runner cannot leave the base until the ball is hit or crosses home plate.

C. C. Batting

- 1) Alloy or metal bats only. No composite or $\frac{1}{2}$ & $\frac{1}{2}$ bats.
- 2) To encourage play all players on the team shall bat in rotation regardless of whether they are playing the field.
- 3) No bunting.
- 4) Five Runs an Inning Limit
Each half inning will have a maximum of five runs. Limit also applies to the last inning.
- 5) Coach Pitching
 - A. Coaches will pitch to their own team.
 - B. Base on balls is eliminated.
 - C. Only swinging strikes shall be called.
 - D. Five (5) strikes; OUT

E. Batter will be given a maximum of eight (8) pitches to hit the ball, after the maximum is reached, the batter will be called out.

Exception: If the batter fouls off the eighth pitch, she continues until she either strikes out or puts the ball in play.

5) Speed-up rule (mandatory) with two outs, last batted out runs for catcher.

D. Defensive Alignments

1) All infielders shall be positioned no closer than the infield grass or the base paths.

2) All outfielders shall be placed in an arc on the outfield grass or equivalent.

E. Time Outs

As soon as the defensive infielders have possession of the ball within the basepaths, the umpire shall signal a time out with his/her hands in the air and the ball shall be thrown to the pitcher. The intent here is to allow the umpire to move the game along without a lot of time consuming feints.

F. Defensive Coach

1) No more than two coaches will be allowed on the field when their team is on defense.

2) The defensive coach must be positioned outside the base paths, in the outfield.

3) The coach may not interfere with the play of the game.

G. Offensive Coach

Only one (1) coach allowed in coach's box .

H. Substitutions

Each girl should not sit out more than one inning. Positions should be rotated each inning allowing everyone the opportunity to play all positions.

I. Game Regulations

1) To help move the game along, try to suit up the catcher early. If a catcher is not ready, begin without her and she may enter when ready.

2) If an umpire is not at the field at game time, and both teams are ready, begin without them and they will continue the game when they arrive.

**Bayville -Glen Cove -Oyster Bay -Grenville Baker 2011 Girls Softball -Intermediate (Minors)
Supplement**

Diamond

- A. The pitching distance from home plate to the pitching rubber is 35 feet.
- B. The base paths are 60 feet between each base .

Pitching

- 1) The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must remain in contact with the pitching plate at all times prior to the forward step.
- 2) The pivot foot must remain contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot remains contact with the ground.
- 3) In the act of delivering the ball, the pitcher must take one step simultaneously with the release of the ball.
- 4) optional. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.
- 5) The pitcher shall hold the ball in both hands for not less than one second and not more than ten (10) seconds before releasing it.
- 6) Pitchers will be allowed five (5) pitches at the beginning of each half inning, or When a pitcher relieves another.
- 7) No pitcher may pitch more than three (3) innings in a game. One pitch shall count as an inning.
- 8) Re-entry of a pitcher. A pitcher removed from the pitching position but still remaining in the field may return to pitch. All rules apply for maximum innings in a game and in a week.

9) If an individual pitcher hits three (3) batters in one (1) inning or five (5) batters in a game, the pitcher must immediately be removed from the pitching position. A batter hit by a pitched ball while in the batter's box shall be awarded first base. It does not matter if the ball strikes the ground before hitting her.

Exception : If no attempt is made to avoid being hit, the umpire calls either a ball or a strike.(umpire's discretion)

Batting and Base running

A. Fly Balls

1) The infield fly rule is suspended.

2) Tagging up is in effect -A player may tag up and advance to the next base as soon as a fielder catches the fly ball.

B. No stealing or leading

A runner cannot leave the base until the ball is hit or crosses home plate.

C. Batting

1) A batter hit by a pitched ball while in the batters box shall be awarded first base. It does not matter if the ball strikes the ground before hitting her.

Exception: If no attempt is made to avoid being the umpire calls either a ball or a strike.

2) Bunting is permitted.

3) Four runs an Inning Limit

Each half inning have a maximum of four runs count in the score. Thus, if a team has three runs in an inning and a girl hits a grand slam , only the first three runs will count. There is no limit on runs in the sixth inning. If prior to the sixth inning, the umpire declares, at The top of the inning ,that the following inning will be the last due to darkness, no limit on runs will apply to that inning.

4) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the fie ld. (Universal Batting)

5) Speed-up rule (mandatory) with two outs, last batted out runs for catcher.

D. Fielding Position

We are allowing up to ten defensive on the field. Do not exceed six infielders -pitcher, catcher, base, base , 3" base ,and shortstop. All other players must be in the outfield ... and we mean in the OUTFIELD. We do not want outfielders covering base.

Each half inning will have a maximum of four runs count in the score. Thus, if a team has two runs in an inning and a girl hits a grand slam, only the first two runs will count. There is no limit on runs in the sixth inning. If prior to the sixth inning, the umpire declares, at the top of the inning, that the following inning will be the last due to darkness, no limit on runs will apply to that inning.

4) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field. (Universal Batting)

5) Speed-up rule (optional) with two outs, last batted out runs for catcher. 6) No head first slides into a base ,it may occur when going back to a base. 7) Helmet facemasks & heart guard requirements as per individual league rules.

Look Back Rule

When a runner is legitimately off her base after a pitch ,or as a result of a batter completing her turn at bat, and the pitcher has the ball within an eight-foot radius of the pitcher's plate , she must immediately return to the base left or advance to the next base or be declared out.

E. Fielding Position

We are allowing up to ten defensive players on the field. This is allowed to provide More playing time .Do not exceed six infielders-pitcher ,catcher,1stbase ,2ndbase, base, and shortstop. All other players must be in the outfield... and we mean the OUTFIELD. We do not want outfielders covering 2nd base. An outfielder cannot make an unassisted play at base.

F. Time Outs

When the pitcher has the ball within the 8 ft. radius, time will be called by the umpire. A runner who committed to the next base may take that base at their own risk.

GAME

Regular Season Games

Time limits: No new inning may be started after 2 hrs. (at Glen Cove). At Bayville, Oyster Bay or Grenville Baker: No inning can start after 1 hr. 45 mins. Time is determined by scheduled game time unless a late start is caused by an umpire arriving late to the field.

A game will be declared official after four (4) innings, if the home team is ahead. If a game is called in the middle of an inning, the score will revert to the last full inning, unless the home team is winning or the score is tied, (this rule applies only to regular season games). If a game is called prior to innings, the game will be declared a suspended game and rescheduled.

Pete Rose Rule

When a fielder has the ball and is waiting for the baserunner, and the baserunner remains on his/her feet and crashes into the fielder ,the runner shall be declared out. If the act is considered flagrant. the baserunner may be ejected from the game for

unsportsmanlike conduct.

Run Ahead Rule (Mercy Rule).

There will be a twelve (12) run mercy rule. Complete innings must be played unless the home team scores the run ahead limit while at bat. Whenever a run ahead limit is used and the visiting team reaches the limit in the fourth, fifth, or sixth, the home team must have their opportunity to bat in the bottom of the inning.

Player Leaving Game Early

If a player leaves the game before the conclusion of the game -no out is awarded, the batting order is closed and the game continues. An injured player falls under this rule. Forfeited Game A minimum of seven players is required to play. If a team has seven players, the opposing team can still use ten. Forfeit time is 20 minutes after the scheduled start time.

POINT SYSTEM

All regular season games are computed on a point system. Standings in each league are determined by the total number of points awarded.

Win 3 points
Tie =1 point
Lose =0 points

PLAYOFF PARTICIPATION

- 1) The playoff participant positions are determined by the number of points awarded to each team . EVERYONE MAKES PLAYOF FS.
- 2) In the event of a tie, playoff position will be determined by the following "tiebreaker" procedures, in the order listed:
 - A. The team with the most wins (head to head) between the tied teams
 - B. The team with the least runs allowed between the tied teams .
 - C. The team with the most runs scored between the tied teams.
 - D. The team with the most runs scored all season against like opponents.
- 3) Home team advantage will go to the team placing highest in regular season standings.

PLAYOFF AND WORLD SERIES GAMES

Playoff and World Series games will have no time limit. All games must be played to completion (final out).Mercy rule is in effect for both playoffs & World Series .

If the game is called in any inning prior to completion, it will be considered a suspended game and will be resumed the next day if permissible. All particulars from the point of suspension (batter, count, base runners, etc.) must be noted on the official score sheets, verified, and signed by the umpire. Home team book is official book.

WORLD SERIES ‘

The championship will be decided in a best of three series. The home team for the first game & third game (if necessary) of the series will be the team that finished highest in the regular season.

Trophies will be awarded to participants of the World Series only. A first place finish in the regular season does not guarantee an award .

TEAM EQUIPMENT

Equipment requirements including helmet face guards & heat guards determined by each individual league.

FIELD ETIQUETTE

All dugouts must be cleaned up before team leaves game. This includes sunflower seeds. When playing at Grenville Baker. All participants and spectator must enter the fields through the front of the building. The grounds are a secured area. No children of any age will be allowed on the playground during the games.

Bayville -Glen Cove -Oyster Bay -Grenville Baker 2011 Girls Softball -Juniors (Majors) Supplement

Diamond

A. The pitching distance from home plate to the pitching rubber is 40 feet.

B. The base paths are 60 feet between each base .

Pitching

1) The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must remain in contact with the pitching plate at all times prior to the forward step.

2)The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot remains in contact with the ground.

3) In the act of delivering the ball, the pitcher must take one step simultaneously with the release of the ball.

4) Windmill optional. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.

5) The pitcher shall hold the ball in both hands for not less than one second and not more than ten (10) seconds before releasing it.

6) Pitchers will be allowed five (5) pitches at the beginning of each half inning , or when a pitcher relieves another.

7) No pitcher may pitch more than four (4) innings in one game. One pitch shall count as an inning.

8) Re-entry of a pitcher. A pitcher removed from the pitching position but still remaining in the field may return to pitch. All rules apply for maximum innings in a game and in a week.

9) If an individual pitcher hits three (3) batters in one (1) inning or five (5) batters in a game, the pitcher must immediately be removed from the pitching position. A batter hit by a pitched ball while in the batter's box shall be awarded first base. It does not matter if the ball strikes the ground before hitting her.

Exception: If no attempt is made to avoid being hit, the umpire calls either a bail or a strike. (umpire's discretion)

10) The manager or coach is allowed one visit to the pitcher's mound to talk to the pitcher in an inning. The second visit in an inning requires the removal of the pitcher unless the visit to the mound is necessary due to a possible injury to the pitcher.

Batting and Base running

A. Fly Balls

1) The infield fly rule is in effect.

2) Tagging up is in effect -A player may tag up and advance to the next base as soon as a fielder catches the fly ball with the liability of being put out.

B. Stealing

Runners can steal but there will be NO stealing of home. Runners must remain on the occupied base until the ball crosses home plate. A single warning will be issued per team if a runner leaves the base too early. The runner will be sent back to the previous base. All subsequent early departures (umpire's discretion) from the base will result in the runner being called OUT!

A runner on 1st can steal 2nd base. We want to encourage catchers to throw down to 2nd. The runner cannot advance regardless of where the throw goes.

A runner on 2nd can steal 3rd base. We want to encourage catchers to throw down to 3rd. The runner cannot advance regardless of where the throw goes.

A runner cannot steal home. Even if an attempt is made by the catcher to pick off a straying runner, the runner cannot advance on an errant throw.

Special note. If a runner is on base and a pitched ball is batted into play, the ball is live. Runners can attempt to advance and can be awarded bases on errant throws-this is softball. Example: Runner on first, batter lines single into right field. runner attempts to go to third, rightfielder throws to infield cutoff who turns and throws to third but doesn't come close, ball goes into the stands. The runner is awarded 3rd plus 1 additional base since errant throw made from the infield. What base the batter is awarded depends on her progress after achieving 1st base.

c. Batting

1) A batter hit by a pitched ball while in the batter's box shall be awarded first base. It does not matter if the ball strikes the ground before hitting her. Exception: If no attempt is made to avoid being hit, the umpire calls either a ball or a strike. (umpire's discretion)

2) Bunting is permitted.

3) Five runs an Inning Limit

Each half inning will have a maximum of five runs count in the score. Thus, if a team has three runs in an inning and a girl hits a grand slam, only the first two runs will count. There is no limit on runs

in the seventh inning. If prior to the seventh inning, the umpire declares, at the top of the inning, that the following inning will be the last due to darkness, no limit on runs will apply to that inning.

4) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field. (Universal Batting)

5) Speed-up rule (optional) with two outs, last batted out runs for catcher. 6) No head first slides into a base, it may occur when going back to a base.

7) Helmet facemasks & heart guard requirements as per individual league rules.

Look Back Rule

When a runner is legitimately off her base after a pitch, or as a result of a batter completing her turn at bat, and the pitcher has the within an eight-foot radius of the pitcher's plate, she must immediately return to the base left or advance to the next base or be declared out.

D. Fielding Position

We are allowing up to ten defensive players on the field . This is allowed to provide more playing time. Do not exceed six infielders-pitcher,catcher,1st base,2ndbase, base, and shortstop. All other players must be in the outfield ... and we mean in the OUTFIELD. We do not want outfielders covering 2nd base. An outfielder cannot make an unassisted play at 2nd base .

E. Time Outs

When the pitcher has the ball within the 8 ft. radius, time will be called by the umpire. A runner who to the next base may take that base at their own risk.

GAME

Regular Season Games

Games will be seven (7) innings long. Time limits:. No new inning may be started after 2 hrs. 15 mins. (at Glen Cove). At Bayville, Oyster Bay or Grenville Baker: Noinningcanstartafter1 hr.45mins. Time is determined by scheduled game time unless a late start is caused by an umpire arriving late to the field.

A game will be declared official after four(4)innings, if the home team is ahead . If a game is called in the middle of an inning, the score will revert to the last inning, unless the home team is winning or the score is tied, (this applies only to regular season games). If a game is called prior to innings, the game will be declared a suspended game and rescheduled.

Pete Rose Rule

When a fielder has the ball and is waiting for the baserunner, and the baserunner remains on his/her feet and crashes into the fielder, the runner shall be declared out. If the act is considered flagrant, the baserunner may be ejected from the game for unsportsmanlike conduct.

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home team scores the run ahead while at bat. Whenever a run ahead limit is used and the visiting team reaches the in the fourth, fifth, or sixth , the home team must have their opportunity to bat in the bottom of the inning.

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If a player leaves the game before the conclusion of the game-no out is awarded ,the batting order is closed and the game continues. An injured player falls under this rule.

Forfeited Game

A minimum of seven players is required to play. If a team has seven players, the opposing team can still use ten. Forfeit time is 20 minutes after the scheduled start time .

POINT SYSTEM

All regular season games are computed on a point system. Standings in each league are determined by the total number of points awarded.

Win 3 points

Tie = 1 point

Lose = 0 points

Winning team must email scores to -gcjbs@optonline.net. ASAP

PLAYOFF PARTICIPATION

1) The playoff participant positions are determined by the number of points awarded to each team. EVERYONE MAKES PLAYOFFS.

2) In the event of a tie, playoff position will be determined by the following "tiebreaker" procedures, in the order listed:

- A. The team with the most wins (head to head) between the tied teams
- B. The team with the least runs allowed between the tied teams.
- C. The team with the most runs scored between the tied teams.
- D. The team with the most runs scored all season against like opponents.

3) Home team advantage will go to the team placing highest in regular season standings.

PLAYOFF AND WORLD SERIES GAMES

Playoff and World Series games will have no time limit. All games must be played to completion (final out). Mercy rule is in effect for both playoffs & World Series.

If the game is called in any inning prior to completion ,it be considered a suspended game and will be resumed the next day agreed upon by league commissioners. All particulars from the point of suspension (batter, count, base runners, etc.) must be noted on the score sheets, verified, and signed by the umpire. Home team book is official book.

WORLD SERIES

The championship will be decided a best of three series. The home team for the first game & third game (if necessary) of the series will be the team that finished highest in the regular season. Trophies will be awarded to participants of the World Series only. A first place finish in the regular season does not guarantee an award.

TEAM EQUIPMENT

Equipment requirements including helmet face guards & heat guards is determined by each individual league.

FIELD ETIQUETTE

All dugouts must be cleaned up before team leaves game. This includes sunflower seeds. When playing at Grenville Baker, participants and spectators must enter the fields through the front of the building. The grounds are a secured area. No children of any age will be allowed on the playground during the games.

A. The pitching distance from home plate to the pitching rubber is 40 feet.

B. The base paths are 60 feet between each base.

Pitching

1) The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must remain in contact with the pitching plate at all times prior to the forward step.

2) The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot remains in contact with the ground.

3) In the act of delivering the ball, the pitcher must take one step simultaneously with the release of the ball.

4) Windmill optional. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.

5) The pitcher shall hold the ball in both hands for not less than one second and not more than ten (10) seconds before releasing it.

6) Pitchers will be allowed five (5) pitches at the beginning of each half inning, or when a pitcher relieves another.

7) No pitcher may pitch more than four (4) innings in one game or eight (8) innings in one week unless a third game is played in the week. When a third game played in one week (this includes playoffs and World Series games), the pitcher will be permitted to pitch an additional four (4) innings, if he has pitched in the previous two games. One pitch shall count as an inning pitched.

8) Re-entry of a pitcher. A pitcher removed from the spot but still remaining in the field may return to pitch. All rules apply for maximum innings in a game and in a week.

Batting and Base running

A. Fly Balls

1) The infield fly rule is in effect -runner on first and second, or first, second, and third base, with less than two outs, a fair fly ball that can be caught by an infielder (in the judgement of the umpire) is an out. The baserunners may advance at their own risk.

2) Tagging up is in effect-A player may tag up and advance to the next base ,at her own risk, as soon as a fielder catches the fly ball.

B. Stealing

The runner may leave as soon as the pitcher releases the ball. If the runner leaves before the release of the ball. the runner shall be called out.

C. Batting

1) Dropped third strike rule is in effect-When the catcher fails to catch the third strike before the ball touches the ground, when there are less than two outs and first base is unoccupied. or anytime there are two outs, the batter may attempt to reach first base before the play is made to first or she is tagged out.

2) A batter hit by a pitched ball while in the batter's box shall be awarded first base. It does not matter if the ball strikes the ground before hitting her.

Exception: If no attempt is made to avoid being hit, the umpire calls either a ball or a strike.

3) Bunting is permitted.

4) To encourage play, all players on the team shall bat in rotation regardless of whether they are playing the field.

Universal Batting Rule revised for the playoffs & World Series:

Number of hitters will be determined by number of players on both teams at that game. If both teams have 10 players -10 players will bat, if 11 players -11 will bat. If one team has 9 players and one has 11 players -9 players will bat for BOTH teams. Lower number of players determines number of hitters.

If you want to use an EP you can, it's an option. But a player who EP's the first half of the game must play the field for the second half of the game.

D. Fielding Position

Infielders may position themselves on the infield grass to prepare for the possibility of a bunt.

E. Speed-up rule (mandatory) with two outs, last batted out runs for catcher.

Look Back Rule (8 Foot Circle)

When a runner is legitimately off her base after a pitch, or as a result of a batter completing her turn at bat, and the pitcher has the ball within the eight-foot radius of the pitcher's plate, she must immediately return to the base left or advance to the next base or be declared out.