

# **West End Little League Ground Rules**

## **Revised 01/10/2021**

### **1. These Rules shall govern the following Leagues which play games at the fields near Sallie Curtis School:**

- 1.1. Tee-Ball League
- 1.2. Coach Pitch League
- 1.3. Single A
- 1.4. Minor League
- 1.5. Major League

### **2. General Conditions for All Leagues**

2.1. All play shall conform strictly to the Little League Official Regulations and Playing Rules and supplemented by these Local Regulations and Ground Rules. If a conflict should occur between the Little League Official Regulations and Playing Rules and these Local Regulations and Ground Rules, the Little League Official Regulations and Playing Rules shall prevail unless the Local Regulations and Ground rules are more restrictive. Player Agents or Head Umpire will resolve all rules disputes not specifically covered herein.

2.2. Any violation of these Regulations and Ground Rules can result in forfeiture of the game in which it occurs. Penalties imposed for failure to comply may be protested in accordance with the Little League Official Regulations and Playing Rules

2.3. Use of all fields, or at any area at Sallie Curtis, will be scheduled by the Player Agent. Unless otherwise approved by the Vice President of Little League baseball, the Major League Baseball field is closed for practice on Saturdays and Sundays and before 4:45 p.m. on weekdays.

2.4. The possession or use of tobacco and alcoholic beverages in any form is prohibited on Beaumont Independent School District property. This includes the W.E.L.L. playing fields, benches, dugouts, concession stand, press box, or spectator areas.

2.5. No vehicles allowed on the grounds except in the designated parking areas. On Wednesdays, no parking is allowed at the Westgate Baptist Church parking lot, except the last two rows, furthest from the street. No bicycles are allowed in the Major League bleacher or concession stand areas.

2.6. Batting practice, infield warm-ups, pepper, etc. is not permitted on the area directly behind the right field fence of the Major league Baseball field if a game is in progress on Field #5. No warm ups will be allowed outside the fence along the 1st and 3rd base lines of the Major League Field.

2.6.1 The batting cages nearest the major league field will be prioritized for use as follows: Major league teams playing in the next scheduled game shall receive first priority, followed by Minor league teams playing in the next scheduled game. The batting cage nearest the Single A field will be prioritized for use as follows: Minor league teams playing in the next scheduled game shall receive first priority, followed by Single A teams playing in the next scheduled game. No one team shall use a cage on days with scheduled games for longer than 30 minutes.

2.7. It shall be mandatory that postponed/suspended games be played on the next available opening for the field as determined by the Player Agent. Penalties, including forfeiture, may result for failure to play a scheduled or rescheduled game. Player Agent and the Executive committee shall determine reasonable or good cause for teams not

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showing up or not having sufficient players unless that team Manager requests an exemption.

2.8. No electronic communication equipment between the dugout and press box or scorekeeper, or anyone else outside the dugout, will be allowed.

2.9. The HOME TEAM will be responsible for the following:

2.9.1. Marking base and foul lines,

2.9.2. Marking batter boxes and coach's boxes,

2.9.3. Placing bases for the game,

2.9.4. Providing game announcer/score board operator, where applicable.

2.9.5. Raking the field and turning out lights. Walk concession stand workers to cars after last game(s) at ballpark.

2.10. The VISITING TEAM will be responsible for the following unless if the VISITING TEAM does not provide a scorekeeper, the HOME TEAM will provide the Scorekeeper with the VISITING TEAM then responsible for all tasks required in 2.9 and 2.10.

2.10.1. Provide a game scorekeeper.

2.10.2. Remove bases and replacing the plugs after the last game of the night.

2.10.3. Raking the home plate area and pitchers mound at the end of the last game of the night

2.10.4. The VISITING TEAM will occupy the first base dugout and take infield practice first if time permits.

2.11. The game scorekeeper will also be responsible for recording the official pitch count for the pitchers of record in accordance with Regulation VI – Pitchers in the Little League Official Regulations and Playing Rules.

2.11.1 The official score keeper shall keep the official game score in the official score book located in the press box of the field the game is being played on. GameChanger is expectable as an official score.

2.12. All game scorekeepers, announcers and scoreboard operators must be adults or children >14 years old.

2.13. All W.E.L.L.- provided helmets for all players in all leagues will have face guards.

2.14. Players ten (10) through twelve (12) years old may wear an alternate Little League approved helmet with face guard (i.e. C-Flap). Helmets must be provided by a parent and may only be worn by that player. Parents/guardians must sign a permission form that will be kept on file for the current year and monitor use of said helmet.

2.15 Playing Age Division System – All players must play in the appropriate league by age. Major League - 11/12 YO's, Minor League - 9/10 YO's, Single A - 8 YO's, Coach Pitch - 6/7 YO's, Tee Ball – 4/5 YO's

Exceptions :

- 1) 7 YO's will be allowed to try out in Single A division
- 2) 8 YO's will be allowed to try out in the Minor division
- 3) 10 YO's will be allowed to try out in the Major division

NOTE: A player cannot choose to play up. They must be drafted by a coach based on their try out performance.

**\* Final disposition for the Playing Age Division System rules will be at the discretion of the Head Player Agent.**

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2.16 All participants at West End Little League must use bats with the approved USA logo. All other bats will be deemed illegal. Any manager caught with an illegal bat in the dugout will be removed from the current game, and serve a one (1) game suspension at the next scheduled event.

### **3. Catchers**

3.1. All catchers, except in Tee-Ball and Coach Pitch, must wear a catcher's mitt. However, in Single A, if the catcher is left-handed and the league does not have a left-handed catcher's mitt available for the team, another glove may be used. Additional catcher's gear, as stated by the Little League Official Regulations and Playing Rules, is required.

### **4. Minimum Participation & Substitution**

4.1. Minimum participation shall conform to the Little League Official Regulations and Playing Rules. Any player arriving during the last two (2) innings of the game may have less participation if the player is substituted into the game at the next half inning following the player's arrival and provided said player remains in the game until its completion. Such late arrival must be recorded in the scorebook.

4.2. In Tee-Ball and Coach Pitch, every player on a team roster and at the game will play the entire game batting once per inning.

4.3. In Single A, Minor League and Major League, any player who is present at a game and does not start must start the next regularly scheduled game providing that player is present for that game and has regularly attended practice.

4.4. Any player not receiving in a game the minimum participation set forth in the Little League Official Regulations and Playing Rules or above shall start the next game, participate for the minimum playing time for that game plus the portion of minimum playing time from the previous game which said player did not receive plus an additional three (3) defensive outs as a penalty. This shall be in addition to any other penalty that might be applicable.

4.5. If a player is not going to start for not regularly attending practice or other Manager discipline, the Manager must notify the Player Agent or President at least twenty-four (24) hours before the game that the player will be so disciplined and the reasons therefore. The Manager, prior to the start of the game, shall have the scorekeeper note in the scorebook that said player is being disciplined.

4.6 WELL Substitutions All players both starters and substitutes must play league minimum (6 outs and 1 at bat). \* the starter outs do not have to be consecutive. The substitute must play 6 consecutive outs and 1 at bat before they can leave the game. The substitute must be entered into the game no later than the third inning.

A starter who has been substituted for can re-enter the game at any time and as many times provided they have sat out one full inning (offensive and defensive) and his entry does not interfere with league minimum playing requirements for the substitute.

A substitute that has fulfilled his minimum playing requirements may be removed for a starter and then be able to enter the game once provided he has sat out one full inning (offensive and defensive).

4.7 Roster batting is allowed at the single A, Minor, and Major League level.

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4.8 A team in Minor, Majors, or Single A must make every effort through the player agent to field a team of at least 9.

4.8.1 If a team of 9 cannot be formed, a team can play with 8 players without penalty.

#### **5. Limitation on Games and Practices**

5.1. In Tee-Ball and Coach Pitch, each player shall have a maximum of three (3) scheduled events (total practices and games) per week. Single A, Minor League and Major League players shall have a maximum of four (4) scheduled events (total practices and games) per week.

5.1.1. Any team in violation of the stated maximum activities shall be subject to a one (1) game suspension of the manager at the next scheduled game.

5.2. In Tee-Ball and Coach Pitch, there shall be a maximum of three (3) innings in a normal regular season game. A new inning begins the moment there is an out after the last batter of the previous inning or after said batter crosses home or stops on base.

5.3. In Single A and Minor League, there shall be a maximum of five (5) innings in a normal regular season game with four (4) innings for Minor League and three (3) innings for Single A constituting a regulation game. A new inning begins the moment the third out of the previous inning is made or when five (5) runs have scored with less than three (3) outs. Under no conditions shall a team receive more than five (5) runs per inning. All players who batted shall receive full credit in the official score book with their turn at bat although only five (5) runs will be counted.

5.4. In Single A, Major League and Minor League Baseball, a game called for time limit and ending in a tie (draw games) shall count as one-half game win and one-half game loss for each team and will not be replayed or thereafter continued. Stoppage of games by the umpire for reasons other than time limit, will continue when scheduled, using the game re-schedule policy as per section 2.7.

5.5. Single A, Major League and Minor League "Mercy Rule": If, after 4 innings (or 3 ½ innings if the Home Team is ahead), one team has a lead of ten (10) runs or more, the Manager of the team with the least runs **SHALL** concede the victory to his opponent. If the Visiting Team has a lead of ten (10) runs or more, the Home Team must bat in the bottom half of the inning. If the game is conceded, the following rules will apply:

5.5.1. Conceded games will be so recorded in the scorebook.

5.5.2. Play shall continue unless both Managers agree otherwise.

5.5.3. If play continues, the scoreboard shall be turned off.

5.5.4. If play continues, such play shall continue until the completion of six (6) innings for Major and five (5) innings for Minor League and Single A or the game is called due to time or weather.

5.5.5. If play continues, the playing time received after the concession shall count toward each player's minimum participation requirements.

5.5.6. Pitches thrown after the game has been conceded shall be charged against that pitcher's eligibility as defined in Reg. VI of the Little League Official Regulations and Playing Rules.

#### **6. Time Restraints**

6.1. No infield practice will be allowed within thirty-minutes (30) of scheduled game-time.

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6.2. In all leagues other than Major League, the time limit is 1 hour and 45 minutes from the scheduled starting time. No inning shall begin after 7:00 pm, unless it is prior to the fourth inning of a game (3 innings constitute a regulation game). If there is no game following it on the same field, the game will continue. If another game is scheduled on that field, the game will continue when scheduled, using the game re-schedule policy as per section 2.7.

6.3. In Major League Baseball, the time limit is 2 hours from the scheduled starting time. No inning shall start after 9:30 p.m. The umpire shall call the game at 10:00 p.m. and that stoppage shall be treated as if the umpire had called the game due to weather (rain, etc.).

6.4. UNDER NO CONDITION shall a late start be grounds for a game extension. It is permissible for games to begin 15 minutes before their scheduled time if the umpires and both Managers are ready to play. An umpire arriving late to the game does not extend the time limit. Once the umpire arrives, the umpire will take charge of the game.

6.5. The Plate Umpire of each game shall be the absolute authority with respect to the keeping of time. If the umpire does not believe an inning can be completed before it is too dark to play, the umpire shall stop the game at the beginning of the inning.

6.5.1. Rule 6.5 shall only apply to unlit fields.

### **7. Managers, Coaches and Base Coaches**

7.1. All Managers and Coaches for all leagues must have the prior approval of the West End Little League Board of Directors.

7.2. In Tee-Ball and Coach Pitch, the team Manager and approved coaches may be in the outfield while their team is on defense.

7.3. Each team shall have one Manager and up to four (4) Coaches.

7.3.1. With the exception of Tee Ball and Coach Pitch, only the approved Manager and two (2) approved Coaches are allowed in the dugout or on the field during a game. If the Manager and/or one or more of the approved Coaches cannot, for any reason, be in the dugout or on the field during a game, no substitute Manager or Coach that has not been approved by the Board of Directors or its designee shall be allowed to be in the dugout or on the field. The remaining Manager and/or Coaches must handle all responsibilities themselves.

7.4 All Managers and coaches will be required to act as field umpires within their division through out the season. A schedule will be provided by the Head of Umpires prior to opening day.

7.4.1 A minimum of two (2) field umpires will be required for each game.

7.4.2 Failure to provide two (2) field umpires for scheduled umpire duty will result in a one (1) game suspension of the manager to be served during the next scheduled game of said manager.

### **8. Overthrows and Hitting of Branches, etc.**

8.1. On fields which are not totally enclosed by fences, overthrows at first or third base, with the ball going into foul territory, is considered live and in play and runners advance at their own risk. If the ball goes into foul territory past an imaginary line running from the dugout to the end of the field the ball shall then be declared dead. The runner shall be awarded the base to which he is advancing plus one additional base.

8.2. For the entire season for Single A, the following rules shall apply:

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8.2.1. Overthrows or missed throws from the catcher to pitcher shall be declared a dead ball.

8.2.2. A ball *under control* within the infield shall be ruled a delayed dead ball. Runner(s) are allowed to continue to the base they are advancing towards at their own risk.

One additional base will be allowed on all overthrows during the delayed dead ball play.

8.2.2.1. *Under control* is defined as the act of a fielder in getting secure possession of the ball in the hand or glove. *Infield* shall be as defined in the Little League Rule Book, Section 2.0, Definition of Terms.

8.2.3. Runners may not attempt to advance to home after a wild pitch or passed ball.

8.3 Any batted fly ball that strikes any part of the tree overhanging Henderson field in fair territory and goes over the fence in fair territory will be ruled a home run.

Any batted fly ball that strikes any part of the tree overhanging Henderson field in fair territory and does not go over the fence in fair territory will be declared a "dead ball" and a "ground rule double". Any batted fly ball that strikes any part of the tree overhanging Henderson field in foul territory will be declared a "dead ball" and ruled a "foul ball". This declaration is not protestable, but is appealable.

### **9. Pitching Eligibility**

9.1 Pitching Eligibility for Major League, Minor League and Single A will be established in accordance with Regulation VI of the Little League Official Regulations and Playing Rules and supplemented as follows:

9.2. Players who have received W.E.L.L. board approval to participate in a league below their league age alignment as established in Reg. IV of the Little League Official Regulations and Playing Rules and as herein supplemented by these Local Regulations and Ground Rules, cannot pitch in that league unless approved by the Player Agent for that League.

### **10. Infield Fly**

10.1. The infield fly rule is not applicable to Single A, Tee-Ball, or Coach Pitch Baseball.

### **11. Base Stealing**

11.1. In Tee-Ball, Coach Pitch, and Single A, base stealing is not permitted.

### **12. Intentional Walks**

12.1. In Major and Minor League, intentional walks are allowed in accordance with Reg. VI (c) Note 1 of the Little League Official Regulations and Playing Rules .

### **13. Additional Tee-Ball and Coach Pitch Provisions**

13.1. In order to play Tee-Ball, the participant must be at least four (4) years old and no older than six (6) years old prior to May 1 of the current season year. In order to play Coach Pitch, the participant must be at least six (6) years old and no older than seven (7) years old prior to May 1 of the current season year. Five (5) year olds who have participated in one (1) year of Tee-Ball may request to play coach pitch. The league Head Player Agent must grant all exceptions.

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- 13.2. There shall be a maximum of fifteen (15) players on each team roster.
- 13.3. The West End Little League will provide a team shirt and cap uniform. Baseball pants are required to be supplied by the player.
- 13.4. In Tee-Ball, the ball will not be pitched but hit off a tee, which will be placed on home plate by the coach.
- 13.5. In Coach Pitch, the Manager of the batting team shall designate himself or another approved coach to pitch to his team's batters. The adult pitchers must pitch with both feet within the pitcher's circle. The adult pitcher shall not block or impede in any way interfere with the defensive players. Strikes and balls will not be counted. If the batter hits a pitched ball, the batter faces the normal jeopardy. If, after five (5) pitches, the batter has not hit a ball in fair territory and has not otherwise been put out, the adult pitcher will place the ball on the tee. The defensive team's pitcher shall then take his position adjacent the pitching rubber.
- 13.6. Runners must stay in contact with the bases until the ball is hit. When runners have advanced as far as possible without being put out or the side retired, the manager or coach shall call time out. When all players are in their proper defensive positions, and after the manager or coach in Tee-Ball places the ball on the tee, the manager or coach shall call "PLAY BALL" and the next batter shall take a turn at bat.
- 13.7. In Tee-Ball, a batter will be allowed five (5) swings at the ball on the tee. In Coach Pitch, when the tee is used, the batter will be allowed three (3) swings at the ball on the tee. When a ball is live and in play, the adult pitcher must remove the tee from the home plate area, in the event this area should be involved in a play. When a tee is used, and until the ball is hit, the catcher will remain behind the plate and the player occupying the pitcher's position must have one foot in contact with the rubber.
- 13.8. Managers, coaches, parents and players that are not participating shall stay clearly away from the playing area during the game.
- 13.9. All defensive players must be in their respective positions until the ball is hit. The defense shall consist of all players, with a standard infield and with all other players positioned in the outfield. In Coach Pitch, when a tee is not being used, the player pitcher must remain near the pitching rubber, but to the left or right of the adult pitcher. The player pitcher shall not, in any way, interfere with the adult pitcher.
- 13.10. The batter shall not be allowed to bunt and may not take a half swing or swinging bunt. If, in the judgment of the team managers, the batter is in violation, then the batter will be called back. If it is the last swing allowed the batter, the batter will be called out. All runners shall return to their original base.
- 13.11. A thrown ball from the outfield shall be ruled dead at the moment the ball reaches the pitcher or catcher provided the pitcher or catcher is in the vicinity of that player's normal playing position. The runner is allowed to continue to the base he is advancing towards at his own risk.
- 13.12. The entire team will bat each inning. Upon the third out, all offensive players will be removed from the bases and the number of outs will start over. The inning will end after the last batter has completed his/her turn at bat.
- 13.13. Any adjustments to the tee will be left solely to the discretion of the manager.
- 13.14. If the batter slings the bat, the adult pitcher shall declare the batter out. The ball will be declared dead and no runners can advance.
- 13.15. No score will be kept.

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13.16. Game balls will be restricted flight balls.

13.17. Every team member shall be allowed to play each position at least three innings during the season.

#### **14. Additional Single A Provisions**

14.1. The batting order shall be through the entire team roster present for the game. The team's Manager shall prepare and present this order to the official scorekeeper prior to the start of the game. Late arrivals to the game shall be added at the end of the batting order only. At no time during the game will the batting order be changed. In the event a team bats out of order, Rule 6.07 of the Little League Official Regulations and Playing Rules will be followed.

14.2. In Single A, each team will be required to provide two (2) field umpires as scheduled throughout the season.

14.3. Managers or approved coaches will throw up to (5) total pitches to their own batters.

14.3.1. If, on the final pitch, the batter fails to put the ball in play, (swing and miss or no swing) the player is out.

14.3.2 The batter is allowed up to (5) total pitches. If prior to the 5<sup>th</sup> pitch the batter puts the ball into play or swinging strike three, the players at bat will be ended.

14.3.3 An at bat cannot be ended on a foul ball unless caught in the air by the opposing team.

14.3.4. The manager or approved coach who is pitching must keep their back foot on the rubber at all times while pitching the ball.

14.3.5. Once the ball has been pitched, the manager or approved coach who is pitching, shall take all possible measures to not impede any defensive efforts of the opposing team.

14.3.5.1. If the ball, leaving the bat, hits the adult pitcher before a defensive play has been attempted the ball will be ruled dead and the pitch will not be counted. The batter will return to Homeplate to continue batting.

14.3.6. The defensive player playing the position of pitcher shall have one foot in the dirt (on the mound), and one foot in the grass either on the left or right of the opposing coach who is pitching until the ball is put into play.

14.3.6.1. If a circle has been painted around the pitcher's mound, the defensive pitcher must have one foot within the circle on the left or right of the adult pitcher.

14.3.7 The manager or approved coach pitching, must pitch overhanded.

14.4. When the batter is hit by a pitch, he may not advance to first.

14.5. The batter will not be allowed to bunt, take a half swing, or a swinging bunt. If, in the umpire's judgment, this happens, a strike will be called. Should this occur on the next swing, the batter will be declared out and all runners shall return to their original base.

14.6. The catcher must remain behind the plate, with mask in place and ready to receive the pitch.

14.6.1 The player playing the position of catcher must wear all necessary catcher equipment including, but not limited to shin guards, chest protector, helmet with chin flap and catchers mitt.

14.6.2 no batter can be pitched to without a fully dressed catcher in position.



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14.7 A thrown ball from the outfield shall be ruled dead once it is inside the infield basepaths. Balls shall be called dead by the field umpire nearest the ball as it enters the infield.

14.8. A base runner, in motion, past the half way point between current base and next available base shall continue to the next available base if the ball is ruled dead while said player is in motion.

14.8.1. A base runner, in motion, not past the half way point between current base and next available base shall return to current base if the ball is ruled dead while said player is in motion.

14.8.2. Rules 14.8 and 14.8.1 shall be enforced by the field umpire closest to the runner in motion. The field umpire closest to first base shall rule on runners advancing to second base. The field umpire closest to third shall rule on runners advancing to third and home.

14.9. Restrictive flight baseballs will be used throughout the entire Single A season and in all practices.

### **15. Additional Single A and Minor League Provisions**

15.1. Offense and defense shall consist of ten (10) players. Four (4) of the defensive players shall be positioned in the outfield at least fifteen (15) feet behind the dirt infield. If either team cannot field ten (10) players at the start of the game, or at any time during the game, that team can continue with nine (9) players. No penalty will be imposed in the batting order.

15.2. In the event a player is unable to complete their at bat due to illness or injury, the next batter in the lineup will complete that player's at bat and assume the current ball and strike count.

15.3. In the event a player who is on base and is removed due to injury, illness, or needing to leave the game site will be replaced with a substitute runner who was the last player to be put out for that team. If no previous outs have been recorded, the last player listed on the lineup and not already on base will substitute run for the removed player.

### **16. Substitute Player Pool System**

16.1. Teams will make every effort to play games when scheduled. Prior to a scheduled game, if a team knows it will not be able to field the required number of players, a Substitute Player from WELL's Player Pool System will be used. Failure to field a team with the required number of players may result in forfeiture and/or suspension of the Manager.

16.2. Substitute players will be from a Pool of Players from the division immediately below the division requesting substitute players.

16.3 WELL's Player Pool System will be administered as follows:

1) Each lower division team (Minor, Single A, and Coach Pitch) will provide not more than one player's information (name, phone numbers, and email) who is willing to be a Substitute Player. This will be used create the Pool of Players eligible to be a Substitute Player. The League Player Agent may adjust the number of Substitute Players as necessary.

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2) The League Player Agent will randomly place the Pool of Players from that division on a Pool List. This Pool List will be used the remainder of the season. If any additional Substitute Players are identified after the Pool List is created, the League Player Agent, at their option, may add those players to the end of the Pool List. The League Player Agent may also remove any player from the Pool List.

3) If a team requests a Substitute Player, the Manager must contact the League Player Agent for his/her division (or the Head Player Agent if the League Player Agent is not available). The Player Agent will provide to the Manager the name of the first Substitute Player from the appropriate Pool List who is not scheduled to play that day. It will be the Manager's responsibility to contact the Substitute Player to determine his/her availability. If the Substitute Player is not available, the Player Agent will provide the name of the next Substitute Player on the Pool List. This process will continue until an available Substitute Player is found.

4) If the need for a Substitute Player occurs on a date upon which all teams are scheduled to play (such as Opening Day), then the Player Agent will provide the name of the first Substitute Player which does not have a conflict with his/her own regularly scheduled game.

5) A requested Substitute Player who is present and available when a game is scheduled to start must meet all Minimum Playing Time requirements.

6) In the event a team has more than the maximum number of fielders allowed for that division, the Substitute Player may not exceed Maximum Playing Time as set forth for each division as:

**Majors:** One (1) at bat and nine (9) defensive outs (the outs do not have to be consecutive). If the Substitute Player's spot in the lineup is reached more than once in the same inning, the Substitute Player may bat again.

**Minors & Single-A:** Nine (9) defensive outs (the outs do not have to be consecutive). The Substitute Player will remain in the batting lineup the entire game.

**NOTE:** For All Divisions, if at anytime during the game, a player on a team utilizing a Substitute Player becomes unavailable, the Substitute Player may exceed the Maximum Playing Time.

7) A Substitute Player is not eligible to pitch.

8) Once a Substitute Player is used, his/her name will be rotated to the bottom of the Pool List.

#### **17. Concession Stand Policies**

17.1 Deposits are to be made every Wednesday and Saturday.

17.2 Each night, the concession stand bank shall be counted and logged in the Concession stand financial journal.

17.3 Each team will be required to volunteer in the concession stand according to the schedule set forth by the Auxiliary Chair.

17.3.1 The team parent will be responsible for scheduling the necessary volunteers, as required by the Auxiliary Chair, for the night the aforementioned team is scheduled to volunteer.

17.4 Failure to provide the necessary volunteers on a teams scheduled night will result in a one game suspension of the teams manager to be served on the next scheduled game.