

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 -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. ,l
- 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.