

LI HOT STOVE BASEBALL 2019 LEAGUE RULES

(amended 7/08/2019)

ALL MANAGERS MUST ENTER SCORES ON THE WEBSITE AFTER THE END OF THE GAME.

The 2019 Little League Baseball Rule Book with Guidelines for all general rules will be followed in the LI Hot Stove Baseball Tournament for 12u and under players. For example, strike zones, definition of a batter, and re-entry rules are in effect for all age groups. 13u and older will use NFHS High school rules. Rule changes below shall supercede the rule book.

SUMMARY BY AGE GROUP	7U	8U	9U	10U	10U 65	11U 60	11U	12U	12U 90	13u +
Eligible players born after:	4/30/11	4/30/10	4/30/09	4/30/08		4/30/07	4/30/07	4/30/06		4/30/05
Bases	60'	60'	60'	60'	65'	60'	75'	75'	90'	90'
Mound	40'	42'	46'	46'	46'	46'	51'	51'	60'	60'
Number of innings	6	6	6	6	6	6	6	6	7	
Official Game	4 innings									
BAT RULES 46/60 fields	USA Standards 2 ¾ barrel maximum OR BPF 1.15 marking/ 2 ¼" barrel maximum non composite wood bats. NO Bamboo									
BAT RULES 51/75 Fields	51/75 USA Standards 2 ¾ barrel maximum OR BPF 1.15 2 ¾ barrel maximum (2 ⅝ or 2 ¾ diameter bats must be -10 or heavier)OR non composite wood bats. NO Bamboo									
BAT RULES 60/90 Fields	12U Fall Only USA Standards 2 ¾ barrel maximum OR BPF 1.15 2 ¾ barrel maximum (2 ⅝ or 2 ¾ diameter bats must be -10 or heavier)OR non composite wood bats. NO Bamboo					13U and older -3 BBCOR OR non composite wood bats. NO Bamboo				
Bunting	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Fake bunt	No	No	No	No	No	No	No	No	Yes	Yes
Tagging up	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Infield fly	No	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
dropped third strike	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Balks	No	No	No	No	warning only	No	one warning per pitcher		Yes	Yes
Leading and Stealing	1st to 3rd MUST EARN HOME		All Bases when ball crosses plate		All Bases	All Bases when ball crosses plate	All Bases	All Bases	All Bases	All Bases
No inning start after (including playoffs)	2 hours								2 hrs 10 minutes	
Championship time limit	None									

GENERAL RULES & EQUIPMENT FOR ALL AGE GROUPS:

1. Good sportsmanship must be stressed and maintained at all times.
2. Home team (if team supplied field) is responsible to prepare the field for play. Home team is to notify opponent, umpire dispatcher and league at least 2 hours prior to game if field is unplayable for any reason.
3. Conduct of spectators watching the game is the responsibility of the Manager/Coaches. No foul language, smoking or alcoholic beverages are allowed in the entire park.
4. Players are encouraged to cheer for their teammates however no negative chanting is permitted towards the opposing team.
5. Players must wear full uniforms at all times, including baseball pants, shirt, and hat. Players without pants or hats are not allowed to play. No shorts are allowed.
6. All male players are required to wear athletic supporter with cup.
7. Each catcher must wear a protective cup, hockey style helmet mask, chest protector and shin guards during games and while warming up pitchers.
8. Baseball shoes must have rubber spikes on the bottom for 12u and under. Metal spikes are not permitted 12 and under or on turf fields. Metal spikes are NOT permitted on Turf Fields
9. 12u and under USA Standards Bat Rules or USSSA BPF 1.15 2 ¼ must be followed for 60' & 65' fields. USSSA BPF 1.15 2⁵/₈ or 2 ¾ diameter bats must feature USSSA BPF 1.15 Certification and be -10 or heavier for 75' fields. 13u and older must use BBCOR or non-composite wood bats.
10. A player that uses an illegal bat will be called out. Team Managers will be ejected if the bat rule is violated two times during the game.
11. USSSA Bats must have grips and a barrel diameter of 2 1/4" for 8u, 9U, and 10U's. 11u and 12U's can only use a barrel diameter of 2⁵/₈ or 2 ¾," or 2 ¼". No batting donuts are allowed. There is no "minus" requirement for a wood bat.
12. All batters/baserunners must wear helmets. Players who coach bases must wear helmets as well.
13. A defensive outfield shall consist of 3 players that must play on the grass. Only 4 infielders are allowed.
14. Each team will be permitted to bat nine with up to two Extra Hitters or use a Universal batting order.
15. If the Universal batting order is not used, a starting player who has been removed from the game, may be inserted once under the following conditions: a) the player must return to the original spot in the batting order, b) only a starting player is eligible to be reinserted and he may only be reinserted once per game, c) the player does not have to return to his original defensive position, and d) a pitcher after being removed from the game or remaining in the game in a different position cannot return to the game at anytime as pitcher.
16. No on-deck batter swinging a bat. Only the batter shall have a bat in his hands.
17. No unsupervised bat swinging or ball throwing on sidelines.
18. Bat/Helmet throwing is prohibited. The 1st time, a warning will be given. The 2nd time will result in the player sitting out the remainder of the game.
19. Field areas should be kept clean and free of litter. Equipment must be kept in the dugout or away from the playing field. NO seeds on turf fields.

SUPPLEMENTARY GAME RULES:

1. The schedule determines the home team. (coin flip determines home team for 5 game leagues)
2. Games consist of 6 innings for 12u and under age groups. 7 innings for 13u and older age groups. No game can have an inning start after 2 hour for 12u and under. 2 Hours 10 minutes for 13u and older. Extra innings can be played subject to the time limit.
3. The game will result in a tie if the score is tied at the end of the time limit and the home team has equal # of at bats to visiting team.
4. Game is considered official at the end of the 4th inning for all age groups.
5. All teams will abide by the 12 run mercy rule. Once a team is ahead by 12 runs after the opposing team has batted after 4 innings, the game is official and the score at that time is final. After 5 innings it is 10 runs.
6. Infield fly rule is in effect for all ages except for 7u and 8u.
7. Tagging up of all bases including home is permitted for ages 9u and up.
8. No fake bunt swing is allowed 12U & under. This is for the safety of the players.
9. No dropped third strike rule 10u and under.
10. If a player is injured and cannot return to the game their spot in the lineup WILL NOT constitute an out if they cannot bat.
11. All injuries must be reported to the LI Hot Stove Baseball League Safety Officer, at info@lihsb.com within 48 hours.

Points

Teams will earn 3 points for a win, 1 point for tie and -1 if they forfeit. This s done in case due to weather teams cannot play all games. Teams must play 80% of the games of the team that has the highest number of games played in their division.

Extra Hitters

1. Teams have the option of using one or two extra hitters according to the following rules and conditions:
 - (a) A team must have ten or more players prior to the start of the game;
 - (b) The Extra Hitter (EH) cannot be added after the start of the game;
 - (c) A team has the option of using or not using the EH;
 - (d) The EH can be substituted for and is entitled to reentry;
 - (e) There is unlimited defensive substitution. Note: all pitching rules must be followed.
 - (f) Under no conditions may a player reenter a game in other than his original position in the batting order.
 - (g) The EH is considered a starting player. If a team elects to use an EH, they must finish the game with a player in that position in the batting order. If an EH has to leave a game for any other reason than an injury that the EH has suffered in that game, and there is no replacement for that EH, every time that EH is due to bat it becomes an automatic out.
5. The use of a DH is prohibited.

ELIGIBLE PLAYERS BY AGE GROUP:

MANDATORY FOR ALL AGE GROUPS - PROOF OF AGE (copies of birth certificates and any valid photo id from any school or any local, state, or federal government OR A valid Validage Sports ID card.) THIS IS FOR ALL PLAYERS ON YOUR ROSTER MUST BE AVAILABLE UPON REQUEST. TEAMS CAN ASK FOR PROOF OF AGE FOR ANY PLAYER. IF PROOF OF AGE CANNOT BE GIVEN THEN THAT PLAYER IN QUESTION COULD RESULT IN NOT BEING ABLE TO PLAY IN THAT GAME OR A FORFEIT.

PITCHING RULES:

1. There are no pitch count rules. However we encourage the use of the Little League Pitch count rules. It is the responsibility of the individual team officials to ensure the well being of their pitchers.
2. Distance of the pitcher's rubber to Home Plate shall be 42' for 8u, 46' 9u & 10u & 11u 60, , 51' for 11u & 12u and 60' for 13u and older.
3. Pitchers are not allowed to start in consecutive games.
4. Balks – Umpires will call balks for the 11u 51/75 and up age groups. One warning per pitcher per game will be provided for 11u and 12u players. 10u 46/65 will receive warnings only.
5. Mound Visits – The manager is permitted to visit the mound twice in an inning and a maximum three times per game without removing the pitcher. Injuries to the pitcher do not count as a mound visit. On 90' fields the manager is permitted to visit the mound three times per game.
6. Hit Batters – Any pitcher that hits three batters in a game must be removed from the game as a pitcher. He may not return as a pitcher for the rest of that calendar day.
7. Warm-up Pitches before an Inning: Maximum of 5 warm-up pitches for any pitcher. This will keep the games moving and limit overworking player's arms.
8. Pitchers cannot use a first basemen's mitt.

STEALING / BASE RUNNERS:

1. Bases will be set at 60' for all 9u and under age groups, 10u can be 60 or 65' bases. (65' base rules are the same as 75') 75' for 11u and 12U, and 90' for 13u and older.
2. There is no courtesy runner permitted. The speed up rule, for catchers only, may be applied if there are two outs. This rule to be applied at the manager's discretion. (Note- the re-entry rule may be used in a base-running situation.) A player has to have been the catcher in the previous ½ inning in order to have a runner take his place.
3. No base runner is permitted to "barrel" into another player. Base runners must slide, give himself up or go around the defensive player or they will be called out and possibly ejected from the game.
4. For 8U, 9U/10U/11u 60, a runner may attempt to steal the base after the pitch crosses home plate. If the runner leaves base early, the team will be warned and the runner will return to the original base. All other runners on the warned team will be called out after the first warning.
5. No base runners 10U AND UNDER can slide head first without penalty of being called out.
6. 11U & OLDER 51/75 base runners can lead and attempt to steal all bases at any time.
7. 11U 51/75 & OLDER batters become base runners on a dropped third strike by the catcher when applicable.
8. 8U NO STEALING HOME- A PLAYER MAY INHERIT HOME PLATE ON CONTINUOUS PLAY ON A BATTED BALL OR BY BEING FORCED IN BY A WALK. IF A PLAYER ROUNDS 3RD BASE AND IS TAGGED OUT HE IS OUT. IF A PLAYER ROUNDS 3RD BASE AND MAKES IT HOME SAFELY HE IS TO RETURN TO 3RD BASE- NO PENALTY.

PLAYING WITH EIGHT PLAYERS:

1. A team may start the game and play with eight players. When playing with eight players, the vacant slot in the batting order is a MANDATORY out. If a ninth player arrives, he may be inserted into the game at the bottom of the lineup and will be an eligible batter the next time he is up in the order.
2. In the event of an injury that happened during the game to the ninth player, the automatic out will not apply.

3. Additional players who arrive during the game will be placed at the end of the batting order for teams that selected the universal batting order.

UMPIRE / GROUND RULES:

1. Ground rules and divisional rules will be discussed between the Managers and Umpires prior to the start of the game.
2. Umpires are to be respected. Umpires will not tolerate foul language from players, coaches or parents.
3. If a question arises pertaining to a disputed call or rule interpretation, the team manager, and only the team manager can discuss with the calling umpire.
4. Only the umpire can grant timeout to a player once the play is considered over by the umpire. Managers can instruct the player to call a timeout that the umpire may elect to grant.
5. If a manager, coach, parent or player is ejected from a game they must leave the field immediately. Failure to do so will result in forfeiture. Note: an ejected person should not be able to be seen or heard by the umpire.

PROTESTING A GAME:

1. The only person who may protest shall be the team manager or person in charge of the team.
2. The only grounds for protest is a decision based on the interpretation of the rules, or the use of an ineligible player/bat.
3. **THE PROTEST MUST BE MADE IMMEDIATELY PRIOR TO THE RESUMPTION OF PLAY AND INDICIATED TO THE UMPIRE(S) IN A HIGHLY VISIBLE MANNER. IN THE CASE OF AN INELIGIBLE PLAYER, THE PROTEST MUST BE MADE BEFORE THE FINAL OUT OF THE GAME.**
4. The umpire in charge will notify the opposing manager that the game is being played under protest, and will make note of the protest in each team's scorebook.
5. The League Commissioner will make the decision whether the protest is upheld. If so, the game will be resumed from the point of the protest, except in the case of an ineligible player where a forfeit will result. Teams are responsible for any additional umpire fees.

FORFEITURES

1. A forfeiture will be awarded under the following circumstances:
 - a. A team is not ready to play 15 minutes after the scheduled game time.
 - b. A team is unable to field at least 8 players throughout the entire game.
 - c. If, in the League Commissioner judgment, a forfeit is warranted.
2. Teams will be fined \$100 for a forfeit. Three forfeits will result in the team being removed from the league.

WEATHER CONDITIONS / LIGHTNING:

1. Assume all games will be played if the weather is questionable unless called or emailed by a league representative. Safety of the players is of primary concern.
2. **Poor weather prior to the start of the game** – Managers may also call the field hotline number at 516 502 7705 or access the league website at www.lihotstovebaseball.com to find out if fields are open. The hotline will be updated by 7:00am on weekends and by 4:00pm during the weeknight games.
3. **Poor weather after the start of the game** – Umpires to determine if fields are in playable condition and will stop games if player safety is at risk. If thunder or lightning is heard or seen nearby during a game, the game is to be stopped immediately. The game may resume after twenty continuous minutes without thunder or lightning. The umpire will call the game after three thunder or lightning delays. Safety is of primary concern.
4. It is an official game after four innings if the game is called for darkness or any other weather condition. The home team must bat the required number of innings if they are losing for the game to be official. The game will revert to the last completed inning if the game is called in the middle of an inning.

INJURY/ILLNESS

Any player who receives an injury (other than superficial) or becomes ill, etc., may not play any more that day. Note that swelling, lacerations, etc. will remove an injury from the superficial status. A player who has been rendered unconscious during a game shall not be permitted play in subsequent games without written authorization from a physician. This authorization must be supplied to the league prior to the player returning to play. When a player is removed from a game for an injury / illness, all substitution rules apply. In the event of an injury that happened during the game, the automatic out, as per Rule "O", above, will not apply. All injuries must be reported within 48 hours in writing to the League.

PLAYOFF RULES:

1. STANDARD TIME LIMIT TO THE GAME FOR SEMI FINALS
2. NO TIME LIMIT FOR CHAMPIONSHIPS

TIEBREAKER RULES:

1. 1st tiebreaker – winner of head-to-head competition
2. 2nd tiebreaker – fewest total runs against

3. 3rd tiebreaker –record against pool of tied teams
4. If still tied, a coin toss by the league