



MINOR LEAGUE ed. 1/19/23

Wantagh Fire Dept 785-0215

GENERAL RULES:

1. Managers and coaches are expected to read the Little League Rulebook and be familiar with all local rules.
2. Managers and coaches are expected to attend and be prompt at all mandatory meetings.
3. It is the responsibility of the managers and coaches to conduct safe practices, workouts, and games.
4. **Keep an official scorebook on Game Changer.** It will be needed for ties, suspensions.
5. Little League team personnel only on the bench – no bat boys/girls.
6. Local rules supersede all other rules.
7. **Playoff eligibility a player must appear in 60% of the games to be eligible to participate in the playoffs.**

PREPARATION/EQUIPMENT:

1. Managers will have their teams ready to play ten minutes before the assigned game time.
2. Managers and coaches are expected to sweep or brush off the field after rain. Do NOT automatically move the game to another location.
3. Catchers must wear protective equipment. An athletic cup is mandatory. The catcher must use a catcher's glove. Players warming up a pitcher must also wear a catcher's helmet and mask.
4. A) All equipment, including first aid kits, must be returned on the specified date.
B) Little League equipment will be used only for Little League games and practices. (DO NOT use in outside leagues). Official Little League bats must have a USA stamp only.
5. All uniforms are to be kept by the player.
6. The full uniform must be worn with shirts tucked in.

7. It is the responsibility of each Manager and Coach to clean the dugouts after each practice or game.

LOCAL PLAYING RULES:

1. Managers are advised to rotate fielding positions to give each player a chance at various positions. If a player comes late he/she will be put at the bottom of the lineup.

2. Every player present must bat in order. (Bat around)

3. A player must play at least two consecutive innings in the field. One of those innings must be in the infield. Pitching and catching are considered infield positions.

4. Substitutions can be made at any time and at any position PROVIDED the minimum play rule for each player has been met. A pitcher CANNOT re-enter the game as a pitcher.

5. A manager or coach is allowed limited trips to the mound to talk to their pitcher. On the second trip to the mound in one inning to talk to the same player or a total of three trips in one game the pitcher must be changed. If the visit is to check on a pitcher that may be injured that visit does not count but the umpire must be advised PRIOR to the manager/coach talking to the player unless it is obvious such as the pitcher being hit by a batted ball. The umpire will accompany the manager/coach to the mound.

6. A manager or coach must not be on the field between innings. It will count as a visit to the mound. They are to make all their changes from foul territory or the bench.

7.A) A player throwing a bat or batting helmet will be warned (the manager will be advised) or ejected if the action is flagrant or unsafe. B) A player throwing a bat or batting helmet after hitting the ball will be warned (the manager will be advised) or ejected if the action is flagrant or unsafe. If it is repeated in the game the batter can be called out and all runners must return to their original base(s). This is NOT debatable – the decision of the umpire is final.

8 A player ejected from a game will have a minimum of a one game suspension – the next game. The game suspension could be longer if it was a serious infraction of baseball etiquette. The player must leave the bench and sit in the stands.

9 A manager or coach ejected from a game will have a minimum of a one game suspension – the next game. The game suspension could be longer if it was a serious infraction of baseball etiquette. The manager or coach must leave the bench and playing area (including stands) and no longer be involved in that game. That ejected adult will be required to meet with the Rules Committee as soon as possible.

10. Try to control your exuberance and the parents at the game. A manager is responsible for the actions of his coaches, spectators and players.

11. Rainouts will be made up according to field availability. Sometimes Sundays are the only dates available.

12. A suspended game will be continued just as if the game was never stopped. Lineups will be as close as possible. If the pitcher is eligible to pitch (see pitching rules), he/she can continue until their maxed the innings/pitch limit for that week. A pitcher may not pitch in the suspended game if they already appeared as a pitcher in that game and were removed.

LOCAL GAME RULES:

1. No leads (minors only). A player may leave the base when the ball passes the batter.

2. **THERE IS LIMITED BUNTING:**

A) **NO MORE THAN 3 BUNTS IN A GAME AND NO MORE THAN ONE AN INNING PER TEAM**

B) **YOU CANNOT BUNT WITH A MAN ON 3RD**

C) **NO RUNNER MAY ADVANCE HOME ON A BUNT REGARDLESS OF OVERTHROWS ETC**

D) **NO PLAYER CAN BUNT MORE THAN ONCE IN A GAME**

3. **TAGGING UP WILL BE PERMITTED FROM ANY BASE BUT THE RUNNER(S) MAY ONLY ADVANCE 1 BASE REGARDLESS OF OVERTHROWS.**

4. Infield Fly Rule is in effect.

5. Limited stealing is in effect. There is a maximum of three (3) attempted steals per inning. A runner at third may not advance on a steal, steal attempt, passed ball, or overthrow at second base on a steal attempt. The runner at third may be tagged out on an overrun of third.

6. If the player leaves a base too early and is caught by the umpire, the on coming pitch is “no pitch” (no matter what the batter does) and the batter and runner must return. A second infraction of this rule by the runner in the same inning will result in that runner being called out. This is a local rule.

7. On overthrows at first or third base the runner keeps going. On a play that bounces over the fence into the dugout or dead ball territory, the batter/runner get the base they were going to PLUS ONE. Ground rules vary at different parks. A ball that goes under or through an outfield fence is a ground rule double. Under the fence at home plate is one and one, the base you were going to plus one.

8. Bases are 60 feet apart and the pitching mound is 46 feet from home.

9. There is no on deck batter. The only practice swings are in the batter's box. There are to be no batter's donuts.

10. Home teams are to use first base dugouts.

11. There will be no head first sliding into any base. The "Pete Rose Rule" is in effect. There will be no running over or bowling over the fielder. The fielder must give way to the runner if there is no play. This is a judgment call and the runner is subject to be called out.

12. It is the responsibility of the managers and coaches to move the game along. Have substitutions ready and help the catcher get their gear on. Do not purposely stall the game by talking to the pitchers, etc.

13. There is no 10 run rule

14. If the rules are not clear the managers and coaches and umpires will talk them over and agree upon them in a gentlemanly manner. Umpires may not always know the local rules.

15. Appeals will be made to the umpire.

16. In case of a no show by the umpire the two managers will agree on the selection of a substitute umpire from the managers, coaches, or parents at the game. The game will count and is official.

17. If it rains during the week ALL managers may be called to work on the fields for Saturday and/or Sunday.

18. Please respect our neighbors and use the parking lot at the school. Try not to use on street parking.

19. It is imperative that the winning manager E-MAILS the score into the League Director right after the game.

20. **There will be 5 run rule in effect for every team in their half inning. The game is stopped and team switch sides at after the 5th run is scored. The rule will be lifted in the 6th inning OR if the umpire declares a “last inning” prior to that**

GAME TIME, FORFEITS, CURFEWS, AND GAME COMPLETION:

A) There is a 10-minute forfeit rule. If at ten minutes after the assigned starting time and one team cannot field 8 players that team has forfeited the game. Either of the teams may start and play with 8 players. If and when additional player(s) arrives they will be inserted at the end of the batting order. If you have 8 players you start at the assigned time. Do NOT wait 10 minutes for that 9th player.

B) On weekday games with an assigned starting time of 6:00 PM (including the 10 minute wait for a player) a mandatory 8:00 PM, sharp, curfew is in effect. It does not matter what the circumstances are - runs runners on base, strikes, and amount of daylight. The umpire will stop the game. This is NOT open to discussion.

C) If it is the top of the inning the score reverts to the last complete inning. If it is the bottom of the inning, it still reverts to the last complete inning unless the home team takes the lead and the game is called. In that situation the game is over and the home team wins.

D) A game may be called before the 8:00 PM curfew due to darkness, safety reasons, or inclement weather. This is the umpire’s decision and again this is NOT open to discussion.

E) Saturday and Sunday games have two-hour 15-minute limit from starting time. All games have an 8:00 PM curfew. New innings may not be started 2 hours after scheduled starting time.

F) If the manager wants to protest, he must show the umpire specifically in the rules where his protest rests. If he does not have a copy of the rules on his person, the protest is null and void.

Games are not to be cancelled or rescheduled by the managers. If you will have a problem fielding 8 players, please notify the League Director prior to 48 hours of the game.

Remember: Wantagh Little League can't succeed without you. You are there to teach and help the players. Instruction at this level is of utmost importance. It's just a game and always keep in mind that the players are there to have fun. **You have volunteered for a very important job.** Please give it your best effort. Please respect the other managers, coaches, umpires and players.

Thanks for your time. It is our most precious asset.
From the Wantagh Little League Board of Directors