

AMERICAN LEAGUE RULES

(Ages 9-10)

Revised 3/18/10

1. A pitcher may pitch 2 innings per game. Once removed, a pitcher may not return (one pitch constitutes an inning). Pitchers will get 5 warm up pitches each inning.
2. Any pitcher hitting three batters in one inning will be removed.
3. A pitcher must make every attempt to have one foot on the rubber when they release the ball. Pitching mound conditions make this a discretionary call by the umpire.
4. No throwing of the following breaking pitches (curve, slider, slurve, knuckle-curve, forkball or screwball). Knuckle balls and changeups are allowed. A breaking ball is designated as a pitch that takes the turning or snapping of the wrist to make the ball move. In the event an illegal pitch is thrown:
 - A. If the ball is not hit or does not hit the batter it will be called a ball.
 - B. If the batter hits the ball and all runners advance and the batter reaches base safely, the play stands. If an out results, the runners' return to their original base and the pitch will be called a ball.
5. The strike zone will be an area from the armpits to the bottom of the knees and a baseball's width on both sides of the plate.
6. All batters and runners must wear helmets from the time they leave the dugout until they return. Deliberate helmet removal will result in the runner and bench being warned. More than one team warning could result in the runner being called out if applicable.
7. Batters can't run on a third strike whether it's dropped or it gets past the catcher. No leading off until the ball crosses home plate. There will be no warning. The runner will be called out. Any runner crossing home plate without being entitled to do so will be called out.
8. Stealing will be allowed after the ball crosses home plate. A runner will be allowed to advance only one base on a steal attempt. An overthrow on a steal attempt does not allow the runner the opportunity of an extra base. A runner will not be allowed to steal home or to score on an overthrow on a steal attempt.
9. Delayed steal - A player may attempt to steal second or third base up until the time the pitcher has the ball in his possession.

10. No running into the fielder to knock the ball out intentionally. The runner will be out and the ball is dead. A runner must slide if reaching the base is reasonably obtainable with a slide. If a throw makes reaching the base unreasonably obtainable with a slide, then the runner must make an attempt to avoid contact. Remember that on a throw where the runner is expected to slide, the defense has to have a reasonable chance to record an out. Any contact where the runner doesn't make a reasonable effort to avoid the contact will result in the runner being called out. No head first sliding except going back to the base that has been earned. Runners will be called out.
11. With two outs a courtesy runner must run for the catcher. This player will be the last out recorded.
12. Scoring from third base: **Once third base is occupied the runner may advance to home on a hit ball or forced in by a bases loaded walk. A runner may score on an over throw of third only if the runner has not occupied that base and the over throw was on a non-steal attempt.** (occupied in this case means a player/runner is stationed on third base and there is a dead ball with the baseball in possession of the pitcher in the dead ball zone/10` circle around the mound and or time is granted by an umpire keeping the runner at third). Rounding the bag or touching the bag during live play does not mean the bag is occupied. It is not occupied unless a runner is stationed there during a dead ball.
13. On an overthrow in foul territory the runner being played upon is awarded the base he is going to plus the next base. On an overthrow into fair territory, runners may advance as far as third base. Only a runner going to third base may score on an overthrow if directly played upon in a non-steal attempt and have not yet occupied third base. Equipment interference will also result in a runner being awarded the base they were going to plus one.
14. Bunts - Bunts are allowed. Once a batter squares to bunt, he must pull the attempt back, attempt the bunt or hold on the pitch. There will be no swinging away once the batter presents the bunt. If a batter squares to bunt and then swings away, the batter will be called out and the play is considered dead with all runners going back to their previous occupied base.
15. No intentional (free) walks. A catcher must remain behind home plate up until the time the pitcher releases the ball. A warning will be given followed by any and all runners advancing one base for each and every following violation. After the initial warning, and at least one violation thereafter, the umpire may remove the pitcher if he/she feels there is a blatant intent to violate this rule. A violation with no runners on base will result in the batter being awarded second base.
16. All catchers must wear the proper equipment - this includes cups! No cup means a player cannot play catcher!

17. Bases are 60 feet. The pitchers mound is 46 feet.
18. A team will field 6 infielders and 4 outfielders each game if the roster size permits. There will be a continuous batting order for every player on every team.
19. All games must be played as scheduled. The scheduling committee must approve changes. In case of rain etc., 4 innings will constitute a game. Games called because of rain, and have not reached 4 innings in length, will be rescheduled and resumed from the point they were stopped. Unavailable players will be removed and new players will be added at the end of the batting order, innings pitched rules do not restart. All players must play three full innings in the field for a 6-inning game and no less than two innings in a game less than 6 innings.
20. Games will consist of 6 innings. Games are limited in time to 1-1/2 hours. No new inning can be started after 1 hour and 20 minutes. Because of time constraints, a game may end in a tie.
21. A maximum of four runs per inning per team except the 6th inning. With the exception of all runs are counted on an over-the-fence homerun.
22. All games will start at 6:00 p.m. unless otherwise noted. Any team without 7 players 15 minutes after the scheduled time will result in a forfeit. An out will not count for short player (any player that is not there).
23. Time must be called before a coach or manager will be allowed to confer with a player or umpire.
24. Home team occupies the third base dugout and Visitors occupy the first base dugout. Home team gets the field until 5:45 p.m. and the Visitors from 5:45 p.m. until 6:00 p.m. Home team manager is responsible for getting the diamond ready for play (setting up bases), along with the official score keeping. The visiting team manager must approve an underage scorekeeper. In order to keep the website updated with current standings, the home team coach should report the final score to the league President(email address can be found on www.newlondonnyb.com) Visiting team manager is responsible for obtaining an adult base umpire familiar with the rules.
25. Any player disciplinary issues should be discussed with the parents and the League Commissioner. The League Commissioner will make the NLYB board aware of the situation.
26. In the event of a disagreement over a rule, the managers of each team and the home plate umpire should discuss and resolve the problem. If an agreement can't be agreed upon, the umpire's decision will be final.
27. Protests

- A. Inform the umpire and the opposing team at the time of the event that the game is under protest (a protest can't be made after the game). A note should be made on the score sheet at the exact time of the protest.
 - B. Both managers and the umpire must report the protest to the League Commissioner. The Commissioner will report the protest to the NLYB board.
28. Managers will have their own children and their assistant's children on their team (one assistant maximum)
29. No infield fly rule. No metal spikes are allowed. All bats must be Little League approved.
30. All outfielders must be positioned in the outfield or an area designated as the outfield by the umpire and they cannot enter the infield until the ball is hit or reaches home plate.
31. Official Little League Rules apply unless superceded by the above league rules.
32. One or more 9 yr olds must pitch by starting and completing an inning (9 year olds must record 3 outs)