



## 2022 Stoneham Little League Minors

1. Only Official Little League USA stamped baseball bats shall be used.
2. Only Official Little League baseball shall be used.
3. All players must be in full uniform for games.
  - a. Shirts must be tucked in at all times.
  - b. Grey Baseball Pants only, no other colors allowed.
4. 3 outs per ½ Inning.
5. Continuous Lineup. All players that are present for a game must be placed in the lineup. (Meaning you bat everyone who shows for the entire game)
6. Player pitch **only**.
7. A player who is warming up the pitcher must be wearing a catcher's helmet.
8. Teams are allowed to play with 8 players, however, the 9th batter will be an automatic out in the book.
  - a. Note: The 3<sup>rd</sup> out cannot be the automatic out. (Meaning any play except a walk)
9. All batters and base runners must wear a helmet.
10. There is a **NO TOLERANCE** Policy with Little League Baseball over who has a bat. Only the batter is allowed to hold a bat and only while in the batter's box or on his/her way to the batter's box. No batter is allowed on deck with a bat. No player in the dugout is allowed to hold a bat.
11. **Base Running:**
  - a. Batters/base runners can take extra bases on hits.
  - b. Base runners can lead/steal once the ball has crossed home plate.
  - c. If there is a close play at home the base runner must slide or he/she will be called out.
  - d. There is no sliding into first base allowed. (Warning Only)
  - e. Head first sliding is not allowed unless he/she is going back to a base.
  - f. A runner must slide or avoid intentional contact with the defensive players or he/she will be called out.

## **12. Game Play: Apr-2020**

- a. Player Pitch only.
- b. 3 outs per ½ inning of play.
- ☆ c. 4 runs max per inning.
- d. Slaughter rule: 8 run lead after 3.5 innings.
- e. Minimum 3.5 innings play to be official game
- ☆ f. Stealing home is allowed. However, runners on 3rd cannot steal home on a catchers throw back to the mound. The only way to steal home is a passed ball.
- ☆ g. Play ends when pitcher is on the rubber.
- h. No Inning shall start after 7:30pm or after 2 hours of play. (Note: 2hr limit will exclude playoffs)
- i. In the event 6 innings cannot be played due to time, both coaches must agree which will be the last inning before the inning begins. Must be discussed with umpire.
- j. **Slaughter Rule:** Once a team scores 4 runs in an inning, the inning is over. If the natural progression of a play results in more runners scoring, only 4 will count. The last inning will be a maximum of 6 runs. The home team will not get an at-bat if losing by 7 or more runs.
- k. At conclusion of each game; the HOME team will verify with AWAY team pitch counts and score. The **Home** team will load pitch counts and score into the SLL website within 24hrs.
- l. All teams will make the playoffs and aside from the two teams with the best record the seeding will be random.
- m. Quarter finals is single elimination, semi final and final are best of three series. There will be an attempt to space games 3-4 days apart per series. **(SUBJECT TO CHANGE)**
- n. Player pool players allowed in regular season only. Pool players must bat last and not pitch or catch. Player must be registered in Stoneham Little League. Players from developmental leagues are permitted but must be cleared by the player agent or Director.

## **17. Pitching:**

- a. A pitcher can go to catcher position provided they haven't thrown 41 pitches. Once they throw 41 pitches, they cannot catch. (40 pitch= yes, 41=no)
- b. Relief Pitchers please limit to 5 Pitch warm up only.
- c. A Manager/Coach may only visit the mound for a pitcher twice in the same inning. A 3<sup>rd</sup> trip to the mound in the same inning or the 4<sup>th</sup> trip in a game to same pitcher requires a pitching change.

## **18. Pitch Limits and Days Rest:**

- a. Manager must observe set days of rest or remove a pitcher when he/she reaches their max pitch limit. Failing to do so could result in forfeit and coach removal from team.
  - **9-10 yr old – 75 pitches per day**
  - **11-12 yr old – 85 pitches per day**
- b. Pitchers can exceed their count and finish a batter without recording extra pitches.
  - (Example: Pitcher John begins with batter # 3, his a pitch count = 19.
  - John throws 9 pitches to batter # 3 totaling 28.
  - If the pitcher does not face another batter and he is removed Johns pitch count can be recorded as 20 because he “finished” the batter he began with when his count was below 20.

- c. 1-20 pitches in a day, no (0) calendar day of rest is required.
- d. 21-35 pitches in a day, one (1) calendar days of rest must be observed.
- e. 36-50 pitches in a day, two (2) calendar days of rest must be observed.
- f. 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- g. 66 or more pitches in a day, four (4) calendar days of rest must be observed.

**19. Catching:**

- a. All male catchers must wear an athletic supporter and cup.
- ★ b. Any player who has played the position of catcher in four (4) or more innings in a game is **not** eligible to pitch on that calendar day. 3 Innings max for a player to move from catcher to pitcher and no more than 40 pitches.

**20. Weather/Fields:**

- a. In event of bad weather the **HOME** manager will make the decision on whether or not the game should be played. However, it is best for both coaches come to an agreement 15 min before game start.
- b. Each team is permitted ONE official makeup game due to a previous weather related cancellation. If there are more cancellations a makeup is voluntary but encouraged. If teams have played an uneven number of games the difference will count as half games.
- c. During game play the umpire's decision to play for any reason will override any manager's decision to play when it comes to weather or field condition.

**21. Entering Score:**

- a. At the conclusion of each inning coaches on both sides shall verify the score and pitch count.
- b. The **home team** shall enter score and Pitch counts in the SLL website.

END