

# 2022 INTER-LEAGUE MINOR RULES

(Eatontown, Long Branch, & Shore Regional Little Leagues)

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1. We are following the green book rules with the following exceptions this year.
2. ALL GAMES AT ALL FIELDS HAVE A TWO-HOUR TIME LIMIT. NO NEW INNING CAN BE STARTED AFTER 1 HOUR 45 MINUTES FROM THE START OF THE GAME. EVERY EFFORT MUST BE MADE TO START THE GAME AT THE SCHEDULED TIME. EACH COACH SHOULD RECORD THE START TIME TO COMPLY WITH THIS RULE.

### 3. Pitch Count Rest Requirements

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|---------------------------------------|-------------------------|
| ○ 1-20 pitches: No rest needed        | <u>Age Chart/Limits</u> |
| ○ 21-35 pitches: 1 calendar days rest | 11 75 Pitches Per Day   |
| ○ 36-50 pitches: 2 calendar days rest | 9-10 75 Pitches Per Day |
| ○ 51-65 pitches: 3 calendar days rest | 7-8 50 Pitches Per Day  |
| ○ 66 or more: 4 calendar days rest    |                         |

**75 pitch limit each game.** Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is retired; or 3. The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

4. To begin the game, or when a new pitcher is entering the game, he shall be given a maximum of 8 warm up pitches. Between innings, the pitcher shall be given a maximum of 5 pitches.
5. Any player on a regular season team may pitch. Exception: 1) Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day; 2) A 12-year-old cannot pitch.
6. A pitcher may not re-enter to pitch again.
7. Pitchers may warm up on the sidelines in the designated areas with a spotter. The spotter must wear a helmet, glove and face the play of action in front of the pitcher. Catchers must wear mask.
8. Managers or coaches must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time.
9. A pitcher who delivers 41 or more pitches cannot play the position of catcher the remainder of the game.
10. Catcher must wear protective throat guard, catcher's gear, catcher's mitt and protective cup.
11. Speed-up Rule – When the offensive team has two outs, if the catcher for the next inning is a base runner, the coach can replace the catcher with the last player batted out.
12. Base stealing is allowed in all 6 innings. Stealing of home is not permitted prior to May 2<sup>nd</sup> and NEVER in the 6<sup>th</sup> inning. To make it simple, we will play the stuck/glue rule. The runner must try to make their way back to the base they left from. If they do not attempt to return or they are tagged out attempting to return to the base they are out. The runner is not given a free pass back to the base. Under all circumstances the only way to score is to be hit in or on a bases loaded walk. Runners may score on any play that is a continuation of a batted ball. Example – if the batter bunts the ball and the catcher

throws the ball into right field and then a few more bad throws, that batter is allowed to round the bases and score. Example – runners on 1<sup>st</sup> and 3<sup>rd</sup> and the runner on 1<sup>st</sup> steals 2<sup>nd</sup>, catcher throws ball into center field, the runner on 3<sup>rd</sup> must stay on 3<sup>rd</sup>. Another example – Runner on 1<sup>st</sup> steals 2<sup>nd</sup> catcher throws ball into center field runner must stop at 3<sup>rd</sup> base.

13. Players must slide or avoid at home on attempted plays at the plate. No running (barreling) into the catcher.
14. No head first sliding into any base unless attempting to return to base on pickoff attempts.
15. Continuous batting order is used.
16. If a batter shows bunt and the pitcher starts their delivery but fails to pitch the ball the penalty is that the non-pitch will be called a ball and it will count against the pitcher's pitch count.
17. No swinging of the bats on deck.
18. All players should wear protective cups.
19. 9 players in the field with only 3 outfielders.
20. Teams can play with 8 players. When playing with 8, that team will have 2 outfielders and the other team will provide a defensive player (last batted out from previous inning)
21. Scoring in all innings will be capped at 5 runs max, except for the sixth inning. No limits in the 6<sup>th</sup>.
22. In games that the score is tied and cannot be finished due to darkness or weather conditions it will end as a tie game. The game must be a regulation game (4 innings) or it will need to be finished on another date. Extra innings will be played if conditions allow.
23. (Shore Regional and Eatontown Only) Playoff Tie breakers policy for the 2021 playoffs is first – head to head record. Next total games played and then run differential for all games played during the season. Final tiebreaker is a coin flip. Standings on our website are to be used for determining wins, losses and runs. We will use a point system to determine standings. 4 points for a win, 1 point for a loss and 2 points for a tie.
24. Manager/Coaches MUST sign and verify the Pitching Affidavit at the end of each game BEFORE teams leave the field. Please contact the opposing Manager and League President if the form does not get signed after the game.
25. All Managers are required to carry with them at all games the team pitching affidavit, which shall be kept up to date. Failure to produce the affidavit, when requested will result in a penalty: PENALTY: 1<sup>st</sup> offense-Warning by League President. 2<sup>nd</sup> offense- Manager will be suspended for the next game by the League
26. Game Cancellation: Coaches can only cancel games due to weather/field conditions. ANY OTHER REASON MUST GO THROUGH YOUR HOME TEAM'S LEAGUE PRESIDENT. Please remember that this must be done in a timely fashion or it will not be allowed. NOTE: The day of the game is NOT in a timely fashion.
27. Game make up policy: Any game cancelled for a valid reason MUST be played by the Friday of the following week. If the cancelled game is NOT played by the following Friday, of the originally scheduled game, then either team can contact the Home team's President (of the cancelled game) and that President will set the FIRST AVAILABLE date for that game, regardless of the schedule of either team. PENALTY—Failure to play this rescheduled game will result in a forfeit by the team that is refusing to play this rescheduled game. (Games can be made up at later date with home's team president approval)