

## Sodus Minor and Major League Tournament Rules

**The official Little League rules apply unless changed below.**

1. All players, coaches and parents are expected to follow a "Code of Conduct" that provides a healthy and safe environment for all involved. A person may be asked to exit the premises by the umpire or league officials if they cannot exhibit good character and sportsmanship at all times.
2. Coaches of the teams must be at least 18 years old. Only the (maximum four) coaches, scorekeeper and players can be within the team bench area during the game. Two base coaches needed while on offense.
3. **A player cannot be 11 before MAY 1st for Minors. A player cannot be 13 before MAY 1st for Majors.**
4. Umpires ruling is final, any protest call will be resolved immediately.
5. Game time is 6:00 pm, if a team is unable to field a squad by 6:20 pm they will be required to forfeit the game. The time is of the umpire's discretion, once the team has the minimum amount of players the game will commence. Any additional players showing up late will be added to the end of the batting line-up. Once a team has batted through the line-up no new player can enter,
6. The 10 defensive positions will be the standard infield positions and 4 outfield positions.
7. Each team must have a minimum of 8 players to start a game or they will forfeit the game. Due to injuries or sickness, a team must finish the game with at least 7 fielding players.
8. All players that are in uniform will be in the batting line-up. Each player must play at least 6 consecutive outs. If a player is injured and cannot continue, the player will be scratched from the line-up and the game will commence with the next batter. Batting out of order, is an automatic out to the batter that was suppose to bat. The proper batter can be put in before the wrong batter wither hits or walks, but the batter must assume the count.
9. All players must use helmets with faceguards when on base, batting or while on deck. Helmets will be supplied by the Sodus Little League, but a child or team may bring their own helmet/helmets.
10. A maximum of 5 runs may be scored per inning. If there is a out of the park homerun ALL runs will score, if not 5 runs are the max. Unlimited runs may be scored in the sixth inning. Four complete innings constitutes a game. The umpire has the final say on whether the game is called or not. If after four complete innings there is one team up by 15 runs the "Mercy Rule" is in place and will be enforced.
11. A player must slide into home base when there is a defensive attempt to make a play in the circled catcher's area, the umpire will have final say. A player should attempt to slide at second and third base to avoid any collision. It will be up to the umpires discretion as to whether a slide was necessary at second and third base (safety being the issue). Headfirst slides are only allowed when going back to a base.
12. Throwing the bat. First time is a team warning, ball remains alive. Each team will receive one team warning. During a teams' second time throwing the bat, the batter is out, ball becomes dead immediately, no runners may advance.
13. A pitcher is allowed a maximum of three consecutive innings per game and **14** innings for the tournament in the Majors and **12** in the Minor League Tournament. One pitch constitutes an inning. Once the picture is removed, he/she cannot re-enter as a pitcher later in the game.
14. Coaches are allowed 3 trips to the mound per pitcher, on the 3<sup>rd</sup> trip, the pitcher must be removed. Pitcher's mound is **46 feet**.
15. A caught foul-ticked third strike is an out. On a called third strike swinging or NOT, the batter is out. The runners may advance at their own risk, but the batter is out.
16. The infield fly rule (Runners at first and second or bases loaded with less than two outs and a catchable infield **pop-fly** is hot) is in effect during the game. The batter is out.
17. In both the Minor and Major Leagues, runners are allowed to steal all bases. There is no leading off and the runner must stay on the base until a pitched ball crosses the plane of the plate. If caught leaving early a team warning is given and there after will be out.
18. After a ball has been pitched, the catcher must stall the forward motion of a base runner, once the catcher has established eye contact and stalled the runner, the runner must go back to the base. If a ball is then over thrown to the pitcher it is live. To help avoid the issue time may be called by the catcher (subject to the umpires agreement that play is stopped). Time will not be called if there is still a play at hand.
19. There is a safety base attached to first base. . During a play at first base the runner must run to the orange part of the base to avoid collision. Once the runner reaches the base, he/she must use the white part during the rest of play.
20. A fielder may not be in the runners base path during the advancement of the runner. Obstruction will be called by the umpire's discretion and the runner will be safe,
21. If a pitcher hits four batters during a game, they must be replaced immediately and will not be allowed to re-enter as a pitcher in that game.