

Manhasset Baseball General Rules

The rules set forth hereafter are the official Manhasset Baseball General Rules, which shall not be modified or amended by any umpire, commissioner, manager, coach or director. Local rules are encouraged by the Little League to adjust for local conditions.

"Official Regulations and Playing Rules" are in booklets and each team manager is provided with a copy. All managers must be familiar with these rules along with the general rules of the league and the specific rules of the grade they coach. We also encourage all players and parents to read and become familiar with both the Official Regulations and Playing Rules and the Local Rules that may apply.

Boys Division

1. **PLAYER PARTICIPATION:**

- a. Each child present at a game must play a minimum of three full innings per six-inning game.
- b. Innings not have to be consecutive but no player shall sit in 2 consecutive innings.
- c. All players must bat.
- d. If a player comes to the game after the start of the game, the player will be placed at the end of the batting order and must play at least 1/2 of the remaining innings in the field. The only exception to these rules shall be in the case of injury.
- e. If the team's manager for disciplinary reasons removes a player from the game, it is the sole decision of the team's Manager as to whether that player shall re-enter the game.
- f. If a game is terminated prior to the 6th inning as a result of darkness, inclement weather, or the mercy rule, the minimum inning rule will be reduced for each inning not played.
- g. Any player may be taken from the game and returned to the game at any field position.
- h. Each child must start every other game unless he misses a game and thereby loses his turn.
- i. Every attempt should be made to rotate players from infield and outfield positions.
- j. A player may not exceed over a 50 pitch count as a pitcher and catch on the same day.

2. **THE BATTER:**

- a. **Throwing the Batting Helmet:** Any batter or runner throwing off or lifting their helmet during a game will first be given a warning. After the warning, if the same

player throws or lifts their helmet a second time, the player shall be called out by the umpire.

- b. **Throwing the Bat:** A batter will only be given one warning by the umpire for throwing his bat and will automatically be out the next time he throws his bat either during the same at bat or succeeding time at bat. The umpire shall be the sole judge of whether the batter has thrown the bat.
- c. **Illegal Bat:** All bats shall conform to little league bat rules. If a batter using an illegal bat becomes a runner after hitting a fair ball, he shall be called out and the runners shall return to the bases they occupied before the player's at bat. The defensive team must appeal the play to the umpire before the first pitch is thrown to the next batter of either team, or before the umpires have left the field if the at bat would otherwise have ended the game. If the batter advances to first base without hitting a fair ball (a walk or hit batter), then the batter shall not be called out. An illegal bat must be removed.

3. **THE RUNNER:**

- a. **Base collisions:** Any runner advancing to a base where a fielder is waiting to apply a tag or force that runner out, and has or is about to have possession of the ball, must either avoid contact with the fielder, give himself up or slide. If the runner makes contact with the fielder without sliding, the runner is out and any other runners may not further advance.
- b. **Obstruction:** Obstruction is defined as the act of a fielder who, while not in possession of the ball or not in the act of fielding the ball, impedes the progress of any runner. A runner being obstructed by a fielder must attempt to avoid or minimize contact even when the runner has the right to the base or baseline. If a runner contacts a fielder obstructing the runner with undue force, or in an attempt to injure, the runner shall be called out. The umpire shall have discretion to disqualify the runner.
- c. **Safety bases:** There shall be a "double safety base" at first base.

4. **THE PITCHER:**

- a. **Maximum Pitchers by a Player per day:** Sixth grade players have a maximum of 85 pitchers per day, fourth and fifth grade players have a maximum of 75 pitchers per day, and second and third grade players have a maximum of 50 pitchers per day.
- b. **Recording of Pitchers thrown per inning:** At the end of every inning pitch counts shall be exchanged and recorded in both books.
- c. **Required Rest period by a Pitcher:** If a player throws 61 or more pitches in a day, three (3) calendar days of rest must be observed. If a player throws 41 - 60 pitches in a day, two (2) calendar days of rest must be observed. If a player throws 21- 40 pitches in a day, one (1) calendar day of rest must be observed and if a player throws 1- 20 pitches in a day, no calendar day of rest is required before pitching again.
- d. **Maximum Innings per schedule week:** Pitchers may pitch a maximum of 6 innings per schedule week (Sunday through Saturday).

- e. **Hit Batters:** If a pitcher hits three batters in one game or 2 batters in one inning (does not have to be consecutive), he must be removed from the mound.
Intentional Walk: Intentional walks are not permitted. Any pitch thrown in such circumstances will be ruled no pitch.
- f. **Balks:** There are no balks.
- g. **Exchange of Pitching Information:** Prior to the start of the game, Managers will exchange pitcher information, detailing how many innings each pitcher has used up in that pitching week along with the pitchers who are in not eligible to pitch due to their required rest period.
- h. **Inning:** One pitch constitutes an inning. Innings pitched during rained out and incomplete games count towards the total innings pitched allowed for the week.
- i. **Pitcher Removed:** Once a pitcher is removed from the mound, he may not pitch again in that game.
- j. **Heart Guards:** All pitchers must wear heart guards.

5. **GAME PROCEDURE:**

- a. **Start Time:** All games must be started within 15 minutes of the scheduled starting time where the field is available.
- b. **Minimum players:** Any team with eight or more players must start the game at the specified time and cannot delay the start of the game to wait for a specific player or for the manager. If a team has only 7 players, he has the choice of using a player from the opposing team to play the outfield. This must be agreed before the start of the game and the player who made the last out must play the field. This option must be used in every inning as long as he is fielding only 7 players.
- c. **Game Forfeit:** A forfeit must be ruled if a team cannot field a legal team sixteen minutes after the scheduled or field available starting game time. There can be no agreement between managers to circumvent this rule. A practice game should be played if a forfeit occurs. Opposing team will supply needed players for the missing team. If both teams forfeit, the manager or managers will have use of the field during the scheduled time for either a practice or a "modified" game.
- d. **Time Limits on Game:** To avoid situations created when an inning is not completed, no inning may start later than 15 minutes before the end of the allotted game time except in special circumstances with the approval of the commissioner. This approval should be clearly indicated in advance of the game. However, if weather and day light conditions permit, and no game is scheduled to be played on the field, every attempt should be made to finish a game. All games are governed by these time limits and, regardless of the status of the inning in progress, and must end no later than the time duration specified. A new inning begins at the moment the third out is made concluding the previous inning. There is no extra innings in the regular season
- e. **Official Game:** A game will be official if 3 and one half innings have been played and the home team is ahead or, 4 innings when the home team is behind. If games are suspended before they become official and the league can arrange field availability, the game will be restarted from the exact time of suspension at a later date and played to completion. There is no such thing as a rain out or other cause

canceling innings already played. In all playoff and championship games, once the game is started, the game must be played to its full term unless terminated by mutual agreement of both managers.

- f. **Reporting of scores:** In third grade thru sixth grade, within 24 hours after a game both managers shall report the score and the pitch count for all pitchers to the commissioner and all of the other managers via E-mail. The League commissioner will report the scores by the end of that day to the communications director. In the second grade the same process is used but only the pitch count needs to be reported.
- g. **Injured player:** Any team starting a game with 9 uniform players and then losing a player to injury during the game will be allowed to play with 8 men. If less than 8 players are available, due to injury, the game will be suspended and contingent on field availability, played at a later date designated by the commissioner and using only the original players. If a child leaves a game without being injured and results in less than minimum required players, a forfeit will be called. If a team starts a game with eight players and such game is suspended, only the same eight players will be allowed to play if the game is continued at a later date.
- h. **Canceling Games:** Only Grade commissioners or the league appointed field directors should cancel a game due to inclement weather or poor field conditions prior to the start of the game. Once the game starts, the umpire will determine if a game should be delayed or suspended.
- i. **Umpire No-Show:** In the case of the umpire not showing up for the game, the game should not be canceled. If both team managers agree upon a substitute umpire, the game will be played as normal. If one or both team managers do not agree upon a substitute umpire, the game will be a scrimmage game and not counted in the official standings.
- j. **Batting Order:** Players must bat in the order that they are listed. Players coming to the game after the start must be placed at the bottom of the lineup. The players will bat through the entire lineup (all players in attendance) before returning to the lead-off batter. A player who arrives after the start of the game shall be placed at the end of the batting order as presented to the opposing manager prior to the start of the game.
- k. **Scorebook:** Each team must maintain a scorebook for each game so as to avoid any confusion regarding the outcome of the game. If needed, a commissioner has the right to go back if needed to verify both pitching eligibility and player participation. If there is a disagreement about the outcome of a game, which cannot be resolved between the managers, the scorebook of the home team will be considered to be the official record of the game.
- l. **Catching:** Players shall wear catcher's masks with a throat protector and full gear including catcher's mitt and protective cup behind the plate. Catcher's masks must be attached to helmets (skullcap). In order to speed up the game, when there are 2 outs in the inning, if the catcher in the next inning is a base runner on the field, the last batted out will pinch run.
- m. **Sponsor Responsibilities:** Managers must maintain liaison with the team's sponsors and, at a minimum, provide the sponsor with the team's schedule and insure the sponsor receives a team plaque.

- n. **Unauthorized Individuals:** Managers must keep unauthorized persons out of the dugouts and on-deck areas
- o. **Base Coach:** The offensive team shall station two (2) authorized base coaches on the field during its time at bat, one occupying the first base coach's box and one occupying the third base coach's box. The adult coaches may not change bases once an inning has started.
- p. **Base Coaches Making "Safe" Call on a Play:** A base coach making a "safe" call in an attempt to influence the outcome of a play is considered to be in violation of the code of conduct and therefore is subject to ejection. It is the objective of this rule to create awareness among the coaches so that this behavior is eliminated. An umpire witnessing this act will provide one warning to that base coach. On the second offense during that game, the umpire will require that coach be replaced.
- q. **Coaches Calling Balls and Strikes:** Coaches calling balls and strikes in an attempt to influence the outcome of a pitch is considered to be in violation of the code of conduct and therefore is subject to ejection. It is the objective of this rule to create awareness among the coaches so that this behavior is eliminated. An umpire witnessing this act will provide one warning to that coach. On the second offense during that game, the umpire will require that coach to be replaced.
- r. **On-Deck Batters:** Only the batter may hold a bat. There is no swinging of bats by the on-deck batter or any player unless there is a protected on deck station (Valley Park).
- s. **Time Out:** For defensive team all little league rules shall be enforced. For offensive team only the offensive team's batter or runner may ask the umpire for a time out conference with the manager or coach. A time out may be granted as set forth "as the announcement by the umpire of a legal interruption of play during which the ball is dead. A manager may not enter the playing area unless time is called by the umpire. Should he do so when the ball is in play (either batted or loose) penalties as follows will be enforced. If the offensive manager enters the field without the umpire's permission, the batter is out and all runners return to the base that they occupied prior to the start of that particular play. If the defensive manager enters the field without the umpire's permission, all offensive players receive the last safe base plus one and no additional out will be recorded.
- t. **Attendance at Practices and Games:** Players should make every effort to make all practices. Any player that cannot be present at a ball game shall notify the manager at least 24 hours in advance. If a player misses two or more consecutive games and/or team practices, player participation rights can be waived subject to the approval of the grade commissioner.
- u. **Umpires Calls:** The umpire's call is final. It is the responsibility of the team manager to support the umpires. The manager or the coach is the only individual permitted to discuss a matter with an umpire. Coaches, players, parents of players and spectators may not hold discussions with the umpire.
- v. **Appeals:** The umpire may appeal to the commissioner only for a clarification of the rules and not appeal in the case of a judgment call. Upon appeal, the commissioner may clarify the rules for the umpire. Otherwise the game is in the hands of the umpire. No manager may appeal an umpire ruling directly to the commissioner. Judgment decisions of the umpire are final and shall not be objected to by any

manager, coach or player. All protests of a rule interpretation shall be made immediately to the umpire. Protests must be made and resolved before the next pitch or play. Protests not made before an intervening pitch or play shall not be considered.

- w. **Protest:** If protest is requested, the protesting manager must immediately make the umpire aware of his decision to protest after the event and prior to the next pitch. It must also be put into letter form to the attention of the league administrator and/or president and the opposing manager within 24 hours of the completion of the game. A check made out to Manhasset Baseball for the sum of fifty dollars will be written by the manager requesting a protest. The league administrator and or president shall then meet with the umpire, the opposing manager, and the league commissioner(s), etc. to establish a ruling. If the ruling is in favor of the protesting manager the check will be returned.
- x. **Ejection:** If a player is ejected, the player shall immediately leave the playing area (field, dugout, bullpen etc.) before play continues, but may become a silent spectator in the stands. In addition, the player is expected to attend subsequent practices for behavior modification counseling. The player shall not participate in the next scheduled game, but may watch the game from the stands, but may not wear the team uniform.

When a manager or coach is ejected, that individual shall immediately leave the facility. In addition, that individual shall have no contact with the team and shall be prohibited from the playing field until the day after the completion of the next scheduled team game.

It terms of parents or other spectators, if ejected they shall immediately leave the facility. Refusal to do so may result in the Umpires "calling" the game and other sanctions being assessed on the team associated with that individual.

- y. **Standings:** Standings will be decided by the best overall winning percentage. Since a tie is allowed during regular scheduled games, it will count as a 1/2 win and a 1/2 a loss to properly reflect overall performance of the team. If winning percentages are the same, for 2 teams, place seating will be determined by the following criteria;
Best record in head-to-head regular season play followed by least runs allowed in head-to-head regular season play followed by coin toss.
- z. **Developmental Philosophy:** All teams will make the playoffs. This format was employed so that managers, coaches, players and parents can focus more on the development of each individual player, and less on the outcome of the games played during the regular season.
- aa. **Playoffs:** Single elimination grade based playoffs based on regular season settings. All playoff games will have no time limits and will be played to conclusion unless agreed to by the Boys Director of Baseball.

6. DRAFT PROCEDURES:

- a. **Third grade thru sixth grade:** Grade commissioners third thru sixth should do a preliminary evaluation of all players with help from the managers. One (1) round of players graded 5 and one (1) or two (2) rounds graded 4.5 and one (1) or two (2) rounds graded (4) shall be selected (total of three (3) rounds of 4.5 and 4.s). The number of players graded 3.5, 3, 2.5, and 2 is up to the commissioner based on the amount of players in the league. The commissioner's evaluation shall be reviewed and approved by the managers on the day of the draft. All players of the highest grade available must be selected before the next grade is selected (all 5s must be picked before any 4.5s are picked and all 4.5s must be picked before any 4.s). A manager may protect his son(s) and two coaches' sons. The protected boys must be that team's first selection in the round that they are graded. If a team has two (2) players of equal grade in a round of only one (1) player of that level, they do not select in the next two (2) rounds. For example, if a team has two 5s, they get both boys, do not select in the third round and in the third round they give their pick to the team that did not get a 5. The team that did not get a 5 gets a replacement pick in the first round before any mandatory pick. The forfeited pick is replaced after all other picks.
- b. **Second grade:** In second grade each team will select 3 players per round.
- c. **Pre-K, K and first grade:** In pre-k, k and first grade each team will select 5 players per round.

7. **CODE OF CONDUCT**

1. **Generally:** It is the duty of all the managers and coaches to emphasize the proper ideals of sportsmanship, ethical conduct and fair play under all circumstances. The values to be derived from playing the game should be stressed and actions that tend to destroy their value should be discouraged. Courtesy should be shown toward opponents, official supervisors and spectators. Efforts must be made to achieve a thorough understanding and acceptance of the rules of the game and the standards of this league. It is important for all to recognize that the purpose of athletics is to promote the physical, mental, moral, social and emotional well being of the individual players. Everyone associated with the little league should remember that these games are just games and this concept should be kept in that perspective.
2. **The player:** Players are expected to demonstrate self-control and mutual respect at all times. Avoid the use of crude or abusive language or gestures in dealing with opponents, officials, umpires or spectators. Accept victory with grace and defeat with dignity. Place athletic competition in its proper perspective. All players shall shake hands at the end of each game.
3. **The Managers and Coaches:** The manager and coaches are expected to set a positive example both on and off the field. Recognize that athletic competition is a means toward an end, not an end in its self. Be prepared to win or lose. Always be positive; encourage peak performance within the rules of the game. Command respect by personal attitude and behavior. Respect the judgment of the umpires, although it is reasonable for the manager to question umpire's decisions, and even to disagree, the umpire's decisions must be accepted graciously. Encourage good sportsmanship and remove players from the game who demonstrate unacceptable behavior. Realize that their conduct will have an affect on the players and their families.

Managing and coaching is a privilege, not a right. Managers and coaches serve at the discretion of the league. The league may dismiss or remove any individuals a manger or a coach at any time and without prior notice or warning if it determines that such manager or coach has breached his or her commitment to the league or the team, or that such dismissal or removal is otherwise in the best interest of the league or the team.

{The following are non-exclusive examples of unacceptable behavior which is in violation of this code of conduct and which may result in the dismissal or removal of a manger or coach: (i) physical confrontation with a player, opponent, manager, coach, umpire, or other official. (ii) Use of hostile, abusive or other inappropriate language or gesture including profanity and negative "cheering" (iii) unexcused lateness or absence from practice or games, failure to hold regular practices, or unauthorized canceling or rescheduling of games due to bad weather, field condition, or any other reason; and (iv) use of tobacco products, alcoholic beverages (including beer), or other such products in the presence of players}

4. **Spectators:** Spectators are expected to respect officials, umpires, managers, coaches and players and extend all courtesies to them. Refrain from disrespectful or abusive conduct. Be quiet when players need total concentration. A team is responsible for the conduct of their respective spectators.

MANHASSET BASEBALL

SECOND GRADE BOYS RULES

The rules set forth hereafter are the official Manhasset Baseball Second Grade Division Rules which shall not be modified or amended by any umpire, commissioner, manager, coach or director. Local rules are encouraged by the Little League to adjust for local conditions.

1. **Regulation Game:**
All games are a maximum of six innings.
2. **Number of Players on the Field:**
There should be a pitcher, a catcher four (4) infielders and (4) outfielders on the field.
3. **Defensive coaches:**
There should be only authorized defensive coach on the field.
4. **Inning Rule:**
Each half inning will end after the third recorded out or after five runs have scored, whichever occurs first.
5. **Game Forfeit:**
Since there is no standing in this grade, there are no forfeits.

6. **Tagging Up:**
Tagging up will not be allowed.
7. **Infield Fly Rule:**
Infield fly rule is not in effect.
8. **Pitching:**
A pitcher may only pitch 5 called balls to a batter than an offensive team coach will pitch to the batter with the strike count transferred over and will be out on a third called or swinging strike. After three (3) consecutive times a pitcher is replaced by a coach or five (5) times in an inning he must be removed from pitching.
9. **Pitching distance:**
The pitching rubber will be 38 feet from the back of home plate.
10. **Base Distance:**
Bases are 60 feet apart.
11. **Overthrows:**
A runner is allowed to advance one additional base regardless if the ball goes out of play (dead ball territory) or is in the field of play (fair and foul ball territory).
12. **Catching coach:**
A defensive coach will quietly be stationed behind the catcher to speed the game up and not distract the batter. This coach is in addition to the one in the field.
13. **Mercy Rule:**
No scores will be kept so the mercy rule is not in effect.
14. **Stealing:**
There is no Stealing
15. **Dead Ball:**
The ball is dead when the ball is returned to the infield and the infielder is in control of the ball and calls time. Even though the play is dead, a base runner between bases will be granted the nearest base. This call is at the discretion of both team managers.
16. **Bunting:**
Bunting is not allowed. Swings that are less than "full swings" (at least 75% power) may be considered to be a bunt attempt and called a strike whether contact is made with the ball or not. This is a judgment call made solely by the umpire/pitcher.
17. **Standings:**
Standings will not be kept and no scores will be recorded. All teams will make the playoffs.

MANHASSET BASEBALL

THIRD GRADE BOYS RULES

The rules set forth hereafter are the official Manhasset Baseball Third Grade Division Rules which shall not be modified or amended by any umpire, commissioner, manager, coach or director. Local rules are encouraged by the Little League to adjust for local conditions.

1. **Regulation Game:**
All games are 6 inning games. A game is official after 3 1/2 innings if the home team is winning or 4 innings if the home team is losing.
2. **Number of Players on the Field:**
There should be a catcher, a pitcher, four (4) infielders and 4 outfielders on the field.
3. **Inning Rule:**
For innings one through four, each half inning will end after the third recorded out or after five runs have scored, whichever occurs first. For the 5th, 6th, and any subsequent inning of each game this practice does not apply.
4. **Tagging Up:**
Tagging up of only one base per runner will be allowed.
5. **Infield Fly Rule:**
Infield fly rule is not in effect.
6. **Pitching:**
Four (4) balls to a batter constitutes a walk. After a pitcher walks three (3) batters in an inning, six (6) balls constitutes a walk. After five (5) walks in an inning the pitcher must be removed from pitching.
7. **Pitching distance:**
The pitching rubber will be 42 feet from the back of home plate.
8. **Base Distance:**
Bases will be 60 feet apart.
9. **Overthrows:**
A runner is allowed to advance one additional base if the ball goes out of play (dead ball territory). If the ball is in field of play (fair and foul ball territory) the runner may advance at his own risk.
10. **Mercy Rule:**
12 run mercy rule shall be played - if after 4 innings (or 3 1/2 innings if home team is ahead) one team has a lead of 12 runs or more, the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of 12 runs or more, the home team must bat in its half of its inning.
11. **Stealing:**
Base runners may only steal third base on swinging or called strikes only. However, the base stealer may not advance from the stolen base on an overthrow by the player. A team is limited to a total of two (2) stolen bases per inning. There is no stealing of second base or home. A pitched ball strike returned to the pitcher is a live ball.
12. **Leading:**
Any runner leaving the base early will be given a warning. If that player during the game leaves the base early a second time, he will be called out. The umpire must witness this judgment call.
13. **Dead Ball:**
The ball is dead when the ball is in the pitcher's hand and he is in the proximity of the pitching mound. This call is at the discretion of the umpire. Dead ball territory should also be discussed with the umpire before the game is started.

14. Bunting:

Bunting is not allowed. Swings that are less than "full swings" (at least 75% power) may be considered to be a bunt attempt and called a strike whether contact is made with the ball or not. This is a judgment call made solely by the umpire.

MANHASSET BASEBALL

FOURTH GRADE BOYS RULES

The rules set forth hereafter are the official Manhasset Baseball Fourth Grade Division Rules which shall not be modified or amended by any umpire, commissioner, manager, coach or director. Local rules are encouraged by the Little League to adjust for local conditions.

1. Regulation Game:

All games are 6 inning games. A game is official after 3 1/2 innings if the home team is winning or 4 innings if the home team is losing.

2. Number of Players on the Field:

The manager can play with an maximum of nine players.

3. Inning Rule:

An inning ends with three outs.

4. Tagging Up:

Tagging up will be allowed.

5. Infield Fly Rule:

Infield fly rule is in effect. Runners advance at their own risk.

6. Pitching:

Four balls to a batter constitute a walk. A pitcher may not continue pitching after walking 6 batters in an inning.

7. Pitching distance:

The pitching rubber will be 44 feet from the back of home plate.

8. Base Distance:

Bases will be 60 feet apart.

9. Overthrows:

A runner is allowed to advance one additional base if the ball goes out of play (dead ball territory). If the ball is in field of play (fair and foul ball territory) the runner may advance at his own risk.

10. Mercy Rule:

12 run mercy rule shall be played - if after 4 innings (or 3 1/2 innings if home team is ahead) one team has a lead of 12 runs or more, the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of 12 runs or more, the home team must bat in its half of its inning.

11. Stealing:

- a. Stealing of all bases except home are permitted, however, the base stealer may not advance from the stolen base on an overthrow. Other runners may advance at their own risk but may not advance from the stolen base on an overthrow.
- b. There are no double steals only one stolen base at a time is permitted.
- c. A team may steal only 3 bases per inning.
- d. In between pitches, once the pitcher's foot is on the pitching rubber and he is ready to throw (has control of the ball), the runner(s) must return to their base(s). If the Pitcher is not on the rubber or does not have the ball, the runner(s) may leave the base and attempt a steal at his or her own risk.
- e. A pitched ball returned to the pitcher by a catcher is a live ball and a steal or delayed steal may be attempted.
- f. When a ball goes into dead ball territory during a pitch (i.e. a pitched ball bounces off the catcher and rolls into the dugout), all runners will advance one additional base. This is to encourage the catcher to quickly retrieve the ball before it goes into dead ball territory.
- g. When a pitch is thrown, the runner can only steal after the ball has passed home plate.

12. Leading:

Any runner leaving the base early will be given a warning. If that player during the game leaves the base early a second time, he will be called out. The umpire must witness this judgment call.

13. Dead Ball:

The ball is dead when the ball is in the pitcher's hand and he is in the proximity of the pitching mound. This call is at the discretion of the umpire. Dead ball territory should also be discussed with the umpire before the game is started.

14. Bunting:

Bunting is allowed.

MANHASSET BASEBALL

FIFTH GRADE BOYS RULES

The rules set forth hereafter are the official Manhasset Baseball Fifth Grade Division Rules which shall not be modified or amended by any umpire, commissioner, manager, coach or director. Local rules are encouraged by the Little League to adjust for local conditions.

1. Regulation Game:

All games are 6 inning games. A game is official after 3 1/2 innings if the home team is winning or 4 innings if the home team is losing.

2. Number of Players on the Field:

The manager can play with a maximum of nine players.

3. **Inning Rule:**
An inning ends with three outs.
4. **Tagging Up:**
Tagging up will be allowed.
5. **Infield Fly Rule:**
Infield fly rule is in effect. Runners advance at their own risk.
6. **Pitching:**
Four balls to a batter constitute a walk. A pitcher may not continue pitching after walking 6 batters in an inning.
7. **Pitching distance:**
The pitching rubber will be 46 feet from the back of home plate.
8. **Base Distance:**
Bases will be 60 feet apart.
9. **Overthrows:**
A runner is allowed to advance one additional base if the ball goes out of play (dead ball territory). If the ball is in field of play (fair and foul ball territory) the runner may advance at his own risk.
10. **Mercy Rule:** 12 run mercy rule shall be played - if after 4 innings (or 3 1/2 innings if home team is ahead) one team has a lead of 12 runs or more, the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of 12 runs or more, the home team must bat in its half of its inning.
11. **Stealing:**
 - a. Stealing of all bases is permitted and base runners may advance from a stolen base at their own risk.
 - b. A maximum of 2 steals of home per inning are permitted.
 - c. In between pitches, once the pitcher's foot is on the pitching rubber and he is ready to throw (has control of the ball), the runner(s) must return to their base(s). If the Pitcher is not on the rubber or does not have the ball, the runner(s) may leave the base and attempt a steal at his or her own risk.
 - d. A pitched ball returned to the pitcher by a catcher is a live ball and a steal or delayed steal may be attempted.
 - e. When a ball goes into dead ball territory during a pitch (i.e. a pitched ball bounces off the catcher and rolls into the dugout), all runners will advance one additional base. This is to encourage the catcher to quickly retrieve the ball before it goes into dead ball territory.
 - f. When a pitch is thrown, the runner can only steal after the ball has passed home plate.
12. **Leading:**
Any runner leaving the base early will be given a warning. If that player during the game leaves the base early a second time, he will be called out. The umpire must witness this judgment call.

13. **Dead Ball:**

The ball is dead when the ball is returned to the pitcher who is in control and standing on the pitching rubber. Even though the play is dead, a base runner between bases will be granted the nearest base. This call is at the discretion of the umpire. Dead ball territory should also be discussed with the umpire before the game is started.

14. **Bunting:**

Bunting is allowed.

MANHASSET BASEBALL

SIXTH GRADE BOYS RULES

The rules set forth hereafter are the official Manhasset Baseball Sixth Grade Division Rules which shall not be modified or amended by any umpire, commissioner, manager, coach or director. Local rules are encouraged by the Little League to adjust for local conditions.

1. **Regulation Game:**

All games are 6 inning games. A game is official after 3 1/2 innings if the home team is winning or 4 innings if the home team is losing.

2. **Number of Players on the Field:**

The manager can play with a maximum of nine players

3. **Inning Rule:**

An inning ends with three outs.

4. **Tagging Up:**

Tagging up will be allowed.

5. **Infield Fly Rule:**

Infield fly rule is in effect. Runners advance at their own risk.

6. **Pitching:**

Four balls to a batter constitute a walk. A pitcher may not continue pitching after walking 6 batters in an inning.

The pitching rubber will be 46 feet from the back of home plate.

7. **Base Distance:**

Bases will be 60 feet apart.

8. **Overthrows:**

A runner is allowed to advance one additional base if the ball goes out of play (dead ball territory). If the ball is in field of play (fair and foul ball territory) the runner may advance at his own risk.

9. **Mercy Rule:**

12 run mercy rule shall be played - if after 4 innings (or 3 1/2 innings if home team is ahead) one team has a lead of 12 runs or more, the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of 12 runs or more, the home team must bat in its half of its inning.

10. Stealing:

- a. Stealing of all bases is permitted and base runners may advance from a stolen base at their own risk.
- b. In between pitches, once the pitcher's foot is on the pitching rubber and he is ready to throw (has control of the ball), the runner(s) must return to their base(s). If the Pitcher is not on the rubber or does not have the ball, the runner(s) may leave the base and attempt a steal at his or her own risk.
- c. A pitched ball returned to the pitcher by a catcher is a live ball and a steal or delayed steal may be attempted.
- d. When a ball goes into dead ball territory during a pitch (i.e. a pitched ball bounces off the catcher and rolls into the dugout), all runners will advance one additional base. This is to encourage the catcher to quickly retrieve the ball before it goes into dead ball territory.
- e. When a pitch is thrown, the runner can only steal after the ball has passed home plate.

11. Leading:

Any runner leaving the base early will be given a warning. If that player during the game leaves the base early a second time, he will be called out. The umpire must witness this judgment call.

12. Dead Ball:

The ball is dead when the ball is returned to the pitcher who is in control and standing on the pitching rubber. Even though the play is dead, a base runner between bases will be granted the nearest base. This call is at the discretion of the umpire. Dead ball territory should also be discussed with the umpire before the game is started.

13. Bunting:

Bunting is allowed.