



P.O. BOX206 PARSIPPANY, NJ 07054
Par-Troy West is an IRS 501.C.3 non-profit organization # 22-2557

Rules and Regulations of Par Troy West Little League **Updated 3/25/13**

I. Introduction

Par Troy West Little League (PTWLL) is a chartered program affiliated with Little League Inc, Williamsport, Pennsylvania. PTWLL is a baseball/softball program established in the Township of Parsippany-Troy Hills. The objective of the program is to develop, promote, and govern the game of baseball/softball within Par Troy West Little League. In accomplishing this objective all managers, coaches, league officials, volunteers, player, and parents should be guided by the principle “*let the kids have fun*”. PTWLL will be guided by the principles of the official Little League rulebook, which will be distributed, to all team managers before the season. PTWLL also institutes “local rules” which will also be distributed to all team managers before the season.

II. Registration

- A. Registration is the process of identifying players for each season beginning February 1 Registration consists of the payment of applicable registration fees and the completed application of all volunteer applicants.
- B. Refunds shall be made in full if the player drops from a team prior to playing in the first scheduled game, subject to that player returning his/her uniform.
- C. Teams will be assigned each year in Tee Ball and Farm League in accordance within the boundary of their local school **as best as possible**. A draft will be held in Minor, Major, Junior, and Senior League.

III. PTWLL Policies

- A. Uniforms
 - 1. All players must be in full uniform for every game. Uniform will include: team hat, team jersey and team pants (except T-ball and Farm Leagues).

2. Shirts must be tucked in at all times.
 3. Jackets, coats, and sweatshirts may not be worn over a uniform but can be worn under the team shirt.
 4. All managers and coaches will wear PTW league issued shirts at league games.
- B. Protective Helmets Every batter, base runner, or base coach in each league must wear a protective helmet with a safety chinstrap. All catchers must wear a catcher's mask with a protective helmet, chin protector; and wear a hardened cup.
- C. Players must remain in the dugout or on the bench if they are not in the defensive field, at bat, a runner on base, or a base coach. Players may not sit outside the field with parents.
- D. No eating food in the dugout or on the field of play.
- E. Only 3 certified coaches allowed on the bench or in the dugout.
- F. PTW pitching week begins Monday and ends Sunday.
- G. All Games must start and end on time. Any game that starts late must still stop at the designated time as to not interfere with the start of another game.
- H. ONLY PLAYERS WEARING A PROTECTIVE CATCHER'S MASK AND PROTECTIVE CUP MAY WARM UP A PITCHER. COACHES CANNOT WARM UP PITCHERS UNDER ANY CIRCUMSTANCE.**

IV. Age Requirements

- A. Tee Ball – 4, 5 & 6 (must be 4 by April 30th)
- B. Farm League – 6, 7, & 8
- C. Minor League - 8, 9, & 10
- D. Major League – 10, 11, & 12
- E. Junior League – 13, 14 & 15 (PTWLL can designate 15 year olds to play)
- F. Senior League – 15 & 16 (PTWLL can designate only 16 year olds)

V. Manager and Coach Responsibilities

- A. All managers and coaches must be certified in NYSCA or similar organization
- B. All managers and coaches must submit to a background checks yearly
- C. Distribute and have parents sign Parents Code of Conduct and discuss PTWLL disciplinary sanctions

- D. Keep all medical release forms in their possession during practices and games.
- E. Hold a team meeting for players and parents before the season to acquaint them with other team players, coaches, and league policies and rules.
- F. Participate in all fund raising activities.
- G. Hold scheduled practices for their team
- H. Acquaint themselves with the rules of the game.
- I. Control the conduct of their team players and parents and display good sportsmanship.
- J. Fields should be raked and lined before and after every game (except Tee Ball).
- K. At the end of the season return all equipment and uniforms within 2 weeks of season's end

VI. League Rules

UPDATED 3/25/13

Little League playing rules will be in effect as per the Little League rulebook unless outlined below for each league. All managers and coaches should review the rulebook and be familiar with their league's rules.

A. TEE BALL

1. All players will play in the field and bat every inning regardless of the number of players on a roster
2. The game will last 4 innings or one and half-hours whichever comes first. The game can be shortened for darkness or inclement weather.
3. All batters must hit from a tee. **No pitching to any batter!**
4. Batters and runners will advance one base on a hit except when the manager announces that the hitter is the last batter of the inning; then all runners can advance all the bases unless an out is made. The league director will announce at the half way mark of the season that all batters and runners may advance 2 bases on a hit.
5. No stealing! All runners may not run until the ball is hit.

B. FARM LEAGUE BASEBALL

1. Games will last 6 innings or 2 hours.
2. In order to prevent excessive scoring from any team and to keep the length of the games within the allotted time schedule, a team will bat until it has scored 5 runs or made 3 outs, whichever occurs first.
3. Bases are placed at a distance 60-ft from home plate creating a traditional infield.
4. All players on the roster will play the defensive positions. Infield positions will be 1st base, 2nd base, short stop, 3rd base, catcher, pitcher and a player may be positioned behind second base. The remaining players will play the outfield.
5. The batting order will consist of all players on the roster.

6. The batter or runner on a hit that reaches the outfield grass may attempt a maximum of 2 bases.
7. No runners will advance on an over throw. If a play is made to a base the runner is approaching, returning to or on when the overthrow is made; must stay or return to that base. A player that overruns first base cannot be tagged out returning to first base, regardless of direction turned.
8. NO STEALING, LEADING or BUNTING
9. A maximum of 2 certified coaches are allowed on the field of play to help position players and give instructions. Coaches will coach first and third base when the offensive team is batting.
10. Pitching
 - a. Coaches will pitch to their team overhand from a distance not less than 36 feet in front of home plate. **No underhand pitching.**
 - b. Coaches may pitch from a kneeling or standing position.
 - c. The coach pitching to the batter will call balls and strikes. **Three strikes and the batter is out.** The strike zone should be about 4 inches either side of the plate from the shoulders to the shins
 - d. No walks when coaches are pitching
 - e. The League Director will announce when a player may pitch after the first 2 innings of the game. Coaches will always pitch the first 2 innings.
 - f. **When children are pitching they will use a soft safety tee ball and 4 balls will constitute a walk and 3 strikes will constitute an out. A foul ball on the 3rd strike is not an out.**
 - g. Four walks in an inning or six walks overall require the removal of that pitcher from the game.
 - h. A hit by pitch batter will be awarded first base.
 - i. Two hit batters in an inning require the removal of the pitcher.
 - j. Pitcher may not pitch more than 2 innings in any game. **Also you must abide by Little League rules as per the pitch count and pitching rules**
 - k. A pitcher removed from the game cannot be brought back to the same game as a pitcher.

C. Minor League Baseball –

The first few scheduled games of the season will be scheduled as exhibition season games with win/loss records not kept. The League Director will notify the teams when records will count towards the standings and playoffs if playoffs occur.

1. **Playing Time**

- a. “Free substitution” of players in & out of the game. 3 inning minimum per player rule stills applies (see rule 1b)
- b. Three full innings in the field minimum for all players. Players not playing 3 innings **must** start next game and must play the first three full innings (minimum). Exceptions only for player injury, player arriving late (after completion of first inning), player takes themselves out of the game before their three innings could be

- completed, player was ejected from the game.
- c. Every Player must play 5 full games during the season (3 games in the first half and 2 full game in the second half) A full game is any official game of 4.5 innings or more.
 - d. All players bat in batting order. (also see rule #6).

2. **Pitching / Catching**

- a. Pitchers may pitch no more than 3 innings in any game, 6 innings in any pitching week and are subject to all other Little League pitching rules. A pitcher may pitch no more than 2 innings in each of their first two pitching appearances of the season. In the pitcher's third appearance and thereafter, the pitcher may pitch up to 3 innings. All pitcher's first 2 outings must be limited to no more than 2 innings regardless of what point in the season that pitcher's outings occur.
- b. Please be aware of pitch counts and do not allow a pitcher to exceed pitches as listed in the Little League Rule book
- c. If a player throws anywhere from 1 pitch to three innings, 1 calendar days rest is required before the pitcher is available to pitch again. As few as one pitch in an inning, counts as one inning pitched.
- d. A pitcher that hits 2 batters in 1 inning, or 3 batters in a game, must be removed for another pitcher.
- e. During exhibition season, pitchers may pitch no more than 2 innings per game.
- f. Catchers must follow the Little League Rule on catching. Please look in your rule books.
- g. All pitching and catching data must be recorded in the Minor League Record Book immediately after each game. No partial innings, any pitch delivered in an inning, counts as that inning pitched. **ALSO PLEASE NOTE, IF YOU DO NOT FILL OUT THE BOOK IN IT'S ENTIRETY, YOU WILL BE CREDITED WITH A LOSS**

3. **Base running**

- a. Stolen bases- no advancing on overthrows
 - b. No delayed steals (i.e.: after the active part of the play has ended, if the ball is being returned by the catcher to the pitcher, all base runners must return to the base and cannot advance, even if the pitcher misplays the throw. But, if the catcher initiates a play (the ball is thrown to a player other than the pitcher) on any runner then any/all runners may try to advance at their own risk.).
 - c. Continuation play not permitted in Minor baseball. A walk is awarded first base and the batter may not advance to second on the same play.
 - d. No stealing of home during the exhibition season games, runner must be driven or walked in.
 - e. Courtesy runner for catcher is required when catcher is on base with two outs. courtesy runner is to be the last batter to make an out.
4. 3 outs or 5 runs per offensive half inning except the sixth inning where a traditional 3 outs, unlimited scoring is allowed. Playoffs, if held, will be 3 outs unlimited scoring all innings.
 5. 12 run mercy rule with game played to completion with scoreboard shut off.

Following rule will be in effect while a team has a minimum of a 10 run advantage over its opponent. No base stealing after 3rd inning while leading by 10 or more runs.

6. Players arriving after line up exchange will be placed last in the batting order.

D. Major League Baseball

The Major League follows the current “Little League Official Regulations and Playing Rules” with the following highlights and exceptions.

1. Pitching
 - a. The pitch count and mandatory days of rest will be as per the current Little League rules.
 - b. A pitcher may only pitch 3 innings (9 consecutive outs) the first 5 scheduled games of the season. After that a pitcher may pitch no more than 6 innings a game. Note: pitch count and mandatory days of rest still apply.
 - c. A pitcher that is entering the game for the first time and is on base before his initial pitching appearance may be removed for a courtesy runner to allow the pitcher to warm up. The last batter to make an offensive out will be the runner.
2. Offensive Team
 - a. The batting order will consist of 9 players.
 - b. NO ONDECK SWINGING
 - c. All players must stay on the bench until it is their turn to bat.
3. Minimum Playing time and Substitutions
 - a. The minimum playing time for each player is: 3 innings (9 consecutive outs), and 1 at bat.
 - b. Substitutions can only be made in the 4th inning unless a player is injured.
 - c. Rule IV (1) is in effect for shortened games (**A PLAYER THAT HAS NOT FULLFILLED HIS/HER REQUIREMENTS MUST START THE NEXT GAME, PLAY ANY PREVIOUS REQUIREMENT AND THE REQUIREMENT FOR THIS GAME BEFORE BEING REMOVED**)
 - d. Every player must play 2 full games per season. At least one game in the first half of the season and at least 1 game in the second half of the season.
 - e. A player may only re-enter a game for a player that has fulfilled their playing time requirement.
 - f. When a player is substituted for a starter after fulfilling PTWLL playing time, the starter may be reinserted into the game for another player (another starter) after the starter’s substitute has played 2 consecutive innings and 1 at bat. Example: Player A

starts the game, Player B is substituted for Player A in the 4th inning after Player B has played 2 consecutive innings and had 1 at bat. Player A may re-enter the game for Player C who was a starter.

- g. A courtesy runner will be inserted into the game for the catcher when there are 2 outs and the catcher is on base to allow the catcher to get his/her equipment on for the next inning. The last player to make an offensive out will be the courtesy runner.

4. Stealing

- a. Players may steal 2nd, 3rd, or home.
- b. Base runner may not leave a base until a pitched ball has crossed home plate. A base runner leaving early will be asked to return to that base
- c. Headfirst slides are not permitted unless returning to a base

5. Infield fly rule is in effect.

6. Forfeits and Pool Players

- a. There are no forfeits.
- b. A pool of players will be available to be assigned on a random basis to make up for players who will not be able to make a game.
- c. **There will be no rescheduling of games except in the case of inclement weather.**

7. Standings

- a. Standings will be kept in Major League Baseball
- b. **Pitching and catching records must be recorded in the Major League book kept in the refreshment stand after each game.**

8. Playoffs

- a. A single elimination playoff will be played with all teams making the playoffs. (If the season is shortened due to rainouts the PTWLL Board of Directors can choose to have a 4 team playoff)
- b. Won-lost records, as recorded in the Major League book, will determine seeding.

E. Junior League Baseball

Interleague rules apply.

The age group is 13-16

16's can pitch, (except to 13's when we play inter-league. When a 13 yr old gets up and there is a 16 yr old pitching you have to switch off and then after the 13 is finished the 16 yr old pitcher can return.

When we play against each other, in PTW only, "1" 16 yr old can pitch up to 3 innings

no more.

Pitch count rules apply. Only "1" 16 year old per game is allowed to pitch

All games will be at Smith with overflow at Janarrone

All teams will play one game during the week Monday through Thursday and one game on Saturday

No PTW games or practices on Opening night

Home team supplies the umpire

Both Teams supply 2 balls per game

Unlimited substitution rule can be used. This means a substitute may enter for a starter. When the starter re-enters, he **MUST RE-ENTER IN THE SAME SPOT IN THE BATTING ORDER WHERE HE BEGAN THE GAME**. If you choose to re-enter that substitute back into the game later, in a different position, **HE CANNOT BAT FOR THE PLAYER HE REPLACED. THE PLAYER HE REPLACED MUST BAT AND THE BATTING ORDER CANNOT BE CHANGED. ALSO A TEAM CAN BAT ALL OF ITS ROSTERED PLAYERS BUT ONCE THE GAME STARTS THEY CAN NOT CHANGE**

Managers/League Presidents must get a list of primary and secondary pitchers from their High School and Junior High School coaches. Primary High School and Junior High pitchers are allowed to pitch one (1) inning per game with a maximum of two (2) innings per week as long as they didn't pitch for their school team that same day.

Secondary pitchers are allowed to pitch four (4) innings per week if they pitched for their school team that week or as the secondary coach allows

Managers are responsible to keep track of how many innings their pitchers pitched, as well as, when they pitched last for their High or Junior High School teams.

No games will be cancelled without
President's approval

VII. Curfew Rules – Complex Curfew Rules for Carroll and Directors Field

- A. Games must start promptly as scheduled.**
- B. No side of an inning can start after 7:30 PM or 10 PM weeknights
Exception: Games that do not have a game following**
- C. A game will be considered complete and the results final if:
1. The game is stopped between the top of the fourth or fifth
inning with the home team leading.**
- D. A game will be considered incomplete and will resume from the
point of suspension at a future date if:
1. If it is not a complete game as per LL Rules**
- E. No side of an inning will be stopped during play.**
- F. Discretion should be used when starting an inning close to curfew
time**
- G. Due to the extensive play on Saturday a 2 hour time limit will be
applied to all games on all fields. If the 2 hour time limit expires
during a side of an inning, the side of the inning will be completed.**
- H. Games on Directors field will stop play weeknights when at the
umpire's discretion, it's too dark to play**
- I. When there is back to back games at Directors field on Saturday,
teams will adhere to the time limits as per the schedule.**

VIII. SOFTBALL - ALL LEAGUES

All Softball rules will be handed out by Mike Revette