

### Fall League DIRECTORS

Team Name	Director	Coach cell	Coach Email
ESM	Sara Palace	631-466-4263	<a href="mailto:sarapalace@live.com">sarapalace@live.com</a>
Riverhead	George Schmidt	917-359-6185	<a href="mailto:ge0rge0@aol.com">ge0rge0@aol.com</a>
Moriches Bay/EE	Brian Cunningham	631-487-7055	<a href="mailto:cunninghambr6@yahoo.com">cunninghambr6@yahoo.com</a>

### TEAM INFO (10U)

Team Name	Color	Coach	Coach cell	Coach Email
Blue Sharks	Navy	Jon Plesent	631-767-0591	<a href="mailto:jplezz19@gmail.com">jplezz19@gmail.com</a>
Silver Sharks	Silver	Danielle Murnane	631-219-1892	<a href="mailto:thirdbase731@yahoo.com">thirdbase731@yahoo.com</a>
Blue Devils	Royal	Chris Argiento	917-692-2563	

### TEAM INFO (12U)

Team Name	Color	Coach	Coach cell	Coach Email
Sharks	Gray	Denise Froberg	516-380-3381	<a href="mailto:denisefroberg@gmail.com">denisefroberg@gmail.com</a>
Waves	Royal	Jeremy Savio	631-335-4980	<a href="mailto:savioyankee15@yahoo.com">savioyankee15@yahoo.com</a>
Hurricanes	Green	Danielle Davin	516-749-7121	
Red Devils	Red	Joe Siciliano	631-618-5848	

## GAME PROCEDURES:

- HOME TEAM provides game ball(s).
- If games are rained out Riverhead will contact head coaches by 8am.
- Coaches must notify team of cancellation.
- League Directors will reschedule game. Rainouts will be played the following FRIDAY.
- If ump is not on field by 5 minutes to game time, contact George Schmidt: 917-359-6185
- Immediately after your game, text game scores to George Schmidt: 917-359-6185

# 10u Division Only

## Interleague Rules for 2019 FALL Season

**Districts: Riverhead, East End, Eastport South Manor, Moriches Bay**

### Game times & procedures:

- 90 minute double-headers; home team provides game-ball
- no new inning after 75minutes
- 5 runs per inning limit
- Unlimited runs final inning (final inning must be agreed upon by coaches & umpires prior to the start of the inning)

### 1. Pitching

- a. After 4 walks in one inning, the batting team's coach will pitch the remainder of that inning
  - i. The 4th walk takes her base.
  - ii. Hit by pitch counts as a walk.
- b. The coach may not walk their own player
- c. The coach may strike out their own player swinging only
- d. If the batter is hit by the coach, the player remains at bat (if injured, player make take first base at coach's discretion)
- e. Pitching distance is 35 feet
- f. Pitcher is removed from mound if she hits 3 batters in one inning or 6 for the game

### 2. Batting

- a. Teams will bat until 3 outs are reached or 5 runs scored in their half inning (whichever comes first).
- b. Players will bat in a "universal" batting order which must be provided to the opposing coach prior to start of play. The batting order will contain the entire roster, not just players in the field. The batting order will remain the same regardless of on field substitutions.

### 3. Base Running

- a. Each team has a max of 3 steals per half inning.
  - i. Double steal counts as one advance
  - ii. Advancing on a passed ball (past the catcher) counts as a steal.
  - iii. No player may steal home
- b. No player may advance on overthrow from catcher to pitcher
- c. Unlimited advances on overthrows in the field, however runners may only advance 1 base on the overthrow.
- d. Leading off or stealing is on the release of the pitch.
- e. Players may only score when the ball is put in play (on a batter's hit, or on walk or hit batsman with the bases loaded. Players may not score on overthrows or errors)
- f. No dropped third strike rule; No infield fly rule.

#### 4. Substitutions

The pitcher and catcher may be replaced any time on the bases with the last player to complete her turn at bat. Catcher speedup rule. When a catcher gets on base with 2 outs, the manager calls time, and puts in a courtesy runner (player with the last batted out) for the catcher. (This is used in a lot of leagues to speed up the game due to the time it takes for a catcher to get on the gear.)

#### 5. Rosters

- a. Games may be played as long as each team has a minimum of 7 players on the roster.
- b. If playing with less than 9 players; any balls hit to the outfield are automatic ground rule double.
- c. 4 or 5 outfielders permitted to maximize the number of players in the game

# 12u Division Only

## Interleague Rules for 2019 FALL Season

**Districts: Riverhead, East End, Eastport South Manor, Moriches Bay**

- 6 innings or 2 hours whatever comes first; Home team provides game ball.
- Inning lasts 3 outs; no mercy rule per inning
  - *Note: please consider common courtesy & don't run-up score on opponents*
- Universal batting order and 10 players fielding; outfielders must start on the grass.
- Lead and steal on the release; 3 advances per inning; double steal counts as 1 advance.
- Advancing on a passed ball counts as a steal; Stealing home allowed
- Unlimited advances on overthrows/errors
- Throwback to pitcher is live HOWEVER only if the ball leaves the pitching circle:
  - The "spirit" of this rule is not to advance everytime the catcher throws the ball; on the throwback if the pitcher does not catch the ball but it remains in the circle, you may not advance.
- 4 walks per inning:
  - 4<sup>th</sup> walk (and every walk to follow) is void and coach pitches. Count Resets and only swinging strikes called. Coaches can strikeout own batter. When the coach pitches they must pitch from the pitching plate, and the pitcher must have one foot inside the circle. The pitcher goes back into the circle to face the next batter.
- Hit batter counts as a walk
  - If the hit batter is also the 4th walk use discretion: if not hit hard, she can stay in and hit; if hit hard she can still take the base.
- Tag up permitted
- NO Dropped third strike
- NO infield fly rule
- Pitching distance is 40 feet
- Pitcher is removed from mound if she hits 3 batters in one inning or 6 for the game
- 10 runs after 4 innings mercy rule

Catcher speedup rule. (optional)

- When a catcher gets on base with 2 outs, the manager calls time, and puts in a courtesy runner (player with the last batted out) for the catcher. (This is used in a lot of leagues to speed up the game due to the time it takes for a catcher to get on the gear.)