



Merrick Bellmore Little League

Spring 2018

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If you have a question regarding any of these rules, please contact your league director



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T-Ball Division

1. **This is a non-competitive division. No score is to be kept!**

2. **Batting:**

Each team will bat half of their lineup each inning. For example, if you have 12 kids on a team, 1-6 will hit in the first inning and 7-12 will hit in the second. They will continue to alternate until they have reached the innings or time limit. Batter should continue to swing the bat until he/she puts the ball in play.

3. **Fielding:**

1. All players play the field in each inning
2. Infield positions should be the normal number of players, excluding catcher. All others play in the outfield.
3. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base. All outfielders should remain in the outfield grass or at least 10 feet behind the infield on the 90-ft fields.
4. All players must be rotate playing infield/outfield each inning.

5. **Innings:**

6 innings or a new inning shall not start after 90 minutes has elapsed from the start of the game.

6. **Pitching:**

Under no circumstances should there be pitching in T-Ball.

7. **Base Running:**

The runner is always safe, even if the fielder gets him/her out.

8. **Distance of Bases:** 45 feet

9. **Coaches:**

1 manager and 3 coaches are allowed in the dugout when the team is batting to ensure safety and may help position players in the field while fielding. No coaches are to interfere with a batted ball.



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10. Miscellaneous:

1. Batting order is to be changed each game.
2. Players must remain in the dugout. They should not be in the stands with their parents or playing with siblings in foul territory. Ask parents to insist that their children remain in the dugout.
3. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
4. Helmets with a cage must be worn by all base runners.
5. Players are to shake hands at the conclusion of the game.
6. Players should be told that in order to play they must have their shirts tucked in and their hats on.
7. A "safety" ball should be used in this division.

If you have a question regarding any of these rules, please contact your league director



Merrick Bellmore Little League

Instructional (Coach-Pitch) Division

1. This is a non-competitive division. No score is to be kept!

2. Batting:

1. Each team will bat half of their lineup each inning. For example, if you have 12 kids on a team, 1-6 will hit in the first inning and 7-12 will hit in the second. They will continue to alternate until they have reached the innings or time limit.
2. There will be no walks in this league.
3. Batter will receive 7 pitches. If he does not put the ball in play after 7 pitches he returns to the dugout.
4. If a base runner is "out" due to a fielding play, that base runner must return to the dugout.
5. Regardless of who is pitching, there is no 'hit by the pitch' rule. Batter should continue to bat until he/she puts the ball in play, strikes out or receives seven pitches.

3. Fielding:

1. All players play the field in each inning
2. Infield positions should be the normal number of players, which include a catcher. All others play in the outfield.
3. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base. All outfielders should remain in the outfield grass or at least 10 feet behind the infield on the 90-ft fields.
4. All players must rotate infield/outfield each inning.

4. Innings:

6 innings or no inning shall not start after 2 hours has elapsed from the start of the game.

5. Pitching:

First half of the Season - Coach/Manager will pitch to their team from a distance of 30 feet.

Second Half of Season – Opposing player shall attempt to pitch 4 pitches per batter from a distance of 30 feet. After the 4th pitch, Coach/Manager will take over and pitch to their team. The batter will receive 5 additional pitches from their coach if the ball has not been put in play. No pitcher shall pitch more than 2 innings per game.



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6. **Base Running:**

If a batted ball reaches the outfield untouched, the batter **may** attempt to reach second base at his/her own risk. The base runners must stop after advancing 2 bases.

7. **Distance of Bases:** 60 Feet

8. **Coaches:**

1 Manager and 3 Coaches are allowed in the dugout when the team is batting to ensure safety and may help position players in the field while fielding. No coaches are to interfere with a batted ball.

9. **Miscellaneous:**

1. Any close play is to be resolved in the favor of the batter.
2. Batting order is to be changed each game
3. Players must remain in the dugout. They should not be in the stands with their parents or playing with siblings in foul territory. Ask parents to insist that their children remain in the dugout.
4. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
5. Helmets with cages must be worn by all base runners.
6. Players are to shake hands at the conclusion of the game.
7. Players should be told that in order to play they must have their shirts tucked in and their hats on.
8. A "safety" ball should be used in this division.



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7U Division

1. Fielding:

1. The 10th fielder shall be allowed in all games, but only if he starts each pitch in an outfield position.
2. The outfield is defined as behind the arc of all the infielders. The outfield positions are Left Field, Right Field, Left Center and Right Center. There is no 'Short' Center Fielder. All outfielders should remain in the outfield grass or at least 10 feet behind the infield on the 90-ft fields.
3. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base.
4. Infield requirement – player must play at least 2 innings in the infield, and at least 1 of which must be in the first three innings.

Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

2. Pitching:

1. No pitcher shall pitch more than 3 inning per game and 6 innings per week. The pitching week is Sunday through Saturday.
2. Any pitcher hitting 3 batters in one inning or 4 in a game shall be removed from the mound. Hit by pitch includes a ball that hits the ground first and then hits the batter before striking another object.
3. Pitchers shall pitch **35** feet from home plate.
4. In the event a pitcher throws a 4th ball prior to a ball hit into play, a strikeout, or a hit batsmen, the batter's manager/coach will take over and pitch to that batter on one knee from 35 feet. The count reverts to 0-0 and the umpire will continue to call balls and strikes (to ensure batters learn plate discipline). There are no walks or HPB once the manager/coach takes over and the at-bat will continue until the batter puts the ball into play or strikes out. After completion of that at-bat, the pitcher retakes the mound. **In the playoffs, all pitching rules are enforced and managers/coaches will not take over for the opposing pitcher after the 4th ball.**
5. A pitcher **may not exceed 50** pitches per game.
6. If the pitch count game limit or days rest limit is reached in the middle of an at bat, the pitcher **will be** allowed to finish pitching to that batter. All additional pitches **will not** count toward the total pitch count and **will not** have an impact on the # of days rest needed.
7. Pitch count should be verified at the end of each half inning and the total pitch count confirmed at the end of the game. In the event of a discrepancy, the average of the two numbers should be used, rounding up to the higher number.
8. A player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
9. A player who has played the position of catcher in any part of four or more innings is not eligible to pitch on that day.

If you have a question regarding any of these rules, please contact your league director



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10. In addition to our innings per week rule, the following calendar days rest must be observed based on the number of pitches the player has pitched in a game:

36 - 50 Pitches = 2 days rest; 21 - 35 Pitches = 1 days rest; 1 - 20 Pitches = 0 days rest

3. General:

1. No Bunting
2. No Stealing
3. No Infield fly rule
4. No dropped third strike rule.
5. The half inning shall end upon the team batting scoring five (5) runs, regardless of how many outs there are at that time. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR final inning as determined by the umpire.
6. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game. In the playoffs no inning shall start after 2 hours and 30 minutes has elapsed from the start of the game.

4. Walk Rule (Playoffs Only):

After a team has walked the 4th batter in any half inning, no additional batter shall walk until the 6th ball is called on that batter. The 6 ball rule remains in effect for that half inning regardless of the pitcher.

5. Base Running: Run Around Rule:

1. If a batted ball stays in the infield the batter may not advance past first base. The base runner **may not advance more than two bases**. 'Staying in the infield' is defined as not reaching the outfield grass. On the 90 foot base fields, it will be defined as not reaching the outfielders.
2. If the batted ball reaches the outfield regardless of whether the ball is played or touched by the infielder or fielded by the outfielder the batter and runner may attempt to advance to as many bases as they can at their own risk.
3. If the batter or runner advances beyond the base allowed, the defensive team can still attempt to make a play on that player prior to them reaching a base safely. Once the play has ended, the player would be returned to the allowable base. For example, a runner is on first and attempts to score on an infield hit. If the runner is tagged out attempting to score, he would be out. If the runner scores safely, they would be sent back to third at the conclusion of the play. Also, if a batter attempts to reach second on an overthrow of an infield hit and is tagged out, they would be out. If they reach any other base safely, they would be sent back to first at the conclusion of the play.

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6. Miscellaneous:

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.
4. A "safety" ball shall be used in this division.



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8U Division

1. Fielding:

1. The 10th fielder shall be allowed in all games, but only if he starts each pitch in an outfield position. The outfield is defined as behind the arc of all the infielders. The outfield positions are Left Field, Right Field, Left Center and Right Center. There is no 'Short' Center Fielder. All outfielders should remain in the outfield grass or at least 10 feet behind the infield on the 90-ft fields.
2. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base.
3. Infield requirements – player must play at least 2 innings in the infield, and at least 1 of which must be in the first three innings.
Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

2. Pitching:

1. No pitcher shall pitch more than 3 innings per game and 6 innings per week. The pitching week is Sunday through Saturday.
2. Any pitcher hitting 3 batters in one inning or 4 in a game shall be removed from the mound. Hit by pitch includes a ball that hits the ground first and then hits the batter before striking another object.
3. Pitchers shall pitch **40 feet** from home plate.
4. A pitcher **may not exceed 50** pitches per game.
5. If the pitch count game limit or days rest limit is reached in the middle of an at bat, the pitcher **will be** allowed to finish pitching to that batter. All additional pitches **will not** count toward the total pitch count and **will not** have an impact on the # of days rest needed.
6. Pitch count should be verified at the end of each half inning and the total pitch count confirmed at the end of the game. In the event of a discrepancy, the average of the two numbers should be used, rounding up to the higher number.
7. A player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
8. A player who has played the position of catcher in any part of four or more innings is not eligible to pitch on that day.
9. In addition to our innings per week rule, the following calendar days rest must be observed based on the number of pitches the player has pitched in a game:

36 – 50 Pitches = 2 days rest; 21 – 35 Pitches = 1 days rest; 1 – 20 Pitches = 0 days rest

3. General:

- 1.No Bunting

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- 2.No Infield fly rule
- 3.No dropped third strike rule.
- 4.The half inning shall end upon the team batting scoring five (5) runs, regardless of how many outs there are at that time. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
5. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game.
(No time limit in the playoffs)

4. Walk Rule:

After a team has walked the 4th batter in any half inning, no additional batter shall walk until the 6th ball is called on that batter.

5. Stealing:

1. A runner is only permitted to steal third base. The base runner shall not be allowed to advance home on any overthrow at third base.
2. Once a team is up by eight (8) runs or more, they cannot steal. This shall not apply to the final inning. The final inning is the 6thinning OR final inning as determined by the umpire.

6. Base Running – Run Around Rule:

1. If a batted ball stays in the infield the batter may not advance past first base even on an overthrow to any base. The base runner **may not advance more than two** bases (meaning the runner on first may advance to third and the runner on second may advance home). 'Staying in the infield' is defined as not reaching the outfield grass. On the 90 foot base fields, it will be defined as not reaching the outfielders.
2. If the batted ball reaches the outfield regardless of whether the ball is played or touched by the infielder or fielded by the outfielder the batter and runner may attempt to advance to as many bases as they can at their own risk.
3. If the batter or runner advances beyond the base allowed, the defensive team can still attempt to make a play on that player prior to them reaching a base safely. Once the play has ended, the player would be returned to the allowable base. For example, a runner is on first and attempts to score on an infield hit. If the runner is tagged out attempting to score, he would be out. If the runner scores safely, they would be sent back to third at the conclusion of the play. Also, if a batter attempts to reach second on an overthrow of an infield hit and is tagged out, they would be out. If they reach any other base safely, they would be sent back to first at the conclusion of the play.

7. Miscellaneous:

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.

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2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.
4. A "safety" ball shall be used in this division.

If you have a question regarding any of these rules, please contact your league director



Merrick Bellmore Little League

9U Division

1. Fielding:

1. The 10th fielder shall be allowed in all games, but only if he starts each pitch in an outfield position. The outfield is defined as behind the arc of all the infielders. The outfield positions are Left Field, Right Field, Left Center and Right Center. There is no 'Short' Center Fielder. All outfielders should remain in the outfield grass or at least 10 feet behind the infield on the 90-ft fields.
2. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base.
3. Infield requirement – player must play at least 2 inning in the infield per game, and at least 1 must be during the 1st three innings.

Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

2. Pitching:

1. No pitcher shall pitch more than 3 innings per game and 6 innings per week. The pitching week is Sunday through Saturday
2. Any pitcher hitting 3 batters in one inning or 4 in a game shall be removed from the mound. Hit by pitch includes a ball that hits the ground first and then hits the batter before striking another object.
3. Pitchers shall pitch **42** feet from home plate.
4. A pitcher **may not exceed 65** pitches per game.
5. If the pitch count game limit **or days rest** limit is reached in the middle of an at bat, the pitcher **will be** allowed to finish pitching to that batter. All additional pitches **will not** count toward the total pitch count and **will not** have an impact on the # of days rest needed.
6. Pitch count should be verified at the end of each half inning and the total pitch count confirmed at the end of the game. In the event of a discrepancy, the average of the two numbers should be used, rounding up to the higher number.
7. A player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
8. A player who has played the position of catcher in any part of four or more innings is not eligible to pitch on that day.
9. In addition to our innings per week rule, the following calendar days rest must be observed based on the number of pitches the player has pitched in a game:

51 - 65 = 3 days rest; 36 - 50 = 2 days rest; 21 - 35 = 1 days rest; 1 - 20 = 0 days rest

If you have a question regarding any of these rules, please contact your league director



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3. General:

1. Bunting is in effect. If the batter squares to bunt they must either bunt or take the pitch. They may not pull the bat back and swing.
2. No Infield fly rule
3. No dropped third strike rule.
4. The half inning shall end upon the team batting scoring five (5) runs, regardless of how many outs there are at that time. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire
5. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game. (No time limit in the playoffs)

4. Stealing:

1. A runner is only permitted to steal second and third base. The base runner shall not be allowed to advance home on any overthrow at third base.
2. Once a team is up by eight (8) runs or more, they cannot steal. This shall not apply to the final inning.

5. Base Running – Run Around Rule:

1. If a batted ball stays in the infield the batter may not advance past first base even on an overthrow to any base. The base runner **may not advance more than two** bases (meaning the runner on first may advance to third and the runner on second may advance home). 'Staying in the infield' is defined as not reaching the outfield grass. On the 90 foot base fields, it will be defined as not reaching the outfielders.
2. If the batted ball reaches the outfield regardless of whether the ball is played or touched by the infielder or fielded by the outfielder the batter and runner may attempt to advance to as many bases as they can at their own risk.
3. If the batter or runner advances beyond the base allowed, the defensive team can still attempt to make a play on that player prior to them reaching a base safely. Once the play has ended, the player would be returned to the allowable base. For example, a runner is on first and attempts to score on an infield hit. If the runner is tagged out attempting to score, he would be out. If the runner scores safely, they would be sent back to third at the conclusion of the play. Also, if a batter attempts to reach second on an overthrow of an infield hit and is tagged out, they would be out. If they reach any other base safely, they would be sent back to first at the conclusion of the play.



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6. Miscellaneous:

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.



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10U Division

1. Fielding:

1. There should be no more than 10 fielders in the field at any time
2. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base.
3. Infield requirement – player must play at least 1 inning in the infield per game, which must be during the 1st three innings.

Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

2. Pitching:

1. No pitcher shall pitch more than 6 innings per week. The pitching week is Sunday through Saturday.
2. A pitcher may pitch all 6 innings in one game or in a combination of two or more games per calendar week.
3. Any pitcher hitting 3 batters in one inning or 4 in a game shall be removed from the mound. Hit by pitch includes a ball that hits the ground first and then hits the batter before striking another object.
4. Pitchers shall pitch **46** feet from home plate.
5. A pitcher **may not exceed 75** pitches per game. If the pitch count game limit **or days rest** limit is reached in the middle of an at bat, the pitcher **will be** allowed to finish pitching to that batter. All additional pitches **will not** count toward the total pitch count and **will not** have an impact on the # of days rest needed.
6. If the pitch count limit is reached in the middle of an at bat, the pitcher is allowed to finish pitching to that batter.
7. Pitch count should be verified at the end of each half inning and the total pitch count confirmed at the end of the game. In the event of a discrepancy, the average of the two numbers should be used, rounding up to the higher number.
8. A player who delivers **41** or more pitches in a game cannot play the position of **catcher** for the remainder of that day.
9. A player who has played the position of catcher in any part of four or more innings is not eligible to pitch on that day.
10. In addition to our innings per week rule, the following calendar days rest must be observed based on the number of pitches the player has pitched in a game:

66+ = 4 days rest; 51 - 65 = 3 days rest; 36 - 50 = 2 days rest; 21 - 35 = 1 days rest; 1 - 20 = 0 days rest



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3. General:

1. Bunting is allowed. If the batter squares to bunt they must either bunt or take the pitch. They may not pull the bat back and swing.
2. Infield fly rule is in effect. An infield fly shall be called if there are less than 2 outs and runners on first and second or first, second and third and a fair fly ball is hit that can be caught by an infielder with ordinary effort. The ball is alive and runner may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball.
3. A base runner can steal any base and all balls are live. Once a team is up by eight (8) or more runs, they cannot steal. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
4. No dropped third strike rule
5. The half inning shall end upon the team batting scoring **eight (8) runs**, regardless of how many outs there are at that time. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
6. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game. (No time limit in the playoffs)

4. Miscellaneous:

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.



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11/12U Division

1. Fielding:

1. There should be no more than **9** fielders in the field at any time
2. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base.
3. Infield requirement – player must play at least 1 inning in the infield per game, which must be during the 1st three innings.
Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

2. Pitching:

1. No pitcher shall pitch more than 6 innings per week. The pitching week is Sunday through Saturday.
2. A pitcher may pitch all 6 innings in one game or in a combination of two or more games per calendar week.
3. Any pitcher hitting 3 batters in one inning or 4 in a game shall be removed from the mound. Hit by pitch includes a ball that hits the ground first and then hits the batter before striking another object.
4. Pitchers shall pitch **46** feet from home plate.
5. A pitcher **may not exceed 75** pitches per game. If the pitch count game limit **or days rest** limit is reached in the middle of an at bat, the pitcher **will be** allowed to finish pitching to that batter. All additional pitches **will not** count toward the total pitch count and **will not** have an impact on the # of days rest needed.
6. If the pitch count limit is reached in the middle of an at bat, the pitcher is allowed to finish pitching to that batter.
7. Pitch count should be verified at the end of each half inning and the total pitch count confirmed at the end of the game. In the event of a discrepancy, the average of the two numbers should be used, rounding up to the higher number.
8. A player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
9. A player who has played the position of catcher in any part of four or more innings is not eligible to pitch on that day.
10. In addition to our innings per week rule, the following calendar days rest must be observed based on the number of pitches the player has pitched in a game:

66+ = 4 days rest; 51 - 65 = 3 days rest; 36 - 50 = 2 days rest; 21 - 35 = 1 days rest; 1 - 20 = 0 days rest

3. General:

1. Bunting is allowed. If the batter squares to bunt they must either bunt or take the pitch. They may not pull the bat back and swing.

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2. Infield fly rule is in effect. An infield fly shall be called if there are less than 2 outs and runners on first and second or first, second and third and a fair fly ball is hit that can be caught by an infielder with ordinary effort. The ball is alive and runner may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball.
3. A base runner can steal any base and all balls are live. Once a team is up by eight (8) or more runs, they cannot steal. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
4. No dropped third strike rule
5. The half inning shall end upon the team batting scoring **eight (8) runs**, regardless of how many outs there are at that time. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
6. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game. (No time limit in the playoffs)

4. Miscellaneous:

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.



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12/13U Intermediate Division

1. Fielding:

1. There should be no more than **9** fielders in the field at any time
2. Defensive positioning in the infield must consist of two fielders between first base and second base and two fielders between second base and third base.
3. Infield requirement – player must play at least 1 inning in the infield per game, which must be during the 1st three innings.

Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

2. Pitching:

1. No pitcher shall pitch more than 6 innings per week. The pitching week is Sunday through Saturday.
2. A pitcher may pitch all 6 innings in one game or in a combination of two or more games per calendar week.
3. Any pitcher hitting 3 batters in one inning or 4 in a game shall be removed from the mound. Hit by pitch includes a ball that hits the ground first and then hits the batter before striking another object.
4. Pitchers shall pitch **50** feet from home plate.
5. A pitcher **may not exceed 85** pitches per game. If the pitch count game limit **or days rest** limit is reached in the middle of an at bat, the pitcher **will be** allowed to finish pitching to that batter. All additional pitches **will not** count toward the total pitch count and **will not** have an impact on the # of days rest needed.
6. If the pitch count limit is reached in the middle of an at bat, the pitcher is allowed to finish pitching to that batter.
7. Pitch count should be verified at the end of each half inning and the total pitch count confirmed at the end of the game. In the event of a discrepancy, the average of the two numbers should be used, rounding up to the higher number.
8. A player who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
9. A player who has played the position of catcher in any part of four or more innings is not eligible to pitch on that day.
10. A player may only pitch in 1 game per day; he may not pitch in both games of a double header.
11. In addition to our innings per week rule, the following calendar days rest must be observed based on the number of pitches the player has thrown in a game:

66+ = 4 days rest; 51 - 65 = 3 days rest; 36 - 50 = 2 days rest; 21 - 35 = 1 days rest; 1 - 20 = 0 days rest

5. General:

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1. Bases will be placed at 70 feet.
2. Bunting is allowed. If the batter squares to bunt they must either bunt or take the pitch. They may not pull the bat back and swing
3. Infield fly rule is in effect. An infield fly shall be called if there are less than 2 outs and runners on first and second or first, second and third and a fair fly ball is hit that can be caught by an infielder with ordinary effort. The ball is alive and runner may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball.
4. A base runner can steal any base and all balls are live. Once a team is up by eight (8) or more runs, they cannot steal. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
5. **No** dropped third strike rule
6. The half inning shall end upon the team batting scoring **eight (8) runs**, regardless of how many outs there are at that time. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
7. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game. (No time limit in the playoffs)
8. Leading is allowed
9. One warning per pitcher regarding balks

6. Miscellaneous:

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.



Merrick Bellmore Little League

Girls Minors Softball

1. Batting:

1. Any bat marked "Official LL" may be used
2. The number of runs may not exceed 5 in any $\frac{1}{2}$ inning except the 6th or what the umpire deems to be the last inning.

2. Fielding:

1. Infield positions should be the normal number of players, including a pitcher and catcher.
2. The 10th fielder shall be allowed in all games, but only if she starts each pitch in an outfield position. The outfield is defined as behind the arc of all the infielders. The outfield positions are Left Field, Right Field, Left Center and Right Center. There is no 'Short' Center Fielder. All outfielders should remain in the outfield grass or at least 10 feet behind the infield bases on the 90-ft fields. The outfield is defined as behind the arc of all the infielders.
3. Infield requirement – player must play at least 1 inning in the infield per game.

Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

3. Pitching:

1. No pitcher shall pitch more than 3 innings per game, 6 innings per week or on consecutive days, unless the team is playing three games in a week. In this situation, a pitcher may pitch up to 9 innings per week but no more than 3 innings in a game. The pitching week is Sunday through Saturday.
2. Pitchers shall pitch **35** feet from home plate.
3. The pitcher's foot must be in contact with the pitching rubber until the release of the ball.

4. Base Running: Run Around Rule:

1. If the batter or runner advances beyond the base allowed, the defensive team can still attempt to make a play on that player prior to them reaching a base safely. Once the play has ended, the player would be returned to the allowable base. For example, a runner is on first and attempts to score on an infield hit. If the runner is tagged out attempting to score, he would be out. If the runner scores safely, they would be sent back to third at the conclusion of the play. Also, if a batter attempts to reach second on an overthrow of an infield hit and is tagged out, they would be out. If they reach any other base safely, they would be sent back to first at the conclusion of the play.
2. If the ball is hit to the outfield, the batter and runner may attempt to advance to as many bases as they can at their own risk.

5. Stealing:

1. A runner is only permitted to steal second and third base. Stealing of home will be allowed on the sixth game or (Spring May 1), whichever comes first. Prior to the sixth game (May 1), if the runner is tagged out attempting to steal home she will be out. The runner is not allowed to steal until the pitched ball reaches home plate.

If you have a question regarding any of these rules, please contact your league director



Merrick Bellmore Little League

2. Once a team is up by eight (8) runs or more, they cannot steal. This shall not apply to the final inning.

6. **Distance of Bases:** 60 feet

7. **General:**

1. Bunting is allowed.
2. The half inning shall end upon the team batting scoring five (5) runs, regardless of how many outs there are at that time. This shall not apply to the final inning or extra innings (or during the playoffs). The final inning is the 6th inning OR the final inning as determined by the umpire.
3. No dropped third strike rule.
4. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game. (No time limit in the playoffs)

8. **Miscellaneous:**

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players must make an attempt to avoid being hit by a pitch.
4. Players are to shake hands at the conclusion of the game.
5. Call Ups will be from Machine Pitch. All games can commence and continue with at least 8 players.



Merrick Bellmore Little League

Girls Majors Softball

1. Batting:

1. Any bat marked "Official LL" may be used
2. The number of players batting in any ½ inning except the 6th or in extra innings shall not exceed the maximum number of players on either team at the start of the game

2. Fielding:

1. Infield positions should be the normal number of players, including a pitcher and catcher.
2. The 10th fielder shall be allowed in all games, but only if he starts each pitch in an outfield position. The outfield is defined as behind the arc of all the infielders. The outfield positions are Left Field, Right Field, Left Center and Right Center. There is no 'Short' Center Fielder. All outfielders should remain in the outfield grass or at least 10 feet behind the infield bases on the 90-ft fields.

3. Infield requirement – player must play at least 1 inning in the infield per game.

Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

3. Pitching:

1. No pitcher shall pitch more than 6 innings per week. Any pitcher pitching more than 3 innings in a game must have 1 full days rest. For weeks when a team must play three games, a pitcher may pitch up to 9 innings per week but no more than 6 innings in a game. The pitching week is Sunday through Saturday.
2. Pitchers shall pitch 35 feet from home plate.
3. The pitcher's foot must be in contact with the pitching rubber until the release of the ball.
4. Any pitcher hitting 3 batters in one inning or 4 in a game shall be removed from the mound. Hit by pitch includes a ball that hits the ground first and then hits the batter before striking another object.

4. Stealing:

1. A runner is only permitted to steal second and third base. There shall be no stealing of home (this includes on a wild pitch or passed ball). If the runner is tagged out attempting to steal home she will be out. The runner is not allowed to steal until the pitched ball reaches home plate.
2. Once a team is up by eight (8) runs or more, they cannot steal. This shall not apply to the final inning.

5. Distance of Bases: 60 feet



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6. General:

1. Bunting is permitted.
2. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game.
(No time limit in the playoffs)
3. No dropped third strike rule.

7. Miscellaneous:

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.
4. Call Ups – a pool of players in the minors division will be available for call up to this league. A player can only be called up if a team has less than 10 players. The call up must bat last and can only play one inning in the infield, including catcher. The call up can not pitch. All call ups must be approved prior to the game by the player agent or league director.



Merrick Bellmore Little League

Girls Instructional Softball

1. **This is a non-competitive division.**

2. **Batting:**

1. Pitching Machine will be used (see Pitching).
2. Any bat marked "Official LL" may be used
3. Batter shall be given 5 swings to put the ball in play. If ball is not put into play after 5 swings then batter is out.
4. No called strikes.
5. No Walks
6. The number of runs may not exceed 5 in any ½ inning.

3. **Fielding:**

1. Infield positions should be the normal number of players, including a pitcher and catcher.
2. The 10th fielder shall be allowed in all games, but only if she starts each pitch in an outfield position. The outfield is defined as behind the arc of all the infielders. The outfield positions are Left Field, Right Field, Left Center and Right Center. There is no 'Short' Center Fielder. All outfielders should remain in the outfield grass or at least 10 feet behind the infield bases on the 90-ft fields. The outfield is defined as behind the arc of all the infielders.
3. Infield requirement – player must play at least 1 inning in the infield per game.

Note - Any violation of the infield requirement rule shall immediately be corrected and the manager violating the rule will be subject to disciplinary action by the Board of Directors.

4. **Pitching:**

1. Machine Pitch Only.
2. Players are not permitted to pitch.
3. Pitching Machine should be set up at 35 feet from home plate.
4. Coaches will pitch only in the event that Pitching Machine is inoperable.

5. **Base Running: Run Around Rule:**

1. If the batter or runner advances beyond the base allowed, the defensive team can still attempt to make a play on that player prior to them reaching a base safely. Once the play has ended, the player would be returned to the allowable base. For example, a runner is on first and attempts to score on an infield hit. If the runner is tagged out attempting to score, he would be out. If the runner scores safely, they would be sent back to third at the conclusion of the play. Also, if a batter attempts to reach second on an overthrow of an infield hit and is tagged out, they would be out. If they reach any other base safely, they would be sent back to first at the conclusion of the play.
2. If the ball is hit to the outfield, the batter and runner may attempt to advance to as many bases as they can at



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their own risk.

5. **Stealing:**

1. Stealing is not permitted.

6. **Distance of Bases:** 60 feet

7. **General:**

1. Bunting is not permitted.
2. The half inning shall end upon the team batting scoring five (5) runs, regardless of how many outs there are at that time. The final inning is the 6th inning OR the final inning as determined by the umpire.
3. No dropped third strike rule.
4. Time Limit - A new inning shall not start after 2 hours has elapsed from the start of the game.

8. **Miscellaneous:**

1. There is no on-deck circle. Do not allow players to swing the bat until they approach the plate.
2. Helmets must be worn by all base runners.
3. Players are to shake hands at the conclusion of the game.
4. Callups to Girls Minors is permissible from this division.



Merrick Bellmore Little League

League Wide Rules

General

1. All games will be played in accordance with the rules adopted by the Merrick-Bellmore Little League. There shall be no exceptions to these rules (i.e. Gentleman's agreement). Any manager/coach that changes a rule without the consent of the MBLL Board or its President will be subject to a forfeiture, suspension or expulsion from the league.
2. Batting shall be done in a continuous order.
3. All bats must be approved for use by Little League. It is the manager's responsibility to ensure the bats being used by his/her team have been approved for use in their division by Little League. If the umpire or other team identifies an unauthorized bat, the bat shall be immediately removed from the game. Once the batter enters the batter's box with the illegal bat they will be considered out. If the illegal bat is identified after the turn at bat but prior to the next batter entering the batter's box, the defensive manager may decline the penalty of an out and accept the result of the play. In addition to the batter being out, the first violation for use of an illegal bat will result in that team losing a base coach for the duration of the game. The second violation will result in the ejection of the manager. Any subsequent violations will result in the newly designated manager being ejected. Managers with repeat violations will be subject to disciplinary action.
4. Home team occupies the first base side of the field.
5. At least 5 minutes before the scheduled starting time, the umpires and managers shall meet at home plate and discuss the ground rules. All bats should be lined up and inspected at this time.
6. All games shall start on time per the times in the schedule. Any team not ready to play 15 minutes after the scheduled starting time shall forfeit.
7. Only managers or a designated pitching coach (after properly requesting timeout) are permitted on the playing field.
8. Prior to the start of a game, the League President or Vice President shall be responsible for postponing games in the event of inclement weather. He will notify the proper League Director (s) and the Umpire-In-Chief.
9. No person may stand directly behind the backstop at the home plate area. This is especially requested at Town Park where we do not have screens on the backstop and parents and players tend to gather. The managers are responsible for enforcing this rule.

If you have a question regarding any of these rules, please contact your league director



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10. The winning manager is responsible for notifying the league (through the website) the final score, pitchers used, number of innings pitched and pitch count after each game.
11. A player shall be considered to have pitched one inning when he/she throws one pitch.
12. A pitcher may not exceed 35 pitches in one inning. If he does so in the middle of an at bat, the pitcher is allowed to finish pitching to that batter, and then must be removed from the game, and will not be able to return as a pitcher for the rest of that game.
13. Only the Manager or acting Manager shall be permitted to question an Umpires decision. This is subject to rule # 10 in the Managers and Coaches Code of Conduct.
14. It is the Managers responsibility to control the coaches, parents and children on his/her team. Anyone ejected from the game that continues to interfere with the game shall cause the team to forfeit the game. An ejection from the game is punishable by a mandatory one game suspension for the person / player ejected from the game and that person / player is subject to further action by the Disciplinary Committee and the Board of Directors.
15. All competitive divisions: extra innings shall be played when possible to declare a winner, subject to the 2 hour time limit.
16. The rules from the Little League Handbook shall apply for all play, except where a local rule in this book overrides a handbook rule.
17. Players, Managers and Coaches are not to interfere with the completion of a play.
18. Catcher Speed Up Rule – With two outs in an inning, if the catcher is on base, he/she should be replaced with the last batted out to allow them to dress for the next half-inning.
19. Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, or any hard cosmetic/decorative items. Jewelry that alerts medical personnel to a specific condition is permissible.
20. All batting helmets must contain the safety face guard/mask.
21. The traditional batting donut is not permissible in any baseball or softball games.
22. Batting practice is **NOT** permitted on the field prior to games. Teams may take infield/outfield.
23. If a manager decides to intentionally walk a player, the pitcher must throw four pitches to the batter.

If you have a question regarding any of these rules, please contact your league director



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Sliding

1. Sliding is permissible but not mandatory in all competitive divisions. Teach your players to slide on any close play.
2. There are three ways to go into a base - Slide, Avoid Contact or Give Yourself Up. The umpire may call the runner out if the base runner makes contact with a fielder for failure to follow this rule with the exception of unintentional contact at first base.
3. It is the runner's obligation to not intentionally collide with a fielder (except when sliding) and it is the fielder's obligation not to block the base path unless in possession of the ball or about to receive the ball.
4. As always, it is up to the Umpire to decide if the runner or fielder violated the above standards.
5. There is absolutely no headfirst sliding allowed while advancing towards a base. A runner is allowed to slide headfirst back into a base. (i.e. pick off play or when the runner has overrun a base). The umpire may call the runner out for head first sliding.

Pitching Mound Visits

1. A manager/coach who is granted a time out to talk to any defensive player will be charged with a visit to the mound.
2. A manager may come out twice in one inning to visit the pitcher, but the third time out the player must be removed as a pitcher.
3. The manager may come out three times in a game to visit with the pitcher, but the fourth time out the player must be removed as a pitcher. This rule applies to each pitcher who enters a game.

Mercy Rule

If after the completion of 4 full innings (3 ½ if the home team is winning) a team is ahead by 15 runs or more OR after the completion of 5 full innings (4 ½ if the home team is winning) a team is ahead by 10 runs or more, the game shall end and the team ahead shall be declared the winner without the completion of the rest of the game. This rule shall remain in effect during the playoffs. .

Darkness

1. An official game shall consist of 3 innings (2 ½ if the home team is winning) for all divisions. Any official non-playoff game that is called on account of darkness or rain in the middle of an inning shall revert back to the score of the last completed inning.
2. Any playoff game called on account of darkness or rain shall be declared a suspended game. A suspended game shall be continued as follows – all substitution rules apply as if the game was completed as scheduled.
3. Pitching Stats for the suspended game count against the innings pitched and days rest requirement for that week.

If you have a question regarding any of these rules, please contact your league director



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4. The calling of a game shall continue to be at the discretion of the umpire. However, any League Director present may in their discretion override the umpire decision unless that Director has a child playing in that game. The safety of the children should always dictate the decision to call a game, not the score, how many outs or how many runners you have on base.

Players

1. All games can commence with as few as 8 players
2. All games can continue with 8 players
3. If less than 8 players are available to play anytime during the game, that team shall forfeit.
4. If a team is going to have fewer than 9 players (or 10 if their league normally fields 10) they should contact their player agent to arrange for a call up.
5. No player shall be called up to a team once the game has started.

Call Ups

1. Managers must contact the Player Agent for call ups in their respective division. If the Player Agent is not available, the League Director must be called.
2. If the manager does not obtain approval for the call up, the game will be forfeited.
3. Any player called up must bat at the end of the batting order. This player must sit out before any other member of the existing team sits out. A call up can only play one inning in the infield, including catcher, but they are not allowed to pitch. The player must play the remaining innings in the outfield.
4. Once a call up arrives at the field, they must play in the entire game regardless of how many players show up late for that team, subject to the standard Substitutions rules.
5. Calls ups in the playoffs will only be used, with league director approval, to prevent a forfeit for a team that will have less than 8 players.

Substitutions

1. No player shall sit out consecutive innings.
2. No player shall sit out a 2nd inning until all players (other than the starting pitcher in the 10U & Boys majors divisions) shall have sat out one inning. This rule continues throughout the entire game, including extra innings.
3. The starting pitchers in the 10U and Boys majors divisions are subject to the substitution rule as soon as they are removed as the pitcher. This may require that player to immediately sit down depending on the game situation at the time.

If you have a question regarding any of these rules, please contact your league director



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4. 'Sitting out' is defined as not playing in the field for three consecutive defensive outs.
5. Any violation of the substitution rules shall be immediately corrected and the offending team will be penalized in the next at bat by starting an inning with one out.
6. All managers should fill out a 'grid' or chart indicating where each player is playing every inning and keeping track of the substitutions to avoid any issues or questions regarding an invalid substitution.

In Game Pitcher Warm-ups

For all Competitive Divisions, the person warming up the pitcher MUST wear protective gear covering the face and head, either a batting helmet, or catcher's mask.

Ice Pack Rule

If the batter is available and doesn't bat, the at bat is an out. If the player leaves the game for the remainder of the game, it is not an out.

Standings

Standings shall be based on a point system. Two points for a win, one point for a tie.

Playoffs

1. No playoff game shall be official until it is played to completion. Any game stopped prior to completion for any reason shall be completed as soon as it can be re-scheduled.
2. All run limitations and stealing limitations will not apply to any playoff games.

Coaches

Only two coaches and the manager are permitted in the dugout, with the exception of the tee ball and instructional division who will be allowed three coaches and a manager. While on defense, all coaches and managers must remain within the dugout. While batting, only the first and third base coaches should be outside of the dugout. Additionally, base coaches must remain within 8 feet of the respective base. All other parents, scorekeepers, siblings, etc. should watch the game from the bleachers.

Field Maintenance

1. The Home team is required to return the bases to the gang box, replace the plugs and lock the gang box. Failure to follow this rule will result in a win being taken away and replaced with a loss in the standings.
2. Both teams are responsible to clean up the garbage from their dugout and bleachers. Failure to follow this rule will result in forfeiting a turn at bat in the beginning of the next game. Repeat offenders will be subject to a double penalty and possible suspension by the Board of Directors. Repeat offenders will be subject to a double penalty and possible suspension by the Board of Directors.

If you have a question regarding any of these rules, please contact your league director



Merrick Bellmore Little League

2018 USA Bat Rules

Effective on January 1, 2018, Little League Baseball® will adhere to the new USABat standard. No bats previously approved for use in Little League play (Junior League Baseball and below) will be permitted to be used in any Little League game or practice, or other Little League function, event, or activity. As of January 1, 2018, USABat Standard bats must be used in the Little League Major Baseball Division and below. Either USABat Standard bats **or** BBCOR bats must be used at the Intermediate (50/70) Baseball and Junior League Baseball Divisions. At the Senior League Baseball Division, all bats must meet the BBCOR standard. For more information on the USABat standard and a complete list of bats approved through the USABat Standard, [visit usabat.com](http://usabat.com).

If a player uses a bat other than an approved USABat, that player will be called out and the manager will face disciplinary action.

If you have a question regarding any of these rules, please contact your league director



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If you have a question regarding any of these rules, please contact your league director