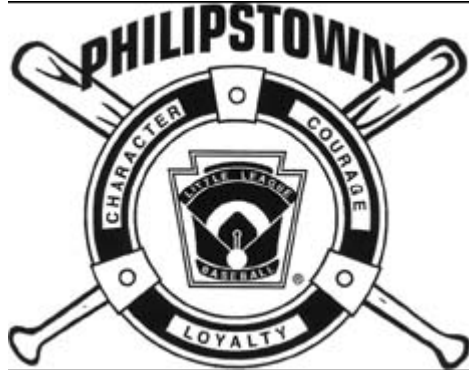


Philipstown Little League



2011 Hometown Rules

The General Home Rules for the Philipstown Little League are a supplement to the Official Little League Baseball Rules and Regulations, and where noted, will supersede or replace Official Little League Rules. In all other cases, official Little League rules and regulations will govern.

1. Each active member of the League must have and exhibit genuine interest in the youth of Philipstown.
2. Each member will strive to adhere to both local and national Little League Rules and Regulations.
3. Each member will assist in Fund-Raising projects and field work detail.
4. Attendance at all meetings is expected.
5. Loud and or abusive language is not acceptable at any little League event. During little League games, anyone using foul language will be given one warning by the umpire. A second offense will result in ejection from the field. Foul language intentionally directed at an umpire, official, manager, coach or player will result in automatic ejection from the field with no warning.
6. Uniforms – for Tee-Ball, Junior Minors, Minors, Majors, Junior and Senior leagues (baseball & softball) – players are responsible for purchasing their own pants – team jerseys and hats will distributed to each player. Hats and shirts become the property of the player.
7. Postponement of games will only be permitted for school or church related activities. Postponement must be approved by the Scheduling Director 24 hours prior to a scheduled game. Failure to field at least eight players prior to forfeit time will result in a forfeited game.
8. All weeknight games will begin at 5:45 p.m. and weekend games will begin as scheduled by the Scheduling Director. Generally no inning should be started after 7:45 p.m. after Daylight Savings Time. However, it is up to the sole discretion of the umpire to modify depending on conditions. Forfeit time will be 15 minutes after the scheduled time for starting. Only “cell phone” times are applicable.
9. In the event the season ends in a tie for first place, the following tie breakers will apply, in order: First Tie Breaker: Best head-to-head record during regular season. Second Tie Breaker: least amount of runs allowed in season. This does not apply to the Junior Minor or Tee Ball divisions.
- 10) A League member will be appointed by the Board of Directors whose job will be to determine whether or not the fields are safe for play. This member will notify the team managers prior to one hour before game time of any postponement due to weather or other conditions. Directors of the division will reschedule the game with the Scheduling Director. The managers and head umpire will decide whether weather conditions and/or field conditions are playable. After each game has begun the game is under the discretion of the umpire. (LLR#3.10)
11. Players may use their own bats provided they are labeled "LITTLE LEAGUE" and/or meets Little League specifications. (LLR# 1. 10) Little League has banned composite bats. Coaches are required to check their players' bats to ensure they meet Little League specifications.
12. Roster changes will not be permitted after the draft unless approved by the Player Agent. Vacancies will be filled from the Player Agents eligibility list.
13. For the Softball division draft, only the manager's and existing first coach's children will be protected. Siblings of players already on a team must be selected during the first three draft selections. Coaches wishing to move up in a division must wait for their child to be drafted and placed on a team. New players must attend the tryouts. Failure to do so without a valid written excuse may result in the player returning to the division he/she played in for the previous season. Existing Softball players will remain with their respective teams from year to year.
14. In the MAJOR'S division a complete redraft will be held annually for all players who wish to be considered for a major team. Only a manager's, coach's and assistant coach's (maximum three) children can be protected. Players wishing to move up must attend the scheduled tryouts for the major's division. Failure to do so without a valid written excuse will result in the player returning to the division he/she played in for the previous season. Existing (returning) major players will be automatically entered into the draft and will be rated by the participating managers.
15. New managers must be approved by the Board.
16. All managers and a coach from each team must attend the scheduled tryouts and draft corresponding to their division.

17. Only three people will be allowed in the dugout other than the team players: Manager, coach and assistant coach. This rule will be enforced by the head umpire. A fourth person acting as a scorekeeper can be just outside the proximity of the dugout.
18. Managers and coaches will remain in the dugout area at all times with the exception of: a) a player injury. b) permission from the umpire to discuss his ruling. c) to confer with the pitcher. d) to coach first or third base.
19. All players must play a minimum of two complete innings and come to bat at least once in every game. Managers and/or coaches violating this rule will be subjected to the Official Little League Rules and Regulations;
 - a) First Offense - receive a written warning from the League Board of Directors.
 - b) Second Offense - suspension for the next scheduled game.
 - c) Third Offense - suspension for the remainder of the season.
 - d) Any player that does not get to play the minimum (above) will automatically play the entire next game.
20. The manager and/or coach of each team will be present on the field 30 minutes prior to the start of each game.
21. The home team shall lay out the bases and return them to the storage area at the end of the game.
22. All team members, both home and visitor, are responsible to remove all equipment and debris from the dugouts and fields at the conclusion of each game.
23. A batted ball bouncing over the fence is a ground rule double. At 9D Lower, a batted ball into the left field, left center field hill is a ground rule double, on the hill is a home run. All calls are at the discretion of the umpires.
24. The ball is in play at all times except a) when thrown into the dugout. b) when thrown or batted over or under the fence. c) when stuck in the fence or weeds. In these instances it becomes a dead ball and the base runners will be allowed one base and one additional base (the base the runner is approaching and one additional base.)
25. An official game is 3 ½ innings if the home team is leading or four innings if the visitor is leading. (LLR#4 10)
26. Partial 5th or 6th innings that are played will revert back to the last completed inning to determine a winner. If tied at the end of the last completed inning the game will be resumed at a later date from the point at which the game ended. Please refer to LLR# 4 11 for more detail.
27. In the event of a protest concerning a violation of official or hometown rules, the protesting manager is allotted five minutes to identify the rule, with the time to be determined by the umpire. If the manager identifies the rule, the head umpire will determine whether the protest is legitimate. If the manager does not identify the specific rule in the allotted time, play is to resume.
28. The on-deck batting warm-up is not permitted. No player shall swing a bat before stepping into the batter's box.
29. When not in the field, all players will remain in their dugout or on their team bench during the game. No eating is permitted by any player, coach or manager during the game.
30. Prior to the start of each game the umpire will warn both teams that there will be no throwing of equipment (bats, helmets, etc.), foul language or showing poor sportsmanship. A first offense for any such infraction will result in the offending team manager getting a warning from the umpire that the manager will communicate to his team. For a second offense the offending player will be ejected from the game.
31. The home team dugout is on the first base side and the visitor team dugout is on the third base side.
32. There is no climbing on the back stop. There will be no coaches, players or spectators allowed to congregate behind the backstop during a game.

Major League Rules

1. The manager or coach can call only two timeouts to converse with a pitcher in one inning. On the third timeout the pitcher must be removed from the position. Time allotted to converse is two minutes. A manager may come out three times in a game to converse with a pitcher. On the fourth trip the pitcher must be removed. (LLR# 8.06).
2. Managers, coaches and players are to remain within the fence of the dugout area except when coaching bases.
3. Pitch count rules apply using option two (see page 36 for more detail in the LL Playing Rules for 2009).

4. Ten run rule – If at the end of a regulation game (at least 3 ½ innings if the home team is leading or four innings if the visitor is leading), one team has a lead of 10 runs or more, the team with the least amount of runs will concede. Please note that if the visiting team has a lead of 10 runs or more the home will get to bat in the bottom half of the inning.
5. Re-entry is permitted as outlined in LL#3.03 (page 56 of the LL Playing Rules for 2009). A player may re-enter provided the substitute has completed one time at bat and played defensively for a minimum of six outs. Pitchers that are removed may not return as pitchers. Only a starter may re-enter a game.
6. At the beginning of the season the Major League Managers will decide to use an extra hitter. This player must play at least four innings and can not be designated two games in a row.

Major League Playoffs

Game One: the fifth place team will play the fourth place team in a one-game playoff at the end of the season. **Game Two:** The winner of game one will play the first place team. **Game Three:** the second place team will play the third place team. **Game Four (CHAMPIONSHIP):** the winner of game two will play the winner of game three for the league championship.

Minor Division Rules

1. Stealing will be allowed twice in one inning. If a player attempts to steal a “third” base in an inning, it is ruled a dead ball and the runner must return to base.
2. A team may field a maximum of 10 players and a minimum of eight. Failure to field a minimum of eight players will result in a forfeit game.
3. Twelve-year-old players are not permitted to pitch.
4. Eleven-year-old players who have tried out for the Major division that year and are not selected will be eligible to pitch.
5. The offensive team's turn at bat will last three outs or once through the line up, whichever occurs first. The line up will be all players from the team who are present whether they are playing in the field or not. Both teams will bat the same number of players. That number will be equal to the number of players of the team with the most players present.
EXAMPLE: Team 'a' has 13 players present at the game; team 'b' has 11 players present at the game. The offensive team's at bat will last three outs or 13 players at bat.
6. Players will be expected to pitch the entire game.
8. Players will be pitched for a total of five balls to be awarded a walk rather than the traditional four.
9. The game will be pitched by players and limited to pitch count rules. When 10 players are positioned on the field, they are to be arranged as follows: pitcher, catcher, four infielders and four deep outfielders.
11. All minor league games during the week will start at 5:45 pm. All teams shall be at the field no later than one-half hour before the game,
12. At the conclusion of minor league season, all players will return to the player pool and all teams will be redrafted the following season.
13. In the Minor division draft all Managers and Coaches will come to agreement on the rating of all players. Team Manager will then draw from a hat to determine the order in which they will make their selections for the first round. Number one will select first and so on until every team has made one selection; then the Manager who selected last on this first round will select first on the second round and selections will proceed back to the original start. After this second round everyone will pick from the hat again, continuing in this way until all returning players are selected.
14. Manager's and coach's and assistant coach's children (three maximum) will be protected according to LL Operating Manual.

Minor League Playoffs

Game One: the fifth place vs. the fourth place team in a one-game playoff at the end of the season. **Game Two:** The winner of game one vs. the first place team. **Game Three:** the second place team vs. the third place team. **Game Four (CHAMPIONSHIP):** the winner of game two vs. the winner of game three for the league championship.

Softball Division Rules

1. There will not be stealing.
2. A team may field a maximum of 11 players and a minimum of eight. Failure to field a minimum of eight players 15 minutes past game time will result in a forfeit.
3. Pitchers will pitch from the pitching rubber. No exceptions.
4. Players will be pitched for a total of five balls to be awarded a walk rather than the traditional four.

5. The offensive team's turn at bat will last three outs or once through the line up, whichever occurs first. The line up will be all players from the team who are present whether they are playing in the field or not. Both teams will bat the same number of players. That number will be equal to the number of players of the team with the most players present.

EXAMPLE: Team 'a' has 11 players present at the game, team 'b' has 10 players present at the game. The offensive teams at bat will last three outs or 11 players at bat.

6. When playing on the minor field the same rules as the minor division pertaining to the fence will be followed.

There will be no bunting.

Junior Minor Division

1. This division has been formed to provide basic instruction on the fundamentals of baseball and softball while instilling in youth the attributes of sportsmanship, leadership and team play.

2. Participants will include registered youth ages six to eight years inclusive.

3. Each Manager will provide for at least one practice but not more than two per week and one game per week.

4. Games will be played on Saturdays and during the week.

5. Emphasis is to be placed on player development, not on wins and losses. No score will be kept in games.

6. Play in the field will be officiated by joint decision of the respective managers prior to each game. Any such decisions in officiating which are made on the field are final, but may be appealed to the Director of the Division. On-field arguments are prohibited.

7. The offensive team will provide adult pitching and adult catching from their coaching Staff or any other person covered by Little League insurance. Adult pitching may be thrown from the mound or slightly in front of the mound.

8. All Managers and Coaches are expected to familiarize themselves with the fundamental rules of baseball and be active instructors of the game. On field instruction is expected and such instruction will not compromise field safety or decorum.

9. Games will be three innings in length. An Inning is defined as one turn through both offensive teams' batting order. Batting Out of turn will not cause any penalty, provided that all able players are allowed to bat. The number of batters sent to bat in an inning will be irrespective of the number of "outs" made by the defensive team.

10. Put-outs and force-outs made by the defensive team will otherwise have full effect. The appropriate player putout or forced-out will return to his/her team's bench.

11. Batters will receive approximately six pitches to hit. If they fail to hit the ball safely in six attempts, they will receive a reminder. Should they still fail to hit the ball fairly in at least two other attempts they can hit off of a batting tee or will be told to have a seat on the bench and let another player make an attempt. They are not "out" but merely replaced. This edict is flexible within the confines of fair play and upon the joint decision of the coaches.

12. Fielders will occupy all infield positions with the exception of Pitcher and Catcher. If numbers permit a player may be allowed to field the pitcher position on the mound

13. When no player occupies the pitcher position the pitching adult will use good judgment in fielding the ball, keeping in mind the level of play of the children and the need to reflect good sportsmanship.

14. Each player should play each position at least once for an entire game. Ideally they should practice the same position prior to playing it in a game. This gives the child time to experience and be coached in each position without interruption.

15. After the infield has been filled, all other players will be positioned in the outfield.

16. The only reasons for a member of the defensive team to sit on the bench would be as a disciplinary measure or due to an injury.

17. At the conclusion of the season all players from this division will be returned to the player pool.

Tee ball Division

1. This division is for registered players ages five and six.

2. Games will be three innings in length. An inning is defined as one turn through both offensive teams' batting order.

3. Teams may have one practice per week.

4. All balls will be batted from the batting tee. There will be no pitched balls.

5. No outs will be called.

6. Managers and coaches should be on the field providing instruction and guidance at all phases of the game.

7. At the conclusion of the season all players will be returned to the player pool.

Umpires

1. The League Y411 attempts to supply two umpires, a plate or head umpire and one base umpire, for major and senior divisions and one umpire for minor and Softball divisions.

2. The umpire's judgment Call will not be disputed.

3. The head umpire shall call balls and strikes and rule on foul balls and he shall call the plays at third base only when on base umpire is used.

4. The head umpire will be the mediator in all disputes.

5. Base umpires will call all plays at first and second bases only if one umpire is used and at first, second and third bases if two umpires are used.

6. Games will be called at the discretion of the head umpire. The head umpire may use the lighting of the Street lights on Northern Avenue as a guide to determine darkness at the 9 fields. Generally no inning should be started after 7:45pm after Daylight savings time. However, it is up to the sole discretion of the umpire to modify depending on conditions.

7. Umpires are to familiarize themselves with the Official Little League Rules and Regulations as well as the Philipstown Home Town Rules Supplement and be able to make sound judgments on the rules during the game.

Tournament Play

1. The tournament teams, 11-12 year age brackets, 10-11 year age brackets and 9-10 year age brackets for baseball and softball are teams that are representative of the best athletes for each group. These teams will be decided before the end of the season. A tournament committee will be chosen to decide the teams and players.

2. The training of these teams is the collective responsibility of the League, not just the winning coaches.

3. With the League Board or Directors approval the winning Manager and Coaches of each respective division will be given the option to oversee the training of the teams.

4. If the winning Manager is unable or unwilling to oversee the team training, the Board of Directors will select another Manager from the League.

5. All Managers and Coaches interested in helping with the training of these teams should contact the Director of the Division as soon as the team is selected.

6. Each Major Manager will submit their selection of the top four players per team, in each age bracket EXCLUDING players from their own team. The Board will vote on the top picks ranked in order of votes received and deliver the 16 player roster to the Manager who will then select his top 13 players for the tournament.

Rules for North Highlands field

1, Park only in the Little League parking lot.

2. Parking is allowed along the tee ball field fence only when the Little League parking lot is completely full. All cars should be in the dirt and gravel parking lot and not on the asphalt and the emergency access gate should be kept clear at all times.

3. Keep your children, your cars and yourselves away from the firehouse, out of the firehouse parking lot, off of the hill behind the baseball fields and out of the wooded marsh next to the fields.

4. Make sure the ball fields are kept clean. All litter should be put into trash cans. When cans are full they may be emptied into the dumpster and replacement bags found in the concession stand.

5. In case of in emergency helicopter landing, do not leave the field in your car. Gather your belongings and move to the rear doors of the firehouse remain there until the helicopter departs. You will have approximately 10 to 15 minutes advance warning before the helicopter lands.

RAINOUTS

ALL LEVELS

Rain-outs will be posted on the PLL website as quickly as possible in advance of a storm front. When we hear terms such as Severe Thunderstorms, Heavy Rain, Win-Swept Rain, we will cancel all games well in advance. Terms such as light rain, scattered showers, and periods of rain will not necessarily cancel games - but again we will use the PLL website as the primary source of communication.

MAJOR BASEBALL/ SOFTBALL

- Rain-outs will be posted on the PLL website as quickly as possible in advance of a storm front.
- Expected heavy rain may necessitate cancellation well in advance

- Expected light or periods of rain will necessitate last minute game time decisions.
- VP of Baseball will make the go/no-go decision on all baseball games.
- VP of Softball will make the go/no-go decision on all softball games.
- VP of Baseball will send a blast e-mail to the coaches list and ensure the Director of Umpires is aware of the cancellation.
- VP of Softball will advise Softball Umpires of any cancellations.
- Director of Umpires will call the baseball umpires and advise of need to re-schedule.
- Major Games will be re-scheduled to the next available Sunday time-slot; 1:30 / 3:30 / 5:30.
- Any minor games scheduled for NH on Sunday will be moved to 9D Upper.

MINOR BASEBALL/ SOFTBALL

- Rain-outs will be posted on the PLL website as quickly as possible in advance of a storm front.
- Expected heavy rain may necessitate cancellation well in advance.
- Expected light or periods of rain will necessitate last minute game time decisions.
- VP of Baseball will make the go/no-go decision on all baseball games.
- VP of Softball will make the go/no-go decision on all softball games.
- VP of Baseball will send a blast e-mail to the coaches list and ensure Director of Umpires is aware of the cancellation.
- VP of Softball will advise Softball Umpires of any cancellations.
- Director of Umpires will call the baseball umpires and advise of need to re-schedule.
- Minor Games will be re-scheduled based on availability of manager, coaches and teams - in that order.

JUNIOR MINOR BASEBALL

- Rain-outs will be posted on the PLL website as quickly as possible in advance of a storm front.
- Expected heavy rain will necessitate cancellation well in advance.
- Expected light or periods of rain will necessitate last minute game time decisions.
- VP of Baseball will make the go/no-go decision on all baseball games.
- Junior Minor Games will be re-scheduled based on availability of manager, coaches and teams - in that order.

TEE-Ball BASEBALL

- Rain-outs will be posted on the PLL website as quickly as possible in advance of a storm front.
- Expected heavy rain will necessitate cancellation well in advance.
- Expected light or periods of rain will necessitate last minute game time decisions.
- VP of Baseball will make the go/no-go decision on all baseball games.
- Tee-Ball Games will be re-scheduled based on availability of manager, coaches and teams - in that order.

Mission of the Philipstown Little League:

The objective of the Philipstown Little League shall be to implant firmly in the youth of Philipstown the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. To achieve this objective, the Philipstown Little League will, provide a supervised program under the Rules and Regulations of Little League Baseball, Inc. All active members of the Philipstown Little League shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary and the molding of our future citizens is of prime importance. Adult members or the League will make every possible effort to conduct themselves in such a manner so as to guide Philipstown's youth by exceptional example in this mission.