

Marlboro Little League

General Rules - All Divisions

2010 Seasons

Our league follows the official rules of Little League as stated in the "Official Regulations and Playing Rules". The rules stated herein are specific to Marlboro Baseball and Softball and will supersede or supplement those rules. The following rules apply to all age divisions. Please see additional rules specific to each age division.

The League

There are two separate divisions within our League, North and South. During the spring season, there may be or may not be inter league play. At the end of the regular season there will be playoffs scheduled. The Division Champions will meet each other in a World Series or championship game.

At the completion of the season, All Star teams will be chosen to represent the League in District play. A player must have over 60% participation to be eligible.

The Fall Ball season will also play by these same rules. Because Fall Ball may have combined age divisions, that division shall play by the rules of the oldest age in the division. Each player must still adhere to their own ages pitching and catching rules. Players shall be considered their age as of the following spring.

Playing Rules

There will be rotational batting in all divisions. If a player arrives late, after the first pitch of the game, even if that player arrives before his/her scheduled at bat, that player shall be inserted as the last hitter in the batting order (4.04). The late arriving player must be immediately announced to the umpire and opposing manager. A player leaving before the completion of the game will be skipped over without penalty (4.04) at his/her turn at bat.

There is a five run rule in all Minors and younger divisions, in all innings, except for the last inning; in which unlimited runs are allowed (except Single A and below will allow 10 runs). There is no run limit in the Majors division or above.

The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead) (4.10.e).

Any player, Majors or below, who slides head first into a base is *automatically out* (unless returning to that base).

No player shall sit out more than one consecutive defensive inning, and each player must play a minimum of three defensive innings per game. If a player plays two innings or less due to a shortened game, he/she must start the following game. However, in the spirit of the game, every manager should try to make sure that no player sits out more than two innings in a game unless all players on that team have sat out at least one inning, including playoff games.

One coach or manager must be in the dugout at all times as bench coach. This coach should prevent their players from climbing on or banging on the dugout fence and should be teaching sportsmanship and decorum. If there is only a Manager and one coach, a player shall be used as a base coach. All players not on the field must be within the dugout structure. (XIV-d) (4.05)

For Coach and player ejections, see (4.07). In addition to leaving the field, they must leave the premises; they may not sit in the stands. Parents must follow the same rule. If a manager is suspended, he/she is also not allowed on the premises. Any ejection is cause to be also suspended from the team's next game.

No on-deck batter is allowed at any time (exception: Junior and Senior games). All players must remain within the dugout until their turn at bat. No bats are allowed in the dugout. (1.08)

Speed-up Rule - When the offensive team has two outs, if the catcher for the next defensive inning is a base runner, that player must be replaced by a pinch runner. This will give the catcher adequate time to put on the protective catcher's gear. The player who made the last batted out shall be the pinch runner. The purpose of this rule is to keep the time between innings to a minimum, thus allowing more playing time.

Forfeits - If a team has less than nine players 15 minutes after the scheduled starting time, a forfeit may be declared at the umpire's sole discretion. Managers must report forfeits to their commissioner, as the board of directors must vote to make the forfeit official. The two teams should stay and play a practice game during the remaining time. The umpires will be dismissed and pitching rules remain in effect. This forfeited game will count as a consecutive game for all pitching rules.

We shall define a "game played" as" a game which counts in the standings"

Time Limit - All games are intended to go 6 innings (7 Innings in Juniors and Seniors). If a game is delayed by the league, such as field problems or the umpires arrive late, the actual start time becomes the scheduled start time. For all Minors divisions, at or about one and one half hours after the scheduled start of play, the umpire shall declare that the next inning will be the last inning of play. It is the ultimate responsibility of both managers and the umpire to see that this rule is enforced. For the Majors (12) and older, no inning shall start after 10:00 pm (X.a).

Pitchers

Little League pitching eligibility and rest rules are strictly enforced; see section VI, which is highlighted here:

The manager must remove the pitcher when the pitcher reaches the maximum limit as below, but the pitcher may remain in the game at another position:

League age: 7 - 8	50 pitches per day
9 - 10	75 pitches per day
11 - 12	85 pitches per day
13 - 16	95 pitches per day
17 - 18	105 pitches per day

Note - if a pitcher reaches the above maximum imposed limit while facing a batter, the pitcher may continue to pitch, until that batter reaches base or is put out or the third out is made to end the half-inning.

Any player on a team may pitch. There is no limit to the number of pitchers a team may use in a game (VI.a).

All player pitchers must throw from the mound, from the rubber, at all levels.

Players once removed from the mound may not return as pitchers (VI.b) in any division.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (VI.c)

Pitchers are eligible to pitch as long as they adhere to the following rest requirements (VI.d):

- If a player pitches 61 or more pitches in a day, three (3) calendar days of rest and a game is required.

- If a player pitches 41-60 pitches in a day, two (2) calendar days of rest and a game is required.

- If a player pitches 21-40 pitches in a day, one (1) calendar day of rest is required.

- If a player pitches 1-20 pitches in a day, no days of rest are required.

A player may not pitch in consecutive games, unless 40 or less pitches were delivered in the previous game (VI.d). Rookie and Single A divisions may not pitch in consecutive games.

Travel team pitchers must comply with the days rest rules, although the consecutive game rule does not apply to Travel games. (I.e. a pitcher may pitch in a travel and rec. game back to back as long as the pitcher complies with the days of rest rules.

Violations of pitching rules are serious infractions and mandatory disciplinary action will be taken by the Board of Directors.

The "Automatic" Intentional Walk rule was eliminated. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called "balls" by the umpire. All such pitches will count in determining that pitcher's pitch count.

A player may not pitch in more than one game in a day for Little League. A pitcher may split availability between programs (Little League, travel and school) provided he has eligibility and all rest rules are applied. Travel team pitchers must comply with the rest rules. The penalty for abuse of pitching rules is a one game suspension of the manager, subject to additional penalty by the disciplinary committee.

It is the responsibility of the coaches from each team to maintain the pitch counts of both teams during the game. The coach/scorekeeper shall compare counts and score with each other and the umpire between innings. The plate umpire has full authority to resolve any count discrepancies.

Managers and coaches shall not be permitted to warm up pitchers. (XIV-f)

Softball Pitchers see individual divisions for rules.

School Pitchers and Catchers

From the date of the first school game played to completion of the last school game played:

If a player is on a school roster as a pitcher he may pitch no more than 40 pitches in any one game or on one day for MLL or MBTC combined in order to keep the pitcher available on one days rest for the school team.

If a player is listed on a school roster as a catcher he may pitch no more than 40 pitches in any one game or on one day for MLL or MBTC combined. A listed catcher for a school team may not pitch or catch for MLL or MBTC on any day that they catch more than 3 innings for their school team.

Eligibility/Rest rules apply across all programs; (MLL, MBTC and school) see general rules for specific days rest.

The ultimate responsibility for applying these guidelines will rest with the parents, who are in the position to monitor their child's playing time in all programs, and put the child's welfare first. If these rules are not followed, the manager may be suspended.

If a school coach imposes other restrictions, then those would supersede our rules.

Managers/Coaches

All managers and coaches shall wear League issued shirts and caps. Appropriate long legged pants or neat golf type short pants should be worn. All clothing must be decent, no cutoffs or short gym type shorts. Sandals are not permitted to be worn on the field. Caps must be worn.

One manager and two coaches for each team are allowed on the field for a game. No other parents are allowed on the field. (For 5 year old Tee Ball through 7 year olds, and Softball 7-8, a manager and 3 coaches are allowed).

Managers must have their lineup prepared prior to the start of the game. The lineup should be posted in the dugout. Organization is a key to not having games shortened due to the time limit. Managers are required to carry these rules to each game and know the rules.

The pitching record book must be filled out completely and neatly, immediately after each game by both managers. Forfeits must also be recorded (a 6-0 score). Standings will be kept and posted by the commissioner throughout the season. If the book is not kept promptly, a warning will be given. Frequent abuse may cause the manager to be suspended or removed by the executive board.

All accidents are to be reported to your Commissioner within twenty-four hours after the accident. Accident forms will be provided to all managers.

All managers and coaches are required to annually submit a completed Volunteer Application (Megan's Law) to the league. (1-C8) and have a Rutgers certificate on file with the league.

Players

Uniforms - players should wear their team jersey, white baseball pants (unless the team has chosen another color but all players must match), team socks and cap. Softball players may wear shorts or pants. All male players are encouraged to wear a protective cup. Sweatshirts or shirts may be worn under team jerseys of any color except pitchers may not wear white. Players may not wear jewelry of any kind except for medical reasons (1.11a) (1.11j) (1.17).

Equipment – see (1.09-1.17 for specific rules for bats, gloves, etc. New for 2009 is the elimination of 2-3/4" bats in the junior division.

No gum, candy, food or drinks (except water, juice and Gatorade) shall be allowed on the field or in the dugout. For safety reasons, plastic bottles are preferable. Managers are expected to check the dugouts before leaving to ensure they are clean of debris and to make sure no equipment has been left behind.

If a player misses two consecutive games without the manager's knowledge, the manager must advise his/her commissioner promptly. The commissioner will contact the parents to determine if there is a problem. For a player to be eligible for an All Star team, he/she must have attended at least 60% of the games.

Parents (All Divisions)

All parents are required to volunteer their time in the Kitchen/Snack Bars. Teams will be assigned time slots throughout the season where parents must staff the kitchen. The manager will coordinate these assignments with their team. The game will not physically start until the refreshment stand is staffed, however the game clock will begin as scheduled. If a team does not cover their time slot, the Board of Directors may cause a forfeit of a game.

Only authorized coaches and players are allowed on the playing field or dugout.

All parents shall exercise sportsmanship and proper decorum. Remember, all Managers, Coaches and most umpires are volunteers.

Playoffs

After the completion of the regular season, there will be playoffs scheduled for all baseball divisions 8 years and up and all softball divisions 7-8 years and up. The North and South Division champions will meet each other in a World Series or championship game. Please ask your Parents to schedule their vacations accordingly.

Tie games are considered in the standings at the end of the regular season as $\frac{1}{2}$ a win and $\frac{1}{2}$ a loss.

General

There is **no smoking** anywhere on the premises.

There are **no pets allowed** anywhere on the premises.

There is **no alcohol permitted** anywhere on the premises.

The following rules apply only to the specific division named and supersede any item in the general rules!

5 Year Old Tee Ball Division Playing Rules

Playing Time – Instructional stations and game combined is two hours. The first hour should be learning stations and the second hour is a scrimmage game.

Learning Stations – There will be 5 learning stations manned by the two managers and six coaches.

- Hitting Station – Two stations off of the Tee (Maximum of 5 players for one adult at each station)
- Catch / Throw Station – Two stations (Maximum of 5 players and one adult at each station)
- Running Station – One running station (Maximum of 10 players and 2 adults)

Every 15 minutes rotate the players to a different station until each player has experienced all of the stations. As the season progresses, the time at each station will be reduced to 12 minutes and then 10 minutes.

Games – The visiting team bats first in a rotational batting order. After each player has had one turn at bat, the teams switch and the home team comes to bat until each player has had one turn at bat. This order continues until the two hour time limit has been met or 6 innings have been played. Do not keep a record of outs or runs. It is important to change the batting order for each game. Players that batted in the last half of the line-up MUST bat in the top half of the line-up in the next game. This is important for each player's self confidence and esteem. All players must play.

Base Running – Play stops when the ball is thrown to the pitcher, even if the pitcher does not catch the ball. Runners less than half way, return to the base. Runners more than half way, advance to the next base. No player may advance more than 2 bases on a play. If a player is out, remove him / her from the bases.

Defense – All the players on the team play defense. Rotate positions after approximately every 5 players. There should be no player in the catcher's position.

6 Year old and 7 Year Old Peewee Division Playing Rules

Playing Time - Instructional scrimmage game is two hours or six innings. There will be no umpires at these levels. Coaches on the field will instruct and umpire.

At the 6 year old level, all players on a team will play in the field defensively every inning.

At the 7 year old level, 9 players on a team will play in the field defensively.

There are no scores or standings at this level. There are no forfeits at this level.

Pitching

Coach pitch for the entire season by the offensive coach. The coach must pitch overhand. The ball is live if it hits the coach. (The first 2 weekends in the 6's should be tee-ball, after which it becomes coach pitch).

Coaches may pitch from the mound or up to 8 feet closer depending upon the batter. The opposing team's player pitcher will stand astride the pitching rubber with at least one foot in the pitching mound dirt area. A catcher should be suited up and play that position.

Hitting

In the 6 year olds, a player gets 4 pitches from the coach. If he has not put the ball in play, then he hits from the tee. A defensive coach should back up and assist the catcher.

In the 7 year olds, regular coach pitch hitting rules are in effect. There should be no more use of the tee.

No bunting is allowed off the tee.

Players (7 year olds)

No player will sit on the bench for more than one inning until all players have sat at least one inning. No player will sit on the bench for more than two innings until all players have sat two innings. This cycle will continue through the game.

Every player must be given the opportunity to play infield and outfield positions. For safety reasons, the manager and coaches will decide what positions a player can play.

When a player who will be the catcher in the following inning is on base and there is two outs or 4 runs have scored (9 in the last inning), that player shall come off the bases and start putting on the catcher's gear. The player who made the last out is to replace the catcher as the base runner.

Base Running – On a routine hit that stays in the infield, the runner or batter may not advance more than two bases even if there is a wild throw.

Rookie Division Baseball (8 Year Old Minors)

Catchers – A catcher at the rookie level is permitted to use his or her own fielder's glove while catching.

Base Runners – base runners must stay in contact with the base (no leading, no stealing) until the ball is hit. If a runner is caught leaving a base early by the umpire, the runner is returned to that base if unoccupied and warned by the umpire. If that base is occupied, the runner may only advance one base. On a defensive overthrow, the base runners may advance only one base per play. Play stops when the ball is thrown to the pitcher, even if the pitcher does not catch the ball.

The differential mercy rule is 12 runs after 3 innings.

Player positioning – for safety reasons, infielders may not position themselves closer to home plate than the infield grass. Outfielders must play on the outfield grass.

Regulation games – all games are intended to go 6 innings. A game is official after two complete innings. Unofficial games (called before two complete innings) do not count as either a win or a loss but pitching records do count and must be recorded in the pitching record book. If a game is called by the umpire, after two complete innings, but before the current inning is complete, the game ends at the last complete inning.

No balks will be called. The Infield Fly rule will not be enforced.

Bunting is permitted during coach pitch format

Pitching Rules

Until both teams have completed 2 games, coach pitch format will be used. During games 3 through 6, the first two innings shall be coach pitch, the remainder of the game shall be player pitch. From the 7th game on, the entire game shall be player pitch.

During coach pitch format, one coach will pitch to his own team. The opposing team's player pitcher will stand astride the pitching rubber with at least one foot in the pitching mound dirt area.

During coach pitch format games, one coach will be on the pitchers mound, one coach will be in either the 3rd or 1st base coach's box, and one coach will be in the dugout. A player may coach the other baseline, as one coach must always remain with the team in the dugout. All defensive coaches will be within the dugout area. All coaching instruction must come from the coaches off the field. There is absolutely no coaching from the pitchers mound.

Coaches must pitch from the rubber. Coaches who are pitching may not aid, interfere, or hinder a ball in play by a batter. If in the judgment of the umpire, interference does occur, the umpire shall make a judgment as to what would have happened without the interference. The coach must pitch overhand.

Neither walks nor HBP (hit by pitch) will be awarded batters during coach pitch. Batters can have both called and swinging strikes.

A team is allowed up to 4 walks per inning. A hit batter shall be considered a walk for the purpose of counting walks per inning. After the 4th walk, the offensive team's coach comes in to pitch for the remainder of this inning. The player/pitcher must now only field the position (similar to coach pitch format). The same player/pitcher may continue to pitch the next inning.

If a pitcher hits 3 batters in one inning or 4 batters in one game, that player must be removed from pitching for the remainder of the game.

Pitchers **may not pitch in consecutive games no matter the time span** between games. The purpose of this rule is to encourage managers to develop as many pitchers as possible. Consecutive games are official games including forfeits, so even if two games are rained out, and a week passes, the pitcher who pitched the previous game can not pitch until another complete game has been played.

Single A Baseball (9 Year old Minor Division)

Stealing of second or third base is allowed once the ball crosses home plate. Stealing is only allowed one base at a time. Encourage the catcher to make the throw on steal attempts. The runner is not allowed to advance further on an overthrow. There is no stealing during coach pitch.

Under no circumstances is stealing of home allowed.

No play may be made on a runner when the ball has not been put into play by the batter, with the exception of a steal of second or third base. This means the base runner is not allowed to draw a throw from the catcher, with the exception being if that runner attempted to steal the next base and is trying to get back to the previous base.

When a ball is thrown back to the pitcher and he has control of the ball, the play is complete. If the base runner is less than halfway to the next base, he must return to the previous base.

An official game will be any game which has completed two innings.

The differential mercy rule is 12 runs after 3 innings.

The infield fly rule will not be enforced.

Pitching

Pitchers **may not pitch in consecutive games no matter the time span** between games. The purpose of this rule is to encourage managers to develop as many pitchers as possible. Consecutive games are official games including forfeits, so even if two games are rained out, and a week passes, the pitcher who pitched the previous game can not pitch until another complete game has been played.

Four walked batters in one inning and a coach must come in to pitch. Three (3) batters hit in the same inning and the pitcher must be removed from the inning. One more walk or hit batter by the next pitcher and a coach must come in to pitch the rest of that inning. Four hit batters in one game and the pitcher can no longer pitch in that game.

Coaches must also pitch from the rubber. Coaches who are pitching may not aid, interfere, or hinder a ball in play by a batter. If in the judgment of the umpire, interference does occur, the umpire shall make a judgment as to what would have happened without the interference. The coach must pitch overhand.

Double A Baseball (10 Year old Minor Division)

Triple A Baseball (11 Year old Minor Division)

The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead) (4.10.e).

Major League Baseball (All 12 year olds)

The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead) (4.10.e).

For any game that starts at 8:00 pm, no inning may start after 10:00 pm (X.a). No last inning is to be called.

For all other games, other than 8:00 pm start, at or about one and one half hours after the scheduled start of play, the umpire shall declare that the next inning will be the last inning of play.

Junior and Senior League Divisions

The differential mercy rule is 10 runs after 5 innings (4-1/2 innings if the home team is ahead) (4.10.e).

For any game that starts at 7:30 pm, no inning may start after 10:00 pm (X.a). No last inning is to be called.

For all other games, other than 7:30 pm start, no inning may start after two and one quarter hours after the scheduled start of play. I.e. For an 11:00 am start, no inning may start after 1:15 pm.

Head first slides into a base are allowed, but highly discouraged (the runner will not be called out).

A junior division player may get drafted up to the senior division only after the senior division team has lost 2 players. No junior division team can have a second player called up until all junior division teams have had one player drafted up.

Pitching

Balk rules will apply, but should be called sparingly, especially in the junior division.

- Junior Division – One warning per pitcher (warning is a no-pitch)
- Senior Division – No warnings!

Once a pitcher leaves the mound, he may not return to the mound in that game.

Softball Divisions

General Rules for Softball

Last inning will be called at or around the 90 minute mark in all divisions except for the 5-6 year old division where play will continue for the entire 2 hours.

Only one umpire present on the field will not preempt the starting time.

Sweatshirts or similar undergarments may be worn under a uniform shirt in any color except for optic yellow. White is allowed.

Players can wear shorts or pants but everyone on the team MUST be similarly dressed.

Teams may use players to coach the bases but they MUST wear a batting helmet.

Slide or avoid rule is always in effect and will be enforced.

Pitchers can only be warmed up by another player, who must be wearing, at minimum, a catchers mask. If the pitcher is warming up between innings as a reliever along the 1st or 3rd base line, a third player must be present as a "spotter". The spotter is to be facing the field of play and wearing a batting helmet.

There must be 9 or more players available to start and complete a game (except the 5-6 year division).

5-6 Year Old Softball Division

Each game will be scheduled with a 2 hour time limit. The first hour is designated for instruction and the second hour will be a scrimmage game.

Learning Stations – There will be 5 learning stations manned by the two managers and six coaches.

- Hitting Station – Two stations off of the Tee (Maximum of 5 players for one adult at each station)
- Catch / Throw Station – Two stations (Maximum of 5 players and one adult at each station)
- Running Station – One running station (Maximum of 10 players and 2 adults)

Every 15 minutes rotate the players to a different station until each player has experienced all of the stations. As the season progresses, the time at each station will be reduced to 12 minutes and then 10 minutes.

Games – The visiting team bats first in a rotational batting order. After each player has had one turn at bat, the teams switch and the home team comes to bat until each player has had one turn at bat. This continues until the two hour time limit has been met or 6 innings have been played. There is to be no record of outs or runs. It is important to change the batting order for each game. Players who batted in the last half of the line-up MUST bat in the top half of the line-up for the following game. This is important for each players self confidence and esteem. All players must play.

Base Running – Play stops when the ball is thrown to the pitcher, even if the pitcher does not catch the ball. Runners less than half way, return to the base. Runners more than half way, advance to the next base. No player may advance more than 2 bases on a play. If a player is out, remove him / her from the bases.

Defense – All the players on the team play defense. Rotate positions after approximately every 5 players. There should be no player in the catcher's position.

There will be no forfeits at this age. Opposing players may be used to round out the fielders if needed.

Batters will hit from a Tee using an 11" 'Incredi-ball' or similar style softball.

A manager and 3 coaches are allowed at this level.

7-8 Year Old Softball Division

Coaches will pitch using an 11" "Incredi-ball" or similar style softball.

No batter will walk or reach base via getting hit by a pitched ball while the coach is pitching.

Batting will be rotational and outs will be recorded.

Players may begin to pitch after the first 5 games of the season at the manager's discretion.
(Refer to the 9-10 year old division for pitching rules if a player pitches).

There is NO leading, NO stealing and NO bunting.

Sliding must be feet first only.

10 defensive players are allowed at this level. The extra player MUST be utilized as an extra outfielder.

The 5 run limit is in effect for all innings except the last inning which will be limited to 10 runs.

The Mercy Rule is in effect as standings will be kept (10 runs after three innings).

An official game will be any game which has completed three innings.

A manager and 3 coaches are allowed at this level.

Managers and coaches, when their team is at bat, may only be in the 1st and 3rd base coaches' box. A manager or coach is permitted to be behind the home plate umpire to assist in keeping the game moving.

9-10 Year Old Softball Division

Girls will pitch from a distance of 35' using an 11" softball.

After two consecutive walks, hit batsman or any combination of the two: the offensive team's coach will come in to pitch to one batter.

After that batter successfully reaches base or is retired by the opposing team the pitcher will resume pitching to the next scheduled batter.

Neither walks nor HBP (hit by pitch) will be awarded batters during coach pitch. Batters can have both called and swinging strikes.

Base runners may lead only after pitched ball crosses home plate.

Bunting is allowed but NOT when a coach is pitching.

Play is stopped when the ball is returned to the pitcher who must be within the pitching circle, stationary and making NO attempt to continue the play (7.08(a) Note 2).

Base runners are allowed to steal any base, including home plate, but must "slide or avoid" at all bases. A base runner may not release contact with the base until the ball crosses the plate.

Base runners more than half way to the next base will be allowed to advance. Base runners less than half way will be sent back, always at the discretion of the umpire.

Defensive players are limited to 9 on the field.

The 5 run limit is in effect for all innings except the last inning which will be limited to 10 runs.

The Mercy Rule is 10 runs after three innings.

An official game will be any game which has completed three innings.

The infield fly rule will not be in effect.

Throwing one pitch constitutes an inning pitched. If one inning is pitched then one day of rest is mandatory.

Pitching at this level is limited to 3 innings in any one game with a weekly maximum of 6 innings in a calendar week (Sunday through Saturday).

Pitching in consecutive games is allowed but the rest rules must be adhered to.

Windmill pitching is strongly encouraged but is not mandatory.

A manager and 2 coaches are allowed at this level.

Managers and coaches, when on the playing field may only be in the 1st and 3rd base coach's box.

Managers are required to record the score and pitching in the log upon completion of the game.

11-12 Year Old Softball Majors Division

Girls will pitch from a distance of 40' using a 12" softball.

Base runners may lead only after a pitch crosses home plate.

Bunting is allowed.

Play will stop once the ball is returned to the pitcher who must be within the pitching circle, is stationary and is making NO attempt to continue the play (7.08(a) Note 2).

Base runners more than half way to the next base will be allowed to advance. Base runners less than half way will be sent back, always at the discretion of the umpire.

Base runners are allowed to steal any base, including home plate, but must "slide or avoid" at all bases. A base runner may not release contact with the base until the ball crosses the plate.

Defensive players are limited to 9 on the field.

The 5 run limit is in effect for all inning except the last inning which will be unlimited.

The differential mercy rule is 10 runs after 4 innings (3-1/2 innings if the home team is ahead).

An official game is 4 innings (3 and ½ if the home team is leading).

Infield fly rule is in effect.

Throwing one pitch constitutes an inning pitched. If one inning is pitched then one day of rest is mandatory.

Pitching at this level is limited to 4 innings in any one game with a maximum of 8 innings in a calendar week (Sunday through Saturday).

Pitching in consecutive games is allowed but the rest rules must be adhered to.

No walk limit is used at this level.

Windmill pitching is strongly encouraged.

A manager and 2 coaches are allowed at this level.

Managers and coaches, when on the playing field may only be in the 1st and 3rd base coach's box.

Managers are required to record the score and pitching in the log upon completion of the game.

Marlboro Little League - Player Pool

A player pool may be created within a division in order to help eliminate forfeits, in the absence of enough players to play a game.

This pool will consist of any player that wants to play additional games and get additional baseball experience. (Travel or school team players are not eligible with the exception of Marlboro Travel Gray team players). For Softball divisions, travel girls are allowed but are required to play right field and bat last in the lineup.

With a few simple rules, and a bit of advance planning by the Commissioner, this program can help alleviate some forfeited games during the season.

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In the event a manager finds that he/she will not have enough players (less than 9) for a game, he/she should notify his/her commissioner as far in advance as possible. From a pool selected in advance, the commissioner will call players to see if they wish to play for another team for that particular game.

- The player pool will be set up in advance, comprised of volunteer players within that division. The list will be administered by the commissioner, but must be on file with the Player Agent prior to any player being called.
- All players must be within that same division. If there is inter-league play for that division, that year, then the player may come from either division.
- The list will be kept by the commissioner and players will be called in sequence, in order to be fair to all teams and players. Managers may not call the players directly to request their help. Any manager who uses non-eligible players or who does not go through the commissioner will be suspended.
- If a player is not available, the next player in sequence shall be called by the commissioner.
- Advance notice is a key, at least 48 hours notice is needed. The Commissioner or and executive board member may waive the 48 hour rule if necessary. If the pool is used with less than 48 hours notice, then the game may not be protested to the board.
- Pool players may not pitch or catch for the team for which they are a guest. Pool players must be placed last in the batting order. Softball players must also play right field.
- If the team has extra uniforms, the pool player should use one, if not, they should wear their regular little league uniform or a shirt similar in color to the team they are on.
- A player may not be used as a pool player against his/her own team.
- The pool is to add an 8th or 9th player to a team in order for a game to be played. If a team has 9 players, another player may not be added.
- The use of the player pool will end for the last two weeks of the season.

Remember if a team is without enough players due to an excusable school or religious event, please contact your commissioner. The Board of directors may be able to reschedule this game.

Playoff Rules - All Divisions

The number of teams going to the playoffs will vary due to the divisions and the calendar. The schedule will be made using the seed system based on the number of teams in each division.

Playing Rules:

There is no time limit on any playoff game. All games will be played to completion. If a game is unable to be completed for any reason as scheduled, the league may re-schedule the completion. (Please contact your commissioner). In the event of weather, darkness or curfew, a game will be considered complete as LL tournament rules (13b) and not resumed.

Home field advantage is given to the team with the higher seed position. In the World Series or championship game, home team is determined by a coin toss by the umpire prior to the start of the game.

Pitching:

Little League regular season pitch count rules apply at all levels. Regular season rest rules must be adhered to between all games, including regular season, playoff games and championship or World Series games.

For Rookie and A divisions a pitcher may not pitch in consecutive games at the same level.

For AA divisions and above, a Pitcher may not pitch in consecutive games unless less than 41 pitches were pitched in the previous game at the same level.

The exception for consecutive games at all levels for all leagues is pitching between levels. The last regular season game and the first playoff game, as long as all rest rules are followed, are considered a new level. The World Series game is also a new level of play; therefore a pitcher in the championship game may pitch in the World Series game as long as all rest rules are adhered to. In divisions where there is a championship game, not a World Series game, all playoff games are at the same level.

Softball – The regular season innings limits and rest rules must be followed. The weekly inning count starts over between the end of the regular season and the playoffs.

General:

There is no player pool during the playoffs.

**These rules are very straightforward and not open to interpretation.
If there are any questions, your commissioner should be notified.**

Remember, we are here for the children, fun and teaching and sportsmanship should be emphasized. Players are encouraged to cheer their own teammates but never to heckle their opponents.

TEACH AND EXERCISE SPORTSMANSHIP!!!