



SCARSDALE LITTLE LEAGUE



ATLANTIC DIVISION RULES*

*These rules are not meant to be exhaustive. Any situation not covered herein will be ruled by the umpire(s) in accordance with Little League Baseball's Official Rulebook.

Revised date: January 2026

1. **Competitive Principles:**

- a. While this program continues to encourage developing skills and having fun, coaches have more latitude to manage their teams to win games, subject to the limitations set forth below.
- b. A Scarsdale travel team player commits to attending as many practices as possible but has the option not to participate in Atlantic Division team practices.

2. **Fielding:**

- a. Number of Fielders: No more than nine players in the field per inning.
- b. Location of Fielders: Coaches can locate fielders in fair territory however they choose (this excludes the pitcher and catcher who must be on the mound and behind home plate, respectively).
- c. Rotating Fielders: Each player MUST play at least one inning in the infield in each game, unless a player chooses not to, and may not play the same infield position more than three times per game. Pitchers and catchers are exempt and may play more than three innings, but a pitcher must follow pitch count and inning rules as outlined in 4.b. and 4.f. below. No player should play any position if it is unsafe for such player to do so (this issue usually only arises with respect to first baseman, third baseman, pitcher and catcher).
- d. Rotating Players Not in Field: In each game, no player shall sit out a second inning until all players have sat out one full inning. The intention of this rule is that players play as close to the same number of innings during the regular season as possible. In the playoffs, this rule shall be applied game-by-game, not across games, potentially resulting in the same players sitting out two innings each game.
- e. No Blocking Runners: Catchers or fielders can protect the base with the ball in the glove, but must stand out of the way if waiting for the ball from the field. Coaches should emphasize this.
- f. Infield Fly: The infield fly rule will be called by the umpire at the appropriate time.
- g. Substitutions: There will be unlimited substitutions except for the pitcher.

3. **Batting:**

- a. All Players in Batting Order: Every player bats regardless of whether the player played the field that inning.
- b. Batting Order Can Change Each Game: Coaches can reset line-ups for each game which can result in some players hitting at the bottom of the order each game. Late arrivers shall be placed at the bottom of the order.
- c. Batting Order Consistent During Game: The batting order must remain consistent throughout each game.
- d. Bunting Permitted: Bunting is permitted; however, once a batter squares to bunt, the batter may not swing away and doing so results in the batter being called out.
- e. No Bat Throwing: A thrown bat as ruled by the umpire results in one warning per team from the

umpire. All subsequently thrown bats as ruled by the umpire by a player on a warned team results in that batter being called out regardless of whether the ball is hit, and the ball is dead.

For safety reasons, any player who throws a bat a third time as ruled by the umpire in any game shall be removed from the batting order for the remainder of the game.

- f. Dropped Third Strike: A batter cannot run to first base on a dropped third strike.

4. **Pitching:**

- a. Rotating Pitchers: Coaches determine which players will pitch subject to the pitch count limit and restricted list information set forth in 4.b. and playoff restrictions in set forth in 4.f.

- b. Pitch Counts and Rest Days:

- (i) Protecting youth pitchers' arms is extremely important, and the following pitch limit and rest days are designed to minimize or prevent serious arm injuries to youth players. The following rules for daily limits and required calendar days rest MUST be followed:

| Daily Limit (Pitches) |
|-----------------------|
| 85 |

| Rest Days (Pitches) |
|---------------------|---------------------|---------------------|---------------------|---------------------|
| 0 Days | 1 Day | 2 Days | 3 Days | 4 Days |
| 0-20 | 21-35 | 36-50 | 51-65 | 66+ |

- (ii) Limit Exception: If a pitcher reaches a daily limit (85) while facing a batter, the pitcher may continue until the end of that at bat. All pitches **must be** included in pitch counts for rest day purposes. For example, if a pitcher is at 50 pitches and completes an at bat and ends with 54 pitches, the pitcher's pitch count is 54 pitches for rest purposes. The pitcher would need three days of rest rather than two had the pitcher stopped at 50 pitches. Rules allow a pitching change to be made during an at bat.
- (iii) Rest Clarification: Calendar days of rest DO NOT include the day of a game. For example, if a pitcher throws 55 pitches on Saturday and needs three calendar days of rest, the rest days are Sunday, Monday and Tuesday. Therefore, the player is NOT eligible to pitch in a Tuesday Atlantic game. Similarly, if a pitcher throws **66 or more pitches** on a Tuesday, that pitcher is NOT eligible to pitch the following Saturday.
- (iv) **The following points clarify rules for travel pitchers:**
- Scarsdale travel pitchers are bound by the limits and rest days set forth in 4.b.(i) above.
 - Pitches thrown in Scarsdale travel games MUST be included in calculations of pitch counts. Atlantic players also playing on SMS Modified or club teams (e.g., private teams such as Hardball NY, House of Sports, Game on 13, etc.) are strongly encouraged to report their club team pitch counts to their Atlantic coaches for submittal unless their coaches are doing so on their behalf.
 - Per 4.b.(i) above, a travel pitcher who throws **35 or fewer pitches** in a Sunday travel game(s) requires one day of rest (Monday) and may throw **up to 65 pitches** in the following Tuesday Atlantic game which requires three calendar days of rest (Wednesday, Thursday and Friday) to be eligible to pitch in the following Saturday Atlantic game.
 - Atlantic coaches must adhere to the Scarsdale travel restricted lists sent out by the Atlantic coordinator(s) each week. If a player is on the travel restricted list and is *not* subject to a rest day limitation (e.g., the player threw **no more than 65 pitches** in the preceding Tuesday Atlantic game), that player **may throw up to 20 pitches** in a

Saturday Atlantic game (regular season and playoffs) as zero rest days are required per 4.b.(i) above.

5. Subject to rest days set forth 4.b.(i) above, a Scarsdale travel coach is only limited by the 85 daily pitch count limit and/or WBA/RBA or GHVBL rules. The travel coach is not expected to nor should be encouraged to remove a pitcher at 35 pitches so that pitcher can pitch in the following Tuesday Atlantic game.

- c. **Pitch Count Reporting:** Coaches are required to submit pitch counts after each game via a web link which will be distributed to coaches by the Atlantic coordinator(s).
- d. **Pitcher to Catcher Change:** A pitcher who throws 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- e. **Catcher to Pitcher Change:** Any player who has played catcher in four or more innings (i.e., appears in an inning) is not eligible to then pitch on that day. A player who played catcher for three innings or less (i.e., three full innings or less) and moves to pitcher and throws 21 pitches or more may not return to the catcher position on that day.
- f. **Playoff Inning Limitations:** Subject to pitch count limits and rest days as set forth in 4.b. above, a pitcher may not pitch for more than three full innings in a playoff game (i.e., nine outs or in the case of an inning-ending double or triple play, ten or eleven outs, respectively).
- g. **Playoff Pitch Counts:** In the playoffs, if a game is suspended for darkness, weather or otherwise, the pitcher of record at the time the game was halted can continue to pitch in the game if it resumes the next day or the day after the next day if such pitcher threw 35 or fewer pitches at the time of suspension. If such pitcher threw 20 or fewer pitches, such pitcher's pitch count will begin at zero when the game resumes. If the pitcher threw between 21 and 35 pitches, the pitch count for the resumed game will continue from where it left off in the suspended game. If the playoff game resumes later than the day after the next day, the standard pitch count rules will apply to the pitcher of record at the time the game was suspended. Rule 4.f. above applies even if a game is resumed on another day.
- h. **Mound Visits:** A coach is allowed to visit the mound up to two times per inning per pitcher, and the pitcher must be moved on second visit. A coach may visit the mound up to three times per game per pitcher, and the pitcher must be removed on the third visit. Coaches are strongly encouraged to use their best judgment in an effort to keep the pace of play and under no circumstances should mound visits be used in an effort to delay the game to improve a team's chances of winning.
- i. **Removal for Wildness:** A pitcher must be removed if such pitcher hits three batters in an inning.
- j. **Balks:** No balks will be called.
- k. **No Intentional Walks:** Intentional walks are not permitted.
- l. **Pitchers Cannot Return After Removal:** Once a player has been removed as pitcher, that player cannot pitch again that game.
- m. **Strike Zone:** The strike zone is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch over the plate.
- n. **Pitch that Bounces:** The following points clarify when a pitch bounces before reaching home plate:
 - (i) Except as provided in 4.n.(ii) and 4.n.(iii) below, if a pitch bounces off the ground and then through the strike zone, it is called a ball.
 - (ii) If a pitch bounces off the ground, the batter may swing and hit the ball, or if missed by the batter, it is called a strike (even if the ball subsequently hits the batter which results in a dead ball called strike).
 - (iii) If a pitch bounces off the ground and hits the batter (who has not swung the bat and either made an attempt to avoid or cannot avoid the pitched ball), a hit by pitch is ruled, and the batter is awarded first base.

5. **Baserunning:**

- a. **Some Sliding, No Contact:**
 - (i) Feet first sliding should be taught and encouraged to players.

- (ii) No head first slides to any base including home, other than diving back into the base originally occupied.
 - (iii) No sliding into first base. A runner doing so will be called out.
 - (iv) **Coaches must emphasize that it is the runner's responsibility to avoid contact.** All runners must avoid contact with fielders at all times when a play at a base. If a play is being made, the runner may go in standing but must avoid contact. If there is contact as ruled by the umpire, the runner is out, and if in the opinion of the umpire, it was intentional, the player will be ejected. (THIS IS A NON-CONTACT RULE AND SHOULD NOT BE INTERPRETED AS A "MUST" SLIDE RULE.) Runners should slide feet first unless the runner is diving back into the base originally occupied.
 - (v) Runners should slide or get down in order to avoid contact with the fielder. A runner will not be called out for not sliding, if such player gets down to avoid contact.
- b. No Leading: No leading off the bases.
- c. Stealing/Advancing of Bases: The following points clarify stealing and advancing of bases:
- (i) The ball is live after the pitch crosses the entire home plate and has not been ruled dead by the umpire (dead ball situations include foul balls, catcher's interference, injuries, time called by umpire, etc.).
 - (ii) Stealing or advancing to second base, third base and home is allowed when the ball is live.
 - (iii) Examples of situations where a runner may steal or advance, including to home, include but are not limited to the following:
 1. If the catcher throws to pick-off a runner from a base or to throw out a runner who is attempting to steal a base.
 2. During the throwback from the catcher to the pitcher and/or on a mishandling or overthrow of the throwback.
 3. On a wild pitch or passed ball.
 4. On a third strike dropped or mishandled by the catcher (per 3.f., the batter is out and may not advance to first base).
 5. If the ball is batted, runners who are in the process of a steal attempt may advance all the way home.
- d. Stealing Mercy Rule: No stealing or advancing if your team is up by more than ten runs.
- e. Tagging Up Permitted: Tagging up is allowed. If the runner leaves early, it is an appeal play and such appeal must be made to the umpire before the next pitch or attempted play.
- f. Pinch Runners: No runner substitution except (i) for injuries, and (ii) the coach may, at its option, insert a runner for the catcher if there are two outs to speed up the game. Any pinch runner must be the last batter that made out prior to the substitution.

1. **Equipment:**

- a. Baseballs: Only baseballs approved by Scarsdale Little League may be used in Atlantic games. Approved baseballs are included in each team's equipment bag, and coaches should contact the Atlantic coordinator(s) to acquire additional game baseballs.
- b. Helmets: Players must use helmets at the plate, on the bases and when coaching a base.
- c. Uniform: All players must wear their entire Scarsdale Little League uniform (a minimum of team cap, team jersey, Little League patch and baseball pants) at all times during the game. Players are encouraged to wear their provided belts and socks and to tuck in their team shirts.
- d. No Metal Cleats: No metal cleats are permitted.
- e. Bats: Only wood, metal or composite material baseball bats containing a "USA Baseball" marking on them may be used during league play. The USA Baseball stamp signifies that a bat meets the USA Baseball Bat standard (USABat) as adopted by Little League

Baseball.

- f. Double First Base: A double base included in equipment bags shall be used at first base.
- g. Cups: Male players catching MUST wear a cup, but all male players are strongly encouraged to wear cups even when not playing catcher.

2. **Scoring:**

- a. Game Length: Games are six innings, with up to one extra inning, if needed. In the playoffs, games continue until there is a winner.
- b. Weather Delays: Once thunder is heard or lightning is seen, all players must immediately leave the field and move under cover (i.e., sit in cars). They are not to sit in dugouts. Players shall not be permitted to return to the field until 20 minutes have elapsed since the last thunder clap was heard or lightning bolt seen.
- c. Runs Counted: Score will be kept.
- d. Standings/Playoffs: Standings will be kept. All teams make the playoffs at the end of the season per the playoff format below in Section 11. At each round, the highest ranked team from the regular season plays the lowest ranked team from the regular season, with the second highest playing the second lowest, etc.
- e. Inning Mercy Rule: Half-inning ends with three outs or seven runs, whichever comes first, except there shall be no seven run maximum in the last inning.
- f. Game Mercy Rule: The game will end after a team has batted five times if it is behind by ten runs. The ten run mercy rule will not apply during the playoffs.
- g. Ending Games Early: On weekends, no inning will start after **an hour and 45 minutes** after the start time for the game. On weeknights and late afternoon weekend games, the umpire shall terminate games prior to the end of the 6th inning if poor light risks the safety of the players. Play shall not start for an inning not reasonably likely to be completed. For all games, if the visiting team takes the lead in the top of an inning, and the game is called before the full inning has been completed, the visiting team's runs will NOT count in the score.
- h. Four At-Bats for Official Game: The losing team must bat four times for the game to be official.

3. **Coaches' Roles:**

- a. Location on Defense: On defense, all coaches must be on the bench or otherwise in the dugout area. NO COACH MAY ENTER THE PLAYING FIELD (unless there is an injury or a visit to the mound per 4.h. above).
- b. Location on Offense: On offense, there shall be a base coach in the first and third base coach's boxes. Either of the base coaches may be a player who must wear a batting helmet. All other coaches must be on the bench or otherwise in the dugout area.
- c. Umpiring: Coaches from the team in the field shall act as umpires if there is no umpire present at the game.
- d. Reporting Pitch Counts: Coaches are responsible for ensuring that pitch counts are made and for reporting them to the Atlantic coordinator(s) within two days after each game. A coach or parent must be designated by each team before each game to keep the pitch count. See 4.c. above.
- e. No Private Coaches: No private coaches may be hired to assist in team training unless provided by Scarsdale Little League as a part of player development across the league.
- f. Practices Mandatory: Practices are mandatory a minimum of once per week (weather permitting). Scarsdale Little League travel team players have an option not to participate in practices per 1.b. above. This exemption does not apply to players on club teams.

4. **Setup and Organization:**

- a. Distance of Bases: Bases are 60 feet from each other. Each coach is to have means for

- measuring this distance. The back tip of home plate is used for measuring distances to the bases, and the edges of first base and third base *farthest* from home plate are used (i.e., 60 feet from the back tip of home plate to the back of the base *not* the front). The midpoint of second base is lined up with the back edges of first and third base where these meet the baselines (i.e., 60 feet from the baseline corners of the back of first and third base to the midpoint of second base). For more details, see the field diagram in Section 12 below.
- b. *Location of Pitching Rubber*: The front of the pitching rubber is 46 feet from the back tip of the plate farthest from the mound.
 - c. *Dugouts, Setting Up Field, Warm-Ups*: The home team occupies the first base dugout unless signage at a field indicates otherwise (e.g., CX3), is responsible for setting up the field (bases and pitching rubber) and for supplying game balls. Home and away teams split time on the field for warm-ups during the 15 minutes before game time.
 - d. *Location of Non-Players/Coaches*: Coaches can assign parents of players to help coach bases, get kids ready to bat, keep kids on the bench behind fences, etc. Coaches should keep other parents or spectators from being on the benches, in the dugout area or behind the backstop.
 - e. *Location of Batting Team*: The batting team is to be kept behind fences and in the dugout area while waiting to bat. All players sitting out shall be behind fences and in the dugout area.
 - f. *No On-Deck Batters, Do Not Use Bats When Not Hitting*: There is no "on deck" hitter. Swinging bats other than in the batter's box is not permitted during the game.
 - g. *Clean-Up*: Both teams are responsible for dugout and field cleanliness at end of game. Coaches are required to monitor trash and equipment left behind. All trash must be placed in receptacles at end of each game.
 - h. *Minimum Number of Players*: An official game may only be played if each team has at least seven players. A team that has fewer than seven players forfeits the game. A team in danger of forfeiting is given a grace period of 10 minutes for additional players to arrive. If both teams are unable to reach seven players, then both teams are given a forfeited loss in the standings.

Atlantic coaches may call up players from the Pacific Division (working through the Atlantic Division commissioners) in order to increase their number of players to nine for a specific game. Any player called up from the Pacific Division is not allowed to pitch but is otherwise subject to the same playing time and position rotation rules.

If a team plays a game with seven or eight players then the coaches will determine how they will borrow/lend defensive players with the best practice being that the last player(s) out the previous half inning should play defense for the other team. The umpires should be informed of this but will continue to umpire the game as usual. Coaches should not refuse to share players when reasonably able to do so. Coaches should inform the Atlantic coordinator(s) when this occurs.

5. **Sportsmanship:**

- a. *No Arguing*: No arguments are to be had by players, coaches, parents or other spectators.
- b. *Resolving Rule Questions*: Before each game, a representative of each team shall meet (together with any umpire to discuss the ground rules for the field and go over the rules of play. If there is a question about the application of a rule, the coaches and umpire **ONLY** are to meet outside of earshot of parents, spectators and players and communicate civilly with one another to resolve the question. If the coaches are unable to resolve the question very promptly, play shall continue and the Atlantic coordinator(s) shall be notified by both coaches promptly after the game so that the question can be clarified.
- c. *No Unsportsmanlike Behavior*: Poor behavior, name calling or other unsportsmanlike behavior will not be tolerated from any player or adult. Players are not to negatively comment on others' plays. No one, including spectators, should attempt to influence umpire's calls—for example, by shouting "out" or "safe" at the time an umpire must make a call on a play. Players are accountable to all coaches, not just their own. The coaches shall promote good sportsmanship at all times. It is the coaches' responsibility to monitor the parents', spectators' and players' behavior. Coach, parental, spectator or player

misbehavior will result in punitive action at the discretion of Scarsdale Little League. There will be zero tolerance for poor sportsmanship.

- d. *Treat Umpires Respectfully*: Coaches are NEVER to question (except in a civil manner in a private conference with only the other coach present and outside of earshot of parents, spectators and players) or argue any call by an umpire or otherwise verbally or physically abuse an umpire.

A violation of this rule will result in one warning from the umpire, and then ejection. In addition, violators of this rule are subject to immediate suspension, termination and/or other punitive action by Scarsdale Little League.

- e. *Shake Hands After Games*: Teams line up at the end of every game to shake hands. Players and coaches are also encouraged to shake hands with the umpire(s).
- f. *Reporting Violations of Rules*: All violations of these rules and other inappropriate conduct shall immediately be reported to the Atlantic coordinator(s) and to Scarsdale Little League.
- g. *Ejections and Automatic Suspension*: Any coach, manager, parent, or spectator who is ejected from a game by an umpire or league official shall receive an automatic one-game suspension and may not attend that team's next scheduled game. This suspension is mandatory and not subject to appeal. For purposes of this rule, "that team" refers to the team the individual is coaching or otherwise supporting at the time of the ejection. If the ejected individual's team has no remaining games that season, the suspension shall be served at the next game in which that individual coaches or is otherwise affiliated, as determined by the League.
- h. *Suspension Requirements*: An individual serving a suspension may not be present at the field or surrounding areas during the suspended game. This includes the stands, sidelines, parking areas, and any location where the game can be viewed.
- i. *Additional Discipline for Repeated or Severe Misconduct*: The Scarsdale Little League Board of Directors may impose additional disciplinary action, including but not limited to multi-game or season-long suspensions as it deems appropriate in its sole discretion.

6. **Format of Playoffs:**

- *Playoff Bracket Creation*: Prior to the start of the playoffs a bracket will be created that includes all teams. This may include play-in games that would take the place of the last few games of the *regular season as needed*
- *Seeding Tie Breakers*:
 1. Head-to-head competition, then if needed,
 2. Average runs allowed per games played (forfeits are excluded), then if needed,
 3. Coin flip.
- *Quarterfinals*: 1 vs 8, 2 vs 7, 3 vs 6, 4 vs 5.
- *Semifinals and Championship Game*: Reseeded whereby the highest seed plays lowest seed and so on (as in the Quarterfinals).
- *Elimination Bracket*: In an effort to maximize the number of games played by all teams, teams which are eliminated should play other eliminated teams to the greatest extent possible.

7. **Field Dimension Diagram:**

