

## ASAC NATIONAL LEAGUE RULES 2010 Updated 3/17/2011

### **Basic Rules:**

1. Home team is responsible for preparing the field prior to the game.
2. All coaches must be an active member of ASAC, certified through **either** NYSCA, Babe Ruth or Little League. and fill out the Little League volunteer form (annually) prior to getting on the field with any players.
3. Throwing of equipment by coach or player, foul language by players, coaches or spectators will not be tolerated and will result in immediate ejection from the game. Anyone ejected from a game must vacate the grounds immediately.
4. Any player or coach ejected twice in one season will be ineligible for remainder of the season and forfeit any right to participate on traveling teams.
5. Treat the umpires with courtesy and respect at all times and the umpire has the right to eject at his discretion any player, coach, parent or fan.
6. Decision of calling game due to bad weather prior to game start is up to both coaches with home coach having the responsibility for notifying the umpire 2 hours prior to game time. It is the umpires call once the game is underway to make the call to stop the game due to weather. Make up games are to be rescheduled to the first available date and coordinated directly with the National league commissioner.
7. Once lightning is seen, a thirty (30) minute time frame must exist before returning to the game where no lightning is seen. If another bolt of lightning is seen, then the thirty (30) minute time frame begins again. This call is to be made by the umpire and or coaches to ensure the safety of the players.

### **Making a team:**

1. Coaches will form teams using "look sees" followed by a draft where coaches are to make teams as balanced as possible.
2. There may be no more than three (3) coaches in the dugout during the game. At least one coach must be in the dugout at all times.
3. With the exception of the base coaches, manager and coaches shall remain in the dugout at all times.
4. All players must play at least half of the game, 3 full innings in the field. Not doing so will result in forfeit of game. Exception is when a game is shortened by the 10 run rule.

### **Rules:**

1. Commissioner will draft a schedule (12 game minimum) that has each team playing an equal number of games.
2. Games will consist of six (6) innings with extra innings if necessary. Four (4) innings is a complete game if game needs to be stopped due to weather or insufficient lighting.
3. A team can play a legal game with eight (8) players. Any less than eight (8) results in a forfeit. Any effort to play a game even if just for fun will not count, but the pitching rules still apply. Please consider your pitchers before throwing them.
4. Ten Run Rule: the ten (10) run rule is in effect after four (4) full innings.
5. Infield fly rule is in effect.
6. There are unlimited substitutions.
7. Teams will play nine (9) in the field, six (6) in the infield and three (3) outfielders.
8. All players are to be in original batting order throughout the game.
9. Catcher must wear all protective gear including a cup and throat protector.
10. Coaches should use common sense when assigning positions to ensure player safety; however, it is encouraged that all players should learn the fundamentals of each position throughout the season.

11. No new inning can start after 8:30pm on a school night (Sunday night through Thursday night).
12. When a rule is in doubt, Little League official rules apply.

### **Pitching:**

1. 85 pitches per day (ages 11-12)
2. Pitcher can pitch in consecutive games only if 20 or fewer pitches were delivered in a previous game.
3. Guideline for ratio of pitches to rest days:
  - 66 or more pitches in a day = 4 calendar days rest.
  - 51-65 pitches in a day = 3 calendar days rest.
  - 36-50 pitches in a day = 2 calendar days rest.
  - 21-35 pitches in a day = 1 calendar days rest.
  - 1-20 pitches in a day = NO (0) CALENDAR days rest
4. No player can pitch more than one (1) game in the same day.
5. If a game is suspended, the pitchers of record at the time the game is halted may continue to pitch to the extent of their eligibility for that day, provided the pitcher has the required days of rest at the time the game is resumed.
6. A pitcher who delivers 41 or more pitches in a game CANNOT play the position of catcher for the remainder of the day. (For further clarification of LL pitching guidelines, refer to pages 38-41 in the 2011 rule book).
7. A player who catches for 4 or more innings cannot pitch in the game being played.
8. Pitcher gets seven (7) warm up pitches. Home plate umpire is responsible for this count and enforcing it.
9. Once a pitcher is removed from the pitching position he cannot return to play pitcher again in that game.
10. Trips to the mound by a coach will be limited to one (1) visit per inning per pitcher. Once you visit the same pitcher for the second time in one inning he must be removed from the position for the remainder of the game.

### **Base Running:**

1. Stealing is permitted once the ball crosses home plate and with no lead. Player may advance any number of bases at his own risk. Stealing home is permitted.
2. A courtesy runner is optional for the catcher, but if used, the runner must be the last batted out and there must be two outs.

### **Calling up players:** (Pool play)

1. If a team cannot field nine players, they can call up a player from the American League from the list of 5 players provided by the American league commissioner.
2. A player's use will be determined in a rotating basis of these five players.
3. No team may call the same player up two (2) games in a row. No player may be called up to play two (2) nights in a row.
4. If the game has begun and the National league player shows up the American League player must be removed from the field, but will continue to bat.
5. The American League player must bat last in the line-up and cannot play the position of pitcher or catcher. (2011)
6. No American league player may play for the National league in the playoffs! (2011)

## **Draft Process:** (2011)

1. Draft guidelines: Two options are available for drafting the teams within a league
  - i. (1) **Draft by strength:** Keep previous years teams intact:
    1. All players attend look sees / tryouts
    2. All players are rated by each head coach during the tryout (ratings 1-4 or agreed upon structure)
    3. After the look see / tryout and prior to the draft, the coaches will collectively agree upon a rating for each player. (1-4 with one being the highest rating and 4 the lowest).
    4. These ratings, the players age (little league eligibility age) and whether they are a pitcher or catcher will be placed on the same side of the index card as the players name.
    5. Returning player Index cards will be placed (name/rating side up) on a table or board under their team, all #1 rated players at the top down to #4's at the bottom.
    6. A team can only draft up to the number of players that each team is expected to have each season (#players divided by number of teams). The purpose of this process is to help ensure the teams are as fair as possible while still allowing for players to remain with their teams each season.
    7. Draft by strength is as follows and only pertains to drafting players rated as #1's or #2's.
      - a. Drafting of #1 rated players:
        - i. Head coaches son will automatically be placed on that coaches team and will go towards the strength analysis. This also goes for all remaining potential assistant coaches. ALL assistant coaches must be drafted (by drafting their son) or otherwise traded for after the draft has been completed.
        - ii. Team with lowest number of #1's drafts 1<sup>st</sup>, second lowest drafts 2<sup>nd</sup> and so forth. If multiple teams have the least number of 1's then they draft by previous season finishing order last-first. A team may not draft in a specific round if they still have a greater number of #1's than another team and must wait until the following round to draft.
        - iii. This process will continue until all teams have the same number of #1 rated players and then the draft process will continue using the last to first draft order (2012 will introduce an alternating draft order last-first, first-last).
      - b. Drafting of #2 rated players:
        - i. Follow the same process as with the #1 rated players above with the exception of any team who after drafting the #1's ends up one #1 rated player short, will have the first pick in these rounds for #2 rated players.
      - c. Drafting of #3 and #4 rated players drafts last place team to first place team from the previous season finishing order regardless of quantity of 3 or 4 rated players. (2012 will introduce an alternating draft order last-first, first-last)
  - ii. (2) **Re-Draft:** Adding an additional team to the league:
    1. All players attend tryouts/look sees
    2. All returning players are placed back into the draft

3. No team may have greater than 8 ten year olds on their team. If they do, they must trade players to get under the 8 ten year old limit.
4. Follow “**Draft by Strength**” drafting process above

**ALL-STAR SELECTION:** (2011)

1. The Baseball committee will evaluate and recommend the number of the All-Star teams to be placed in tournament play with Board approval. The teams may/will be 7/8U, 9U, 10U,11U and 12U. All Star notifications will need to follow Little League guidelines for All Star selection, notification and practice.
2. This is a travel team and playing time is not guaranteed.
3. All Star team manager will be selected by the Baseball committee using the following criteria for the selection process
  - a. All Star team manager
    - i. Eligible manager must be actively coaching in the National league
    - ii. Preference given to the previous seasons team managers in order of finish 1<sup>st</sup> – last.
    - iii. All Star manager once selected by the Baseball Committee, will nominate two assistant coaches who must be currently coaching in the National league. The Baseball committee must approve the nominations or otherwise recommend alternates.
  - b. All Star team player selections:
    - i. An open tryout will be held in June with two tryout dates for all eligible players.
    - ii. Players must attend one (1) of the two (2) tryout dates to be eligible for selection onto the All Star team.
    - iii. The All Star manager and coaches will select the All Star team with oversight from the “Little league Players Agent” from the players who have attended the tryout.
    - iv. Team can be comprised of a minimum of 12 players and a maximum of 15 players with two alternates which is at the discretion of the All Star manager. Alternates if utilized cannot practice or travel with the team and are utilized in the event a player is unable to continue with the All Star team for any reason.