

**Tri Boro Little League - Minors Division
2009 Season**

General Rules:

1. Each team will supply one new baseball, and one used baseball per game.
2. Both home and visiting teams are responsible for field setup and opening of snack stand when your team is the first to play at Anderson field.
3. Games will be 6 innings long, or 2.5 hours, whichever comes first. If game is tied after 6 innings, extra innings can be played to determine winner, as long as game is within 2.5 hour time period.
4. At Anderson Field, when another game is scheduled at 8:00 pm, no inning should start after 7:30 pm. If an inning is not completed by 7:45, the score will revert back to the last complete inning.
5. Speed up rule for catchers...If after 2 outs, catchers hit and reach base, the last batted out will pinch run for the catcher so they can get their catcher gear on in preparation for the next inning.
6. Unlimited substitutions on the field.
7. Any player coming late will enter the bottom of the batting order.
8. If a player is injured and cannot play, their position in the batting order will be passed over without being recorded as an out. The player may return to the game after sitting out one-half inning.
9. Two adult coaches are permitted on the field during games. All coaches permitted during warm ups and between innings. Coaches are not permitted to warm up pitchers during games. (According to the head umpire, this is a Little League rule.)
10. Each player must play at least 6 consecutive outs in the field. The goal is for all kids to play at least half of the game in the field.
11. A minimum of 8 players is necessary to play. No games will be forfeited. To the extent it is known that you will have less than 8 players, the game should be canceled before the day of the game and rescheduled. In the event that less than 8 players show within 15 minutes of game time, that team forfeits official game. Coaches can mutually agree to share players and play a practice game.
12. Regulation baseball will be followed with 9 players in the field. Outfielders must be on the grass.
13. The decision to play, or not play, a game in inclement weather must be mutually agreed upon by both team's managers. The home team manager must call Minor League President Bill Glass (973-600-7775) and Umpire in Chief, Al Marion (973-951-1482) for any cancelled games. All cancelled games must be rescheduled for a later date within one week. Any games not rescheduled within one week will be designated a date by league president.
14. Respect all umpires decisions and set the proper example for your team. Ensure your players and your fans exhibit appropriate behavior. The umpire has the right to remove coaches, players, and fans from the game.
15. Uniforms must be worn and no shorts are permitted.
16. Catchers must wear a cup. (Coaches need to inform parents of catchers that this is a requirement).
17. Please refer to the Anderson field rules re: starting times, field preparation and snack stand duties.

Pitching:

1. Any player of league age may pitch.
2. No player shall pitch more than three innings per game, or 75 pitches per game for 9-10 year olds, or 50 pitches for 8 year olds, (which ever comes first) and no more than 6 innings per week. See Rule book for periods of rest.
3. Once a pitcher is removed from the mound, he cannot return to pitch.
4. A pitcher will be removed if he hits 3 players in one inning or 5 batters in total.
5. Pitchers are permitted to pitch 9 consecutive outs or the pitch count rule, whichever comes first, regardless of inning.

Hitting and Base Running:

1. All players will be in the batting rotation, even when not playing the field.
2. During regular season play, and excluding playoffs in the final inning only, an inning will end once 6 runs are scored, regardless of the number of outs. A game will end early when lead of game is 10 or more runs and at least 3 and a half innings are played.
3. Runners cannot leave the base until the ball passes the batter.
4. For stealing only: Unlimited stealing second or third base is permitted. No Stealing home is permitted. The stolen base is achieved while staying in accordance with base running rule #3. A base runner stealing a base is not permitted to advance to the next base in the case of an overthrow. Base runner advancing due to a passed ball is considered a steal and the same overthrow rule applies.
5. Play is stopped and runners may not advance when the ball is thrown back to the pitcher, provided the pitcher is on the mound.
6. Base runners must avoid collisions with members of the defensive team, either by avoiding the defensive player or sliding. Sliding is of course preferred and what should be taught to the kids.

Other points:

- Scores and pitch counts with players name should be kept and sent to the division President by the winning team with highlights to be posted on the Tri-Boro Website. All highlights should be positive for both losing and winning team.