

2005
LEAGUE ORGANIZATION & HOME RULES

All coaches are strongly encouraged to read and understand the official Little League rules. Any rule presented here either supersedes or amplifies the official Little League rule.

MINOR A LEAGUE

1. New teams will be drafted each year.
2. A child registered but who misses tryouts will be rated by coaches prior to the draft.
3. Each team will consist of 12 players if possible. However, at the Board's discretion, if the number of players remaining in the Minor B player pool will result in Minor B teams with greater than 14 players per team, then the Minor A League will draft a maximum of 13 players per team.
4. The Minor League A draft will follow the Major League draft by at least one day.
5. Safety rules will be obeyed at all times which include players and coaches staying within the dugouts during the game, **base coaches within designated area** and the wearing of helmets and **chin straps** while at bat, on base, and while coaching the bases.
6. There will be no on-deck batters.
7. Each team's batting order will include all players in attendance and each player must play a minimum of 6 outs in the field (not necessarily consecutive outs).
8. Sliding permitted - no head first slides except when returning to a base. Runners must slide into each base (except first base) whenever the defense is attempting to put them out. Failure to slide may result in the runner being called out by the umpire.
9. Throwing bat after making contact with ball - 1st time (warning), 2nd time (automatic out, the ball is dead and no runners may advance).
10. Forfeit: Within 15 minutes after the scheduled start time, a team must have 7 players to take the field otherwise they must forfeit the game. On days where multiple games are to be played at the same field, the 15-minute time period will begin at the end of the preceding game. The opposing team may use full roster.
11. Ending or suspending a game due to darkness or lightning:
 - No inning may start after 7:50 P.M. in May/ 8:15 P.M. in June (McCloy & Green Field)
 - Parisi Field: On evenings when 2 games are scheduled, the first game must end no later than 7:45 PM. The second game must end no later than 9:45 PM.
 - The umpire at the first sign of lightning calls the game.

12. Inappropriate language will not be tolerated. Either an umpire or a coach will remove the responsible player from the game and his parents will be notified.

13. Any player or coach punching or fighting will be removed from the game and suspended from the next game. Parents will be notified in the case of the player. A coach's behavior will be subject to review by the Board of Directors.

14. Any player caught spitting in his hands prior to the obligatory handshake will be suspended for the following game.

15. There will be no pinch runners unless a player is injured or the runner is a catcher and there are two outs. This is only permitted when the catcher is returning to that position with opponent's next at bat. **The player making the last out is the pinch runner.**

16. 5-Run RULE: For innings 1-4, a maximum of five runs per team/per inning will be allowed. However, five runs can be exceeded if scored during the same at-bat as the fifth run. (Example: Team A is at bat and they have already scored 3 runs during the inning. The bases are loaded and the batter hits a grand slam home run. All four runs will count even though the runner scored the fifth run from second base. The total runs scored for the inning in this example would be 7.) For innings 5-6, there will be no restrictions on runs allowed.

17. There is no leading off or advancing on a passed ball or wild pitch beyond third base. A runner on third base may advance at his own risk on an overthrow to third base or an error at third base. **Advancement to second base or third base is only allowed if ball is within an 8-foot radius of home plate. The umpire will use his/her discretion as to the 8-foot radius. A maximum of five advancements per inning. The advancements per inning should be marked in the coaches scorebook.**

18. A runner cannot advance once his forward progress is stopped and the ball is returned to the pitcher in the mound area.

19. Runners may not advance on an over throw back to the pitcher.

20. The umpire will use his/her discretion to call for the removal of a wild pitcher.

21. All coaches must be Cori-approved.

22. Male catchers must wear an athletic protective cup (metal, fiber, or plastic type) and a long-model chest protector at all times when catching. If a team cannot field a catcher with a protective cup, that team must forfeit the game.

GROUND RULES

1. Overthrows, (when the ball goes out of the field of play) whether from the infield or outfield, the base runner shall be awarded one base. If an overthrown ball remains in play, the runners may advance at their own risk of being put out.

Parisi diamond

1. If the batted ball bounces over the right field stonewall it is a ground rule double.
2. If the batted ball is hit fair over the right field stonewall, it is a home run.
3. If the batted ball bounces into the left field culvert, it is a ground-rule double.
4. If the batted ball travels beyond the light tower in left field, on the fly, it is considered a home run.

McCloy diamond

1. If a batted ball goes over the outfield fence on the fly, it is a home run.
2. If a batted ball is lodged in or under the fence, and upon signaling to the umpire, it is considered a ground-rule double.
3. If a batted ball bounces over the outfield fence, it is a double.