**RYE LITTLE LEAGUE**

**LOCAL RULES FOR THE 2017 SEASON**

**MAJOR LEAGUE**

No more than three (3) adults (the manager and two (2) properly registered coaches) will be permitted in the dugout or players bench of any Majors Division team during a game.

In any instance in which a team does not have at least eight (8) fully uniformed players plus the Manager or one properly registered coach on the field at the forfeit time, the Chief Umpire and the Official Scorer will record the final score of the game as 6-0 in favor of the opposing team.  No agreement of the opposing managers will have any force or effect on the application of this rule.  Any forfeit may be appealed within 24 hours to the League President who then within 72 hours thereafter will convene a meeting of the rules committee to act on the appeal.

**Every player on a team roster will participate in each game for a minimum of**

**nine (9) outs in the field   The Major League will now utilize Continuous Batting Order (CBO) so every player present at the game will bat regardless of when they are in the field.  Under CBO, the nine defensive outs required under our Minimum Play Requirement do NOT have to be consecutive.  If a player arrives late to a game, the player will bat in the last spot in the batting order (e.g., twelfth, if there were eleven players present at the start of the game).**

The Majors Division may use an adult coach at first base and at third base, but only if a coach or manager is in the dugout.

Regarding substitutions, as mentioned above, free substitutions in the field are allowed as long as every player plays nine outs in the field**.   Pitchers removed from the mound may not pitch again in the same game.**

**Regarding Special Pinch runners: Given that the Major League is now utilizing the Continuous Batting Order, no Special Pinch Runners (or any pinch runners, for that matter) are allowed (except for an injury, see following sentence).**

**A player removed from the bases or from an at bat due to injury will be replaced by the last player to make an out (and will assume the injured players count if batting).**

The following call-up procedures will be used for TEMPORARY (one game) call-ups where a team is aware in advance that it is unlikely to have nine players available to play in an upcoming game (permanent replacements to replace players who quit or have injuries requiring lengthy recuperations are handled differently).  Teams needing a temporary call-up can select from any 11-year-old in the Intermediate League who tried out for the Majors and does not have a conflicting game (there are no affiliate teams).  Once a player has been called up, he or she is ineligible for another call-up until all the other undrafted 11’s have been called up once.  The Commissioners will provide an updated list of available players.  **Nine-year olds and ten-year-olds are not allowed to play in the majors as call-ups.**

Any single game replacement player called up from the Intermediate League because of a shortage of roster players for a game must i) bat later in the batting order than all the regular roster players (i.e. the called up player must bat ninth if you call up one player, eighth and ninth if you call up two, etc), ii)  only play the outfield on defense, and iii) all regular roster players who arrive on time for the game and are available for the entire game must play the full six innings (i.e, if you inadvertently have more than nine players because of unexpected arrivals, the called up player is only allowed to play three innings.)

The protest procedure required by the Official Little League Rules will apply.

The following excerpt from the Little League rule book applies to all pitchers in the Majors Division:

PITCHERS

Any player on a team roster may pitch.  **There is no limit on the number of pitchers a team may use in a game.**

**The total number of innings pitched by all 12-year-olds combined shall not exceed 12 innings in a calendar week. No pitcher (11 or 12-year-olds) can pitch more than six innings in a calendar week.  The calendar week runs from Sunday to Saturday.  A single pitch counts as an inning and all innings are rounded up (e.g. a if two pitchers share an inning, each is charged with a full inning).  NOTE: This rule E. relates to competitive balance and not rest, and therefore is in effect WITH the pitch count rules (i.e., pitchers must meet both the competitive balance and rest rules).**

**Each team MUST use an 11 year old pitcher for 9 outs each calendar week with the exception of the first week including opening day.  Any week a team has 2 or more games the team MUST use an 11 year old as a pitcher for a minimum of 9 outs.**

**See attached CHANGES/UPDATES TO THE LITTLE LEAGUE RULES AND REGULATIONS -**

**Intentional Walks -**Intentional walks must be done via 4 pitched balls – no longer will intentional passes be awarded by catcher /coach request.  This is for the major league only.

**Violation of any section of the Regulations may result in protest of the game in which it occurs.  Protest shall be made in accordance with Official Little League Rule 4.19, however the use of an ineligible pitcher by a team, which is upheld by the protest committee may result, at the sole discretion of the protest committee, in a forfeit of the game by the offending team, not a replay of the game from the point of the infraction.  Opposing teams should bring any issues to the attention of the umpire and other team’s manager immediately to avoid the use of an illegal pitcher.**

The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation.  Little League officials are urged to take precautions to prevent protest.  When a protest situation is imminent, the potential offender should be notified immediately.

**Two games on the same day are considered a doubleheader for purposes of the pitching rules even if the games are not in adjacent time slots.**

Base stealing is allowed but the pitch must reach the batter before a base runner may leave his base (See Official Little League Rule 7.13 regarding the consequences of leaving a base early).

**Ground Rule for Grainger Field**:  In the event a live ball becomes lodged in or around the screen or fencing behind the home plate area (a “Lodged Ball”). The ball shall be declared “dead” and each runner shall be awarded one base.  This rule applies whether or not any runner already (i) was attempting a steal on any pitch that results in a Lodged Ball or (ii) was attempting to reach the next base in the case of a throw from a fielder that resulted in a Lodged Ball.

**Equipment**:  All Majors league equipment will be kept in the Little League locker behind the first base dugout at Grainger Field.  Each manager will have a key to the locker.  In an emergency, the Division Commissioner or a League Officer will be able to provide access.  Under no circumstances should anyone other than a Manager or Coach have keys to the locker.  The home team in each division is responsible for field and player equipment.  All equipment must remain at the playing field.

**Both the winning and losing managers  must be certain that the 1) final score, 2) names of any players on their team and the opposing team who did not attend the game and any called-up players used and 3) the pitching record for both teams (who pitched, how many innings and how many pitches thrown) of each game is correctly communicated to the League Commissioner after each game (PLEASE COORDINATE PITCH COUNTS AT END OF GAME WITH OPPOSING TEAM TO AVOID CONTROVERSIES AFTER THE FACT).  The Major League Commissioner will keep an official record of team standing in the league.**

**Length of Games**

A.  It is essential that games start on time.  If teams have eight (8) players present and a

                  coach or manager, the game shall start at its scheduled time, even if other players are

                  expected to arrive.  In the event a player arrives while a game is in progress, the

                  player may enter the game and shall bat after the last batter in the lineup.

In the event an umpire is late for the game, the game should begin within 10 minutes

      of its scheduled start with a volunteer umpire solicited at the field (which may

      include coaches in the last instance).

All games will be declared completed at the scheduled start of the next game at the same field of play.  The last scheduled game at a particular field shall not be subject to this rule.

In the event any game is called (including pursuant to Local Rule 17 or by the umpire by reason of weather or darkness) during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations: (i) the visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning, and the home team does not score in the incomplete inning; and (ii) the visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

**Playoffs**

New Format - All teams make playoffs and will be seeded according to Wins and Losses.  A double elimination tournament will be held at the end of the season.

**Tie Breaker Procedures** – In the event that the league is unable to make up certain rainouts, and teams do not play the same number of games, tie-breaker rules are as follows:

The first criteria shall be winning percentage.  For example, if the Mets finish 9-4 (.692 winning percentage), and Giants finish 10-5 (.667 winning percentage), the Mets win the tiebreaker.

In the event teams have identical records or identical winning percentages, the next tiebreaker shall be head-to-head competition.

If more than two teams are tied, the tiebreaker will be based on each team’s combined record against the other tied teams.

If the three (or more) way tie-breaker results in two teams still being tied but finishing ahead of the other team(s), such other team(s) is eliminated and the remaining teams apply the tie-breaker rules for two teams (head-to-head competition).

If head-to-head competition does not provide the tiebreaker, the next tiebreaker will be to examine each team’s composite record against teams that already have made the playoffs.

If there remains a tie after the above steps, the playoff position will be determined by coin flip if two teams are tied and by a lottery in the event that there is a tie of more than two teams.

Ties between or among playoff bound teams also shall be determined in accordance with the above rules in order to establish each team’s seeding in the playoffs.

**General**

Bring a copy of these rules and the Official Little League Rules booklet to each game.  It is better to have the correct ruling even if it takes a moment to consult the rules.

**Remember the game is for the players, not the managers and coaches.  While every team should strive to win, the most important goals are for the players to give their best, exhibit good sportsmanship and have fun.**

**ADDITIONAL RULES FOR THE 2017 SEASON:**

**ABSOLUTELY NO SLASH BUNTS - EXAMPLE: HITTER FAKES BUNT, THIRD BASEMAN COMMITS AND BATTER SWINGS AWAY - AUTOMATIC OUT**

**ONLY WOOD BATS ALLOWED.**

**NEW THIS YEAR -** A batter is out for illegal action when -   
*(A) The batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box.*

**Reporting GAME RESULTS -**both managers (or designated coaches) must communicate a) the final score, b) players absent on both teams and any called-up players used and c) pitchers used by both teams (including number of innings for each pitcher and number of pitches thrown by each pitcher) to **our website** [**www.ryelittleleague.com**](http://www.ryelittleleague.com/)

**Any issues or questions please email me at tom@lavelleins.com**