



Glenwood
Little
League

2021

Rule Book

2021 Glenwood Little League Rules



Note: COVID Protocols for the 2021 will be adopted and implemented through a separate board approved document. Any changes to the playing rules will be updated in this document as necessary.

1. Code of Conduct

- 1.1. Everyone participating in activities at Glenwood Little League (herein known as “GWLL”) will follow the Code of Conduct.
- 1.2. No alcohol, drugs, tobacco, weapons or pets of any type (including those in pet carriers) are allowed on GWLL premises. No alcohol or drugs are to be used/consumed by any manager, coach or chaperone, who is in direct supervision of player(s) throughout the duration of tournament play.
- 1.3. Ballots for all league voting will be counted by a minimum of three (3) people. It is required that two (2) of the people counting ballots be Board Members. At least one (1) must be an executive Board Member. All ballots will be saved for a minimum of three (3) months.
 - 1.3.1. Except for the parking lot, all bicycles must be walked on GWLL property.
 - 1.3.2. The speed limit on GWLL property is five (5) mph.
 - 1.3.3. GWLL is not responsible for damage to personal property including, but not limited to, vehicles hit by foul balls.

2. Grievance

- 2.1. The Grievance Committee will consist of the Executive Board plus the player agent from the division involved. Three (3) members must be present to achieve a quorum. One (1) of the members must be the President or Vice-President.
- 2.2. The Grievance Committee will make every effort to meet within three (3) days of the President having received a written grievance.
- 2.3. A decision should be expected within one (1) week of the submission date, subject to Grievance Committee availability.
- 2.4. Decisions by the Grievance Committee are subject to the availability of the required quorum and the Committee’s capacity to find a full accounting of events such as is required to render a decision.
- 2.5. There is no appeal process in response to Grievance Committee decisions.

2021 Glenwood Little League Rules



3. Divisions

- 3.1. All players must be registered with the league, as approved by the Registrar, before they can practice or play with any team.
 - 3.1.1. Recruiting coaches or players will not be allowed. Managers shall not encourage or persuade players to delay signing up until after the draft. Managers will be removed if found in violation.
 - 3.1.2. Players who register after the league draft has been completed will be placed on a team in order of draft schedule.
 - 3.1.3. Parent requests to excuse a player from playing for a particular manager or coach are not accepted (per Western Region). If the concern pertains to safety or ethics, it must be in writing and submitted to the Player Agent. It will be brought to the board for review. If an excusal from playing for the manager or coach in question is granted, it may extend through tournament play, which includes All Stars.
- 3.2. A manager, who still has outstanding uniforms and / or equipment at the time of forming the teams for the next season, will not be allowed to manage or coach.
- 3.3. Divisions
 - 3.3.1. T-ball - boys and girls league ages five (5) and six (6)
 - 3.3.2. Challenger - for boys and girls ages 5-18 or the completion of high school.
 - 3.3.3. Remaining divisions

| Baseball | Softball |
|-----------------------------|-----------------------------|
| A – league ages 7 | Pee Wee – league ages 7 & 8 |
| AA – league age 8 | |
| Minors – league ages 9-10 | Minors – league ages 9-10 |
| Majors – league ages 11-12 | Majors – league ages 11-12 |
| Intermediate - 11-13 | |
| Juniors – league ages 13-14 | Juniors – league ages 13-14 |
| Seniors – league ages 15-16 | Seniors – league ages 15-16 |

4. Field Use

- 4.1. Use of GWLL fields by any outside organization requires the following:
 - 4.1.1. Board approval;
 - 4.1.2. A field use agreement signed by the GWLL President and the director of the other organization;
 - 4.1.3. Proof of insurance.
- 4.2. Lightning – If you see or hear a thunderstorm:
 - 4.2.1. Suspend all games and/or practices immediately.
 - 4.2.2. Stay away from metal.
 - 4.2.3. Do not hold metal bats.
 - 4.2.4. Have players walk, not run, to their parent's or designated driver's car.
 - 4.2.5. Wait for decision on whether or not to continue the game or practice.
 - 4.2.6. Rule of thumb: wait for approximately twenty (20) minutes to see if the thunderstorm passes.
 - 4.2.7. Note: On average, thunderstorms are six to ten (6-10) miles wide and travel at a rate of twenty-five (25) miles per hour. The average lightning strike is five to six (5-6) miles long and can extend from the edge of a thunderstorm in any direction.

2021 Glenwood Little League Rules



4.3. Only intermediate baseball, and above are allowed to practice on Mosteller Field. Only junior softball and above may practice on Star Rental. All other divisions must practice on assigned practice fields outside of GWLL, unless granted permission by The GWLL Board.

5. Managers and Coaches

5.1. General Rules

5.1.1. Anyone interested in being a manager or coach may apply.

5.1.1.1. In the event of excess approved Managers in a division (more approved managers than available teams) the board will utilize a point system to determine which managers will have team assignments. This point system must be made public prior by the first December board meeting. It is up to the Coaching Coordinator(s) and committee to determine this point system

5.1.2. Applications are available on the website and will be accepted starting in October for the following spring season.

5.1.3. Completed applications must include a separate volunteer application and a copy of applicant's valid driver's license.

5.1.4. The Board expects individuals who apply to manage to make Little League their #1 priority.

5.2. Training

5.2.1. All managers and coaches are REQUIRED to attend the following trainings sessions, previous to practicing their teams:

| Training | T-Ball – Managers Only | Baseball & Softball Pee Wee & Above Mangers & Coaches |
|--------------|------------------------|---|
| First Aid | Mandatory | Mandatory - Prior to 1st practice |
| Coaching | Mandatory | Mandatory |
| Umpiring | Optional | Mandatory |
| Scorekeeping | Optional | Mandatory |

*Team representative(s) other than a coach or manager should attend the scorekeeping clinics.

5.2.2. For Minor level and above: ALL mandatory clinics MUST be attended and will be verified to be eligible to coach All-Stars.

5.2.3. Coaching clinics can be league sponsored or presented by an outside Board approved organization. Managers and coaches are required to supply documentation of attendance at any outside coaching clinic.

5.2.4. Managers and coaches for each team are required to attend the league sponsored First Aid Clinic. This is required even if the person has a valid First Aid card, regardless of previous training.

5.3. Managers and coaches are responsible for the following:

5.3.1. Securing scorekeepers for their games.

5.3.2. Reading and following Little League rules, GWLL rules & inter-league rules (if applicable).

5.3.3. Teaching players good sportsmanship, whether winning or losing.

5.3.4. Discussing appropriate conduct with players and parents.

5.3.5. Being mindful of pitchers to protect their arms from overuse. (See Appendix C)

5.3.6. Providing enough volunteers to run the concession stand as outlined in section G below.

5.4. Managers and coaches will not recruit players to leave GWLL to play in other organizations or programs.

2021 Glenwood Little League Rules



- 5.5. Manager and at least one other adult will remain at practices and games until all players have been picked up.
- 5.6. BOTH TEAMS are responsible for field preparation before each game and raking the field after each game.
- 5.7. BOTH TEAMS and spectators will police their respective bleachers and dugouts after each game and dispose of all litter. Managers and coaches will be held responsible for cleaning/policing areas.
- 5.8. NO eating is allowed on the playing fields or in the dugouts. This includes, but is not limited to, gum and sunflower seeds. This rule applies to managers, coaches, umpires, parent volunteers and players.
 - 5.8.1. Team drinks will be allowed only with the manager's permission. Water is always allowed.
 - 5.8.2. No GLASS containers are allowed.
- 5.9. Team members, coaches and managers must remain in the dugout or on the playing field at all times.
 - 5.9.1. Players must obtain the manager's or coach's permission to leave the dugout or field.
- 5.10. Ejections
 - 5.10.1. Any manager, coach, or player ejected from a game will immediately leave the field *and* the facility where the game is being played.
 - 5.10.2. That person will be disciplined in accordance with Little League rules (i.e., suspended for the next physically played game) regardless of whom the team is playing or where the game is being played.
 - 5.10.3. When a person is suspended for the next physically played game:
 - 5.10.3.1. The suspended person cannot be at the location of the game while it is in progress. This includes warm ups before the game.
 - 5.10.3.2. The suspended person cannot be in communication (of any means) with coaching staff during the game.
 - 5.10.4. The Grievance Committee will review the incident to determine if additional penalties are warranted.
 - 5.10.5. These rules also apply to any person serving a suspension for *any* reason.
- 5.11. Managers in divisions which draft players (Minors and above) need to know if kids are involved with other sports organizations during the Little League season. The Board will request this information at the time the child is registered and will also ask if Little League will be the #1 priority to the child. This question is relevant for draft selection information for managers.
- 5.12. At the Minors level and above, the limit is one (1) manager and two (2) coaches in the dugout.
- 5.13. Managers are responsible for returning all damaged equipment to the equipment manager within three (3) days of damage so equipment can be properly inventoried and replaced.
- 5.14. All on field managers and coaches must be rostered. All other team volunteers must have completed background checks.
- 5.15. All managers will see that the team uniforms and equipment are turned in upon completion of season (closing ceremonies).
 - 5.15.1. For tournament teams, equipment must be returned upon completion of tournament play.
 - 5.15.2. Failure to do so will result in the manager being sent a bill for full replacement of missing articles.
 - 5.15.3. If the bill has not been paid or the uniforms and/or equipment not returned, the manager will not be eligible to manage a team in the following year.
- 5.16. All postponed games (Minors and above) must be rescheduled and played if they have not made the 60% required by little league rules in order to qualify for All Stars.
- 5.17. Managers are responsible for rescheduling postponed games. Managers are also responsible for securing umpires. Umpires scheduled for the postponed games are not required to umpire rescheduled games, but may do so if they wish.
 - 5.17.1. Managers will consult with the league scheduler for field availability of makeup games.
 - 5.17.2. Makeup games are to be approved in writing by the President or Vice-President.

2021 Glenwood Little League Rules



- 5.18. Practice games that are cancelled due to weather or field conditions will NOT be made up.
- 5.19. A person may manage only one team per season. A team manager may coach a second team, if s/he chooses.

6. Batting Cage

- 6.1. All batting cage scheduling will be done by the GWLL website.
- 6.2. Batting cages are for GWLL teams and rostered players only.
- 6.3. Scheduled teams have first priority for batting cage use, followed by other non-scheduled teams.
- 6.4. A manager or rostered coach must be present in order to use batting cages.
- 6.5. Pitching Machines
 - 6.5.1. An adult, with "L" screen and all safety devices in place must operate pitching machine.
 - 6.5.2. At no time will anyone under eighteen (18) operate a pitching machine.
 - 6.5.3. Pitching machines must be "OFF" when not in use.
 - 6.5.4. Pitching machine and balls must be put away at the end of every session.
 - 6.5.5. Manager/coach scheduled for cage will be responsible for pitching machine and balls. Pitchers must use protective "L" Screens at all times.
- 6.6. Cages are limited to one (1) batter at a time. No more than two (2) people in the cage at any time (1 pitcher, 1 batter).
- 6.7. Batting helmet must be worn at all times when in cage.
- 6.8. No food or drink in batting cage and area.
- 6.9. Spectators and players not in cage need to keep back from net.
- 6.10. Any abuse of batting cage rules or misuse of equipment may result in suspension of the TEAM from use of the batting cage for the rest of the season

7. Concessions

7.1. Staffing

- 7.1.1. The concession stand manager (Board position) or their delegate - a Person in Charge (PIC) - must be in the concession stand at all times during operations.
- 7.1.2. All Local and County Health Codes will be followed in the concessions stand

7.2. Dress Requirements

- 7.2.1. Appropriate clothing must be worn at all times in concession stand. Open toed shoes are prohibited (this includes high heeled shoes, sandals and flip-flops). PIC will refuse to allow anyone with inappropriate clothing to work in concession stand.

7.3. Meals

- 7.3.1. Each person who staffs the concession stand (including the PIC) for a minimum of four (4) hours will be entitled to one (1) meal as a thank you. If a full four (4) hour shift has not been worked, they are not entitled to a meal. Two (2) people splitting a shift are entitled to one (1) meal between them. The concessions PIC will be responsible for monitoring this.
- 7.3.2. This meal must be eaten during or immediately following the shift they work. They are not entitled to a meal ticket to use at a later time.
- 7.3.3. Each team will be responsible to work the concession stand during the season, on scheduled day(s) and time(s).
- 7.3.4. The team working the concessions stand must have a minimum of 6 adults in place prior to scheduled starting time. Minimum number of workers is 8.
- 7.3.5. A maximum of two (2) workers can be between the ages of fourteen (14) and seventeen (17).

2021 Glenwood Little League Rules



- 7.3.6. Workers between the ages of fourteen (14) and seventeen (17) can work the candy window with approval from the concessions manager.
- 7.3.7. The following penalties will apply to the MANAGER of teams who fail to meet concessions responsibilities:
 - 7.3.7.1. First offense: Will result in a one (1) game suspension for the manager and rescheduling of concessions duty for the team.
 - 7.3.7.2. Second offense: Will result in a three (3) consecutive game suspension for the manager and rescheduling of concessions duty for the team.
 - 7.3.7.3. Third Offense: Manager will be dismissed from managing duties for the remainder of the season.
 - 7.3.7.4. The Concession's Manager will make the final determination of whether team's concession duties have been fulfilled. It is the Concession Manager's discretion as to the final number of 14 – 17 years allowed in the concession area.
- 7.4. Closing Schedule and Responsibilities
 - 7.4.1. All members should follow the responsibilities outlined in Appendix B.
- 7.5. Board Members on Duty
 - 7.5.1. Board members on duty will be granted one (1) meal during each full four (4) hour Board Member on Duty (BMOD) shift that they work.
 - 7.5.2. If two (2) Board Members split a shift, they are entitled to one (1) meal between the two of them.
 - 7.5.3. Only the official BMOD is entitled to a meal. If multiple people are covering the shift, no one is entitled to a meal.
8. Scorekeeping
 - 8.1. The Home team will supply the official scorekeeper and will keep the official league scorebook. The official scorekeeper is to sign the scorebook.
 - 8.2. The Visiting team will supply a second scorekeeper to run the scoreboard.
 - 8.2.1. Scorekeepers are required to stay in the score tower while keeping score.
 - 8.2.2. They may also keep a separate scorebook if desired.
 - 8.2.3. The official league scorebook is the scorebook of record and will not leave the complex except by approval of the head scorekeeper.
 - 8.2.4. Scorekeepers and scoreboard operators are not allowed to communicate by any means to the managers or coaches. The only person they are to commute directly with is the umpire.
 - 8.2.5. No one under the age of 11 is allowed to run the scoreboard.
 - 8.3. Communication by the scorekeeper or scoreboard operator will ONLY be to the umpire. Any form of communication regarding action taking place on the field will be an automatic removal from the tower by the umpire.
 - 8.4. Failure to provide an official scorekeeper or scoreboard operator by the scheduled game time will result in the following penalties applying to managers:
 - 8.4.1. First Offense: WILL result in a one (1) game suspension for the manager.
 - 8.4.2. Second Offense: WILL result in a three (3) consecutive game suspensions for the manager.
 - 8.4.3. Third Offense: WILL result in dismissal from manager's position.
 - 8.4.4. This rule applies to all divisions except T-Ball
 - 8.5. Each team is responsible for maintaining a scorebook at ALL home and away games. The home book is the Official book. They are also responsible to make sure that the plate umpire's name is recorded in the scorebook. For home games, scorebooks are to be returned to the club house at the end of each game.
 - 8.6. Inter-league Travel Scorebooks

2021 Glenwood Little League Rules



- 8.6.1. Inter-League teams will be responsible to make their official scorebook available to the Head Scorekeeper on once a week and must turn the book in to the Head Scorekeeper at the completion of the season.
 - 8.6.2. It will also be required to turn your scorebook in to the Head Scorekeeper every week for review.
 - 8.7. GWLL has chosen to adopt the “Ten Run Mercy Rule” in Major’s Baseball division and above. Please refer to 4.10 (e) of your Official Regulations and Rules. **Note:** This rule applies any time after the 4th inning, except with juniors and above, which is implemented any time after 5th inning.
 - 8.8. The official Scorekeeper and the scoreboard operator will each be entitled to one (1) drink from the concession stand as a thank you. The BMOD on duty will distribute scorekeeper drink tickets.
9. Umpires
- 9.1. For A/AA games, managers are required to secure two umpires for each scheduled game.
 - 9.2. All team managers who are scheduled to umpire must supply two (2) umpires for that game.
 - 9.3. All plate umpires must be at least 18 years of age unless approved by the Umpire in Chief and agreed to by both managers.
 - 9.4. Field umpires:
 - 9.4.1. May be adults or players who are at least two (2) divisions above the division they are umpiring.
 - 9.4.2. Must be approved by the respective Umpire in Chief.
 - 9.4.3. Example: a player in Junior division baseball can umpire in Minors, or A/AA divisions provided they have been approved by the Umpire in Chief.
 - 9.5. The Umpire in Chief will do all scheduling.
 - 9.6. Umpire schedules will be posted prior to the start of the season.
 - 9.7. It is the responsibility of managers and coaches to check for changes on the posted schedule and notify the Umpire in Chief of any conflicts with game schedules.
 - 9.8. Plate umpires must wear full gear in any division where a player or coach pitches the ball.
 - 9.9. Both the field and the home plate umpires for A/AA and above division games are entitled to a meal as a thank you after completing a game.
 - 9.10. Both the field and home plate umpires will inspect equipment before the game (all divisions). This includes helmets and bats.
 - 9.10.1. Helmets with cracks will be removed and not be allowed to be used. If it is GWLL supplied helmet, it will be returned the equipment manager immediately so it may be replaced.
 - 9.10.2. Bats: ALL bats will be inspected for dents, cracks as well as being on the official approved list. The approved list from Little League International does not apply to softball.
 - 9.11. Umpires will see the BMOD immediately following their game for their meal coupon.
 - 9.12. The following penalties will apply to managers who do not fulfill their umpiring by the scheduled game time:
 - 9.12.1. First offense: Will result in a one (1) game suspension for the manager and rescheduling of umpire duty for the team.
 - 9.12.2. Second offense: Will result in a three (3) consecutive game suspensions for the manager and rescheduling of umpiring duty for the team.
 - 9.12.3. Third Offense: Manager will be dismissed from managing duties for the remainder of the season.
10. Equipment
- 10.1. All equipment must be held to Little League standards according to Official Regulations and Playing Rules book and any modifications noted by Little League International
 - 10.1.1. For the 2021 Season – Bat information: <https://www.littleleague.org/playing-rules/bat-information/>

2021 Glenwood Little League Rules



10.1.2. Second offense: The player will be ejected. The manager will be ejected from the game and lose the team for the remainder of the season.

10.2. The league will issue hats and jerseys (the uniform) for all teams.

10.2.1. Jerseys may not be modified or purchased by anyone other than by the board.

10.2.2. Jerseys may not be personalized.

10.2.2.1. No sponsors, or names of players are allowed on the jerseys unless approved by the Board.

10.2.3. Only jerseys issued by the league may be worn for games.

11. Draft

Note: In the event of a potential requirement for dissolving of any team(s) in any division, the Player Agent(s) must consult with the Registrar to determine if there are any waiting listed players. The dissolving of the team must be approved by the board and those players should be reassigned by a supplemental draft.

Purpose: To provide a consistent process of drafting Little League Players for the Minor Divisions and above and to describe how options and trading are to be handled. Glenwood Little League will use Draft Plan Method B for the Minor's division, and Draft Plan Method A for the Majors and above division, as found in the Little League Operations Manual.

11.1. Minor's Division Draft Method

11.1.1. The draft happens in two parts. The first part of the draft (part A) includes players who are returning from a minor Team in the same division and have registered for the current season. The second part of the draft (part B) includes all players who are eligible for selection and have attended the required number of tryout sessions. Part A of the draft must be completed before part B and all returning players who qualify must be drafted first. Managers are not permitted to waive a draft choice.

11.1.2. The draft rotation follows the reverse order of finish from the previous season, with the last place team's manager receiving first pick, then the second-to-last team, and so on, OR the managers draw numbers to determine who will select the first player. (Please refer to the most current Little League Operations Manual for an example.) NOTE: If official standings have not been kept, managers will draw numbers to determine draft order.

11.1.3. Coaches may not be named until after the draft is complete.

11.1.4. When part B of the draft begins, the draft order begins with the team that is due to draft next, after the completion of the first round, part A. NOTE: Because there are no players returning to a particular team, and because coaches cannot be named until the completion of the draft, Options 2 and 4 listed below (see "Options ON Sons, Daughters and Siblings" in the Little League Operations Manual) do NOT apply when using this draft section plan.

11.2. Majors and Above Division Draft Method

11.2.1. Excerpt from the Little League Operations Manual: the last place team from the preceding season gets the first choice in every round of the draft, the next-to-last place team gets the second selection in every round, and the remaining teams select in the reverse order of standing. In this plan, returning players at the Major Division and above return to the same team.

11.2.1.1. Ex. The manager of the fourth-place team selects first in the draft. The manager of the third-place team selects second in the draft. The manager of the second-place team selects the third in the draft. The manager of the first-placed team selects fourth in the draft. The manager of the fourth-place team now selects fifth in the draft. The draft continues in this order.

11.2.2. Players drafted to a team are attached to that team while they play in the division.

11.2.3. Players may ask for a release at any time, however, Board approval is required before any player is released. The release is granted before the draft the player will enter their respective pool of draft candidate players. If the draft has concluded a trade must be sought using Rule 12 of this rule book.

11.2.4. Managers must meet all the requirements to be a volunteer and be approved annually by the Glenwood board in order to return to their teams.

2021 Glenwood Little League Rules



11.2.5. Coaches are assigned to teams after the draft is completed.

11.2.6. Each time a player moves to a new division, that player is drafted to a team per these rules.

11.3. Options

11.3.1. An Option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing (except #1) and be submitted to the Player Agent 48 hours prior to the draft.

11.3.2. Brother/Sister in the draft: When there are two or more siblings in the draft, the first sibling is drafted by a manager, that manager automatically has the option to draft the other sibling in the next round. If the manager does not exercise the option, the second sibling is then available to be drafted by another manager.

11.3.3. Sons/Daughters of Managers: If a manager has sons and or daughters eligible under Regulation II for the draft, and wishes to draft them, he/she must submit the option in writing. If so stated, the parent/manager is required to exercise the options at or before the close of a specific draft round, depending on the League Age of sons and or daughters. Parent/Manager option takes priority over any other option. NOTE: These provisions also apply for managers having eligible brothers or sisters in the draft.

11.3.4. Sons/Daughters of Managers/Coaches: The manager shall have 1 pick and 1 coach from the manager's team shall also have a pick for their sons/daughter. The manager and coach's child must be selected by round 3 and round 4. If the managers or coach's child is not selected, they are eligible to be drafted by any team.

11.3.4.1. Coaches for the manager must be presented to the Player agent prior to the draft. The player agent will then verify the coach.

11.3.5. Draft round: If an option is submitted in writing for the son/daughter of a manger or coach, the candidate must be drafted in the following round.

| Softball Draft Round | Little League | Junior | Senior | Big |
|----------------------|---------------|--------|--------|----------|
| 5 | 9-10 | 12 | 14,13 | 16,15,14 |
| 4 | 11 | 13 | 15 | 17 |
| 3 | 12 | 14 | 16 | 18 |

| Baseball Draft Round | Little League | Intermediate | Junior | Senior | Big |
|----------------------|---------------|--------------|--------|--------|-------|
| 5 | 9-10 | 11 | 12 | 14,13 | 16,15 |
| 4 | 11 | 12 | 13 | 15 | 17 |
| 3 | 12 | 13 | 14 | 16 | 18 |

NOTE: At no time may any one team have more than 8 players in a given age group. See Operations Manual-Player Selection System

11.4. Special Considerations Which Apply

11.4.1. If the manager so chooses, the option of son or daughter may be waived.

11.4.2. In the event the parent becomes a manager in another league, that parent may not claim the son or daughter.

11.4.3. Players are eligible only in the league whose boundaries induce the parent/manager's home residence (as defined by Little League).

2021 Glenwood Little League Rules



- 11.4.4. When a vacancy occurs during the playing season the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all the members of the team selected in the draft.
- 11.4.5. All players, including sons/daughters of managers and coaches at the Minor League level, are subject to the draft.
- 11.4.6. Parents of Major League players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to requirements for trading in the next section.
- 11.4.7. NOTE: The Little League definition of residence is located in the "Little League Residency Requirements" section of The "Little League Policies and Principles" Chapter of the Operations Manual, and in the Rulebooks.

11.5. Halt of play or season suspension

- 11.5.1. In the event of a halt of play or full season suspension Major's and above divisions may conduct a complete redraft according to the Little League Rule Book (Plan B, pg 252) the following season if any of the following is met
 - 11.5.1.1. Entire season suspension with no games played
 - 11.5.1.2. 5 or less games played by any team in the division
 - 11.5.1.3. Dissolution of more than half of the teams during the season of play.

12. Trading

- 12.1. Following the draft, managers may if they desire, trade players until 14 days after the first scheduled game.
- 12.2. ALL TRADES SHALL BE MADE THROUGH AND WITH THE APPROVAL OF THE PLAYER AGENT. The following restrictions also apply:
- 12.3. Minor League Players may not be traded for Major Division Players.
- 12.4. All trades must be player for player only. (EXAMPLE: Two players from Team A could be traded for one player on Team B.)
- 12.5. Trades involving a player for draft choices are not permitted. (EXAMPLE: A manager cannot trade his/her right to pick the third player overall for an existing player on another team. However, once the draft is complete, a trade may be consummated, providing it meets all other criteria for trading.)
- 12.6. The Player Agent(s) must monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league. ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE LOCAL BOARD.

13. Roster Vacancies After the Season Begins

- 13.1. When a team loses a player, the following must be applied:
 - 13.1.1. The team manager MUST notify the player agent within five (5) days of the loss.
 - 13.1.2. At that time, the manager will request a new player from a list of eligible candidates, if available. All replacements must comply with Section C (The Players) and Regulation IV of the Little League Rule Book.
- 13.2. If there are no available players on an "eligible list of candidates" and after approval by the player agent, the manager MAY ONLY OBSERVE the players in the immediate division below. NO discussion with the players, managers, coaches or parents of the players is permitted by anyone other than the player agent. Persons found abusing this rule concerning a possible recruit will be brought before the Board on charges of tampering.

2021 Glenwood Little League Rules



- 13.3. Tampering will be defined as willfully abusing the fairness of the draft system by means of promises, persuasions, bribery or any discussion with players, managers, coaches, or parents of a future draftee.
- 13.4. After observing, the manager will give the player agent three (3) names of possible recruits. The player agent will review and assign a player to that team.
- 13.5. Any manager or coach who intentionally coerces a player to quit his/her team will be penalized following the same guidelines as tampering.
- 13.6. PENALTY FOR TAMPERING: The manager and/or coach will be notified in writing of the charges and of a hearing date with the Board of Directors. The manager and/or coach will attend on his/her behalf. This will be a closed meeting of only the parties involved and the Board of Directors. If the Board finds the manager/coach did tamper with the draft system or coerce any player into quitting, that manager/coach will be removed from his/her position indefinitely.

Determining End of Season Records

13.7. Practice Games

- 13.7.1. Practice games will not be counted toward end of season records.
- 13.7.2. Managers and coaches at all levels are highly encouraged to use practice games to try out kids at every position.
- 13.7.3. NOTE: Practice games do count toward player eligibility for All-Stars.

13.8. Treatment of Ties

- 13.8.1. Ties shall be treated as a half a win and half a loss.
- 13.8.2. Example: a team with a record of 8 wins, 5 losses and 3 ties would have a record of 9.5 wins and 6.5 losses (the 3 ties becomes 1.5 wins and 1.5 losses) for winning percentage of .593 (9.5/16).

14. Games

- 14.1. *District 6 interleague rules will supersede all GWLL game times and rules for those divisions that are interleagueing.*
- 14.2. Weekday games will start at 6:00 PM.
- 14.3. For Minors and above: If a team cannot field all positions by 5:45 PM, the game will be turned into a practice game in which the players must turn their uniforms inside out. No little league patches can be visible.
- 14.4. All games Minors and above will be rescheduled during the next available space (as determined by the league Vice-President).
- 14.5. If two (2) games are scheduled on one field to be played consecutively, and the first game cannot be started within ½ hour of the scheduled time due to weather, then the second game may be pre-called by the Safety Officer or BMOD.
- 14.6. In order to achieve the maximum innings played, games will be moved when other fields are available.
- 14.7. If a player is declared ineligible to play at the start of the game because of illness or injury, that player will not be eligible to play or coach bases the entire game. Any player that misses a practice or game due to injury must obtain a Medical Release from a physician before s/he may play or practice again. This includes injuries that occur outside of GWLL play.
- 14.8. Any child engaged in dangerous play may be brought before the Board and may be disciplined if necessary.

2021 Glenwood Little League Rules



14.9. Time Limits: (subject to Interleague rules) – All time limits are from the schedule

- 14.9.1. T-Ball: 1 hour 30 min (90 min) or three (3) innings whichever comes first
- 14.9.2. A/AA (Peewee): No new innings after 1 hour 15 min; Hard Stop at 1 hour 30 min.
- 14.9.3. Minors/Majors: No new innings after 2 hours min. Hard Stop at 2-hour 15min.
- 14.9.4. For Major's divisions and above a 9pm Hard Stop on Friday and Saturday.
- 14.9.5. Jr., Sr., Big League: No new innings after 2 hrs.; Hard Stop at 2 hours 15 min.

15. T-Ball Rules

15.1. General Rules

- 15.1.1. T-ball is limited to players who are league age five (5) and six (6), based on the baseball or softball age chart. Teams will consist of a minimum of seven (7) and a maximum of ten (10) players.
- 15.1.2. After we reach 10 teams, additional players will be added to each of the 10 teams to a maximum of 10 players per team.
- 15.1.3. If there are more than 100 T-Ball players, additional players will be placed in a pool with a minimum of 7 players in the pool. Then an additional team will be formed.
- 15.1.4. For teams without a manager, the Coaching Coordinator will contact all the parents on the team to request volunteers. If this is unsuccessful, the Player Agent will call a meeting of the parents in a final effort to avoid disbanding the team.

15.2. Games

- 15.2.1. Games will consist of three (3) innings or a one hour and 30 min. time limit, whichever comes first.
- 15.2.2. Each team will field all players when in the field.
 - 15.2.2.1. Only seven (7) players may be positioned in the infield.
 - 15.2.2.2. These are the pitcher, catcher, 1st base, 2nd base, 3rd base, shortstop and rover.
 - 15.2.2.3. All remaining players must be located in the outfield.
- 15.2.3. There is NO "infield fly rule."
- 15.2.4. After every three (3) outs the bases will be cleared. Play then continues until all batters have batted in the inning. Players will maintain the same batting order throughout the entire game.
- 15.2.5. All runners are required to tag up on fly balls and must stay on their base until the batter hits the ball.
- 15.2.6. Each team will supply a home plate umpire for the portion of the game that their team is at bat. The Umpire/Coach will help the batter as needed to move the game along and teach fundamentals.
- 15.2.7. The umpire should position himself between the batter and catcher to shield the catcher from the bat.
- 15.2.8. NOTE: During the course of the season, every player will have the opportunity to play every position in the field. Every player will have the opportunity to be first and last batter.

15.3. Batting

- 15.3.1. Each player will take a turn at bat each inning.
- 15.3.2. The ball must cross the 8-foot safety circle edge to be a fair ball.
- 15.3.3. The umpire will remove the batting tee whenever a fair ball is hit.
- 15.3.4. There will be no strikeouts.

2021 Glenwood Little League Rules



- 15.3.5. No bunting is allowed. All players must take a full swing.
- 15.3.6. The ball is foul if the batter fails to hit the ball, but hits the tee and the ball rolls outside of the safety circle.
- 15.3.7. ANY portion of the bat hitting any portion of the ball will be considered a batted ball.
- 15.3.8. Runners may advance only when the ball is put into play.
 - 15.3.8.1. Runners may advance only one base on an overthrow.
- 15.3.9. The batter shall not throw the bat.
 - 15.3.9.1. The player will be warned about throwing the bat.
 - 15.3.9.2. If the player continues to throw the bat, the umpire may remove him or her from the game for safety reasons.

15.4. Pitching/Field Positions

- 15.4.1. Both of the pitcher's feet must remain in contact with the pitcher's rubber until the ball is hit.
- 15.4.2. If the pitcher fails to maintain contact with the rubber when the batter hits the ball, the batter cannot be put out at 1st base.
- 15.4.3. A batter, who is put out at 1st base when the pitcher has not maintained previous contact with the rubber, will return to the plate and be allowed to bat again.

15.5. Dead Ball

- 15.5.1. The ball remains in play until the ball is in the possession of the pitcher, inside the circle on the mound.
- 15.5.2. If the runners are on their way to the next base but HAVE NOT CROSSED THE HALFWAY POINT, they must return to the previous base.
- 15.5.3. Any runner that is past the centerline (and only that runner) may proceed to the next base; however, they may be played upon and put out.
- 15.5.4. If an advancing runner is played upon, the ball becomes LIVE again, and all runners may advance.
- 15.5.5. Once the pitcher has the ball, within the circle, and all play has come to a stop, the umpire will declare a "Dead Ball".

15.6. Last Batter in Inning

- 15.6.1. The umpire will declare "last batter".
- 15.6.2. When the last batter of an inning hits the ball, the ball will remain in play (live) until the catcher has received the ball and touched home plate. Catcher should not tag runners; catcher should just touch home plate.
- 15.6.3. No players will leave the field until the last batter has touched home plate. If the last batter is declared out by a caught fly ball, tag out or force out, all other runners will continue until they cross home plate.

15.7. Manager / Coaches

- 15.7.1. When their team is batting, a manager or coach will act as an umpire, a manager or coach is also allowed in the coaching boxes (1st and 3rd), provided that one (1) adult remains in the dugout any time players are in there.
- 15.7.2. When their team is on defense, the manager and coach will be allowed to station themselves in the outfield, one (1) between 1st and 2nd, and one (1) between 2nd and 3rd.

16. Pee Wee A/AA Rules

- 16.1. Interleague rules will apply for softball for the entire season.

2021 Glenwood Little League Rules



- 16.2. A/AA Division is a non-competitive, instructional level of baseball. Standings will not be kept, however home and visiting teams will keep score during the season for experience in scorekeeping and confirmation of minimum play. Divisions will be organized into teams with primarily 7-year olds in Single A and teams with primarily 8 year old AA Division.
- 16.2.1. Single A Move up
- 16.2.2. Q2.1 Age 6: T-Ball. A 6-year-old may be advanced enough to play at the Single A level.
- 16.2.2.1. Q.2.1.1 To advance to Single A level, a player must have played one year of T-Ball AND must have unanimous approval of the safety committee. Refer to Appendix A
- 16.2.2.2. Q.2.1.2 6-year-old participation in Single A is subject to available space on team rosters.
- 16.2.2.3. Q.2.1.3 6-year-old are prohibited from playing in a player pitch division (AA or above).
- 16.2.3. AA Move up
- 16.2.3.1. Age 7: Single A. Any parent who prefers that their child play T-ball or AA may request an evaluation by the safety committee. Refer to Appendix A
- 16.2.3.2. 7-year-olds are prohibited from playing in the Minor Division.
- 16.3. Unless specified below, rules in Little League Rule Book apply.
- 16.4. An ideal roster size is 10 to 12 players. Smaller roster sizes create a better teaching/learning environment and more playing time.
- 16.5. Nine (9) defensive players on the field at one time, regular infield and three outfielders.
- 16.6. A / AA will use a continuous batting order throughout the entire game, such that all players in attendance shall be in the batting order.
- 16.7. Umpires
- 16.7.1. Each team will be responsible to supply a minimum of (one) 1 umpire for each game they play.
- 16.7.2. The Home team will supply the plate umpire and the visiting team will supply the field umpire, unless agreed upon by both managers.
- 16.7.3. All umpires behind the plate must wear proper umpire gear.
- 16.8. Each team manager is responsible for having a scorekeeper record the pitch count of all pitchers in the official league Scorebook and be in the tower.
- 16.9. If a batted ball hits the coach, the ball is dead and the batter and other runners shall advance one base only.
- 16.10. No stealing or bunting.
- 16.11. There is NO "infield fly rule."
- 16.12. When their team is batting, the manager and coach will be allowed to coach in the coaching boxes (first and third base only), provided one adult remains in the dugout. At the discretion of the manager/coach, one (1) child may accompany them on the field to learn the fundamentals of base coaching.
- 16.13. The batter will not throw the bat.
- 16.13.1. First offense: Batter receives warning.
- 16.13.2. Second offense: Batter is called out.
- 16.13.3. Third offense: Player is removed from game for safety reasons.
- 16.14. The ball remains in play until the ball is in the possession of the pitcher, on the pitcher's rubber.
- 16.14.1. If the runners are on their way to the next base but HAVE NOT CROSSED THE HALFWAY POINT, they must return to the previous base.
- 16.14.2. Any runner that is past the centerline (and only that runner) may proceed to the next base; however, they may be played upon and put out.
- 16.14.3. If an advancing runner is played upon, the ball becomes LIVE again, and all runners may advance.

2021 Glenwood Little League Rules



- 16.14.4. Once the pitcher has the ball, on the pitcher's plate, and all play has come to a stop, the umpire will declare a "Dead Ball".
- 16.15. The pitching plate will be forty (40) feet from home plate.
- 16.16. Half inning is over when the fielding team completes three outs, or offensive team scores five (5) runs.
- 16.17. Games last five innings, but no new inning can be started after one and a half hours (90 min) of play (the start of an inning officially begins when the third out of the previous inning is recorded). A hard stop at 1 hour 45 min as long as it is a regulation game.
- 16.17.1. A game is considered legal if four (4) innings of play are completed (three and one-half (3½) innings if the home team is ahead).
- 16.17.2. ALL PLAYERS must play at least 2 innings of infield per game. This will be strictly monitored by player agent. Players shall not be on the bench for consecutive innings.
- 16.18. Managers MAY NOT reduce playing time below the minimum requirement for disciplinary or any other reasons without approval of the Player Agent. Abuse of player rotation and/or minimum playing time will be subject to review and could result in the manager being suspended.
- 16.19. First rainout will not be made up. All others will be attempted to be re-scheduled based on field and time availability.
- 16.20. Batting
- 16.20.1. All runners are required to tag up on fly balls and must stay on their base until the batter hits the ball.

17. Single A Division – Change to Interleague rules once developed. 2019 Interleague Rules Below

PeeWee (aka Coach Pitch/Player Pitch)

PURPOSE: Peewee is the next step up from the Tee ball division, but are not quite ready for the Minor division. This is the division where they begin to work on their skills as infielders, pitchers, catchers and outfielders. Remember, each position plays a key role in the game, and it is important that each child have the opportunity to play each position during the regular season of play.

- 17.1. Umpires are not allowed for Peewee games. The Honor System will be used to call balls/strikes, safes/outs & fair/fouls by coaches.
- 17.2. Games may be started and continued with 7 players but not less than 7.
- 17.3. No more than 10 players on defense allowed, if the 10th player is used, they will play in the outfield only and the team is required to maintain 4 outfielders.
- 17.4. Only one coach/manager is allowed in the outfield. This will be for instructional purposes only. At no time should a coach/manager touch a ball that is in play.
- 17.5. Maximum of 5 runs per inning, per team, including the last inning. 15/10 run rule in effect additionally. No unlimited innings will be allowed. Game time limit is still in effect.
- 17.6. On the 2nd Monday in May the coach/machine division will switch to player pitch from the remainder of the season.
- 17.7. Coach/Machine pitch division will not merge with the player pitch division after the 2nd Monday in May or at any time.
- 17.8. Base runners cannot run unless the ball is put in play by the batter (NO STEALING ALLOWED). G.
- 17.8.1. Base runners are not allowed to run on an overthrow or passed ball.
- 17.8.1.1. For Clarification Purposes - A passed ball is defined as a ball that gets past/behind the catcher and not past a fielder stationed in the field of play (fair territory) that is an overthrow.
- 17.9. Ball used will be a level 5 safety ball.
- 17.10. No more than 7 pitches or 3 strikes per batter. Once the batter has accrued a 4 ball count, the pitcher will be replaced by an adult pitcher to deliver/pitch the remaining pitches to equal 7 pitches. If the batter does not put the ball in play after the 7 pitches the batter is out. No walks.

Example – Batter has a count of 4 balls & 1 strike, an adult will replace the player pitcher and the adult pitcher will deliver the remaining 2 pitches to equal the 7 pitches allowed to the batter

2021 Glenwood Little League Rules



- 17.11. Batters will be awarded first base if hit by pitch. If a pitcher hits 3 batters during the course of the game, they will be replaced as a pitcher on the third infraction.
- 17.12. Both SB and BB – When the pitcher is in possession of the ball and is either in the pitching circle (SB) or on the pitching mound (BB), all play will end. K.
- 17.13. All inning count (SB) or pitch count (BB) applies and rest periods must be observed as listed in the rule book.
- 17.14. Any six (6) year olds that are playing in Pee Wee with player pitch, shall be identified with a green arm band as a reminder to switch to coach or machine pitch for those 6 year olds. Reg IV (c) prohibits 6 year olds from pitching. Reg III (c) restricts age 6 to receive pitches only from coaches or pitching machines.

18. Minors Rules

- 18.1. An official scorebook must be kept for each game.
- 18.2. Minors is limited to players who are league age nine (9) and ten (10). Players who are league age eleven (11) who wish to play in Minors division, may apply in writing to the Board for exemption (see Appendix A).
 - 18.2.1. Age 8: AA -- limited number of 8-year-olds (based on registration numbers, safety evaluation and board approval), will be allowed to play in the Minor Division, however never at the expense of a 9 or 10 year old.
 - 18.2.2. Eleven (11) year olds playing in the Minor's Division are not eligible for All Stars.
- 18.3. Teams will consist of a minimum of eleven (11) and a maximum of twelve (12) players. Once a team falls below ten (10) players the manager must request a pool player to bring them up to ten (10) players.
- 18.4. Only the rostered manager and coaches (1 manager and 2 coaches) will be allowed on the field during the game.
- 18.5. A complete game will consist of six (6) innings. A game is legal if four (4) innings of play are completed (three and one-half (3½) innings if the home team is ahead).
- 18.6. A consecutive batting order will be utilized until the end of regular season play; the batting order will be the entire team.
 - 18.6.1. All players appear in the batting order regardless of whether they are currently playing defensively.
 - 18.6.2. Players will substitute freely so no player sits out more than two (2) consecutive defensive innings and no single player sits more than ½ the game (no matter what the length is).
- 18.7. When their team is batting, the manager and coach will be allowed to coach in the coaching boxes (first and third base only), provided one adult remains in the dugout. At the discretion of the manager/coach one (1) child may accompany them on the field to learn the fundamentals of base coaching
- 18.8. There is a maximum of 5 runs per inning, per team. 15/10 run rule applies additionally. If a game reaches the 6th inning then the 6th inning shall be played as an unlimited runs inning. Game time limit(s) are still in effect.
 - 18.8.1. Interleague rules supersede opening inning rules
 - 18.8.2. Reminder: an inning must be completed before a hard stop. If an inning is not completed before a hard stop, the score reverts to the last completed inning.
- 18.9. All subs and pitching changes must be recorded in the official scorebook.
- 18.10. Managers and coaches are not allowed on the field while their team is on defense.
- 18.11. Additional rules from the Minor league section of the latest Official Regulations and Playing Rules book will be observed.

19. Majors Rules

- 19.1. All teams must have at least ten (10) players rostered to their team.

2021 Glenwood Little League Rules



- 19.2. Continuous batting rule will be observed.
20. All Divisions - AA and above
- 20.1. All teams must have a minimum of 10 players to field a team.
- 20.2. All pool players must wear their own team uniforms when pool playing.
21. 50- 70 Division (Intermediate)
- 21.1. Ages 11 -13
- 21.1.1. All 11 -13 years old are eligible to try out for the Intermediate division.
- 21.2. Intermediate Division: Any participant who will attain the age of 11 years before May 1 and who will not attain the age of 14 years before May of the year in question shall be eligible to compete in the Intermediate (50-70) Division. This means a participant who will be 14 years old on May 1 or after is eligible to play that year; a participant who will be 14 years old on April 30 or earlier will not be eligible for either local league or tournament play in the Intermediate Division at any time during the calendar year in question.
- 21.3. A 12-year-old player who is otherwise eligible under all conditions would be eligible for selection to the Major League, Intermediate Division or Junior League tournament team.
- 21.4. A player may be selected to participate in one or more regular season games on 1. A Major League team and/or an Intermediate Division team, OR 2. An Intermediate Division team and/or a Junior League team. If a player participates in sixty (60) percent of the Regular Season games in each division (Majors and Intermediate Division) as of June 15, he/she will be eligible to participate in the Major or Intermediate Division for tournament play. If a player participates in sixty (60) percent of the Regular Season games in each division (Intermediate Division and Junior League) as of June 15, he/she will be eligible to participate in the Intermediate Division or Junior League for tournament play.
- 21.5. If a player only participates in sixty (60) percent of the Regular Season games in one division (Major, Intermediate Division, or Junior League) as of June 15, he/she is only eligible to participate with that particular division for tournament play.
- 21.6. A player may only be selected to and participate on one (1) tournament team. Any player who is league age 12 must be permitted to play in the Major Division. the local league cannot force any player who is league age 12 to play in the Intermediate Division if the league offers a Major Division.
- 21.7. The Intermediate Division of baseball shall play using Junior Baseball Division rules.
- 21.8. NOTE: The local District may elect to adopt a continuous batting order for all teams who compete in inter-league play in the Intermediate Division. All 11 year olds registered to play in the Intermediate Division may be subject to a Safety Evaluation prior to performing in the regular tryout session.

2021 Glenwood Little League Rules



APPENDIX A

Little League Pitch Count Rules

The table below gives an overview of the number of pitches for baseball that will be allowed per day for each age group during the regular season in 2021.

| League Age | Pitches allowed per day |
|------------|-------------------------|
| 17-18 | 105 |
| 13-16 | 95 |
| 11-12 | 85 |
| 9-10 | 75 |
| 7 – 8 | 50 |

NOTE: Pitch counts apply to all players regardless of the division in which they play

ADDITIONAL PITCHING RULES FROM INTERNATIONAL LITTLE LEAGUE

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. A pitcher once removed from the mound cannot return as a pitcher. 50/70, Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted above, but the pitcher may remain in the game at another position:
 1. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
 1. That batter reaches base;
 2. That batter is put out;
 3. The third out is made to complete the half-inning.
 2. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
 3. GWLL has adopted the following rest requirements, per International Little League Guidelines, Regulation VI (d), p. 39:
 1. Pitchers league age 14 and under must adhere to the following rest requirements:
 1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 2. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 3. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 4. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 5. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

2021 Glenwood Little League Rules



6. A player may not pitch in 3 consecutive days regardless.
2. Pitchers league age 16-18 must adhere to the following rest requirements:
 1. If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 2. If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
 3. If a player pitches 46 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 4. If a player pitches 31 – 45 pitches in a day, one (1) calendar day of rest must be observed.
 5. If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

2021 Glenwood Little League Rules



Additional Pitching Restrictions

1. Any player on the team roster may pitch:

Exception: A player who has attained league age of twelve (12) is not eligible to pitch in the minor league.

1. GWLL has adopted the following rest requirements, per International Little League Guidelines, Regulation VI (b), p. 43:
2. Minor Division:
3. If a player pitches in more than one (1) inning, one calendar day of rest is mandatory.
4. A player may pitch in a maximum of six (6) innings in a game.
5. A player may pitch in a maximum of six (6) innings in a calendar week. (Sun – Sat).
6. Delivery of a single pitch constitutes having pitched in an inning.

b. Major Division:

1. If a player pitches in more than one (1) inning, one calendar day of rest is mandatory.
2. A player may pitch in a maximum of nine (9) innings in a game.
3. A player may pitch in a maximum of eighteen (18) innings in a calendar week. (Sun – Sat)
4. Delivery of a single pitch constitutes having pitched in an inning

c. Junior/ Senior/Big league:

1. If a player pitches in less than five (5) innings, no rest is required.
2. If a player pitches in five (5) or more innings, one (1) calendar day of rest
3. A player may pitch in a maximum of ten (10) innings in a day
4. A player may pitch in a maximum of thirty (30) innings in a calendar week (Sun-Sat)
5. Delivery of a single pitch constitutes having pitched in an inning