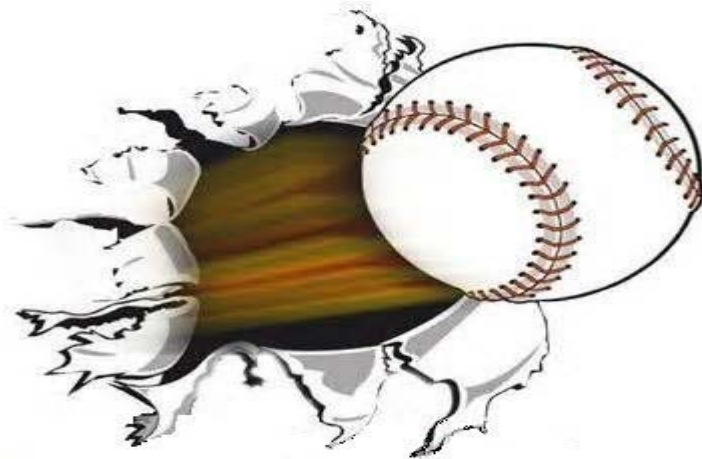


LUCKIE WALLER



LITTLE LEAGUE

Established 1969

2018

Supplemental Rules

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Supplemental League Rules

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SECTION 1

BASEBALL & SOFTBALL SUPPLEMENTAL LEAGUE RULES

VOLUNTEER CONDUCT AND DISCIPLINE

All volunteers are required to sign a code of conduct.

- **Volunteers** (managers, coaches, team parents, etc....) at all levels of play should conduct themselves in a positive & supportive manner at all times. They will not use profane / foul language in or around the playing / practice field or in the presence of a team or their player's parents. Intimidation will not be condoned against any player or coach of either team. If at any time during a game the umpire(s) believes a volunteer is unruly and out of control, they can suspend play and remove all the players from the playing field until such time a Luckie Waller Board representative/member arrives & evaluates the situation.
- Any complaints will be evaluated by the league president & and/or board of directors. If there are continued complaints against a coach for violation of the above written rules, the league President and/or the Board of Directors can & will take the action of suspension or removal of their coaching privileges. A coach or parent can be expelled from attending all league events if approved by the Luckie Waller Board of Directors.
- **Suspension & Expulsions** from Luckie Waller Little League functions, will prohibit the expelled person(s) from being within our "League boundaries within the park" (see part 2).
Exception: A parent may drop off a player for their game and remain until the player is properly supervised by a coach or the team parent, at which time they should leave the boundaries and not return until the player is to be picked up.

Also refer to the use of alcohol & smoking within the park boundaries.

Player & Parent Conduct/Behavior

All players & parents are required to sign a code of conduct.

- All players & parents must conduct themselves in a positive & supportive manner at all times, (NO EXCEPTIONS).
- Every team will play fairly & show good sportsmanship. The use of foul language, taunting or intimidation of players, coaches, parents or umpires of either team by a player or parent during any little league function is prohibited.
- Any complaints will be evaluated by the league president & and/or board of directors.
- Ultimately, the manager is responsible for the conduct of his / her players, his / her coaches & his / her team's parents.

LEAGUE PARK BOUNDARIES WITHIN MONTGOMERY WALLER PARK

The following description of Luckie Waller Little League boundaries will be observed for child / parent safety (i.e. Restraining order) and for the purpose of player, coach or parent suspension or expulsion.

Since L.W.L.L is located in a public park that is shared with other youth sports, our boundaries should be observed on the honor system. Violating the league boundaries while under suspension/expulsion will result in an additional game suspension; continued violations can result in the loss of managing and or coaching privileges,
NO EXCEPTIONS TO THE RULE.

LEAGUE BOUNDRIES

- **North:** Palm Avenue from the east park fence adjacent to the homes back yards to Beyer Blvd. on the west.
- **East:** the parks east end fence adjacent to the homes back yard, from Palm Avenue on the north to 300 feet south of the Major field fence.
- **West:** Beyer Blvd., from Palm Avenue on the north to 200 feet south of southernmost storage container.
- **South:** This boundary will be observed as 300 feet south of the major field south fence continued to 200 feet south of the minor field south fence, from the parks east fence against the homes back yard to Beyer Blvd. on the west.

Age Eligibility Restrictions

Majors Division: Only 10, 11 & 12-year old are to play in Majors Division. **Exception:** 9-year old fundamentally prepared to play majors, will need the approval of the Player Agent or B.O.D & have played at least (1) year of minor-A division baseball or softball.

Minors Division: An 8-yr. old fundamentally prepared may play in the minor division, but needs the Approval of the Player Agent or B.O.D. & have played at least (1) year of Caps AA/minor-B division (baseball only).

After the League draft players league age 9, 10, 11 may play in minor division.

ALL STAR & T.O.C. PLAYER SELECTION PROCESS

(All Star & T.O.C. teams will also be referred to as tournament teams)

The L.W.L.L Board of Directors have established the following guidelines to allow the players deemed most qualified to represent L.W.L.L. in competitive tournament games.

1. All players elected to any level of All Star Team must meet the requirement as listed in the official Little League Rule Book (current year). All documentation requested must be submitted to L.W.L.L. by the date established by the board of directors. Any delay can be grounds for removal from tournament team.
2. L.W.L.L. does not guarantee All Star or T.O.C. team placements to any returning player who may have previously participated on any previous L.W.L.L. tournament team in any division of baseball or softball.
3. All tournament teams will carry no less than 11 players. If a player becomes Ill or injured during tournament play, that player will be replaced with another qualified player selected by the manager and/or the tournament team director. The original number of players on a team will not change at any time after any injury or absence.
4. Any vacancy on the roster must be filled immediately, ***NO EXCEPTION TO THE RULE.***
5. All Scoring sheets to be collected & tallied by the player agents.

11 & 12 Year Old All Star Team

The players of the major's division will vote for a maximum of six (6) players within the division. The major's division team managers (only) may select up to seven (7) players in a vote / elimination format. The six players with the most votes will be considered elected to the All-Star Team. In the case of any players who are tied in votes, the major's division managers will have a vote to determine the elected player. As a courtesy the opposing player should be given consideration to be selected in the managers selection of players. *Only 11&12 yr. old players from major's division may participate on this team.*

10 & 11-Year-Old All Star Team

The 10-11-year-old All Star Team is open to all 10-11-year-old players who have participated on a minor or major division team. The player selection will be determined by both minor & major division managers. Only managers are permitted to participate in the draft selection.

9 & 10-Year-Old All Star Team

The 9 & 10-year-old All Star Team is open to all 9-10-year-old players in **major division** and all '9'-10 year old players in **minors division**. The player selection will be determined by both minor & major division managers. Only managers are permitted to participate in the draft selection.

Juniors (Lg age 13-14) Intermediate (Lg Age-11,12,13) All Star Team

The players of this division will vote for a maximum of six (6) players within the division. The junior division team managers (only) may select up to seven (7) players in a vote / elimination format. The players with the most votes will be considered elected to the All-Star Team. In the case of any players who are tied in votes, the division managers will have a vote to determine the elected player. As a courtesy, the opposing player should be given consideration to be selected in the manager's selection of players. *Intermediate division if only one (1) team, see Senior Method.

Seniors 14-16-Year-Old All Star Team

The managers from the existing senior division teams will draft the players for the senior division All Star team. If L.W.L.L. has no more than (1) senior division team, then that entire team will represent L.W.L.L. in tournament play.

T.O.C. Majors Division

All participating major division teams are eligible, but it is awarded to the 1st place regular season team.

T.O.C. Minor and 7/8 yr. Division

All participating minor division managers will elect 13 players from the minor division for the minor division T.O.C. team. All players who have not been assigned to any other tournament team are eligible.

TOURNAMENT MANAGER & COACH ELIGIBILITY

(The All Star and T.O.C. teams will also be referred to as tournament teams)

Luckie Waller Little League does not guarantee a managing position to any previous Baseball or Softball tournament team manager and/or coach returning for the current season. Luckie Waller Little League managers and coaches earn their tournament managing/coaching positions. The following method will be used to determine how a manager/coach will be assigned a tournament team in the major, minor and junior level. The managers are respectively appointed (manager choice of team not an option) to manage a team following the draft of the Baseball & Softball All Star teams. Provided the manager/coach candidate is in good standing with LWLL and District 42. Teams are 9-10, 10-11, 11-12 & Junior's. **NO EXCEPTIONS TO THE RULE.**

Note: Participation (managing and/or coaching) on more than (1) tournament team (All Star or T.O.C.) will not be permitted.

T.O.C. DISTRICT 42 TOURNAMENTS

(If planned for current season)

T.O.C. Majors: The team will be offered to a major's manager, if the manager declines the remaining major's managers will be offered to manage the team. Returning coaches will also be considered, as long as they qualify and are in good standing with the league for current season).

T.O.C. Minors: The team will be offered to the 1st place minor manager (If the 1st place manager declines or is managing or coaching the 9 & 10 Yr. Old All-Star team, the regular season championship team manager (if different from first place) will be offered to manage the team, if they decline the second-place team manager will be offered the team.

TOURNAMENT TEAM COACHING QUALIFICATIONS

All potential tournament team managers and coaches must meet the following "Tournament Team Manager /Coaches Requirements" as established by the Luckie Waller Little League Board of Directors. To qualify, all major division managers and coaches will be required to umpire games at the Major or Minor level, during the regular season. All minor division managers must also participate in their regular assigned umpire duties in their division or Caps AA as scheduled. By not meeting this requirement, the potential manager **may** not be allowed to manage or coach a tournament team. If possible, try and have your umpiring assignments fulfilled before June 1st to ensure any reasonable doubt. Lastly, *after umpiring, it is your responsibility to inform the Chief Umpire to receive credit for qualifications.*

"Don't wait until the playoffs to fulfill umpiring duties."

- All "**Potential**" tournament team managers and coaches must have a current First Aid card. If one is not obtained by the leagues deadline, they will not be allowed to manage or coach a tournament team.
- If a potential manager has prior misconduct warnings, suspensions or both, they **may** not be permitted to manage a tournament team, regardless of His / Her teams standing at the end of the season.
- A Luckie Waller tournament team manager will represent our league with good character, conduct and sportsmanship. A potential manager, who does not represent these attributes during the regular season, will not be considered or offered a tournament team management or coaching position.
- A tournament team manager may select his own coaching staff (which they are also require meeting the established requirements). In the best interest of the tournament team in representing our league, it is suggested that the manager select a coach who has tournament competition experience, if the manager has not yet participated in such competition. If the manager cannot find an experienced tournament coach, the league president and or B.O.D. may appoint one to the team.
- Note: Participation (managing and/or coaching) on more than (1) tournament team (All Star or T.O.C.) will not be permitted.

All Star Teams Expenses/Limits

Uniform Deposit

Parents of players who are selected to participate on a Luckie Waller All-star Tournament Team, may be required to pay a deposit to cover the costs of the tournament uniforms. The deposit amount will not exceed \$65.00. The deposit will be reimbursed (2-5 days) after the completion of the team's last game in tournament play. **The Uniforms 'must' be turned in upon completion of the last game played to the manager, unless the last game played is outside the**

District 42 boundaries, in this case the uniforms 'must' be returned within (1) week of completion of the last game played. Failure to comply with the following conditions may constitute the loss of your deposit for the uniform.

IT IS THE MANAGER'S DUTY TO EXPLAIN THESE TERMS TO THE PARENT'S OF THE TOURNAMENT TEAM PLAYER'S.

Note: The Board of Directors will review case-by-case basis if a player's parent cannot fund the full amount of the All-Star uniform deposit.

Special Note

If a Luckie Waller Tournament All Star team advances beyond the Section '7' tournament, (Division Tournament, 9-10,10-11, State Tournament) that such team players may keep their tournament team jersey. This team may also request financial assistance from the league for the divisional tournament. See Funding All Star Team Funding & Limitations for specific conditions.

Regular Season Fundraisers

Every player is required to participate in one fundraiser per year (unless buy out option is selected & signed). The manager is responsible for electing a team parent & may choose to delegate the authority of distributing the candy & the collection of monies. The manager is ultimately responsible for returning any unsold candy & all monies to the league on the established turn in date. If monies cannot be collected, teams, managers and/or players can be suspended until such time that funds are returned. Forfeiture of games can also be imposed.

All Star Team Funding & Limitations

Financial assistance will be available if the tournament site is outside the County of San Diego. This assistance may 'Only' be used for fuel, food, transportation or lodging. Before the first sectional/divisional game, funds will be distributed equally to all parents of players on the tournament team, including managers & coaches. All player parents, managers & coaches must return all receipts of incurred expenses to the league by a pre-determined date. A team parent should be selected by the team to collect all receipts and turn them into the league treasurer. If a vehicle is rented for transporting team members, Luckie Waller Little League assumes no responsibility or liability for the wellbeing of the transported team members.

The tournament team requesting assistance will receive an advance amount to cover the first weekend or two games. This amount will not exceed \$1,200.00. This amount will be distributed evenly to all the player's parents, manager & coaches. If the tournament team continues to advance, the player's parents may request further assistance, but the League Board of Directors will establish a maximum fund limit. In the case of multiple tournament teams participating in a sectional/divisional tournament, the same amount & conditions apply to the second and/or third tournament team. (This Pending on Leagues Fund availability)

Exception in funding amount

If more than one team advances to a sectional/divisional tournament (outside the county of San Diego), the \$1,200.00 amount may be reduced. The Board of Directors will make a final determination. The total amount distributed may also be adjusted to ensure the general fund isn't depleted below \$10,000.00 for the current season and exceed the maximum established amount of \$3,600.00 the league has imposed for All Star team financial assistance.

All Star Teams Sponsorship

Luckie Waller Little League greatly encourages our tournament teams to solicit for sponsorship funds to cover their expenses. The teams travel expenses should be the primary reason for the sponsorship. Little League Baseball Inc. requires sponsorship funds go to the general fund for the league, therefore the League has established the following contribution scale to be used for All Star sponsorship only:

- **\$100.00 - \$299.00** **10% goes to LWLL**
- **\$300.00 - \$499.00** **20% goes to LWLL**
- **\$500.00 – above** **30% goes to LWLL**

Luckie Waller Little League will provide the sponsor with a recognition plaque, banner and honorable mention during Opening Day Ceremonies for the following year.

SECTION II

BASEBALL & SOFTBALL SUPPLEMENTAL FIELD RULES

Field Preparation

(Applies to Major, Minor, Cap's & T-Ball Divisions, baseball or softball)

Note: Inter district participants, host team prepares field.

Home Team

1. Drags and chalks field.
2. Gets bases and installs them.
3. Provides Official Scorekeeper
4. Brings official scorebook to field.
5. Brings First Aid kit.
6. Returns scorebook and First Aid kit

Visiting Team

1. Provides Official Pitch Count Recorder.
2. Returns bases. (Weekdays after the game, Sat. after the last game of the day).
3. Fixes the batter's box & pitching mound.
4. Returns line marker and drag.
5. Makes sure both bleacher areas and dug out are clean.

Note: Visiting teams to LW for inter league or tournament games are not subject to the "visiting team" pre-and post-game instructions. They do however need to clean up their dug out. LW teams traveling for inter league games are to adhere to the local league field playing rules. The use of chalk is strictly for marking the field's base lines, coaches & batter's boxes and dead ball areas. Using the chalk for other markings such as team names, home or visiting team is strictly prohibited.

It's the DUTY of both teams to make sure games are ready to begin on time to avoid delay of game start & for the cleanup of the DUGOUTS & BLEACHERS at the end of each scheduled game.

Uniforms

(All divisions of baseball & softball)

Please note that **Uniforms are for players 'Only'** and not for coaches, team staff or parents.

And per District 42 rule, no names shall be permitted on a player's jersey.

Game Supplemental Rules

Game Start

- All games will begin as scheduled. Only the League President or Board of Directors may cancel the scheduled games due to rain or any situation that may hinder or impede the safety of the game.
- A manager or coach does not have the authority to cancel a game.
- Weekday games start as noted on their respective division schedule 5:00/ 5:15/ 6:00 softball, Saturday games start at scheduled time.
- Any team not able to field at least Nine (9) players (8 players for caps A/AA/minor b and tee ball), fifteen (15) minutes after scheduled start time, could forfeit the game pending a vote by Board of Directors.
- If no umpire is present 15 minutes after scheduled game start time, the two managers shall appoint a coach, parent or manager as "The Umpire". **The game will be considered legal and count in the standings if such applies.**
- Note: In the event an umpire is not present, the game will begin 15 minutes after the scheduled start time, but the time limit begins at the scheduled game time.

Game End

The league rule is as follows for Majors, Minors, Caps & Juniors:

BASEBALL & SOFTBALL

- **Only the Umpire in Chief or Executive Board Member (President, Vice President, Player Agent, Secretary or Treasurer) can stop the game for darkness, rain or any condition they think can hinder or impede the safety of the children.**
- **Inter league games in minor division and below a 1:45 (Juniors 2 1/2 hours) after *scheduled* start time. *Exceptions:* Games delayed due to tie score, bad weather, injury, field change over or time permits before next scheduled game, can cause a waiver of this rule.**
- **An executive board member will make a decision on game end time before game starts.**
- **If a Saturday game is tied and there is another game to follow, the game will end at the two-hour limit in a tie and half (1/2) a win will be awarded to each team.**
- **No extra innings will be played, when a game(s) will follow. This rule applies to minor and Caps A/AA/minor-B division's games only.**

Examples:

- A weekday game starts at 5:15 and the fifth inning ends at 7:03—Game over!
- A weekday game (5:00PM Start), fifth inning ends at 6:55. Sixth inning can be played.
- A weekday game begins at 4:45, fourth inning ends at 6:55, and fifth inning can be played.
- Note: For the Junior Division, (30) minute's is added to above time limits.

Rain outs, Rescheduling

In the event rain is imminent for a scheduled game, all games will go on as planned. **Reference rule 4.01(c)**. No games will be postponed until the fields are evaluated and determined unsuitable to play on by a league board member or appointed representative. The leagues chief scorekeeper will reschedule all necessary games on the next available date a field is available, including Sundays. A team manager cannot cancel or reschedule a game, or any event assigned to the team without the approval of the League's Board of Directors.

It is the manager's responsibility to mention & emphasize to all player parents the importance of their child's participation in practice & games to avoid rescheduling conflicts. If an insufficient number of players or a personally scheduled event prevents the manager & coaches from attending a regularly scheduled game, it will not constitute the grounds for rescheduling the game. If so, the game can be forfeited by a vote of the Board of Directors. In the case of a personal event for the manager, the manager should make arrangements with his coaches / staff, to manage the team at the regular schedule date and time.

A team manager or team parent cannot cancel or reschedule the team's assigned picture date & time. The team picture will be taken on the scheduled league date. Make up pictures are for individual pictures only, unless arrangements can be made through the League for a complete make-up.

Note: There are no guarantees to a team make-up picture.

Pitching Eligibility (Caps AA- Jrs)

Please present your pitching log to the official score keeper "Before the game". Each Manager will review the official scorebook/pitching log after each game. The final pitch count for each pitcher use during the game will be noted on respective pitching log. Pitching eligibility is determined by the Chief Scorekeeper and cannot be changed by anyone except the Chief Scorekeeper. Neither the official score keeper, pitch count recorder nor umpire can change or ignore the information in the official scorebook.

Pitching Baseball & Softball

Reference the Little League Rule Book current season, Regulation IV, Section (A) thru (J).

Caps-AA Division Baseball Only

Pitchers (When games commence pitching) must be removed by one of two situations.

1. *Any pitcher reaches his/her maximum allowable pitches for his/her age limit.*

7- 8 year old's 50 pitches per day

9-10 year old's 75 pitches per day

10 run rules

Reference the Little League Rule Book current season, Rule 4.10 (E).

Caps A &AA 4 Run Rule

Applies to every inning up to and including the 5th inning. The inning is over as soon as the 4th run is scored. If more runs cross the plate because of a continued play or homerun, the batter will be credited with the appropriate hit, but only the 4 runs will count. After the 5th inning the 4-run rule no longer applies (open inning).

Minor division 5 Run Rule

Applies to every inning up to and including the 5th inning. The inning is over as soon as the 5th run is scored. If more runs cross the plate because of a continued play or homerun, the batter will be credited with the appropriate hit, but only the 5 runs will count. After the 5th inning the 5-run rule no longer applies (open inning).

Minimum Play Rule (Caps A & AA, Minors)

Minimum play must be established as outlined in **rule 3.03-1 & 3.03-2** prior to making substitution changes. No player shall sit out more than two consecutive innings in the minor and caps division. Violation of this rule can cause a suspension of the manager & possibly expulsion from the league for repeat or intentional offenses.

Protests

- Any manager wishing to protest shall follow the steps as written per Rule 4.19.
- The scorekeeper will note the exact time of the protest (inning, out and/or count on batter if applicable).
- The Umpire-in-Chief & Manager must submit a written explanation of the protest to the local league president or vice president within 24 hours of game end.
- Note: It is the responsibility of the manager or acting manager to submit a report in writing/email. Failure to submit a report may cause the protest to be invalid.

Managers & Coaches

The manager & coach shall be responsible for administering & adhering to the league supplemental rules during regular season play.

- The managers & coaches will inform parents to refrain from coaching from behind the backstop.
- Managers, Coaches should not intimidate players or coaches of their own or opposing team.
- It is the coaching staff's responsibility to control the conduct of their team parents. If at any time the umpire(s) believes the crowd is unruly and out of control, they can suspend play and remove all the players from the playing field until such time a Luckie Waller Board representative/member arrives & evaluates the situation.
- Managers & coaches are responsible for the equipment from the time of check out to the time of check in at the end of the last scheduled game. *Note: This includes the reporting of damaged & worn equipment needing replacement.*
- By Rule, Managers or acting managers are required to carry all player release forms & any necessary paper work at all times for any little league functions (I.E. GAMES, PRACTICE, PARTIES, ETC...).
- Soft Toss is not allowed against any fence on of any field during games or practice, including fields off site.
- Umpiring duties in corresponding divisions is required, regardless if not planning to manage or coach a tournament team. Note: If your team is scheduled to umpire and you cannot fulfill the duties, the manager or other staff member is responsible for providing a team representative (coach, parent or other), on their behalf. NO EXCEPTIONS.
- Keep in mind the fields are shared for practice by LW baseball & softball division teams. As a common courtesy, if you decide to change your practice date and time, please be courteous and notify the regularly scheduled team of any changes by phone or email. Arguments over field use shall be avoided at all times.
- *No Food is allowed in the dugouts during game time. NO EXCEPTIONS (I.E. Gum & Sunflower Seeds).*
- *MOST OF ALL:* Managers are responsible for knowing, enforcing & adhering to all safety & playing rules.

Suspensions

- Any suspended manager / coach / player, once suspended may not be within the established league boundaries (see section I, part 2 for boundaries) for any reason which includes pre-game activities prior to game start.
- Expulsion from the league can also be imposed with a 2/3-majority vote of the Board of Directors.

Staff Availability

- All team staff members are expected to participate in all league & divisional functions.
- If the manager or other staff member is not available, then he/she is responsible for providing a team representative (coach, parent or other), on their behalf.
- The manager is responsible for making himself / herself available to all team players & parent's, with regards to any information given to him / her from the league.
- The manager must be the first to attend to parent issues or complaints, if assistance is needed he / she can contact the division representative and/or the division player agent.

Team Parent'(s)

- Every team shall provide Team Parent & an Official Scorekeeper (except T-ball). If one is not available, the manager is responsible for fulfilling the duties of each position.
- Furthermore, each team parent must have a Current Volunteer Application (for current season) on file with the league.

Smoking & Alcohol

- The use of alcohol or smoking is prohibited during any league game or practice on park grounds.
- Offenders doing so will be asked to leave.
- Repeat offenders may be subject from further participation or may be banned from the league by a majority vote of the league's Board of Directors.

Most important

The most important thing you must remember is, you have volunteered to teach these players the fundamentals of baseball / softball. Treat the players and their parents with the up most respect. Avoid discouraging anyone from wanting to participate. Any punishment or harassment of the players and/or parents will not be tolerated. Do this with a positive attitude & make sure the players are having fun.

Caps Division Supplemental Rules

(Revised 1/21/2018)

These rules are in addition to the league supplemental rules for this division.

Home Team (Caps) First base dugout

1. Brings out & sets up pitching machine.
2. Prepares the playing field (chalk lines, circle, brings out bases).
3. Provides Official Scorekeeper
4. Brings official scorebook to field.
5. Brings First Aid kit.

Visiting Team (Caps) Third base dugout

1. Returns pitching machine. (Weekdays after the last game Saturday.)
2. Return bases and all field equipment
3. Fixes the batter's box & pitching mound
4. Returns line marker and drag.
5. Returns scorebook and First Aid Kit

Note: *It is always best to have both teams share the duties of field preparation in order to begin the game at its scheduled time. A game will not be delayed if the baselines are not marked, as long as the bases are securely installed and both teams have the required number of players, then the game will proceed.*

Primary Objective

Teaching fundamentals and good sportsmanship is the primary objective of this division, do not over assert competitiveness. Make sure the players have fun.

Game Supplemental Rules

- Pitching from 46' and green book rules
- A batted ball into the outfield grass is live until it is returned to the infield and is in the possession of a defensive player and no put out is attempted. (Umpires judgment).
- Runners can be put out while advancing or over running a base but cannot advance after defensive player stops put out attempt. (Umpires Judgement)
- All outfielders must be in the outfield/grass area during at bat.
(4 outfielders if both teams have 10 players or more)
- Free substitution on defense is allowed once minimum play has been fulfilled.
- All substitutions must be announced to game scorekeeper. (To keep track of minimum field play)
- If player pitches more than 40 pitches, player cannot catch. Catchers catching more than 3 innings cannot pitch.
- Maximum number of pitches 7-8 yr. is 50 pitches
- All pitching logs need to be filled out and signed.
- **NO On Deck batters are permitted in caps, minor or major divisions of baseball, per L.L. rules.**

2018 Caps- A Coach Pitch/ Pitching Machine Rules

- When the pitching machine is in use, it should be placed at the foot of the mound/40 ft.
- The proper position of a coach to pitch is within the marked circle, they can position themselves at the foot of the mound but always within the marked area. The coach must wear covered toe shoes, not sandals or flip flops, a baseball mitt is optional.
- A 10' ft. chalk circle shall be line drawn centered over the pitcher's mound before each game (for machine pitch) and centered 1ft. in front of the pitcher's plate for coach pitch.
- The pitching machine will be within the 10' ft. circle and adjusted as needed during game play.
- The chalk line is considered inside the circle (ball will be considered live if in play).
- If a batted ball strikes the pitching machine or coach, the ball is dead, and the umpire shall award all runners (including batter-runner) one base. **Note:** No base runner(s) forced to advance will remain or return to the previous base occupied.

- If a batted ball settles within chalked circle without being touched by a defensive player, the ball is dead, and the umpire shall award all runners (including batter-runner) one base **Note:** No base runner(s) forced to advance will remain or return to the previous base occupied.
- If a batted ball is deflected by a defensive player into the pitching machine circle and strikes the machine or settles within the circle, the umpire shall declare the ball dead and award all runners (including batter-runner) one base. **Note:** No base runner(s) forced to advance will remain or return to the previous base occupied.
- If a batted ball passes through the pitching circle without touching the machine or coach, the ball is live and in play.
- For safety purposes the player assigned as pitcher will be in proximity of the pitching circle but not within or in front.
- In the event that the pitching machine becomes nonfunctional, it will be removed from the field and managers will pitch to their own team from inside the pitching circle.
- Max of 4 runs scored in an inning. After the 4th run scores and the play is dead. The Inning is over.
- Each batter will receive a maximum of six pitches, including foul balls. If the batter doesn't hit the ball after the 6th pitch he or she is out. **No Walks, With the Pitching Machine or coach pitch.**

Umpires

Designated Umpires operating the Pitching Machine, shall do so from within the pitching circle. During the pitching machine portion of the season, these games will be umpired by the caps division team managers and or coaches.

A schedule will be made and posted on the website (hard copies will be made available).

It is important that the assigned team show up to umpire the game, if they are unable to show up for the assigned game, please have the courtesy to call one or both teams and notify them, so an alternate person can be called.

The duties of umpiring should not solely rest on the manager, any of the team personnel can and should fulfill the assignment. You are highly reminded that while umpiring, the assigned team/ person shows no bias toward any team, the purpose is to give the children a great baseball experience. This is not the time to seek revenge towards a team, or at any other time.

If the assigned umpire does not show up by game time, there should be no reason to delay the game, both teams should agree on a coach to umpire or a coach from the defensive team should assume the duties.

T-Ball Division Supplemental Rules

These rules are in addition to the league supplemental rules for this division.

Home Team (Tee ball)

1. Brings field prep dolly to field, prepares the playing field, chalks lines, brings out bases.
2. Brings First Aid kit from Snack Bar

Visiting Team (Tee ball)

1. Returns field prep dolly and bases to snack bar,
2. Returns First Aid kit to Snack Bar

Always have your team issued first aid kit and Medical release forms with you.

Game Start

Weekday games begin at 5:00 p.m. Saturday games begin at their scheduled time.

The home team will occupy the first base dugout and visiting team will occupy the third base dugout.

Game End

The game will end one hour and fifteen (1:15) minutes after the scheduled start time or after four (4) innings, whichever comes first. At games end all players shall remain on the bench and should only leave the bench to go to the restroom under the supervision of the manager, coach or parent.

Offensive Rules

- Every player present will be allowed to bat every inning.
- The lineup will remain the same throughout the game.
- Remember **no “on deck” batter** is allowed. The next batters should be on the bench with helmets on.
- There can be a base coach on each base.
- Home base coach will remove batting tee after the batter has struck the ball.
- Umpiring in this division is not necessary. Call the plays as they are, if it’s close let it be safe.
- After every third out, all bases should be cleared, and batting continues until all players have batted. The last batter will continue advancing until he/she scores or is put out.

Absolutely no score will be kept and all games.

Defensive Rules

- Infield shall consist of a pitcher, catcher, first baseman, second baseman, shortstop & third baseman.
- All other players should be stationed in the outfield.
- Coaches while on defense must stay in the outfield while the ball is in play.

Pitching

- **The batting tee will be utilized for the first half of the season and coach pitch for the second half.**
- Each batter will receive a maximum of (4) pitches, including foul balls. If the batter doesn’t hit the ball after the 4th pitch, he or she will be permitted to use the batting tee to complete his/her at bat. **No walks allowed.**