

Rye Brook Little League Baseball **Major League (11-12 year olds)**

Uniforms

- The Rye Brook Recreation Department will issue a complete uniform to all players, which will consist of a team shirt, team socks and team cap. All players must wear White Baseball Pants as part of their uniform which each child is responsible for purchasing.
- Players are required to wear their complete uniform to each game.

Equipment

- The Rye Brook Recreation Department will supply all necessary equipment except baseball gloves.
- Plastic or hard rubber cleated shoes or sneakers are acceptable, **metal spikes are prohibited.**
- Team coaches are responsible for all equipment issued to their team and must return the equipment at the end of the season.
- Wood Bats and Metal Bats are allowed, must be approved Little League Bats.

Games

- All games will be played on Saturdays during the day and weekday evenings at 6:00pm. For all games, players should arrive 15 minutes prior to the scheduled start time. Doubleheaders will not be permitted.
- Teams must have a minimum of 8 players and 1 coach to start the game. Failure to field the minimum by 15 minutes after the scheduled start time will result in a rearrangement of teams and a game will be played.
- Games will consist of 6 innings, but may finish before 6 innings due to darkness or if another game is scheduled. **During a weekend game when another game is scheduled afterward, no new inning will be started after 90 minutes from the starting time of the game.**
- An official game is 3 ½ innings if the home team is winning; 4 innings if the visitor is winning. This rule only applies if a game is called due to rain. It is the umpire's decision in consultation with the coaches, as to whether or not a game shall be called due to darkness and/or rain.
- A mercy rule will go into effect if a team is down by 15 runs after 4 innings (3 ½ if it is the visiting team that is down).
- Innings will consist of 3 outs, or batting through the order, whichever comes first. Once the umpire determines the final inning (due to time constraints or lack of sunlight), the inning will be played until 3 outs are recorded. Each team may bat the maximum number of the larger team present in order to bat through their batting order is permitted behind the backstop at any time except the on-deck batter. The on-deck batter is the only player besides the batter permitted to swing a bat and this must be done in the on-deck circle. **All other players should remain on the bench away from the on deck circle.**
- Coaches are responsible for keeping their players on the bench when not fielding, batting or on-deck.

Pitching

Pitching chart is as follows:

1-20 pitches. 1 day rest

21- 35 pitches. 2 days rest

36-50 pitches. 3 days rest

51-65 pitches. 4 days rest

66+ pitches. 5 days rest

85 pitch limit/4 innings per game, whichever comes first. Pitcher may start an inning with up to 80 pitches, can finish a batter if he goes to 85 on that batter.

Pitcher may not return to mound after leaving for another pitcher. For example, a player cannot pitch an inning or to a batter, play another position and/or sit on the bench following that inning/batter, and then pitch again later in that inning or game.

Coaches are required to keep pitch counts for their team and opposing team, must check with each other each half inning to corroborate the pitch counts. The pitch counts must be turned in with the stats after each game.

Catching

- All catchers must wear a mask/helmet, chest protector, shin guards and cup. **(Mandatory)**
- Foul outs back to the catcher only occur if the ball is hit above the batter's head, otherwise it is a foul tip. A foul tip with two strikes that is caught by the catcher regardless of height is an out.
- There will be no dropped third strike rule. If a player strikes out, the batter is out regardless of whether or not the catcher holds onto the ball.

Batting and Base Running

- All players are placed in the batting order. Players arriving after the coaches have exchanged batting orders shall be placed at the bottom of the order.
- Players are required to wear a batting helmet while batting and running the bases.
- Bunting is permitted. Slash bunting is prohibited and will result in an out for the batter.
- Base runners are not permitted to lead off any base until the ball passes over home plate. The umpire will call out runners leaving early.
- Stealing is permitted. Base runners may try to advance after the ball passes home plate. Stealing is allowed on all live balls until umpire calls time-outs. Stealing home is allowed.
- Base runners are permitted to tag-up (both fair and foul balls).
- The last batter due up in an inning in which the defensive team fails to get 3 outs shall never be walked unless approved by the batting team's coach. Otherwise, pitchers must pitch until the batter is out or safe.
- Base runners are not permitted to run **intentionally** into fielder or catcher. **Players who are determined by the ump to have intentionally collided with a fielder will be called out and are subject to ejection from the game.**
- A player must slide feet first into a base, including home plate. No head first sliding allowed. Players are allowed to dive head first back into the base they are coming from during a pick off type play.
- **If the ump determines that a base runner intentionally runs into the catcher with the intention of knocking him over and/or jarring the ball lose he will be called out and is subject to an ejection.**
- A ball that is hit over the fence is a home run. A ball that bounces over the fence is a ground rule double.
- Ground rules should be discussed with the umpire by both team's coaches prior to each game.

Fielding

- All teams will play a maximum of 9 players in the field each inning according to the following: 3-outfielders and 6-infielders.
- On days when 10 players are available to play, no player may sit more than 1 inning
- On days that 11 or more players are available to play, no player may sit more than 2 innings.
- **On days that 14 or more players are available to play, no player may sit more than 3 innings, every player must sit at least one inning.**
- **Coaches should use their discretion to play players at positions they deem appropriate and give them opportunities to try different positions throughout the season (ie: if Johnnie expresses a desire to play second base, make sure he is given the opportunity to work on the position and get some quality game time experience).**
- While the ball is in bounds, the fielding team must make all plays and the base runners may continue to advance. Only the umpire may call time-out on the field to stop play. Ball should be thrown to pitcher's mound where the fielder on the mound can ask for time. If a ball is overthrown and goes out of play (over or under fence), runners may advance one extra base
- **Field fly rule** will be in effect at its appropriate time.

- No player can be removed in the middle of an inning **except during a pitching change**, or in the case of injury or unsportsmanlike conduct. If a pitcher is removed in mid-inning, the pitcher may play any other position in the field.

Coaches

- The team at bat will be permitted to have a coach at 1st and 3rd base only.
- Coaches on the fielding team must remain in the dugout area.
- Each coach needs to be certified by the Rye Brook Recreation Department.

Miscellaneous

- All players, coaches and parents/spectators are expected to exhibit good sportsmanship as outlined in the Rye Brook Recreation Sportsmanship Guidelines.
- Any player who throws a bat or helmet intentionally will receive one warning and will be ejected from the game after the second offense.
- Umpires will have the power to eject from the game any players exhibiting unsportsmanlike conduct.
- Umpires will have the power to eject from the game any coaches or fans exhibiting unsportsmanlike conduct or smoking.