

INWOOD LITTLE LEAGUE Rules & Guidelines

TEAM	
DIVISION _	
MANAGER	R

Updated April 2024

INWOOD-MANHATTAN LITTLE LEAGUE BASEBALL, INC.

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COACHES' GUIDELINES

Inwood Little League would like to thank all the coaches and volunteers who donate their valuable time to our kids. The league could not function without you.

Being a coach is a rewarding and enjoyable experience. It is important to our kids that you be the best coach you can be. It is critical that you keep perspective of what your responsibilities and mission is as a coach. Kids will look up to you and you must set the proper example on and off the field. Winning is NOT the primary goal; your primary mission is to teach and develop our young children. Please keep one thing in mind at all times: you are here for the kids! The following rules apply to most divisions. More specific **Farms/Superstars/Rookies Rules** can be found at the end of this book.

General

- 1. All coaches and volunteers must fill out a volunteer application form and supply a social security number & copy of driver's license. A background check will be conducted by a 3rd party agency.
- 2. YOU are the main contact for all of the players on your team. Information will filter down from the league to you and then to your players. It's critical that you **communicate with your players** via text, phone or email regarding any league matters, scheduling, practicing, etc. If you cannot reach a player, please let your commissioner know asap.
- 3. Kids' Safety is priority number one.
 - a. Kids should not swing bats in the dugouts.
 - b. Only the batter during a game or batting practice should be using a bat
 - c. Any player catching a pitcher (warm up or in game) must wear a mask
- 4. Be polite and approachable to parents, recruit their help for practices.
- 5. Be fair to ALL players, try to teach and help ALL players
- 6. Dress and look like a coach. Please wear Inwood LL provided polo shirts.
- 7. Learn the rules of Little League baseball (get the rulebook or app online) and our In-House rules.
- 8. Take good care of league equipment & keys to storage containers & fields.
- 9. DO NOT YELL at kids, be a role model.
- 10. Ask for help if you need it, speak to your commissioner if you have any issues. Please report any player's poor behavior or kids who miss games or practices to the commissioner.
- 11. You are responsible for the conduct of your players.

Practices

- 1. Try to practice at least once per week on a steady schedule.
- 2. Get parents to help you. There are many videos and drills on the internet for youth baseball practices. Please refer to the *Coach's Resources* for more information.
- 3. You can practice on the softball fields or in the soccer field by the water. It's generally first come first serve, so be prepared to be flexible.
- 4. Keep kids moving during practice, break them into groups if you have help.

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Guidelines for GAMES

- 1. Be on time; teams must be ready to play at the scheduled start time.
 - a. Do not assume a game is rained out. Only a Commissioner or Field Maintenance Manager may cancel a game before the start time.
- 2. Know the schedule and whether you are the home or away team
- 3. Both teams must prep the field (if necessary) and return equipment to storage container
- 4. No infield practice within 5 minutes of game
- 5. Each team should have 30 minutes before the game to use the batting cage (or share it)
- 6. Bring 3 new baseballs to each game (not in the Majors)
- 7. Review the basic rules with the umpire before the game
- 8. Fill out a line-up sheet and hand a copy the opposing coach and umpire (list all substitutes)
- 9. Keep a scorebook (get help if don't know how)
- 10. There must be one coach in the dugout at all times.
- 11. Only uniformed players and league managers/coaches are allowed in the dugout or on field
- 12. Parents or spectators should never enter the field of play at any time (unless they are a coach)
- 13. No smoking anywhere near the field or in the dugout
- 14. No cursing or foul language
- 15. Do not argue with umpires publicly, and teach your players to do the same
- 16. Players should hustle in and out of the dugouts
- 17. Managers may never pull a team off the field (unless there is a clear safety concern)
- 18. Clean the dugouts after the game (dispose of all garbage)
- 19. Any injuries must be immediately reported to the safety officer, and an accident form must be filled out.
- 20. EJECTIONS: Getting ejected from a game by an umpire is not acceptable at any level.

Remember, your kids will act as you do. Additionally, an ejection equals an automatic suspension for the next game where you cannot be anywhere near the field. Subsequent ejections will get you expelled from the league. If you have an issue with an umpire, speak to them quietly and respectfully AWAY from the kids.

Players

Players are expected to follow the rules and regulations of the league, which includes appropriate behaviors on and off the field. They must attend the Opening Day Parade in full uniform **and** all games in full uniform. Players who miss practices or games must forewarn their coaches.

Parents

All Parents must follow and abide by the league Code of Conduct. Parents in general should stay away from the dugout unless you've asked for their help.

Managers, players, parents who do not follow the guidelines may be suspended or will meet with the disciplinary committee.



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COACHES' RESOURCES

General

Inwood is a chartered member of Little League International. Their website has great resources for coaches: http://www.littleleague.org/

Youtube

There are many videos and materials online. Search YouTube for "youth baseball drills" and you'll find many great videos for practice and instruction. Below are a few recommendations:

https://www.youtube.com/@DominateTheDiamond

https://www.youtube.com/@legendscamps https://www.youtube.com/@yougotmojo

INSTAGRAM

Follow baseball coaches for great tips: prospectdugout legendsbaseballcamps catchingmadesimple hittingbaseballcenter icoachbaseball coachballgame

Websites

http://www.littleleagueu.org (Little League University)
https://www.ripkenbaseball.com/instructional_videos
https://www.helpful-baseball-drills.com/youthbaseballpracticedrills.html

Youth Baseball Rules & Myths

http://www.llumpires.com/rules/myths.html http://baseball-rules.com/mostfaqs.htm#PSH

Books

The Matheny Manifesto by Mike Mathen Coaching Youth Baseball the Ripken Way How to Coach Youth Baseball: A Step-By-Step Approach Survival Guide for Coaching Youth Baseball



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CODE OF CONDUCT

All parents, relatives and friends are welcome to participate in supporting, encouraging, motivating the players and assisting in the Inwood Little League preparations for activities and/or events. The Inwood Little League does not tolerate any unsportsmanlike conduct or aggressive behavior during games, activities or events.

To all parents, relatives and friends, the following items below will be considered unlike sportsmanship conduct and conduct not permitted by the Inwood Little League during games, activities or events.

- 1. Cursing or swearing in any language is not permitted.
- 2. Shouting and/or producing any sound during a game when a pitcher is delivering or about to deliver a pitch to home plate.
- 3. Shouting of any negative words, obscenities and/or taunting of a player(s), manager(s), coach(es), umpire(s), opposing team, and parents, relatives, friends before, during and/or after a league game, activities or event.
- 4. Threatening of any player(s), manager(s), coach(es) umpire(s) and parents, relatives, friends of opposing teams before, during and/or after a league game, activities or event.
- 5. Climbing behind sealed areas, fence and/or entering the field for the sole reasons of disrupting or causing harm.
- 6. Throwing of any objectives into the field, against a player(s), manager(s), coach(es) umpire(s) and opposing team(s) before, during and/or after a league game, activities or event.
- 7. Any activity that leads or causes a fight(s) and\or riots.
- 8. Instructing any player(s), manager(s), coach(es) umpire(s) and parents, relatives, friends to assist and/or encourage an illegal activity(ies) during a game or league activities.
- 9. All unauthorized personnel will be removed from the playing field and dugout before the start, during and after a game, activity and/or league event.
- 10. Do not instruct and/or command any player(s), manager(s), coach(es) and/or umpire during a game.
- 11. I/We agree to not promote, recruit or solicit any players from the Inwood Little League to participate in any other baseball programs and or leagues.



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DIVISIONS & PLAYER ASSIGNMENTS

Age	Division	Field	Days	Times
4	Rookies (tball)	Field 3	Sundays	9am & 11am
\	Superstars (coach pitch)	Fields 2-3-4	Saturdays	11am – 1pm
7-9	Farms (kid pitch)	Fields 2-3-4	Saturdays	9am – 11am
9-11	Minors	Field 6	Sat & Sun (2 games)	9am, 11:30am, 2pm
11-12	Majors	Field 6	Mon – Sat (2-3 games)	5:30pm weekdays, 4:30 Sat (optional)
13-14	Juniors	Fields 1 & 5	Mon – Sat (2-3 games)	5:30pm weekdays, 9am & 11am Sat
14-16	Seniors	Fields 1 & 5	Mon – Sat (2-3 games)	5:30pm weekdays, 9am & 11am Sat

Some players may be moved to an appropriate division based on their skill level (evaluated at a tryout). Some age exceptions may be made due to extenuating circumstances. Age groups may be combined and schedules are subject to change.

Try-Outs (Player Evaluations)

Tryouts are an evaluation process where coaches rate the kids based on their skills level.

- All kids age 7 and over are required to attend a tryout
- Tryouts may be indoors at a gym or outdoors at a field
- Tryout consists of 3-4 ground balls, 3-4 pop-flies, and 3 sprints.
- Players who miss a tryout may be placed in a lower division or dismissed from the league

Team Requests and Assignments

- All players in the Minors/Majors/Juniors/Seniors must return to their respective team if they stay in the same division. If a player requests not to return to a team, the player's parents must submit a request in writing before Dec 31st to the President and must have a valid reason. The commissioner & manager may agree to:
 - o Put the player back in the draft
 - o Ask the manager to make a trade
 - o Ask the manager to resolve the conflict
 - o Ask the parent to manage the team (if available)
- If a manager, with a valid reason, does not want a player to return to his team, then the manager must *submit such a request in writing BEFORE the end of season*.
- Child of manager: goes automatically to manager's team.
- Child of a coach: goes into the draft UNLESS that coach has coached the full preceding year with a manager in the manager's division and season.
 - o **Example A:** if coach A coaches with manager B in the farms and manager B then manages a minor league team, then the child of coach A does not go automatically with manager B.
 - o **Example B:** Coach A coaches a full year in the Majors with Manager B in 2014. Coach A son moves up from the Minors to the Majors in 2015, the son goes to Manager B's team.



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DRAFTS

Teams in the **Minors**, **Majors**, **Juniors and Seniors** are formed by a Draft where coaches take turns choosing players. Please check the League Calendar for the draft dates for each specific division. The Farms' divisions teams (Farms, Superstars, Rookies) are formed by the Farms Director.

It is your responsibility as a coach to attend all related tryouts, rate the players, and be prepared for your draft. This is your chance to select the players you wish to coach.

Draft Committee

Ideally, a committee of 3 Board members will oversee each draft. At least 1 Board member must oversee the draft, preferably the Head Commissioner. There duties are the following:

Before the Draft

- 1. Agree on order of draft based on *standings and finals* of the previous year. The Division Champions will pick last and the last place team will pick first.
- 2. Separate the players for "envelopes": comebacks, manager/coach son, siblings
- 3. Establish and announce who is eligible for the draft.
 - o 12yr olds may play in the Minors with parent approval. Must be done BEFORE the draft and the parent must sign a waiver.
 - o Create draft cards for each eligible player (verify count)
- 4. Count "comebacks" (returning players) for each team
- 5. Figure out which rounds team loses picks (depends on the number of kids in the draft)

OPEN ROUNDS

Minors, Juniors & Seniors

10 comebacks: no open rounds 9 comebacks: 1 open round 8 comebacks: 2 open rounds

Majors

12yr olds should even out on each team. Open rounds will be determined by the most number of comebacks, and each team will be allowed to draft in the 1st round.

11yr olds: 3 open rounds

During the Draft

- 1. Call out the rounds
- 2. Announce team picks in each round.
- 3. Periodically check the number of players per team during the draft
- 4. Give draft cards to manager as they pick players

After the Draft

- 1. Collect completed rosters from each team (make copies and give to managers)
- 2. Provide complete roster with all player information via email and printed paper to managers



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Draft Rules & Definitions

- A. **Envelope Player:** Player who either before the draft or at some time during the draft goes automatically to a team. This would include:
 - 1. Child of manager or coach who managed or coached with the team the previous season.
 - 2. Sibling of existing team members or pick in the draft. At registration, we ask parents to identify siblings.
 - 3. Comebacks Players who played on the team the previous year.
- B. For each "envelope player" a team has, the team loses a pick in the non-open round regardless of the player's ability.
- C. Sibling of a returning player automatically goes to the team of the sibling player.
- D. **Siblings**: If siblings are selected in the open rounds, the team loses a pick in the rounding-off rounds. If siblings are selected after the open rounds; the team loses a pick in the next round.
- E. **Face Down** players are selected blindly by each team in the order of the rounds after all the other players have been selected. The face-down cards are grouped by age and selected accordingly.
- F. **Tryout No Shows**: Kids who missed a tryout generally go 'face-down in the draft (they are picked blindly). However, a player who missed the tryout may be drafted if a **majority** of managers know the player and wish to put him "face-up."
- G. Two last place teams: a coin-flip will determine the ranking
- J. If a player has played the previous year in a division, he/she may NOT be cut to the lower division the following year.
- K. **Trades:** Player trades must be approved by the Commissioner. Ages of the kid's trade must be equal in the Minors & Majors (not in Juniors and Seniors). Trades must be made on draft day before managers leave the draft (office). However, trades may be accommodated up to 24 hours AFTER the draft for special circumstances; requires approval by the Head Commissioner.
- L. **Minors**: 11yr olds may remain in the Minors if he provides a School letter noting that he is in an after-school program. This waiver is only allowed for 11 year olds. An 11yr-old player, who is drafted by the Majors but is kept in the minors will be entered into the Minors draft. An 11yr old who is NOT drafted into the majors will return to their team.
- M. **Majors 12yr olds:** All 12 year olds must play in the Majors. However, if a 12-year-old player cannot defend himself/herself on the playing field, a waiver request form requesting the 12-year-old to participate in the Minors Division must be filled out by a parent. Form must be approved by the President and District Administrator. 12yr olds may not pitch in the Minors.

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- N. **Majors:** The Majors draft is done in two parts (on the same day): 12yr olds and 11yr olds. The draft order is restarted for each draft. Managers first draft all the 12 year olds and then have a second draft for the 11 years olds (if there are spaces available for additional player's division for players). The second draft (for 11 years olds) starts with the Last place team of the previous season picking first and the Champions picking last.
- O. **NEW RULE:** 12yr olds may play on 2 teams; in the Majors and the Seniors
- P. Farms, Superstars & Rookies. Teams are formed by the Farms Director who evenly distributes players based on ratings.
- Q. **NEW TEAM in division:** If a new/additional team is added to a division, they will have a pre-draft selection where they will select the same lowest amount of comebacks from a team in that division. For example, if team A has 2 comeback players, and that is the lowest number of comebacks for that division, then the NEW team will select 2 players before the draft begins. The new team will also select 1st in the first round and the other teams will be ranked as per the previous season finish.

R. Waiting List Protocol

The Waiting List is managed by the head commissioner. Once registration is closed, players wishing to register for the current season are placed on a waiting list on a "first-come first-served" basis per divisional age group. Returning players trump the list and are placed at the top of the list.. Individuals on the waiting list will be placed on teams as the need arises. See following example – Johnny, a returning player, is the fourth to indicate his interest to register in his divisional age group, after the close of registration. Since Johnny is a returning player, he will be the first selected in his age group. The remaining three on the waiting list will be selected after Johnny in the order that they expressed an interest to register.

Swing Ages: Kids who are 9,11,14 years old, the Commissioners must give them a tryout to determine in which division they will play.



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GENERAL PLAYING RULES

Inwood Little League follows the **Little League Rulebook** unless specified in the special In-House Rules (next section). Coaches should request a copy of the current Little League Rulebook if not given one. Below are the most common Little League rules we follow.

- 1. Catcher & Pitcher: Catcher must wear a cup and full catcher's gear; pitchers must always wear a cup. Any player warming up a pitcher must wear a catcher's mask.
- 2. **NEW RULE:** Games may be started with 8 players. The absent 9th player is an automatic out.
- 3. **Unsportsmanlike behavior:** Umpires can eject any player or coach at any time without warning. A batter who accidentally throws a bat will be warned one time (In-House rule).
- 4. Official game:

Major/Minors: Home Team - 3 1/2 - Visitor Team - 4 innings Seniors/Juniors: Home Team - 4 1/2 - Visitor Team - 5 innings

- 5. **Rainouts:** Cancellations can only be made by the Commissioner or Umpire (at game time). In case of rain or threat of rain, players, managers and coaches should GO to the field. Do NOT assume a game is canceled.
- 6. **Postponed Games:** When a game is called because of darkness or weather, the score is determined by the last complete inning played. If the game is halted in the middle of an inning, and the game is an official game, the score reverts back to the last inning.(unless the game is tied?) Any game halted before it is an official game is suspended from the point at which it was stopped. If less than 1 inning has been completed the game is replayed. **All Playoff games** must be played in their entirety.
- 7. The managers, coaches and players should speak ONLY to members of their team only during a game.
- 8. Manager, coaches, and players may not argue balls and strikes with the umpires
- 9. **Uniforms:** Players must be in full uniform in order to participate in a scheduled game. (team hoodies allowed if provided by league)
- 10. **Playing Time Requirement:** All players must play a minimum of 2 consecutive innings on the field and must have one at bat. If a player arrives after the game has started, he does not have to play (at the coaches' discretion). If a player is suspended, the Commissioner and opposing manager should be informed beforehand. PENALTY for first offense of not meeting play requirement: The player must play the entire game of the team's next game. Other penalties to follow for repeated offenders, is not limited to suspension and/or removal. In the Playoffs, its 1 inning 1 at bat (In-House rule)

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- 11. **Substitutions:** When a substitute is inserted the other coach should be notified. If he is not, there is no penalty.
- 12. **Player Injured or Ejected:** If after all players have played and a player is injured or ejected, a substitute may be used:
 - a. Injury Player's manager selects a substitute.
 - b. Ejection Opposing manager selects substitute.
- 13. **Protests:** The game can only be protested when a rule has not been applied correctly or for the use of an ineligible player. If a game is protested because of a violation of a rule, the protest must be made to the umpire-in-chief before the next pitch or play. Protests of the use of ineligible players may be made any time prior to the last out of the game.
- 14. **Appeals:** If time has NOT been called by the umpire an appeal may be made by the defense in any of the following ways;
 - a. by touching the runner whom they believe committed a base running infraction (missed base or left before catch);
 - b. or by touching the base they believe was missed while the runner was advancing; or by touching the original base that a runner left before a fly ball was caught.
 - c. In all cases a verbal appeal must be made to the umpire or an act that is unmistakably an appeal. Appeals must be made before the next pitch or play.
- 15. **Batting out of order:** If a batter bats out of order, the player who was supposed to bat is out and the next batter in the line-up comes up to bat (for example if the 6th batter bats for the 5th batter, the 5th batter is out and the 6th batter is up to bat next). The appeal of an improper batter must be made immediately AFTER the at bat. If the appeal is made while the improper batter is at bat, no out is called, the proper batter takes his place and assumes any count. Appeal cannot be made after a pitch is thrown to the next batter, or any other play is made before an appeal is made. Any advance of runners made on the hit by the improper batter are nullified. If the improper batter makes an out, that out and any advance of runners on the play is nullified and the out call on the proper batter takes effect. Any advance of runners while the improper batter is up are legal. Such as; a steal or advance on a passed ball or wild pitch.

16. Illegal Bat: We follow the Little League Bat Rules

An Illegal bat is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used. The batter is out for illegal action when the batter enters the batter's box with an illegal bat (see bat specifications Rule 1.10) or is discovered having used an illegal bat. Note: If the infraction is discovered before the next pitch following the turn at bat of the player who used an illegal bat - The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

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- 17. **Infield Fly:** If there are runners on first and second, or first, second and third with less than two out, there is an infield fly possibility. If the batter then hits a fair fly ball (not a line drive or bunt) that COULD be caught by a defensive player stationed in the infield with ORDINARY EFFORT, an Infield Fly should be called.
- 18. **3rd Strike:** Majors, Juniors, Seniors: When a third strike is called, or is swung at and missed and the catcher does not make a legal catch, the batter may attempt to reach first base if it is unoccupied when there are less than 2 outs, or even when it is occupied when there are 2 outs. Occupied means it was occupied at the time of the pitch. The fact that the runner attempts to steal does not make the base unoccupied. Time of pitch is defined as the moment the pitcher starts his windup or commits to a pitch to the plate.

 To be legally caught the ball must be caught in-flight. This means if the catcher catches the ball cleanly on a bounce it is NOT a legal catch. Rule 2.00 BALL casebook. A batter forfeits the opportunity to advance to 1B if he enters the dugout or other dead ball area.

19. Special Pinch Runner:

NEW RULE: A player who only bats ONCE cannot be pinched-run for (he must run bases). Majors/Juniors/Seniors Only (not for Minors/Big Leagues). You must have more than 9 players to use any pinch runner. Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch runner while in the batting order. However, if removed for another substitute, that player or any player not in the lineup, is again eligible to be used as a pinch runner.

- 20. **Pinch Runners:** You must have more than 9 players to use a pinch runner. The pinch runner MUST be a player not in the lineup.
- 21. **Leads:** Majors & Minors: Players may not take a lead off any base until the ball is pitched and crosses home plate. If the runner takes a lead before the ball crosses home plate, the umpire may instruct the runner to return to the previous base. It is not an automatic out.
- 22. **Sliding:** Rule 7.08 (A)-3 says a runner must slide or attempt to get around a fielder who has the ball and is waiting to make a tag. ... Remember, this rule applies anywhere on the field, not just at the bases. There is no "must slide rule." The rule is, "slide or attempt to get around." The key in this situation is "the fielder has the ball and is waiting to make a tag." If the fielder (any fielder, not just the catcher) does not have the ball, and there is a collision, you CANNOT call the runner out. However, if the umpire determines that the runner deliberately attempted to injure the fielder, the umpire could eject the runner for unsportsmanlike conduct.
- 23. **Baseline:** Any runner is out when running more than three feet away from his/her baseline to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball. A runner's baseline is established when the tag attempt occurs, and is a straight line from the runner to the base to which he/she is attempting to reach.

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24. **Head First Slide:** Minors & Majors, head first slides are illegal and will be called out except when runner is returning to the base.

25. Intentional Walks

NEW RULE: batter may be intentionally walked at any time during the at-bat ONLY 1 time during the game. Prior to a pitch being thrown, the defense elects to "Intentionally Walk" the batter by announcing such a decision to the plate umpire. Notification must be made by the defensive manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defense's intent to walk the batter. The ball is dead and no other runners may advance unless forced by the batter's award. 4 pitches will be added to the pitch count or however many pitches are left in that at bat..

26. Coaches' contact with Baserunner

It is interference by a batter or runner when in the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, **physically assists** that runner in returning to or leaving third base or first base. *Note:* Batter who hits a homerun can be touched by any player or coach while running bases (the ball is dead on a homerun).

- 27. **Batter Over-running 1B:** The batter-runner in any case; hit or walk, is NOT REQUIRED to turn to the right when returning to first base. The runner is liable to be put out when tagged IF IN THE UMPIRE'S JUDGMENT, the runner MADE AN ATTEMPT to advance to second base.
- 28. **Interference** is an act by the team at bat which interferes with, impedes, hinders or confuses any fielder attempting to make a play. (see LL Rulebook for more details)
- 29. **Obstruction:** is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (NOTE: Obstruction shall be called on a defensive player who blocks off a base, base line or home plate from a base runner while not in possession of the ball.) (see LL Rulebook for more details)
- 30. **Pitching:** We follow the Little League pitch count and days of rest rules at all times including playoffs. (see Pitching Rules page)
- 31. **Balks:** No balks in the Majors and Minors.
- 32. **Pitcher return:** In the Minors & Majors if a pitcher is removed from pitching they may not return to pitch in the same game. In the Juniors, Seniors and Big League, a pitcher may return to pitch provided the player has not exceeded the pitcher count and the player was not substituted out of the game.
- 33. **Trips to the Mound:** if the manager/coach makes **2 trips** in an inning or **3 trips** in a game the (same) pitcher would be required to be replaced. If the manager calls time and meets with any defensive player, it is a charged visit. (check cather to visit pitcher rule)



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34. "Call-Up" Players

Managers can "call up" players from a lower division to avoid a forfeit. The protocols are as follows:

- a. The same player cannot be called up for consecutive games by the same team (allowed for a double-header)
- b. Call-up cannot start the game if there are 9 players
- c. Call-up cannot play more innings than a player on the team roster
- d. Call-up cannot pitch or catch
- e. Call-up must wear their own team uniform
- f. Call-up Players cannot miss a game with their usual team to play in a call-up game
- g. Manager contacts commissioner and requests said number of players for a game
- h. Commissioner will contact players or authorize the manager to do so.
- i. Age requirements:

Minors: any player in the Farms

Majors: any player in the Minors ages 9-11 Juniors: any player in the Majors age 12 Seniors: any player in the Juniors age 14



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SPECIAL IN-HOUSE RULES

A. NEW Rules for 2024

- a. Teams will be allowed to use a 9, 10, or 11 player line-up (up to 2 extra hitters EH). Players may be added (not removed) if the lineup has not turned over. Once the lineup has turned over, it must not be changed. For example, if team A bats 11 players, they must continue with 11 for the remainder or the game. All players must play 2 innings on the field and get 1 at-bat.
- b. 15 Run Rule after 4 completed innings in the Minors and Majors15 Run Rule after 6 completed innings in the Seniors
- B. **Re-Entry Rule**: We do not use the re-entry rule as it is stated in the LL rulebook. The Inwood Re-entry Rule is a player may be substituted after he/she has played mandatory play, a minimum of 2 consecutive innings on the field (Defense) and has had 1 at bat (Offense). You may substitute for this player in the same batting lineup slot. For Example: Player A is batting 2nd in the lineup slot, after Player A has played mandatory play, Player B comes in for Player A in the 2nd batting lineup slot. After Player B has played mandatory play, Player A may re-enter the game in the 2nd batting lineup slot only. If Player C is inserted into the 2nd batting lineup slot, Player A is not available to be re-entered back into the game, only in the case that all players have played mandatory play and Rule 14 is applied.
- C. **Fighting:** Any player involved in any type of physical altercation with another player, coach, umpire will be immediately suspended indefinitely. All players involved will be suspended. The Commissioner and Disciplinary Committee must meet with parties involved to determine the length of the suspension. Suspended players for this type of infraction are not allowed anywhere near any Inwood LL games.
- D. Catcher / Pinch Runner: With 2 outs, a pinch runner may be used for the catcher in all divisions. Must be a player who is not in the lineup.
- E. Suspensions: Players must serve suspensions in full uniform and in the dugout during the entire game. Suspensions for fighting or other serious matters that require a meeting must be served away from all Little League games.
- <u>F.</u> Thrown bat: A player who unintentionally throws the bat while batting is warned on his first offense. The second time the same player throws the bat he is ejected (for current game only). The player ejected will NOT be suspended for the following game.
- G. Walk Limit: Minors; 4 walk limit per inning
- H. **Playoffs:** In the playoffs, players are required to play 1 inning and get 1 at bat.

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I. Player Injury:

- a. If a player is injured on the field (defense) and he is replaced, he cannot re-enter the game.
- b. If a batter or runner is injured, a substitute may run for him while treatment is being administered, however, the injured player must be ready to take his defensive position at the end of the half inning. If he cannot resume play at that time, he is out of the game.
- J. **Absent Manager:** If manager is absent from a game; the following hierarchy applies: team coach, commissioner, any certified/approved league coach. Only APPROVED league coaches are allowed in the dugout.



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PITCHING RULES - ALL Seasons

Inwood Little League follows the Little League pitching guidelines at ALL times (including playoffs). These rules are in place to protect kid's arms. Violating the regular season pitch count regulation may be protested. Use the charts below to determine when a pitcher must be removed and how many days' rest are required.

LEAGUE AGE (see current age chart)	MAXIMUM PITCH COUNT PER GAME	
17-18	105	
13 - 16	95	
11 - 12	85	
9-10	75	
7-8	50	

Days Rest

Please use the chart below to determine how many days' rest are required after pitching. A "day" is considered a full calendar day. So if a pitcher throws 75 pitches (age maximum) on MONDAY, he needs 4 days of rest = Tuesday, Wednesday, Thursday, Friday. He can pitch on SATURDAY.

Pitch Count (7-14yrs)	Days Rest	Pitch Count (15-18yrs)	Days Rest
66 or more	4	76 or more	4
51 to 65	3	61 to 75	3
36 to 50	2	46 to 60	2
21 to 35	1	31 to 45	2
1 to 20	No day of rest required	1 to 30.	No day of rest required

Other important rules

- 1. Pitcher to catcher ban: any pitcher who delivers 41 or more pitches in a game may not catch
- 2. Catcher who catches in **four (4)** or more innings in a game is not eligible to pitch
- 3. Once a pitcher is removed from the mound, he cannot return to the mound (exception: Juniors/Seniors)
- 4. Minors: 12yr olds may not pitch in the Minors
- 5. Multiple games: Players may not pitch in more than one game in a day
- 6. Pitches in suspended/regulation tie games are charged against pitcher's eligibility. If suspended games are resumed on another day, pitchers of record at the time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.
- 7. Completion of pitching to batter: If a pitcher reaches the pitch-count limit for their age while facing a batter, the pitcher may continue to pitch until the batter reaches base, the batter is retired, or the third out is made to complete the half-inning. The pitch count will be determined by the count at the start of the at bat. For example: If a pitcher has 63 pitches and pitches to a new batter, the coach may remove the pitcher AFTER that batter and the final pitch count will be 63.

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PLAYOFF RULES

Playoffs are held after the regular season to determine a champion. Summer & Fall season playoffs may deviate from some of the rules below.

- A. The Commissioner and managers of each division will meet one week before the end of the season to confirm the final standings. Standings are determined by winning percentage.
- B. **Tie-breakers** If teams are tied at the end of the season, First, head-to-head will be measured, Second, the lowest number of runs allowed for all games played against the other team will determine standing. If still tied, a one game playoff will be played to determine standing. Coin flip will determine Home team for this game.
- C. Forfeits apply in the playoffs.
- D. Playoff games must be played until all innings are completed (unless the team concedes).
- E. Playoff rainouts must be played the next day if the fields are playable at the discretion of the Head Commissioner.
- F. **Playoffs Setup: Majors Juniors, Seniors** The 3rd place team (visitors) place team plays the 2nd place team (home) in a one-game playoff elimination. The winner of the playoff game plays the 1st place team in a best of three-game championship (the winner of two games is the champion). In the Championship series, the 1st place team is home for the first and third game and the second place team is home for the second game.
- G. **Playing Time Requirement:** all players must play 1 inning and 1 at bat during the playoffs. (In-house rule). Batters who only bat 1x must run the bases.
- H. Team with the best regular season record will be the HOME team in all the playoff games except for the Championship series.
- I. In the **Championship** series, the team with the best record will be the home team in game 1 and game 3; they will be the visiting team in game 2.
- J. **Pitching:** All Little League Pitching rules apply during the playoffs. It does not matter whether it is regular season, playoffs, or championship games (this includes the transition period between regular seasons and playoffs and championship games).



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SCHEDULES

The schedules are made by the Head Commissioner. Some accommodations may be made and must be requested **before** the schedule is made. All official schedules will be posted online and also handed out. It is the coach's responsibility to be aware of any schedule changes.

Forfeits, Reschedule, Time Limits

It is critical that coaches do everything in their power to **avoid a forfeit.** Please remind players of game times at least one day before games. If you believe you may be short kids, please "call up" a player from the division below. Contact the commissioner if you need help getting a player.

- Games are forfeited if a team does not have **8 players** in full uniform prepared to play the game (this applies to both teams). A grace period of **30 minutes** is given to each team. The 30 minutes start from the time that the game is scheduled to begin (not from the time that the umpire arrives to the game). If a team is not prepared to play with 8 players in full uniform by the 31st minute after the game is scheduled to begin, that team will forfeit the game. Forfeits apply during the playoffs.
- Accommodation to change a schedule for extenuating circumstances must be made at least one
 week in advance of the scheduled game and must be approved by the commissioner and the
 opposing team being affected by the requested change.
- When multiple games are played on the same field on the same day, each game, with the exception of the last game of the day, has a 2:15 time limit for all divisions. The last game of the day may be played until the umpire feels that there isn't sufficient light to continue the game.

RAINOUTS & Make Up Games

- ONLY the Commissioner or Field Maintenance Manager can cancel a game due to weather or other circumstances
 - o Games must be canceled at least one hour in advance.
 - The Commissioner will notify the head umpire and the team managers; managers will notify their players

MAKE UP GAMES: The Commissioner will schedule make-up games as the season proceeds. Games that are canceled should be attempted to make up on the first available date. If games get backed up, the commissioner will schedule make-up games according to:

- o Teams that are missing games
- o Games that affect the standings
- o The commissioner does not need to check with team availability to schedule a make-up game. Once a makeup game is scheduled, it cannot be postponed.
- o Commissioner they must try not to schedule 3 games in a row for a team.
- o Playoff games WILL NOT be rescheduled to accommodate for regular season make-up games and Standings will NOT be changed by the first scheduled playoff games



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SUMMER LEAGUE

Our Summer League begins in mid-July and ends in late August. Teams play 15-18 games.

The summer league follows the same rules as the Spring Season with the following exceptions:

- **Divisions** are condensed in the summer (subject to change)
 - o Rookies: 4 5yr olds (Tball)
 - o Farms: 6 8yr olds (Coach pitch)
 - o Minors: 8-10yr old (if we have enough players)
 - o Majors: 9 12yr olds
 - o Seniors: 13 17 year olds (some advanced 12yr olds)

DRAFT

The goal is to **create parity.** The commissioner must oversee team formations so that each team does not "stack" teams via coaches and their kids.

- o Same procedure as Spring draft
- o There NO comeback players
- o All players in draft must be announced at draft day
- o Managers are allowed to pick 1 coach with their kid
- Extra Hitter (EH): Majors and Seniors may include 2 Extra Hitters (up to 11-man lineup). The Extra Hitter must play two innings on the field.
 - o If a game is suspended during the playoffs, the line-up is continued the following game however, if a player is missing for the continuation, that player will be skipped in the lineup (not an automatic out)
- Seniors use only Wood-Bats only (composites, maple, bamboo and ash bats are allowed).
 - o 17yr olds are NOT allowed to pitch
- **Majors:** 12yr olds are only allowed to pitch in the 5th, and 6th innings.
- Majors: 4 walk limit per inning
- The Playoffs is a **two game elimination** tournament. It is based on the tournament model with two brackets (a winners' bracket and losers' bracket). All teams participate in the playoff tournament series. Please note, there are no Playoffs in the Farms.
- All pitch count rules apply during the season and playoff tournament.



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FALL LEAGUE (Pelotazo)

Our Fall Leagues, also known as 'Pelotazo," begin in early September and end in early to mid-November. 10-12 games. In general, we follow spring rules, however, changes may be applied each season. Fees may vary by division and are subject to change each season. Outside teams may join the league and pay a one time fee.

Majors (ages 10-12)

We will create a league based on player interest. If we have enough kids registered, we will divide the talent and ages accordingly and form at 3-5 Inwood teams. We normally invite other teams to join our league. Those teams must pay a one-time fee to cover costs of umpires, balls, etc. before the season begins. They must also provide complete rosters and birth certificates for each player.

• DRAFT)same as Summer Format)

The goal is to **create parity.** The commissioner must oversee team formations so that each team does not "stack" teams via coaches and their kids.

- o Same procedure as Spring draft
- o There NO comeback players
- o All players in draft must be announced at draft day
- o Managers are allowed to pick 1 coach with their kid
- 12yr old olds are allowed to pitch in the 4th, 5th and 6th innings
- Playoff formats will vary
- All Majors Rules apply
- Extra Hitter (EH): Majors and Seniors may include 2 Extra Hitters (up to 11-man lineup). The Extra Hitter must play two innings on the field.

Seniors (ages 12-16)

In the upper fields, 1 or 2 Inwood teams (will vary based on number of players) of kids 12-16 are created to play in Inter-league games. This is a WOOD BAT only league and games are on weekends.



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FIELDS & BATTING CAGE RULES

FIELD 6 RULES

- 1. Keep the dugout door closed at ALL times
- 2. ALL Players should be INSIDE the dugout unless they are batting
- 3. No swinging bats in the dugouts
- 4. No throwing balls in the dugout
- 5. Coaches: Maximum of 4 coaches.
 - a. One 3B Coach
 - b. One 1B Coach

No other coaches should be on the field

- c. One or two coaches *inside* the dugout (during defense)
- 6. ONE coach must be in the dugout at all times.
- 7. Only players and coaches are allowed in the dugout or on the field.
- 8. Any player warming up a pitcher MUST wear a catcher's mask
- 9. Please clean up the dugout after the game
- 10. No cheering or chanting while the pitcher is on the mound ready to pitch

BATTING CAGE RULES

- 1. Teams with a scheduled game have priority to use the cage 1 hour before games. Teams can split time in the cage or use it simultaneously (share).
- 2. ONLY registered Coaches and players may use the batting cage.
- 3. All batters must wear helmets at all times while in cages.
- 4. Only coaches should pitch to kids
- 5. Adult coaches within the cages must remain behind protective 'L' screens during live pitching
- 6. Catchers in the cage will wear full protective gear.
- 7. Only ONE batter is allowed in a cage at any time.
- 8. If an incident or accident happens, please contact the office immediately.
- 9. Misuse of any kind will be cause for denying anyone future use of the batting cage.



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FARMS Division (Kid Pitch)

Thank you for volunteering your time to help our children learn baseball and good sportsmanship! Below are the rules and guidelines to help you coach your team. The **Farms is an instructional division** designed to prepare kids to play in the Minors. Games are 6 innings and outs are counted. However, scores and standings are not officially kept and you should try to develop ALL players during games and practices. We encourage you to rotate your players on the field.

TIPS & REMINDERS

- Safety is MOST IMPORTANT!
 - o NO bats in the dugouts kids and bats can be a dangerous mix, please teach kids to handle bats safely NO SWINGING bats until they are in the batter's box.
- Handout schedules to all parents and ask that they show up on time.
- Recruit parent help! You will need at least 3 coaches every week.
- Try to practice once per week, ask at least 2 parents to help you. Keep a steady practice schedule, for example: "Every Tuesday at 3pm at field x"
- Keep it simple! Teach the basics: hitting, catching, throwing and base running
- Teach good sportsmanship
 - o No taunting
 - o Kids should not over-celebrate and show-up other team
 - o Don't criticize kids, DO compliment and show enthusiasm
- Kids should not swarm after the ball teach kids to work as a team, stay in their areas, throw the ball to each other (relays).
- All equipment is kept in the connex (big green truck canister by the basketball court). The managers will have keys to this storage. It is your responsibility to return all equipment after the games.
- Scores and standings are not officially kept, so have fun and don't be too competitive.
- **Schedule & Rainouts:** Unless a league official has notified you of a game cancelation, the game is as scheduled. Please do not assume a game is cancelled due to the weather.

COACHES

- ONLY players and coaches should be in the dugout (3 Coaches, 1 Manager)
 - o All coaches MUST fill out a Volunteer Application
- One (1) dugout coach during batting. This coach should control the lineup, have the next batter ready with a helmet on and keep the kids focused and safe.
- Two (2) base running coaches one at 1B and one at 3B. These coaches will help guide the runners around the bases. Remind them before the play where and when to run.
- NO coaches on the field (except for the Coach pitching)



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FARMS Division (Kid Pitch) (Continued)

GAME RULES

- A. 6 innings (2-hour limit)
- B. Official lineup required (Keeping score and stats are optional)
- C. Bases: 60ft, Pitching Mound: 40ft
- D. **Batters:** All players are in the lineup (continuous line-up)
- E. Fielders: 11 players on the field (extra players rotate on to field every inning from the bench)
 - a. 4 infielders (3b, SS, 2B, 1B no extra infielders)
 - b. 5 outfielders (must be on the grass)
 - c. 1 pitcher (Coach-pitch: the pitcher stand behind the coach)
 - d. 1 Catcher (during Kid-pitch)

F. Innings

- a. Batters get 3 swinging strikes during Coach-pitch (balls and strikes during Kid-pitch)
- b. 3 outs end an inning, or once every batter in the lineup has batted (No batting around)

G. PITCHING: Coach-Pitch & Kid-Pitch

- a. We begin the season with Coach-pitch and slowly wean into Kid-pitch. See pitching schedule below. *Please practice pitching & catching during practices*.
- b. Games 1 and 2: Coach-pitch 6 innings
- c. Games 3 and 4: Coach-pitch 4 innings, kid-pitch 2 innings
- d. Game 5: Coach-pitch 2 innings, kid-pitch 4 innings
- e. Game 6 and on: Kid-pitch 6 innings

H. Coach-Pitch Rules

- a. The Coach pitching is also the umpire
- b. Coach pitches to their own team and use a 2nd Coach as catcher
- c. Coaches may not interfere with any play while pitching (don't catch batted balls)
- d. No walks or stealing
- e. 3 swinging strikes for each batter (no balls)
- f. Coaches should pitch overhand unless hitter is a beginner player

I. Kid-Pitch Rules

- a. Balls and Strikes are called by a Coach Umpire (4 Walks maximum per inning)
- b. Kids may pitch a maximum of 2 innings. Once a pitcher is removed, he may not pitch again.
- c. Catcher must wear full protective gear including cup
- J. Overthrows (past the dugout fence) to 1B & 3B: ball is dead and runners are awarded 1 base
- K. **TIME:** Teach kids to call "Time" with their hands up. Umpire (Coach) should call time once the ball is in the infield and a player has asked for time. Time cannot be grant if runners are attempting to advance to the next base.
- L. **Stealing:** Only runners on 1B may steal 2B once the pitched ball gets to home plate. Same runner <u>may not</u> advance to 3B on an overthrow. However, the runner may be thrown out if he is off the 2B bag.
- M. NO head-first slides. Kids must slide feet first.



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SUPERSTARS (Coach-pitch) and ROOKIES (T-ball) and Divisions

Thank you for volunteering your time to help our children learn baseball and good sportsmanship! The Rookies and Superstars are instructional divisions with a goal of getting kids to **have fun and enjoy baseball.** Below are the rules and guidelines to help you coach your team.

TIPS & REMINDERS

- Safety is MOST IMPORTANT!
 - o NO bats in the dugouts kids and bats can be a dangerous mix, please teach kids to handle bats safely **NO SWINGING bats until they are in the batter's box.**
- Handout schedules to all parents and ask that they show up on time.
- You are not a babysitter; If a child is simply not cooperating (misbehaving, crying, distracted, etc), the parent MUST get involved and be on the field with their child
- Recruit parent help! You will need at least 3 coaches every week.
- Try to practice once per week on a steady schedule; ask at least 2 parents to help you.
- Keep it simple! Teach the basics: hitting, catching, throwing and base running
- Teach good sportsmanship
 - o No taunting, Kids should not over-celebrate or show up the other team
 - o Don't criticize kids, DO compliment and show enthusiasm
- Kids should not swarm after the ball teach kids to work as a team, stay in their areas, throw the ball to each other (relays).
- There are many great "t-ball" teaching videos on YouTube
- Coaches should pitch underhand or overhand. As players become more adept, they will hit overhand pitching better.
- All equipment is kept in the connex (big green truck canister by the basketball court). The managers will have keys to this storage. PLEASE RETURN all equipment after the games.
- Scores and standings are not kept, so have fun and don't be too competitive.

GAMES

- Schedule & Rainouts: Unless a league official has notified you of a game cancelation, the game is as scheduled. Please do not assume a game is cancelled due to the weather.
- Games are 2 hours long
- The first 30 minutes should be used for practice (teams share the field)
- The game itself should last 2-3 innings, or whatever you can fit in 1 1/2 hours.

COACHES

- ONLY players and coaches should be in the dugout (3 Coaches, 1 Manager)
 - o All coaches MUST fill out a Volunteer Application
- One (1) dugout coach during batting. This coach should control the lineup, have the next batter ready, and keep the kids focused and safe.
- Two (2) base running coaches one at 1B and one at 3B. These coaches will help guide the runners around the bases. Remind them before the play where and when to run.
- Two (2) field coaches: 2 coaches can be on the field while the kids are fielding. They should stand behind the kids, near the grass. One behind shortstop and one behind 2B.



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ROOKIES (T-ball) and SUPERSTARS (continued)

GAME RULES

Rookies and Superstars play by the same rules except the **Rookies use batting tees**.

- A. Only official T-Ball equipment allowed (balls and bats)
- B. All players must bat at least once every inning
- C. All players play the field, spread the kids out, teach kids to stay in their "areas" (not swarm after the ball)
 - a. 6-7 Infielders
 - b. 6-7 Outfielders (on the grass)
- D. Bases should be 50ft apart (about 18 strides)
- E. Infielders should be at least 5 feet behind the pitcher
- F. Batters and base runners must wear helmets
- G. Coaches pitch to their own team (throw over or underhanded, whichever is easier for the batter)
 - a. Rookies (Tball) use a batting tee.
- H. Player must be in full uniform; shirts must be tucked in and hats worn properly
- I. No strikeouts. If a player cannot hit the coach pitch after 8 pitches, the coach should help the player swing or use a batting tee
- J. Outs are recorded, but they are unlimited. Every player must bat. If a player makes an out, they must return to their bench.
- K. Base running
 - a. A batted ball hit to an infielder, runners advance 1 base at a time
 - b. A batted ball hit past the infielders, runner may advance 2 bases
 - c. No stealing or advancing on errors
 - d. The Last batter in the lineup is announced to the other team. The last batter can run all the bases on any batted ball.
- L. Batted ball should go past the pitcher to be fair
- M. Keeping score and statistics are not required and not recommended
- N. After the game, players line up at home plate and shake hands

All coaches should try to help and teach ALL kids.



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PANDEMIC GUIDELINES

In the case of a pandemic, we will follow the guidelines laid out by Little League and CDC. In a nut-shell we will practice the following to keep safe:

- 1. Parents must take kids temperature at home and check for symptoms of fever
- 2. Anyone who is sick or has been in contact with a sick person must stay home
- 3. Bring your own equipment (mask, bats, helmet, etc) and do not share
- 4. Bring your own water bottles and hand sanitizer
- 5. No food allowed (eat before games)
- 6. Dugouts and all "high touch" areas are disinfected before games
- 7. Players will sanitize hands when arriving
- 8. Kids must maintain 6ft apart at all times
- 9. Vacate the field before next team arrives and sanitize hands before leaving
- 10. Enter and exit at designated areas (enter AFTER teams have exited)
- 11. Warm up in the outfield areas, maintain 6ft distance (each team on one side of field)
- 12. Coaches pre-game meeting with umpire 6ft apart, no exchanging of line-ups
- 13. All coaches and umpires must wear masks at all times
- 14. Players on offense must wear masks (in the dugout, batting, running bases)
- 15. For the players on the field, masks are optional.
- 16. No horsing around, No handshakes (ok to tip cap), no touching face, no group celebrations
- 17. Np handshakes after the game
- 18. No spitting, no gum, no sunflower seeds
- 19. No parents near dugouts during games
- 20. Teams should warm up with separate balls from game balls
- 21. 10 minute break between games field must be clear and disinfected before next teams arrive
- 22. Team meetings may be held in a big circle in the outfield
- 23. Kids should not loiter or congregate after games
- 24. Kids should meet their parents and leave
- 25. ALL spectators must maintain distance from the players
- 26. No after-game team organized gatherings (goodies, bbq's, bday)

Inwood Little League COVID GUIDELINES presentation

Little League COVID Best Practices

CDC Youth Sports Considerations