



2020 LOCAL RULES

Revised 03/23/20

GENERAL:

All registered players and adult members of Montalvo Little League must comply with all Little League rules and regulations at all times, both National and Local. Local Rules are intended to supplement Little League Official Regulations and Playing Rules. Any conflicts between Local Rules and Official Regulations and Playing Rules shall be resolved in favor of Official Rules. Infraction of any rules may require an appearance before the Montalvo Little League Executive Committee and may result in suspension or dismissal from Montalvo Little League.

PROPERTY:

All equipment, supplies, and buildings are considered the property of Montalvo Little League.

- A. Any person who willfully damages League property will be subject to loss of all rights to future participation in Montalvo Little League.
- B. Any person attempting to steal League property, or break into League buildings, will be subject to loss of all rights to future participation in Montalvo Little League and may be reported to law enforcement.
- C. Parents or legal guardians of a minor child may be subject to legal action by Montalvo Little League to recover any losses sustained.
- D. All equipment and keys issued to managers or volunteers are considered League property and are to be returned on demand.

VOLUNTEERISM:

Montalvo Little League is a volunteer driven organization that relies on parent contribution and support. All parents are expected to participate in volunteer activities. All parents are expected to work a minimum of (2) snack bar shifts per season. Additional volunteer opportunities include (but are not limited to):

- A. Board of Directors
- B. Committee Membership
- C. Manager
- D. Assistant Coach
- E. Team Parent
- F. Scorekeeper
- G. Announcer
- H. Umpire
- I. Field Prep

CODE OF CONDUCT

- A. Montalvo Little League has established a code of conduct for players, parents, and volunteers.
- B. The code of conduct is to be followed by all players, parents, and volunteers at all times. Violation of the code of conduct may result in referral to the Board of Directors for disciplinary action.
- C. Violations should be referred to the following:
 - a. Players and parents – Player Agent
 - b. Managers and coaches – Coaching Coordinator
 - c. Umpires – Umpire in Charge (UIC)
 - d. Violations may also be referred to the Board Member on Duty
- D. All violations will be documented and maintained by the League Secretary.
- E. Montalvo Little League has a zero-tolerance policy for violence. Any violent act, including but not limited to bullying, verbal threats, and fighting will result in immediate suspension or dismissal from the League. Repeat offenses will result in immediate dismissal and loss of all rights to future participation in Montalvo Little League.

GAME SCHEDULES:

Game schedules will vary by division. Divisions Farm and above may play weekday games as well as weekend (Saturday) games, depending on the number of teams in each division. Weekday games on the Ito (dark) field may not be scheduled until after Pacific Daylight Time begins.

- A. Weekday games will begin at 5:00 or 6:00 PM. Some divisions may have a 7:30 PM game time depending on the number of divisions and teams. 7:30 PM start times will be limited to older divisions.
- B. Weekend (Saturday) game times will vary by division.
- C. Game schedules will be available no later than two weeks prior to the beginning of the season.
- D. Please see divisional rules sections for game duration.

RAINOUTS/GAME CANCELLATION

In the event of rain, game cancellation decision will be made by 4:00pm for weekday games and 7:00am for Saturday games when possible. Games that are cancelled due to rain or other unavoidable circumstances are not guaranteed to be rescheduled.

REFUNDS

Montalvo Little League refund policy is as follows:

- A. Requests made prior to the player draft will be refunded 100%
- B. Requests made after the player draft but prior to opening day will be refunded 50%
- C. No refunds will be provided after opening day

No refunds will be provided for players that leave the league due to player or parent suspension.

All refund requests must be made in writing (email) to the President, Treasurer, and Registration Coordinator.

Please check the Montalvo Little League website for player draft and opening day dates, and for current contact information.

UMPIRES:

- A. The Umpire in Charge (UIC) will attempt to provide umpires for each game Farm division and above.
- B. Junior umpires will be used for younger divisions.
- C. In the event an umpire is not available, the participating teams will provide umpires. The home team will provide the plate umpire and visiting team will provide the field umpire. It is recommended coaches take on this responsibility instead of using parents or spectators. If another adult is selected to umpire, they should have knowledge of division rules and game situations.
- D. The umpire does not have specific responsibilities regarding pitch count. The official scorekeeper will advise the umpire if a pitcher is nearing, or has reached, the pitch count limit. SCOREKEEPERS are not considered game officials and should not attempt to influence an umpire on gameplay related calls.
- E. While some level of background "chatter" directed at umpires is part of the game, Montalvo Little League will not tolerate any negative or abusive language or actions towards our volunteer umpires. Players, Managers/Coaches, or parents exhibiting such behaviors may be asked to exit the facility and may face suspension and/or dismissal from the League.

PLAYER PLACEMENT (REGULAR SEASON):

Prior to the player assessment and draft, the Board of Directors will decide how many teams will make up each division and how many players will be carried on team rosters.

- A. Player assessments will be conducted prior to the draft/team assignment (for all divisions except Challengers and Tee Ball) to determine relative skill of each player in an effort to ensure teams are as balanced as possible.
- B. Player drafts will be held upon completion of the assessment. Draft process is as follows:
 - a. The Player Agent shall facilitate all drafts.

- b. The Player Agent, Coaching Coordinator, Divisional Representative and Divisional Managers shall be the only attendees of the regular season drafts. Any other attendees must be approved by the Board of Directors.
- c. All rosters shall be constructed based on player rankings and input from managers and the Player Agent.
- d. All rosters shall be constructed before managers are assigned.
- e. Managers shall be assigned rosters by random draw.
- f. Managers shall be afforded a maximum of (3) draft trades:
 - i. One trade must be used if the manager's child is not on the roster they draw.
 - 1. If a manager draws the team with their child, they will not be provided an extra trade.
 - ii. One trade may be used for the purpose of pairing manager with an assistant coach.
 - iii. One additional trade may be granted.
 - iv. All trades must be of equal value – the player being traded and the player being traded for must have been drafted in the same round.
- g. All draft trades are subject to the approval of the Player Agent.

PLAYER PLACEMENT (POST SEASON/ALL STAR):

Montalvo Little League players may have an opportunity to participate in post season District 63 tournaments, or in Little League sanctioned All Star tournaments.

- A. In order to be eligible to participate in post season play, parents and players must be in good league standing and must be able to commit to the practice and game schedule. Post season tournaments occur in June and July.
- B. Post season tournament rosters are age based, not division based.
- C. Player nominations are reviewed by Divisional Managers, the Secretary, Player Agent, Coaching Coordinator, and Divisional Representative. Consensus agreement on nominated players is required to be included on the post season roster.
- D. Post season managers and coaches are subject to the same selection and availability requirements as players and shall be determined by the Player Agent, Coaching Coordinator, and the Divisional Representative. All post season managers are subject to approval by the Board of Directors.
- E. Montalvo Little League does not formally participate in tournaments outside of District 63 or Little League sanctioned tournaments. If teams comprised of Montalvo Little League players elect to participate in outside tournaments, this does not indicate league sponsorship of such teams. Teams participating in outside tournaments shall not wear Montalvo Little League uniforms for game play.

DIVISIONAL RULES:

Please see divisional rules sections for specific game play rules and regulations.



2020 TEE BALL DIVISION LOCAL RULES

A) FIELD PREP:

1. The HOME TEAM (3rd Base Dugout) shall provide PRE-GAME FIELD PREP
2. The VISITING TEAM (1st Base Dugout) shall provide POST-GAME FIELD PREP.

B) UMPIRE: No UMPIRE will be assigned for Tee Ball games.

C) GAME BALL: The BMOD will issue the game ball(s) is to the HOME team manager, who shall keep the ball.

D) COACHES:

1. Only players shall field the ball.
2. Only the manager and (3) coaches are allowed beyond the field gates at any time.

E) REGULATION GAME: A FULL REGULATION GAME is (3) innings.

GENERAL GAME PLAY – TEE BALL DIVISION

F) GAME LENGTH

1. No new inning shall be started after 45 minutes of play.

G) SCORE / STANDINGS / PLAYOFFS: NO runs will be recorded / NO standings kept / NO post-season playoffs.

H) HITTING:

1. Batters shall hit from a Little League® approved BATTING "TEE"
2. Each batter shall receive as many swings necessary to put the ball in play.
3. A ball struck into fair territory must travel beyond the arc painted at a (15 ft.) radius from home plate to be considered in play - otherwise it shall be called foul and the at-bat continued.

I) BATTING ORDER:

1. EVERY PLAYER BATS EVERY INNING.
2. The LAST BATTER of every inning shall run all the bases.
3. The batting order shall consist of all players present.
4. The batting order is fixed for the duration of the season and managers must rotate the fixed order each game. The #1 batter in a game moves to the bottom of the order in the next game.
5. Any players arriving late shall be inserted at the bottom of the lineup.

J) END OF PLAY DEFINITION: The umpire shall declare the end of a play when any defensive player who is on the infield maintains control of a batted or thrown ball.

K) BASE RUNNING:

1. ALL BATTERS with the exception of the LAST BATTER of the inning shall advance one base at a time.
2. RUNNERS that occupy a base when the last batter of the inning hits shall advance home.

L) BATTING ETIQUETTE:

1. Any player whose bat is carried out of the home plate circle shall be deemed out.
2. Any player whose bat is thrown out of the home plate circle shall be deemed out.
3. Any player whose bat is thrown and comes into contact with the catcher or umpire within the home plate circle shall be deemed out.
4. (2) of the above offenses in the same game shall result in that player being removed from that game to the dugout.

M) DEFENSIVE PLAYER POSITIONS:

1. ALL PLAYERS PLAY IN THE FIELD EVERY INNING. Infield positions shall consist of a pitcher, first baseman, second baseman, shortstop, and third baseman. All remaining players must play in the outfield.
2. Players shall rotate to a new defensive position each inning and shall not play that position again until they have played every other defensive position.
3. Rotation does not reset each game and is continuous throughout the season.
4. The pitcher shall have one foot on the pitching rubber and be in the ready position prior to the ball being placed on the batting tee.
5. Exceptions will be made for some players at some positions due to safety concerns. Managers shall communicate to opposing managers about those players before play begins.



2020 FARM DIVISION LOCAL RULES

A) FIELD PREP:

1. The HOME TEAM (3rd base dugout) shall provide PRE-GAME FIELD PREP
2. The VISITING TEAM (1st base dugout) shall provide POST-GAME FIELD PREP.

B) UMPIRE:

1. The HOME TEAM shall provide the UMPIRE, if one is not provided by the league.
2. The UMPIRE shall be positioned behind home plate
3. A COACH from the BATTING TEAM will operate the pitching machine if in use.

C) SCOREKEEPERS: The HOME TEAM shall provide the SCOREKEEPER.

D) GAME BALL: The BMOD will issue the game ball(s) to the HOME team manager, who shall keep the ball.

E) COACHES:

1. Only players shall field the ball.
2. Only the manager and (3) coaches are allowed beyond the field gates at any time.
3. Coaches must remain in the dugout, or in the dirt directly in front of the dugout, at all times during game play unless they are a base coach when their team is at bat.

F) REGULATION GAME: A FULL REGULATION GAME is (6) innings. If a game is shortened for any reason (time, light, weather, etc.), it is considered OFFICIAL after (4) complete innings OR $3^{1/2}$ if the home team is ahead.

G) FIVE-RUN RULE:

1. The side is retired after (3) outs or (5) runs scored.
2. There is NO FIVE-RUN RULE in the last half inning of an official game (at least $3^{1/2}$ innings) for any team.
3. In a shortened game (time, light, weather, etc.) the UMPIRE shall declare "UNLIMITED RUNS" BEFORE the last inning begins.

H) MERCY RULE:

1. There is NO MERCY RULE in effect.
2. The scoreboard shall not reflect more than a (10) run differential at any time.

I) BATTING ORDER:

6. The batting order shall consist of all players present.
7. The batting order is fixed for the duration of the season and managers must rotate the fixed order each game. The #1 batter in a game moves to the bottom of the order in the next game.
8. Any players arriving late shall be inserted at the bottom of the lineup.

J) TIEBREAKER: Regular season tiebreaker to determine playoff seed and/or league standings.

1. HEAD TO HEAD - regular season W/L
2. FEWEST RUNS ALLOWED - regular season matchups
3. MOST RUNS SCORED - regular season matchups
4. COIN FLIP

K) PLAYOFFS: If applicable, playoffs use TOURNAMENT RULES.

GENERAL GAME PLAY - FARM DIVISION

L) GAME LENGTH

2. No new inning shall be started after 90 minutes (1 hour, 30 minutes) of play.
3. "Drop dead" rule – games will be declared over, regardless of top/bottom of inning or number of outs, at 105 minutes (1 hour, 45 minutes) and score will revert to last complete inning. If game is not official (see rule F) at the end of 105 minutes, play will continue until 4 innings (or 3 ½ innings if home team is ahead) have been completed.

M) MACHINE PITCH

1. A BATTED BALL that hits the PITCHING MACHINE is dead. The batter is awarded 1st base and all runners advance if forced, all others remain on the base that they already occupied.
2. A THROWN BALL that hits the PITCHING MACHINE is dead. All runners may advance (1) base safely, without a force.
3. During MACHINE PITCH, the defensive player playing the pitcher position must have at least (1) foot on the dirt of the pitcher's mound (either side) when the machine or coach delivered pitch crosses home plate.

N) NO WALKS:

1. Batters must put the ball in play to reach 1st base.
2. No batter shall be awarded 1st base in any other case.

O) (5) PITCHES PER BATTER:

1. Batters may extend their at bat for an unlimited number of pitches via foul balls.
2. Batters may extend their at-bat if hit by a pitch. (*see rule Q-2*)
3. Umpires may choose to grant an ADDITIONAL COACH PITCH if the FINAL PITCH is deemed un-hittable. Examples include (but are not limited to) a pitched ball that does not reach the plate, or is clearly unreachable being above, away or behind the batter.

P) HIT BY PITCH:

1. Batters who are hit by a pitched ball (coach or machine), do not receive 1st base.
2. If hit by a pitch (coach or machine), the batter will receive (1), additional pitch for each time said batter was hit.
3. If the batter fails to put the ball in play, they are retired.
4. Umpires may choose to grant an ADDITIONAL COACH PITCH if the FINAL PITCH is deemed un-hittable. Examples include (but are not limited to) a pitched ball that does not reach the plate, or is clearly unreachable being above, away or behind the batter.

Q) END OF PLAY DEFINITION: The umpire shall declare the end of a play when any defensive player who is on the infield maintains control of a batted or thrown ball and does not make an additional baseball play. If the defensive player continues the play after gaining control of the ball, any runs scored or runners advanced/put out will be allowed at the discretion of the umpire. Example: one out, runner on second base. Ball is hit to outfield. Outfielder fields and throws to shortstop. IF shortstop gains control of the ball and does not make an additional baseball move, the play shall be declared dead and the runner will stop at the base occupied when fielder controlled the ball. IF shortstop gains control of the ball and continues the play by throwing to another base, the play shall not be declared dead and the runner may advance.

R) OVERTHROW DEFINITION: An OVERTHROW is any ball thrown by one defensive player to any other defensive player not caught cleanly and out of reach of said defensive player. An overthrow may be over, in front of, or to either side of a defensive player.

S) BASE RUNNING:

1. A (3) foot "Halfway Hash Mark" is to be painted perpendicular to the infield grass halfway (30^{ft.}) between 1st and 2nd bases, halfway (30^{ft.}) between 2nd and 3rd bases and halfway (30^{ft.}) between 3rd base and home plate.
2. ON A BALL IN PLAY, runners who are not forced and have not yet broken the plane of the "Halfway Hash Mark" and continue to run AFTER a defensive player has maintained control of the ball on the infield, are deemed ILLEGAL, and must return to the previous base.
3. Runners may advance a maximum of (1) base on an OVERTHROW.
 - a. ONLY (1) OVERTHROW per play is allowed. NO runners may advance due to additional OVERTHROWS.
 - b. Runners who attempt to advance more than (1) base on an OVERTHROW are deemed ILLEGAL and must return to the previous base.
 - c. NO ILLEGAL runner MAY BE PUT OUT in an attempt to advance illegally OR return to the previous base.

T) BATTING ETIQUETTE:

1. Any player whose bat is carried or thrown out of the home plate circle shall be deemed out.
2. Any player whose bat is thrown and comes into contact with the catcher or umpire within the home plate circle shall be deemed out.
3. (2) of the above offenses in the same game shall result in that player being removed from that game to the dugout.

U) DEFENSIVE PLAYERS:

1. A COMPLETE DEFENSIVE ROSTER is (9) players / (6) Infielders and (3) Outfielders.
2. Teams must have (9) players present to play.
3. The catcher will wear shins guards, chest protector, and a helmet with a face guard or a catcher's mask for protection. The player may choose to use their own glove.
4. The defensive player playing the pitcher position must have at least (1) foot on the dirt of the pitcher's mound (either side) when the machine or coach delivered pitch crosses home plate.

V) DEFENSIVE POSITIONS:

1. Players shall rotate to a new defensive position each inning and shall not play that position again until they have played every other defensive position.
2. Rotation does not reset each game and is continuous throughout the season.
3. Exceptions will be made for some players at some positions due to safety concerns. Managers shall communicate to opposing managers about those players before play begins.

W) DEFENSIVE PLAYING TIME:

1. All players shall have EQUAL TIME ON THE BENCH.
2. NO player shall serve (2) defensive innings on the bench before all other players have served at least (1) defensive inning on the bench.

X) POOL PLAYERS:

1. POOL PLAYERS shall wear the uniform of their rostered team.
2. POOL PLAYERS who have been called and have agreed to play must be allowed to play.
3. DEFENSE: May only play outfield for the duration of the game.
4. OFFENSE: Must bat last in the batting order.

Y) TOURNAMENT RULES:

1. Post season tournament rules will be implemented after Spring Break. Rules will be provided at least one week prior to the break.



2020 MINORS DIVISION LOCAL RULES

X) FIELD PREP:

1. The HOME TEAM (3rd base dugout) shall provide PRE-GAME FIELD PREP
2. The VISITING TEAM (1st base dugout) shall provide POST-GAME FIELD PREP.

Y) UMPIRE: The league shall provide the UMPIRES. In the event the league cannot provide, the HOME TEAM shall provide the plate UMPIRE and the visiting team shall provide the base UMPIRE.

Z) SCORE KEEPERS: The HOME TEAM shall provide the SCORE KEEPER.

AA) GAME BALL: The BMOD will issue the game ball(s) to the home team manager or umpire. Game balls shall be returned to the BMOD after use.

BB) COACHES:

1. Only players shall field the ball.
2. Only the manager and (2) coaches are allowed beyond the field gates at any time.
3. Coaches must remain in the dugout, or in the dirt directly in front of the dugout, at all times during game play unless they are a base coach when their team is at bat.

CC) REGULATION GAME: A FULL REGULATION GAME is (6) innings. If a game is shortened for any reason (time, light, weather, etc.), it is considered OFFICIAL after (4) complete innings OR 3 ½ innings if the home team is ahead.

DD) FIVE-RUN RULE:

1. The side is retired after (3) outs or (5) runs scored.
2. There is NO FIVE-RUN RULE in the last half inning of an official game (at least 3^{1/2} innings) for any team.
3. In a shortened game (time, light, weather, etc.) the UMPIRE shall declare "UNLIMITED RUNS" BEFORE the last inning begins.

EE) MERCY RULE:

1. There is NO MERCY RULE in effect for any amount of runs.
2. The scoreboard shall not reflect more than a (10) run differential at any time.

FF) BATTING ORDER:

1. The batting order shall consist of all players present.
2. Any players arriving late shall be inserted at the bottom of the lineup.

GG) STANDINGS TIEBREAKER: Regular season tiebreaker to determine playoff seed and/or league standings.

1. HEAD TO HEAD - regular season W/L
2. FEWEST RUNS ALLOWED - regular season matchups.
3. MOST RUNS SCORED - regular season matchups.
4. COIN FLIP

HH) PLAYOFFS: If applicable, playoffs use TOURNAMENT RULES.

GENERAL GAME PLAY - MINORS DIVISION

II) GAME LENGTH

4. No new inning shall be started after 105 minutes (1 hour, 45 minutes) of play.
5. "Drop dead" rule – games will be declared over, regardless of top/bottom of inning or number of outs, at 120 minutes (2 hours) and score will revert to last complete inning. If game is not official at the end of 120 minutes, play will continue until 4 innings (or 3 ½ innings if home team is ahead) have been completed.

JJ) END OF PLAY DEFINITION:

6. PRIOR TO SPRING BREAK: The umpire shall declare the end of a play when any defensive player who is on the infield maintains control of a batted or thrown ball and does not make an additional baseball play. If the defensive player continues the play after gaining control of the ball, any runs scored or runners advanced/put out will be allowed at the discretion of the umpire. Example: one out, runner on second base. Ball is hit to outfield. Outfielder fields and throws to shortstop. If shortstop gains control of the ball and does not make an additional baseball move, the play shall be declared dead and the runner will stop at the base occupied when fielder controlled the ball. If shortstop gains control of the ball and continues the play by throwing to another base, the play shall not be declared dead and the runner may advance.
7. AFTER SPRING BREAK: The umpire shall declare the end of a play when the pitcher maintains control of the ball while standing within the dirt circle of the pitcher's mound.

KK) OVERTHROW DEFINITION: An OVERTHROW is any ball thrown by one defensive player to any other defensive player (excluding a pitch) not caught cleanly and out of reach of said defensive player. An overthrow may be over, in front of, or to either side of a defensive player.

LL) BASE RUNNING:

1. A (3) foot "Halfway Hash Mark" is to be painted perpendicular to the infield grass halfway (30^{ft.}) between 1st and 2nd bases, halfway (30^{ft.}) between 2nd and 3rd bases and halfway (30^{ft.}) between 3rd base and home plate.
2. ON A BALL IN PLAY, runners who are not forced and have not yet broken the plane of the "Halfway Hash Mark" and continue to run AFTER a defensive player has maintained control of the ball on the infield (see rule M), are deemed ILLEGAL, and must return to the previous base.
3. ILLEGAL runners MAY BE PUT OUT in their attempt to advance illegally or return to the previous base.
4. PRIOR TO SPRING BREAK: Runners may advance a maximum of (1) base on an OVERTHROW.
 - a. ONLY (1) OVERTHROW per play is allowed. NO runners may advance due to additional OVERTHROWS.
 - b. Runners who attempt to advance more than (1) base on an OVERTHROW are deemed ILLEGAL and must return to the previous base.
 - c. The return throw from catcher to pitcher does not count as an OVERTHROW.
5. AFTER SPRING BREAK: Runners may advance more than (1) base on an OVERTHROW, including the return throw from catcher to pitcher.
6. BASERUNNERS may not leave an occupied base until the pitched ball crosses home plate.
7. PRIOR TO SPRING BREAK: Base runners may attempt to advance on a passed ball/wild pitch. Runners attempting to advance on a passed ball may be put out.
8. AFTER SPRING BREAK: Base runners may attempt to advance (steal) on any pitch. Runners attempting to advance may be put out.
9. There will be no dropped third strike rule in effect at any time during the season.

MM) BATTING ETIQUETTE:

1. Any player whose bat is carried or thrown out of the home plate circle shall be deemed out.
2. Any player whose bat is thrown and comes into contact with the catcher or umpire within the home plate circle shall be deemed out.
3. (2) of the above offenses in the same game shall result in that player being removed from that game to the dugout.

NN) PITCHING

8. All league age (9) players will pitch from 46 feet
9. League age (7) and (8) players will pitch from 42 feet to begin the season. The pitching rubber will be moved back to 44 feet after spring break, and back to 46 feet for the final two weeks of the season.
10. **Managers must report league age of pitcher to umpire and scorekeeper at the start of the game and at each pitching change.**
11. Pitchers that hit an opposing batter (2) times in one inning or (3) times in a game will be removed from the game.

OO) DEFENSIVE PLAYERS:

1. A defensive team will consist of (9) players. No game shall proceed if a team is unable to field (9) players.
2. Teams may enlist up to (2) available pool players.

PP) DEFENSIVE POSITIONS:

1. Players must play a MINIMUM of (2) DEFENSIVE INNINGS per FULL REGULATION GAME.
2. If a player does not play (2) DEFENSIVE INNINGS in a shorted game, they must START THE NEXT GAME by playing (2) DEFENSIVE INNINGS.
3. All players should be provided the opportunity to play a minimum of (1) DEFENSIVE INFIELD INNING per game.

QQ) DEFENSIVE PLAYING TIME:

1. No player shall serve more than (2) defensive innings on the bench per game.
2. Players are not required to serve time on the bench - coaches' discretion.

RR) POOL PLAYERS:

1. POOL PLAYERS shall wear the uniform of their rostered team.
2. POOL PLAYERS who have been called and have agreed to play must be allowed to play.
3. POOL PLAYERS should be identified prior to the season and a list of available players kept by the PLAYER AGENT. Once a pool player has played in a game, he/she may not play again until all pool players have been offered an opportunity to play.
4. DEFENSE: Pool players may only play outfield for the duration of the game.
5. OFFENSE: Pool players must bat last in the batting order.

X) TOURNAMENT RULES:

1. Post season tournament rules will be implemented after Spring Break. Rules will be provided at least one week prior to the break.



2020 MAJORS DIVISION LOCAL RULES

A) FIELD PREP:

1. The HOME TEAM (3rd Base Dugout) shall provide PRE-GAME FIELD PREP
2. The VISITING TEAM (1st Base Dugout) shall provide POST-GAME FIELD PREP.

B) SCORE KEEPERS: Each team shall provide (1) SCORE KEEPER - (1) ELECTRONIC and (1) PAPER.

C) GAME BALL: The BMOD will issue the game ball(s) to the home team manager or umpire. Game balls shall be returned to the BMOD after use.

D) COACHES: Only the manager and (2) coaches are allowed beyond the field gates at any time. Coaches must remain in the dugout, or in the dirt directly in front of the dugout, at all times during game play unless they are a base coach when their team is at bat.

E) REGULATION GAME: A FULL REGULATION GAME is (6) innings. If a game is shortened for any reason (time, light, weather, etc.), it is considered OFFICIAL after (4) complete innings OR 3 ^{1/2} if the home team is ahead.

F) 10 RUN MERCY RULE IS IN EFFECT.

G) BATTING ORDER:

1. The batting order shall consist of all players present.
2. Any players arriving late shall be inserted at the bottom of the lineup.

H) TIEBREAKER: Regular season tiebreaker to determine playoff seed and/or league standings.

1. HEAD TO HEAD - regular season W/L
2. FEWEST RUNS ALLOWED - regular season matchups
3. MOST RUNS SCORED - regular season matchups.
4. COIN FLIP

I) PLAYOFFS: If applicable, playoffs use TOURNAMENT RULES.

GENERAL GAME PLAY - MAJORS DIVISION

J) GAME LENGTH

1. No new inning shall be started after 120 minutes(2 hours) of play.
2. "Drop dead" rule – games will be declared over, regardless of top/bottom of inning or number of outs, at 135 minutes (2 hours, 15 minutes) and score will revert to last complete inning. If game is not official at the end of 135 minutes, play will continue until 4 innings (or 3 ½ innings if home team is ahead) have been completed.

K) DEFENSIVE POSITIONS:

1. Minimum playing time is 6 defensive outs.
2. A defensive team will consist of (9) players. No game shall proceed if a team is unable to field (9) players.
3. Teams may enlist up to (2) available pool players

L) POOL PLAYERS:

1. POOL PLAYERS shall wear the uniform of their rostered team.
2. POOL PLAYERS who have been called and have agreed to play, must be allowed to play.
3. DEFENSE: May only play outfield for the duration of the game.
4. OFFENSE: Must bat last in the batting order.

O) TOURNAMENT RULES:

1. Post season tournament rules will be implemented after Spring Break. Rules will be provided at least one week prior to the break.