

**NORTH EAST QUEENS ALLIANCE
BASEBALL 2011 MAJORS DIVISION
LITTLE LEAGUE RULES 11-12 YEAR OLDS**

Base length: 60 ft from home to first base 87 feet 10" from home to second base.

Pitching length .. 46 feet from the back of home plate.

Bats: 2 ¼ "Little League Approved -Aluminum Only - (BPF Rating 1.15)

NO Titanium.-No Metal Composite - ALL WOOD OK -

SIX INNINGS * OFFICIAL GAME 4 INNINGS * 2 HR TIME LIMIT (Rule 11)

1. **PLAYERS MUST BE OF APPROPRIATE AGE AS OF MAY 1ST.**
(Eligible child must be 12 years olds or younger on or after May 1st or pre-approved)

2. **PLAYING TIME**

Every Player present at a scheduled game must play a minimum of 3 full innings and get a minimum of one at bat..

If a Player is not starting, he/she must be brought into the game at the start of the 4th inning.

If game ends in a *Mercy Rule* , (see rule 13). The players brought in are counted as being in the game for the final three innings of the game and must start the next game, if they didn't play 2 innings in the field and get one at bat.

If the winning team is the home team and the last half of the sixth inning is not played, that will count as a full inning played.

3. **NUMBER OF PLAYERS**

Teams will play with 10 players in the field and bat 11(If team has 11 dressed players) . Each team is allowed and should use 1 EH. Teams may use universal batting order (at the option of each team). A team may field nine if a player is injured during the game and cannot continue. A team may also field 9 if a player must leave prior to the games conclusion and the team has only 9 dressed players present for that game. **A minimum of 8 is needed to play a regulation game.** You must notify the opposing team prior to the start of the game of a child that has to leave early. Player who is must leave early must immediately leave the playing area. The 4th outfielder must have 2 feet on the grass when ball is pitched, he may then come onto dirt to make a play in infield.

• **Players needed for an official game**

A team must field eight (8) players to begin an official game. If eight (8) players are not available, the start time of a game may not be delayed more than fifteen (15) minutes to allow for the late arrival of players. When both teams have eight (8) players, minimum, the game must start. At the end of the fifteen (15) minutes waiting period, players will be divided so that each team has 8 players minimum. Thereafter, the game will start.

• **Exception** If a team loses its eighth player before the end of a game, the game may continue officially with said team fielding only seven (7) players. The removed player's position shall remain in the batting order, and an out will be declared when this batting position comes up in next time in the batting order. If the player does not return after his second turn comes up, the batter's position is eliminated. No further outs are declared.

2011 SEASONS
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4. PITCHING RULES - .

- A. NO BALKS
- B. If a Pitcher hits three batters in a game, that pitcher must be removed and replaced with another pitcher.
- C. A Pitcher may be switched to another position and remain in the game, then be brought back to pitch again in the same game. This can only happen once in a game.
(Exception): Pitcher has pitched the maximum of 85 pitches in the game.
(Exception): If pitcher hit three batters and was removed, he cannot be brought back into the game to pitch.
- D. Maximum 85 pitches per pitcher in an official game. There is no limit to how many Pitcher's a team has.

Rest days 0-20 pitches 0 days
 21-35 pitches 1 day
 36-50 pitches 2 days
 51-65 pitches 3 days
 66-85 pitches 4 days
- E. At the end of each half inning, the pitch count keepers will agree on the number of pitches thrown by the pitcher and record it. If they cannot agree on the number, the umpire will resolve the dispute.
- F. If the pitcher is approaching the maximum pitch count for a given game during an at bat, the pitcher may finish that batter, and then the pitcher must be replaced. The Pitcher may move to another position on the field and stay in the game.
- G. A manager or coach may visit the pitcher's mound to speak to a pitcher twice in one inning. If the manager or coach visits the pitcher a third time in the same inning, the player must be removed as pitcher. In addition, if the manager or coach calls a timeout to talk to a defensive player and then that player visits the mound, the visit will be construed as a visit to the mound.
- H. A manager or coach may visit the pitcher's mound to speak to a pitcher three (3) times in a game. If the manager or coach visits the pitcher a fourth time in the game, the player must be removed as pitcher. In addition, if the manager or coach calls a timeout to talk to a defensive player and then that player visits the mound, the visit will be construed as a visit to the mound.

5. PITCHERS RECORD- (*Recorded in **INK***)

- A. A Pitcher's record sheet for each team must be accompanied with the teams score book.
- B. Prior to each game the opposing score keepers must review the scorebooks to ascertain the pitching availability of each team. After review, the scorekeepers must initial the sheet as being viewed.
- C. Each pitcher that played in a game must be listed on the recording sheet along with the number of pitches thrown.
- D.. At the end of each game the scorekeepers must initial the sheet as being reviewed and complete.

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6. STEALING- LIVE PLAY RULES

- A. Stealing is allowed and a Player may try to draw a throw by leading but only after the pitcher releases the ball and the ball crosses the front of home plate.

No leading before the pitch.

- B. **Stealing home is not permitted** A player may only score on: A batted ball, A walk or A Hit by Pitch with bases loaded. (No Cheap Runs). No delayed steal of home. Double steal only permitted between 1st and 2nd base but only after the pitcher releases the ball and the ball crosses the front of home plate.

6C. This includes throw backs to the pitcher.

- Little League rules states that the ball is live and in play at all times unless a legal reason or time is called by the Umpire only.
- If the ball is thrown back to the pitcher by the catcher after a walk, the ball is live until the batter reaches first base. A runner on base may advance on a ball 4 wild pitch. Once the batter reaches first on a walk, the time is out. A runner may not steal home on a wild pitch.
- Once a Pitcher is on the rubber and the Catcher is in position to receive the pitch the runner must return to the base he/she is on.
- If a thrown ball accidentally touches a base coach or umpire the ball is live and in play. If a runner is on base he/she may advance to second or third, but not home plate.
- If the player is tagged out trying to erroneously steal home, they are out. If they are safe at home, they will be sent back to third.

- 6D If a runner is on base and ball gets pitched and gets away from Catcher and leaves playing area, runner's advance one base, to second or third, regardless if they were attempting to steal unless agreed upon by both teams and umpires before the game. Not home plate.

- 6E. Runners advance one base for overthrow, if the play results from a batted ball, not from a steal rundown.

No leading before the pitch.

7. BASE RUNNING RULES

- A. A Base runner must be on the base once a Pitcher and Catcher are engaged to execute a pitch.
- B. Player must have one foot on the base they are on until the ball crosses the front of home plate. Once across, a player may lead off the base in an attempt to draw a throw to steal the base.
- C. If a runner is attempting to advance to another base and there is a potential play a runner must do one of the following in order to prevent injury.
- a. Give themselves up
 - b. Avoid contact with the other player
 - c. Slide into the base.
- (NOTE: A runner may stand up if coming to a base where no play is involved).
- d. There is no head first sliding going into a base you may head first slide returning to a base

- 8.. The home team is responsible for field setup and shall supply 2 cushion cork center balls. Both teams shall carry their field equipment to each game to be used as required.

(#93 Size ball or equivalent Majors) (#91 Size ball or equivalent Minors)

9. The Catcher may be replaced with a pinch runner if the Catcher reaches base with two outs. If the Catcher is on base and a second out is recorded, the Catcher may be replaced with a pinch runner. (NOTE: Pinch Runner must be the last recorded out in the line up)

10. A team must have 8 players to begin an official game. A team can play with 7. If a player is injured during the game, In addition his/her spot in the batting order will be skipped..

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11. A regulation game is four (4) or more innings in which one team has scored more than the other team (3 ½ innings if Home team is ahead). Games can be called on account of darkness. If a game is called due to darkness and is beyond the regulation game limit of 4 ½ innings, the game is official, The score of the game will revert to the last previous completed inning. A game will be played to conclusion whenever possible, but an umpire has the discretion to not start a full inning of play once the game has past the two hour time limit.

12. All games called due to weather will be rescheduled as time and field availability permits.
If a game is called prior to its conclusion, the rescheduled game will continue from the point the prior game was suspended.

13. If at the end of a regulation game (3 ½ innings if Home team is ahead) ,one team has a lead of 12 or more runs at any time, the Manager of the team with the least runs must immediately concede victory to the opponent regardless if it is the home or visiting team.
The home team does not bat if down 12 after 4 complete innings

14. PLAYER, MANAGER COACHES CONDUCT

In the event a Player, Manager or Coach on a team is ejected from the game for whatever reason, such individual shall be suspended for one game. All incidences must be reported to the Commissioner along with the outcome of the game.

PLAYER SUSPENSION

If it is a Player, that player must show up for the next game and sit on the bench for the entire game. The player does not participate in any pre-game warm up's.

COACH MANAGER SUSPENSION

If it is a Coach or Manager, he/she must view game as a spectator and is prohibited from going on to the field or participating in anyway with the team.

Violation of this rule will result in further suspensions and/or expulsion from the league.

15. PARENTAL GUIDANCE

- Parents, spectators and small children are prohibited from sitting in the dugout area. Only Coaches, Players and Managers may sit in dugout.
- All spectators are prohibited from coming onto the field during the game. If a child is injured the Coaches shall assess the child's injury immediately and then advise parent to help out.
- Parents or spectators who interfere in anyway with the outcome of a game or disrupt the flow of a game in progress will be asked to leave the immediate area. If person/people choose not to leave immediate area, the Umpire has the right to declare a forfeit against the team people/person is affiliated with or rooting for.
- No forms of vulgarity or violence will be tolerated. If Umpire deems offense worthy of a complete stoppage to a game, the team that person is connected to or is rooting for shall forfeit the game.
- A report must be sent to the two Commissioners' e-mail address to record. Based on severity Commissioners' office is obligated to forward incident report to local authority for record.

SPECIFIC RULES NOT MENTIONED, REFER TO THE LITTLE LEAGUE RULE BOOK FOR INTERPRETATION.

ALL TEAMS MUST EMAIL BBDACSPORTS@AOL.COM OR TEXT 646-670-3135 WITH THE FINAL SCORE OF THE GAME PLAYED.

UMPIRE ISSUES : Ralph Cenname: 917-842-4781 Ralph_Cenname@ml.com

NORTH EAST QUEENS ALLIANCE BASEBALL 2011 -GENERAL LEAGUE RULES ALL DIVISIONS

GENERAL RULES FOR ALL LEAGUES

Field ,Scheduling, Team Protocol

1. Managers, coaches, and players are required to be on the field thirty (30) minutes before the start time of a game. The time should be used to warm up the players and for the managers and coaches to set their line-ups.
2. The home team for each game shall furnish the bases, pitching rubber, and home plate. However, every team shall bring to every game a full set of bases and a home plate, which are to be used as required. Home team is required to set up field but as a form of courtesy if field needs to be cleaned up prior to a game both teams should participate in order to make field playable .
3. Managers, coaches, players, and parents are not allowed to postpone, re-schedule, cancel or halt games for any reason. President shall determine the status of games in case of inclement weather. Once games are started, the Umpire shall have responsibility for the game. It is the responsibility of both teams to make the field playable and safe.
4. All players must come to the game in full uniform, e.g., cap, jersey, baseball pants, etc. If a player does not come appropriately dressed, he/she will not be permitted to play.
5. Only managers, coaches, score keeper and players are allowed in the dugout. Parents and coaches on the outside of the dug outs will not be permitted due to safety reasons.
6. For a schedule conflict, both managers must agree to a change with the Commissioner making the final decision. Game change must be decided at least 5 days prior to the scheduled game in order to provide adequate notice to umpires and scheduler. .

Umpire Authority

- 1 The umpire shall have full authority to enforce all the rules.
2. The umpire shall reserve the right to eject a spectator, parent, player, manager, or coach who the umpire deems is exhibiting profane, vulgar, or unsportsmanlike behavior. The ejected person shall leave the field area. If the ejected person refuses to leave the area, the umpire will call the game forfeited against the ejected person's team. In addition, the ejected player must server a one (1) game suspension. The suspended player must come to the next game in full uniform and sit on the bench. If a player is ejected a second time during the season, that player will be brought before the board and discussions about suspension or ejection from the league will be held.

NORTH EAST QUEENS ALLIANCE

BASEBALL 2011 -GENERAL LEAGUE RULES

ALL DIVISIONS

Official Game Rules

1. Once a game has become a regulation game (defined for each division hereafter), the following mercy rule will be in effect. If one team has a lead of twelve (12) runs or more after four (4) innings (3 ½ innings if the home team is ahead) the game is ended for the 7/8-year old, Minor and Major divisions. For the Junior division, the rule will be five (5) innings (4 ½ innings if the home team is ahead).
2. Time limit for a regulation game is one of at least four (4) innings.
Minors , Majors each game will last six (6) innings or two (2) hours, whichever comes first.
Juniors (7 Innings, 2 hrs 20 mins) No new inning shall start if fewer than fifteen (15) minutes remain
If an inning begins but cannot be completed because the 2-hour limit has been reached or because of darkness or weather conditions, the team that was ahead at the end of the last completed inning shall be declared the winner, provided that the game is a regulation game
3. When there are two (2) outs and the offensive team's catcher is a base runner, this catcher can be replaced with a substitute runner. The substitute runner must be the last player who batted out.
4. All runners must legally slide, legally avoid the tag, or give up their right to a base (avoid a collision by stopping or leaving the base path) if the defensive player has possession of the ball. The player will be called out if he/she does not slide. **Remember: Safety is the league's first priority.**
5. When advancing to a base or the plate, the runner must avoid intentional forceful contact in an attempt to jar the ball loose from the fielder, injure the fielder, or employ an "illegal slide" in the judgment of the umpire. An "illegal slide" is defined as, but not limited to, "roll blocks", "two-leg takedowns", "high-spikes" slides (generally at or above fielder's knee), or making deliberate contact beyond the baseline of the intended base/plate. Runners attempting to "break up" a double play can do so with a legal slide, but the runner must perform a legal slide within reach of the intended base/plate if contact with the fielder is made. It is up to the umpire's discretion if the amount of deliberate and intentional contact warrants an automatic out, interference (if applicable), an ejection, or if it is deemed a "clean" baseball play. If the defensive player is blocking the base or plate WITHOUT POSSESSION of the ball and prohibits a direct slide into any part of the base/plate, obstruction SHALL be called and the runner will be awarded that base. Obstruction does not relieve the runner of the responsibility to avoid the collision or slide legally.
6. PENALTY FOR RUNNER INTERFERENCE: The ball is dead and the runner shall be declared out. All other runners must return to their last base legally touched at the time of the interference. In addition, any flagrant or malicious contact initiated by the runner shall result in his/her immediate ejection from the game.

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GENERAL RULES FOR ALL LEAGUES

7. Sliding head first into the base is prohibited. One warning will be given that will apply to both teams. Thereafter, any base runner that slides head first will be called out. Diving back into a base is permitted.
8. If there is a play at home plate, the base runner must slide or be called out. It is the responsibility of the third base coach to tell the player whether it is necessary to slide into home plate.
9. When the catcher blocks home plate without the ball, it shall be called interference. The runner shall automatically score. Umpires discretion shall prevail.
10. Defensive players in the infield are not allowed to "fake a tag" or "decoy" a catch that is intended to induce a slide by the runner. A "fake tag" or "decoy" is referred to as an action conveyed by a defensive player imitating a false catch or tagging motion in an attempt to get the player to slide unnecessarily. Decoyed throws or motions by fielders "decoying a double play" are permitted. As defined above, the umpire will treat "fake tags" or "decoyed catches" as "obstruction" and will rule in accordance with the obstruction rule. An umpire may issue one (1) ejection warning to a player who violates this rule and must eject a player if a second violation is observed. If a player's original "obstruction" action causes injury to another player, the umpire may eject the offending player without giving a warning.
11. In order to make a proper appeal play, the pitcher must take the ball back to the mound. The pitcher must advise the umpire that he is appealing the play and he/she will throw the ball to the base where the play is being appealed.
12. Before the game begins, each team is warned by the umpire that any batter who throws the bat while at bat is an automatic out. Only one warning will be given to a team.

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