

CLARK LITTLE LEAGUE RULES

The Williamsport Rule Book will prevail unless specifically superseded herein.

Beginning in with the inception of the pitch count rule in 2007, the pitching rules addendum will be adopted.

In the case of a difference in the interpretation of any of the rules below, the Rules Committee and Executive Board will provide resolution.

These rules are reviewed and accepted upon by the elected Executive Board on a yearly basis.

GENERAL

- 1.1 The Executive board and Rules Committee can add, change or cancel rules as follows:
 - a. Reviewed by the Executive Board
 - b. Presented to the Rules Committee,
 - c. Returned to the Executive Board for modification.
 - d. Finalized by the Executive Board, distributed to the Managers and Rules Committee.

- 1.2 The Rules Committee is appointed by the Executive Board for the season. It is made up of a chairman and up to 2 managers from each division. Members for the 2006 season are:
Chairman – Tom Brown, Majors – Len Cutro and Bill Gryzb, Minors – Quigley and Rich Vigliotti, 8 Yr Olds –Michael Sot and Gary Maertz and Peewees – Glen Gray.

- 1.3 There are no special rules covering the following areas:
 - a. **SLIDING** - The Williamsport Rule will apply.
 - b. **HIT BATTERS** - Any pitcher hitting three batters in an inning or five batters in a game must be removed as a pitcher but can remain in the game.
 - c. **THROWING OF THE BAT** - If a batter accidentally throws the bat, the player will receive a warning from the umpire. The manager must also be warned at that time. If the same batter throws the bat a second time in the same game, that batter must be ejected from the game at that time. If the ball is put in play, the batter is out and the ball is dead with no advancement allowed.
 - d. **PITCHERS** – The innings pitched rule will determine rest period. Individuals are limited to 6 innings per week. In the majors 12yr olds can pitch 12 innings per week for a team. If a 5th game is scheduled in a week that team extend this rule to 16 innings in the 5th game.
 - e. All pitching must be **recorded** in the log book at games end.
 - f. **NON-ROSTER INDIVIDUALS (coaches)** - are limited to 3 persons in all divisions (Majors, Minors, & 8 Yr Old). Non-roster Rutgers Certified individuals can coach the bases in these divisions.
 - g. The **Pitching Week** will be Monday to Sunday.
 - h. 1 Base coach must stay in the coaches box at all times.

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- i. All managers and coaches must stay in the dugout when their team is on the field and do not pass the out of bounds line interfering with the base coach from the other team.

1.4 CURFEWS

- **Bosze Field and Muchmore** -- For games scheduled for 5:30 PM, no inning can start after 7:25 PM. For games scheduled for 6:00 PM, no inning can start after 7:55 PM. All non-major division games will end promptly 5 minutes before the scheduled start time of the next game. No inning may start after 9:30 PM (10:00 PM on Friday nights). There are no curfew-shortened games- for playoffs and World Series. Games that are suspended due to time constraints will be rescheduled by the league director. Rain shortened games are final after the 4th inning. Lights must be off by 10:00 pm
- **Lipkin-Conway Field** -- Games will end when the light goes on over the Muchmore 1st base line bleachers; unless called earlier by the umpire. The umpire always has the authority to call a game before the light goes on.

- 1.5 **FIELD CONDITIONS** - Prior to the start of the game, the two managers will be at the field ASAP to make it playable. The on duty executive board member or director shall make the decision. If the field cannot be readied for play within 15 minutes of its schedule start, the game will be canceled. Coaches are not to cancel without the approval of the board.

1.6 PROTEST

The Protest Committee is made up of the rules committee and executive board representative: An individual associated with the little league will serve as chair, two managers from the Major and Minor Divisions and the Umpire in chief- Majors- Bobby Hull, Minors- Bill Grzyb.

The following procedure must be followed when filing a protest:

- a. Protest must adhere to the Williamsport Rules.
- b. No protests are permitted in the Pee Wee or 8 Yr old Divisions.
- c. All protests must be submitted in writing to Tom Brown within 24 hours after the protest. No protests will be accepted if they are not filed within the 24 hours time frame.
- d. Included in the protest you must show the rule number and the page number for which you are filing the protest.
- e. Included you must also give the umpire's name and phone number along with the opposing manager and phone number.
- f. Only rule interpretations may be protested; not umpire's decisions.
- g. Pitch count protests should be avoided at all costs. Managers are responsible to know opponents pitching eligibility prior to the game. Violations should be addressed prior to infraction and in most instances will not be protestable.
- h. If you have any questions or want to file a protest, contact Tom Brown.

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PEE WEE RULES

Pee Wee rules may be evaluated and changed during the season after presentation and approval by the rules committee and the Executive board.

- 2.1. A minimum of 7 players are required to start a game; there is no maximum number of players.
 - a. The number of players allowed on the field will be at the coaches' discretion; free substitutions are allowed. All players must play the regular infield positions. All other players must play in the outfield.
 - b. All outfielders must play no closer than 15 feet from any base.
 - c. All players will bat around.
- 2.2. The game will consist of using the Batting Tee for the FIRST 3 innings and the Coaches pitching the middle 2 innings. The Players pitching for the LAST 1 inning. Pitchers are limited to 2 innings in one week.
 - a. Pitchers must remain on the pitcher's mound when the Coaches pitch and when the Batting Tee is used.
 - b. Pitching distance is 40 ft.
 - c. When the players are pitching, the strike zone will be from the chin to just below the knees and one ball width on either side of the plate. After 4 called balls, the batter will use a tee.
 - d. There are no walks.
 - e. There is a 2 run limit per inning.
 - f. If the batter does not hit the ball after 5 pitches, when the Coach is pitching, the batter will hit off the tee.
- 2.3. The ball must travel past the 15 ft arc to be a fair ball.
- 2.4. There will be no infield fly rule, balks, stealing or bunting.
- 2.5. Play will stop when one runner is stopped from advancing, except runners may attempt to reach any base already started to. Runners may not advance on an overthrow of any base.
 - a. Balls hit into the field are live until picked up and thrown (or attempted to be thrown) by a player. Once the ball is thrown, runners may advance to the base they are running to regardless of how far they have gone.
- 2.6. Games are played until curfew during the weekday. Saturday games are limited to a maximum time of 1 hour and 30 minutes. If the game is "tied" at curfew during the weekday or after 1 hour and 30 minutes on Saturday then it is final.(unless there is no game afterwards)
- 2.7. No standings will be kept.
- 2.8. Games that are not played due to rain, school or religious conflicts will be rescheduled by the director; no rescheduling a second time.
- 2.9. Managers are encouraged to give an opportunity to all players to pitch by year end.
- 2.10. All Pee wee managers will turn in rating sheets to the league director or player agent at seasons end.

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8 YEAR OLD RULES

- 3.1. A minimum of **8 players** are required to start the game. If a team is unable to field 8 players, 15 minutes after the scheduled start of a game, it will forfeit the game. However a team can finish the game with a minimum of **7 players**.
 - a. A maximum of 10 players are allowed on field; free substitutions are allowed. All players must play the regular infield positions. All other players must play in the outfield.
 - b. All outfielders must play no closer than 15 feet from any base.
 - c. All players will bat around.
 - d. All players must play in the field a minimum of 3 innings per game.
 - e. Managers are encouraged to have all players play the infield at least 1 inning per game.
(Safety concerns may warrant from doing this, use your head.)
- 3.2. Coaches pitch the first 3 innings of each game and the Players pitch the last 3 innings.
- 3.3. Pitchers are limited to 3 innings in one week. They can not pitch back to back days.
- 3.4. Pitching week starts on Monday and ends on Sunday.
 - a. All pitchers must be recorded in the book at games end.
 - b. No balks are to be called.
 - c. No stealing in the 8 yr old division.
 - d. Bunting will only be permitted when the players are pitching. (No bunting against coaches)
- 3.5. If the batter does not hit the ball after 6 pitches, when the **Coach** is pitching, the batter will be out.
- 3.6. **There is a 2 run limit per inning for the first 5 innings.** There is no run limit in the last inning. A Home run over the fence will count as all runs scored will count in any inning.
- 3.7. All balls hit in fair territory are live regardless of how far the ball travels.
 - a. A runner on third can only score on a batted ball or walk.
 - b. The ball is dead on all overthrows to a base; runners do not get an extra base.
 - c. Balls hit into the field are live until picked up and thrown (or attempted to be thrown) by a player. Once the ball is thrown, runners are allowed the base they are running to regardless of how far they have gone.
- 3.8. Players, who come late to a game, must be added immediately to the bottom of the batting order.
- 3.9. The regular season will not keep standings but will have a round robin playoff format after the season schedule and a playoff and a World Series.
- 3.10. All 8 yr old managers will turn in rating sheets to the league director or player agent at seasons end.
- 3.11. All coaches must pitch **from the mound** in a regular pitching motion.

MINOR RULES

- 4.1. A minimum of **8 players** are required to start the game. If a team is unable to field 8 players, 15 minutes after the scheduled start of a game, it will forfeit the game. However a team can finish the game with a minimum of **7 players**.

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- a. A maximum of 10 players are allowed on field; free substitutions are allowed. All players must play the regular infield positions. All other players must play in the outfield.
 - b. All players must play in the field a minimum of 3 innings per game.
 - c. All players will bat during the game.
 - d. Infield fly rule is in effect for Minor and Majors.
 - e. Three (3) run limit per inning for the first five innings. There is no run limit in the last inning. A Home run over the fence will count as all runs scored in any inning.
 - f. No inning shall start after 1 hour and 55 minutes from the scheduled start time.
- 4.2. No balks are to be called. But the umpire will make the pitcher aware that he is balking.
 - 4.3. A runner on third can only score on a batted ball or walk. If a runner safely crosses home plate for any other reason, the umpire will send him back to third without jeopardy. If the runner is tagged out while advancing from third to home, he is out.
 - 4.4. During the Playoffs and World Series, if there are three games played in one week, a pitcher may pitch up to nine (9) innings during that week, the final 3 innings in the 3rd game. Rest periods must apply.
 - 4.5. All pitching must be recorded in the pitching log book at games end.
 - 4.6. During the season a pitcher may pitch up to (6) innings per week.
 - 4.7. Week starts on Monday and ends on Sunday.
 - 4.8. If a player is removed because of injury or illness the place in the batting order will be skipped (not an out). The player can return to his/her spot in the original order.
 - 4.9. If a player is late he will be added at the bottom of the batting order.
 - 4.10. The catcher rule will apply with 2 outs and the catcher on base.
 - 4.11. 12 yr olds cannot pitch in the minors.
 - 4.12. All minor managers will turn in rating sheets to the league director or player agent at seasons end.

MAJOR RULES

- 5.1. A game may not be started with less than **8** players on each team. However a team can finish the game with a minimum of **7** players.
- 5.2. Managers are encouraged to play each player three full innings per game. Each player must play a minimum of six defensive outs and bat once in each game. If, for any reason a player does not play the required minimum, that player must start and play the entire next scheduled game. The only exception will be for games shortened by weather or curfew.
- 5.3. 12-Year Olds may pitch a total of 12 innings in one week. Williamsport 6 inning pitching rule will apply to all players.
- 5.4. To clarify Williamsport Rule 7:13, a catcher must be in the set (down) position and ready to receive the pitched ball.
- 5.5. All teams may use an EH (Extra Hitter) in any game. The EH will bat the whole game and will not play the field that game unless an injury occurs and no other player is available. A player may only EH once a week. A week is designated by the Pitching Week (Monday to Sunday).

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TIE BREAKER RULE - MAJOR, MINOR and 8 YR OLD DIVISIONS

- a. Head to Head: Win - Loss
- b. Record against teams higher in standings
- c. Record against teams lower in standings
- d. Fewest runs allowed against all teams that are tied.
- e. Coin flip

PLAY-OFFS and WORLD SERIES – MAJOR, MINOR, 8 YR OLDS DIVISIONS

- The higher seeded team will be the home team for games 1 and 3.

ALL DRAFTING DIVISIONS AND TEAM MAKE UP

- Player agent will decide all interpretations not covered or in question, with the approval of the executive board.
- A player must play with the team that has drafted the player. If the player refuses to play on that team, then his eligibility is forfeited for that year.
- A major league team will retain a drafted player on it's roster throughout player's Little League eligibility. If a player leaves the league and returns, he/she will return to the team to which they were drafted.
- All son/daughters and siblings who are traveling team players must be 1st round picks. All other traveling team players get drafted in regular order as per other players.
- Players that are siblings or sons/daughters will get ranked before the draft starts by the consensus of the managers and player agent.
- Siblings must be on the same team, or otherwise noted from the parents. Rankings of multiples will be conducted before the draft.
- One representative per team will be present and no phone calls allowed during the draft.
- A parent may decide to decline entry into the majors for their child during registration prior to the draft. They are then ineligible for the "A" travel team play if warranted.
- If a major league team loses a player they will be required to draft a player from the minors to maintain an 11 player roster within 48 hrs or a player will be assigned by the player agent. The age limits set for the season must be maintained; two ten yr. olds and no more than 6 of any age group on a roster. A limit of 1 player may be picked from any 1 minor league team.
- In the best interest of the league, the player agent can recommend to the executive board for approval, an exception be made to rules relating to drafts, rosters and player status.

TOURNAMENT TEAMS

1. The Executive Board will approve the Travel Committee on or about March 1st annually. The committee will be approximately 5 members the Executive board, managers and membership.
2. The purpose of the committee will be to oversee policies and guidelines set by CLL travel program, including selection of managers and coaches, player selection and responsibilities of each team.
3. The Travel Committee will provide to the Executive board the evaluation and selection process of managers, coaches, players.

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4. The travel committee will communicate to the membership/travel teams on during March and April.
5. Travel teams may have use of assigned gym time during the months of Jan/Feb usually at the Brewer.
6. All gym rules will be followed i.e., no hardballs allowed in Brewer, Ragballs only.
7. Each team must select a lead person to help organize the responsibilities of the parents. They will inform the travel committee of key people and phone numbers.
8. Travel formats will be decided by the Travel committee for both tournaments.
9. Each team will be responsible for the cost of their uniform. They also must abide by the CLL travel Uniform selection. Team will be outfitted consistently.
10. All players must submit a birth certificate and proof of residency.
11. Players must play in their age group (except Williamsport games). Maximum of 13 and a minimum of 11 rostered players per team. The number of players is at the discretion of the manager. Williamsport can carry up to 14 players on their roster.
12. The recent Williamsport age change may warrant for a player that already is established on a team to remain with that team if requested from the parent. Guidelines have been established by the travel committee and Executive Board.
13. The Travel Committee members will evaluate players during the season and conduct tryouts. The tryouts will be before the end of the season. The date to be determined.
14. The manager will have input of the player selections of his/her team. Roster will be submitted to the travel committee and will be approved by the executive Board.

NOTE: The selection of players will be determined by the regular season and tryouts.

15. Player eligibility will be determined by talent, behavior, availability for tournament, and commitment of parents. Written eligibility requirements will be properly communicated to all parents.
16. All travel teams in the age groups; 8's, 9's, 10's, 11's and 12 year olds will hold annual tryouts. The Travel committee will develop a player selection process. If numbers and coaching interest warrant, a "B" team may be formed. Both teams will adhere to the process.
17. B team managers will be approved by the Executive Board. They must follow all travel rules determined by the travel committee and Executive Board.
18. 'B' teams may play in our tournaments and will be assigned Clark tournament work schedules.
19. All Clark traveling teams must play in their own age group in our tournaments. Exceptions must be approved by the Executive board.
20. If a player must move up to play in a Williamsport game they must get permission from the manager, travel committee and Executive Board.
21. A travel manager must present to the Executive board all roster changes after selection process.

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22. The manager may remove a player for violation of eligibility with approval of the Executive Board. See eligibility rules above.
23. The 8 year old Traveling team manager is picked by the E Board usually during the season before or after tryouts.
24. The Manager will stay with their team for its entirety unless the manager has to relinquish their post for personal reasons or is removed by the travel committee and Executive Board.
25. All Managers/coaches must be Rutgers certified. It is the managers' responsibility to ensure all coaches all certified.
26. The manager may be removed by the Executive board if he/she does not fulfill their responsibilities to CLL.
27. All managers and coaches represent CLL and will act with integrity and proper behavior in all tournaments. Failure to do so may result in suspension or removal from the team.
28. All managers and coaches must comply to Clark Little League rules and they must carry out their duties during our tournaments such as: cleaning the complex after each game, making sure the kitchen/bathrooms are clean after each game, putting equipment (microphones, tables, chairs...etc) away, setting up for their tournament, cleaning the complex after their tournament is over...etc.
29. Travel Managers/Coaches are responsible for their age group tournament. They must work with the Travel committee and Executive board to assure tournaments run smoothly and are available when ever possible to ensure the complex is well equipped and staffed. These are included in the manager/coach obligation addendum.
30. All complaints with a managers or coaches must be submitted in writing in full detail to the Travel Committee and Executive Board.
31. All Clark Little League managers/coaches/players or parents must conduct themselves appropriately during game associated with Clark Little League. Failure to do so may result in discipline including suspension or removal from team. Disciplinary action towards managers/coaches/players or parents at any LL event must be reported to the Travel Committee and Executive board.
32. Additional Fund raising such as coin collection may be warranted to support the travel program. All parents and players must be committed in support of this.

Travel Manager selection process

33. Anyone interested in becoming a travel Manager must submit a letter in writing listing qualifications to the travel committee (A and B teams).The managers/coaches will be chosen by the Travel Committee and Executive Board.
34. They must commit to run our tournaments and follow all little league rules.
35. They are responsible for conduct of all coaches/players/parents for all games in which they are involved.

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36. They are responsible for the parents to work in the kitchens/announcing booth/scorekeeping and field setup and they are covered for each game in their respective tournaments.
37. All age groups must meet after their tournament is over to clean the complex.
38. Managers will be selected based on Experience, Attendance, Commitment, years of service...etc
39. All travel managers and coaches will be evaluated by the start of the in-town season for approval or dismissal for the next up coming travel season

Travel Player selection

40. The player selection process can consist of a travel committee, umpires, managers, Travel manager and President of Clark Little League.
41. All selections must be presented and approved by the travel committee and executive board.
42. Votes will be tallied and a team will be selected from the votes. The Travel team manager will be included in this process if needed.
43. An eligible (see eligibility above) player will be selected by their Ability, Attitude, and Sportsmanship.
44. If a player misses a portion of the season due to injury or illness the Travel Committee will take in consideration his attributes stated in # 44.
45. If a player misses the tryout, his eligibility will be based on the season's performance.
46. Any player that refuses to play at the major league level will forfeit their right to continue playing on the "A" travel team for that season.
47. All players have to be registered in CLL.
 - Clark LL games take priority over any tournament games as far as scheduling fields.
 - No tournament team can pitch a pitcher if he or she is involved in the Clark Little League play-offs without the approval of the in town manager. If the tournament manager does not adhere to this rule, he will be removed permanently as a manager after an Executive Board review.
 - All players in the 8's and 9's must play at least 6 outs in the field and 1AB per game. All other age groups must play 3 defensive outs and 1 AB as per Williamsport rule. (CLL is sanctioned by Williamsport

Travel Special Rules

- Pitchers will follow Williamsport guidelines.
- Clark LL games take priority over tournament games for scheduling purposes.
- No tournament team can pitch a pitcher if he or she is involved in the CLL playoffs without the approval of the town manager. If the tournament manager does not adhere to this rule, he will be removed permanently as a manager after an Executive Board review.

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- All players in the 8's and 9's must play at least 6 outs in the field and 1 AB per game. All other age groups must play 3 outs and 1 AB as per Williamsport Rules.