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**Auburn NY Little League Major & Minor Local Rules**

**Section I: UNDERSTANDING & CONDUCT**

a. ***ZERO Tolerance Rule***:

* Unsportsmanlike conduct any physical contact or verbal abuse by a manager, coach or player toward an umpire, teammate, or the other team may be **automatically ejected from the game**. Manager, coaches or players throwing or abusing equipment will not be tolerated and will be subject to ejection from the game at the umpire’s discretion.
* Any ejection of a coach, manger, player, or parent **must leave the field immediately** It is the at umpires’ discretion to stop the game until the manager or coach has left the field. **Any ejection is an automatic suspension of the next league game**. If the umpire files a report to the board the board, the board will review the cause of these actions and *MAY* be grounds for more severe penalty, up to and including suspension for the remainder of season.

b. One manager and two coaches maximum will be allowed in the dugout for safety purposes incarnation of all play in all divisions. Two coaches will serve as base coaches (no players), and one must remain in the dugout at all times. In events only to coaches are present one must remain the dugout while the team is batting a player (last batter) may be allowed to go to a base (helmet required).

**Section II: NUMBER OF PLAYERS & SUBS**

a. Based on the number of players that are present at the start of the game that both teams decide to play with 9 or 10 players (i.e. 3 outfielders or 4 outfielders will be used). Play will continue for the entire game as decided at the beginning of the game, **unless** injuries prevent it

b. Substitute players from other teams may be used only when a team has only 8 player to field, and may only acquire one (1) substitute player, to make 9.

* May only play outfield (cannot pitch, catch, or play infield)
* Has to bat last in Lineup
* Little League may only use 10 yr. old players from Pony League (Minors). No Little League (Majors) players can sub on a Minors (Pony) team.

**Section III: GAME TIME LIMITS**

1. All teams will be allowed a maximum of 10 warm up pitches prior to the start of the game & given five (5) warmup pitches between innings, at which time, play will resume. The 5th pitch will be thrown at second base. The 6th pitch will be called a “ball” by the umpire and will apply to the next batter. this rule will strictly be enforced to move play along.
2. We suggest each coach had a game plan for subs each inning and an idea who I s catching so the players are ready to play.
3. All games are subject to 1:50 time limit (Minors Only)
4. The start of the 1:50, will be the *actual game start time*
5. For all games (excluding playoffs), these time rules shall apply
* No new inning shall begin after the 1 hour and 50-minute (1:50) mark. Game time- limit expires at 1hr 50mins
* If home team is leading then game is over.
* At the 90-minute mark coaches and umpires should confer to decide how the end of the game will play out. Must be agreed on by all.
* The inning STARTS after the third out of the **previous inning** is made
* A game that is called BEFORE it has become a regulation game, but AFTER one or more innings has been played, shall resume exactly where left off provided that is not reached the 1:50 time limit. A regulation game is defined as a game that HAS more than 3 completed innings.

**Section IV: LITTLE LEAGUE MINIMUM PLAY RULES**

* All players must play three (3) innings (9 outs & at least one a bat)
* Defensive substitutes are unlimited, EXCEPT for pitcher and catcher. Once pitcher is pulled, they cannot go back into same game.

**Section V: PITCH COUNTS**

Pitchers may **NOT** throw more than their allowed pitches 85 pitches per day (11-12 yr old), 75 pitches (9-10 yr olds), 50 pitches (7-8 yr old). ***Pitch Logs MUST be completed, and signed by the opposing coach, prior to leaving the field.*** Pitch Counts must be turned in by BOTH Coaches to the concession stand immediately following the game.

If they are not turned in and signed by both coaches, **ALL** pitchers listed will be considered maxed out, and they must rest for the maximum amount of required 4 days before they will be allowed to pitch again. It is the Head Coaches responsibility to verify pitch counts after every ½ inning.

**And must** adhere to the following rest requirements:

**# of Pitches** **# Days Rest**

* 66+ 4 Days
* 51-65 3 days
* 36-50 2 days
* 21-35 1 days
* 0-20 0 days

**Section VI: Dropped 3rd Strike**

The dropped 3rd strike rule is only in effect for (Majors) Little League. Minors (8-10) DOES NOT have a dropped 3rd strike rule.

When a batter becomes a runner on a third strike that is not caught by the catcher, then batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the batter out, the defense must either tag the batter or touch first base before the batter reaches first base.

**Section VII: GAME TIES & LEAGUE STANDINGS**

1. Games ended in a tie after six innings will go into extra innings subject to the game time limit rule. Extra innings will continue until one a winner is declared, or to game time limit has been exhausted. Games may end in a tie as a result (Minor LEAGUE only)
2. A tie between two teams in regard to league standings will be broken as follows:
* First tiebreaker - head-to-head standings
* Second tiebreaker – head-to-head runs scored
* Third tiebreaker – a coin flip

**Section VIII: RUN RULES**

**Minors**: 5-RUN RULE: no team can score more than 5 runs in one inning. After the 5th run the inning ends for the team batting.

In the event that it is the last inning of play, a team may not be prohibited from coming from behind and winning by the 5-run rule, provided they’re down by more than 5 runs (applies to both home and away).

* No TEN RUN rule (mercy rule) will be in effect for Pony (Minors) League this year because of game time limits already in place. (This rule may be changed by commissioners as the year progresses.)
* **Little league**: 10-run rule any game of the team leading by 10 runs or more after 5 innings shall be determined concluded in the best interest of the game.

**Section IX: RAINOUTS & RESCHEDULED GAMES:**

**RAINOUTS:**

* League will make every effort to play a scheduled game. All games called because of rain or inclement weather prior to 1 hour game time (i.e., 4:30 PM) weekdays will be communicated by the league to the coaches, so that they can communicate with their teams.
* League will notify coaches, and coaches are expected to tell their respective teams.
* After games have started, cancelations will be determined by Umpires & League Officials.
* League will also post cancelations on websites and social media ASAP.

All make of games will be scheduled to the first available date that neither team has an already scheduled game. Rain-out make ups will be re-scheduled ASAP of the rainout.

**RESCHEDULED GAMES:**

* Any games that need to be rescheduled may be discussed between coaches involved, but MUST be approved by the League Commissioner and/or Player Agent before notifying their teams of any changes. Games will not be rescheduled without reasonable cause.

**SECTION X: GAME SCORES & SUMMERIES FOR CITIZEN:**

* Game scores and summaries need to be turned in by the winning coach on the attached form to the concession stand within 1 hour after games on
* Please be prompt with turning in scores in order to a complete and accurate is to be taken to assist an ongoing league standing.
* List top 3 stand outs/ performers on sheets provided. Should be turned in with pitch count logs.

**Section XI: COMPLAINTS & PROTESTS:**

* Only HEAD COACHES can file official complaints/ protests
* Complaints of any kind should be directed and fielded by the little league committee members only.
* Game protest need to be formally named of games are still in progress by notifying home plate umpire the commissioner/ board member will investigate the protest by comparing the complaint vs. little league rules in local rules, and then will be subject to review and ruling by the protest committee.

**Section XII: UNIFORMS, EQUIPTMENT & GEAR**

* JERSEYS- Only League issued uniforms will be allowed. No modifications can be made to league issued jerseys. i.e., No names, custom numbers or logos
* BATS- Only bats with the **“USA BASEBALL”** logo on it will be allowed. Umpires will check bats at the beginning of the game. If at any point after inspection an illegal bat is being used, that team will be forced to forfeit the game, and it will go as a loss in the standings, and may result is suspension for both player and head coach.

**Section XIII: MISC**

* **NO LEADING OFF:** a player on base may take off only after the ball crosses the plate or contact the bat. The player violating his leadoff role will be warned the first time, and will be called out a second time.
* **NO HEAD FIRST SLIDES**: RUNNER AUTOMATICALLY OUT! Head first lunges back to the base are allowed, as long as it does not involve a collision of any sort. Unnecessary collision will result in runner being called out.
* **NO SWINGING BATS IN WARM UP AREA** - one on-deck player is allowed outside the dugout and the warm-up various to prepare to bat next there’ll be no swinging the bats in the fenced off warm-up the area. The players are free to stretch out and select a bat & helmet. Once the hitter in front of them leaves the batter’s box the on-deck ball better may enter the field of play and take a few warmup swings on his/her way to the plate.
* **NO BATTING PRACTICE ALLOWED ON FIELDS BEFORE GAMES**. Infield and outfield practices acceptable.

*+ ALL RULES SUBJECT TO CHANGE OR ENHANCED ON AT ANY TIME BY THE AUBURN LITTLE LEAGUE BOARD, to ensure competitive play, & ensure the safety and well-being of players.*