

2022 Suncook Valley Major League Rule Variation

- 10 Run rule after official game
- League Playoff: Tournament rules will be used during local playoffs
- Reentry of Used Players: in the event of an injury an already used player may reenter. The player must be selected by the opposing coach
- Must Play Rule: All players must play in the field a minimum of 2 (two) consecutive innings in a full 6 inning game. All players must have entered the game by the 5th inning. The penalty is a forfeit. It is up to the discretion of any team manager to discipline a child, however, the coach must report the child off the roster to the umpire and the opposing coach immediately.
- Pitch Count: All players must adhere to tournament rules, pitch count and days rest.
- Suspended Game: Suspended games will not be resumed at a later date therefore all suspended games shall become called games. A winner will be determined as follows:
 - If the game is called at the completion of an inning the score will determine the winner
 - If a game is called when an inning is in progress - if the home team is ahead they win
 - If the home team tied the game during the inning it will be declared a tie
 - If the visiting team tied or took the lead during the inning and the home team has not tied or retaken the lead the score of the last completed inning will determine the winner
- Batting Order Options: 3 options
 - 9 player traditional
 - 10 players (extra hitter)
 - All players - continuous batting order
- Free substitution on defense - all players must still meet mandatory play requirement 2 innings in the field in a 6 inning game, if a player is injured or unable to play for any reason during the game and no substitution is available that player will be recorded as an out in his or her spot comes up in the batting order

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- Time Limit: No new inning will start after 1 hour and 30 minutes from start of game
- League Playoffs: Tournament rules 11.00 will be used for league playoffs
- Reentry of Used Players: In the event of an injury an already used player may reenter the game. The player must be selected by the opposing coach.
- Must Play Rule: All players must play in the field a minimum of 2 (two) consecutive innings in a full 6 inning game. All players must have entered the game by the 5th inning. The penalty is a forfeit. It is up to the discretion of any team manager to discipline a child, however, the coach must report the child off the roster to the umpire and the opposing team immediately.
- Pitch Count: All players must adhere to tournament rules, pitch count and days rest.
- A half inning will consist of 3 outs or 5 runs; whichever comes first (excluding the last inning which is played to 3 outs)
- No Motion Pitches: The umpire must call a ball when a motion pitch is thrown. A knuckleball is not a motion pitch.
- Suspended Game: Suspended games will not be resumed at a later date therefore all suspended games shall become called games. A winner will be determined as follows:
 - If the game is called at the completion of an inning the score will determine the winner
 - If a game is called when an inning is in progress - if the home team is ahead they win
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- Batting Order Options: 3 options
 - 9 player traditional
 - 10 players (extra hitter)
 - All players
- Free substitution on defense - all players must still meet mandatory play requirement 2 innings in the field in a 6 inning game, if a player is injured or unable to play for any reason during the game and no substitution is available that player will be recorded as an out in his or her lineup spot
- Players have 60 seconds, between innings and half innings, to be on the field and into the dugouts.
 - Pitcher and catcher* to be on the field right away; team to follow quickly, within the 60 window
 - *If catcher is on base and there are two outs the coach is encourage to put a runner in for the catcher so he can prepare to be behind the plate within the required time

2022 Suncook Valley Rookie Division Rules

- An official coach from the offensive team will pitch OVERHAND (not under hand) at a minimum 25 foot distance. The coach is discouraged from coaching the batter from the mound. Kneeling is allowed.
- The games are SIX innings and will end at the completion of SIX innings regardless of the score.
- A half inning will consist of three outs, FIVE runs or TEN batters, whichever occurs first.
- Runners are permitted to continue on the base paths until they are called out, tagged out or an infielder on the opposing team has possession of the ball.
- A strike shall be a pitch that is swung on and missed. There are no walks due to balls. Once a batter has TWO strikes he/she will be called out after a swung on and missed pitch or five pitches, whichever comes first.
- A minimum of one umpire or responsible adult is required at this level and will be stationed behind the pitcher.
- Leading off a base prior to a thrown pitch and stealing are PROHIBITED.
- Sliding is allowed, however: NO headfirst sliding is allowed.
- Bunting is PROHIBITED.
- Runners may not advance on a passed ball.
- Runners may advance one base on an overthrow out of play.
- The runner shall NOT deliberately initiate contact with the Defensive player for the purpose of avoiding a tag, or dodging the ball. If in the discretion of the umpire, the runner violated this rule, the umpire shall call the runner out.
- Any batter throwing his/her bat shall be warned by the umpire at the first offense and called out with subsequent occurrences by the same batter.
- All athletes shall play a minimum of TWO defensive innings and TWO at bats per game. Any player may re-enter the game any time.
- Only NINE players are allowed on the field on defense, in normal baseball positions. The pitcher shall be allowed to stand beside the coach who is pitching, but not in front of the coach.