

## **Park View Little League - Supplemental Rules**

Everyone in Park View Little League is a volunteer and we are all either a Board Member, Manager, Coach, Umpire, or Parent. Without the support and cooperation from all volunteers, the league will not be successful. If everyone helps equally and performs their responsibilities, the season will run smoothly.

Managing and/or coaching a team is not a “right,” it is a “privilege.” The following rules and guidelines have been set up for all to perform and adhere to. Anyone not following these rules and guidelines as well as the rules of Little League Inc is subject to any and/or the following:

- Disciplinary action from the board
- Loss of team
- Expulsion from Park View Little League

### **GENERAL RULES**

1. All managers and/or their designees will attend all manager meetings and or work parties
2. The Managers will be responsible for returning all equipment and uniforms (when applicable) that were issued to them prior to closing day ceremonies. Failure to do so will result in NO trophies being handed to their team.
3. All teams are responsible for preparing the field prior to and after their games and practices, this shall be a collaborative effort by both teams, see page 4 for more details.
4. Managers are responsible for any lost equipment, locks, chain, etc. that becomes lost due to locks and gates being left open (immediately report loss to Procurement Officer).
5. It is highly recommended that all Managers be first-aid certified. It is encouraged that coaches also be first-aid certified.
6. **SCOREKEEPING & PITCH COUNTING:**
  - (Majors & Minor A) Home team is required to provide an official scorekeeper for every game.
  - (Majors, Minor A & B) Visiting teams must provide an official pitch counter. These volunteers must sit in the Score booth.
  - No one else is allowed inside the Score booth during the game, this will be enforced by the
  - Plate Umpire and/or a Board Member.
  - The FIRST responsibility for these volunteers is to keep track of the information in the books. Use of other Apps. like Game Tracker or the like are prohibited in the Score Booth. These volunteers need to focus on their responsibilities and the game.
7. Managers are required to have entire team roster medical releases with them at all times.
8. Managers are also required to have a first aid kit with them at all times.
9. All practices must be held at our approved school locations and Park View. You cannot just go to any school. Park View will lose all locations if a team is caught at a site that is not approved.
10. Teams shall not have more than four (4) outings per week.
11. Practices shall not last more than 2.5 hours.
12. Names shall not be put on back of player's uniforms (or hats). NO ALTERNATE OR SECONDARY UNIFORMS ARE ALLOWED
13. Managers MUST know all pitch count rules and regulations.
14. It is recommended that all players wear an athletic supporter and protective cup; these are REQUIRED for the Catcher and ALL Infielder Positions.

## Regulation VI - PITCHERS

### Regular Season Pitching Rules - Baseball

#### VI - PITCHERS

a) 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.)

**EXCEPTION:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. Approved Ruling (A.R.) - The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do NOT count, only when the ball is live will the pitches count toward innings caught.

b) A pitcher once removed from the mound cannot return as a pitcher. **Juniors, Seniors, 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.

c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

#### League Age:

<b>17 – 18</b>	<b>105</b> pitches per day
<b>13 - 16</b>	<b>95</b> pitches per day
<b>11 - 12</b>	<b>85</b> pitches per day
<b>9 - 10</b>	<b>75</b> pitches per day
<b>7 - 8</b>	<b>50</b> pitches per day

**Exception:** 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.

**(EXCEPTION under Regulation VI, regarding “Days Rest”:** The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided the pitcher is removed or the game is completed before delivering a pitch to another batter).

**NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

e) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

f) The official pitch count recorder should inform the umpire-in-chief when a pitcher has reached his/her maximum limit of pitches for the game, as noted in Regulation VI (c).

- g) The umpire-in-chief (UIC) will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- h) Managers are fully responsible for verifying all pitch counts after each inning. The scorekeeper's count is official. NO PROTESTS for final pitch count numbers.
- i) A protest can take place if a manager violates the rules regarding using or removing a pitcher that has exceeded his/her pitch count.
- j) Any discrepancies or non-recorded pitches will assume that the pitcher reached the maximum number of pitches for that game.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

## **Field Maintenance Procedures**

We as a league are responsible for the up-keep and maintenance of our fields and surrounding areas. Other than cutting the grass, we are responsible for conditioning, watering, clean-up, fencing, and overall maintenance of our facility. We are proud to have one of the nicest facilities in the city. Without help and cooperation of our Volunteers, Managers, Coaches and parents these fields and facilities will deteriorate. Below are some simple guidelines for maintaining the fields. If any issues or questions arise, please contact the Park View Field Maintenance Officer.

League encourages mutual-cooperation in these tasks...

### **Game Day Procedures (to be performed by BOTH teams)**

#### **First Game Preparations**

##### **HOME TEAM (prior to the game):**

1. Unlock both dugouts. Re-lock the chain and lock to fence so nobody takes them.
2. Open score booth and remove items needed to prepare the field (Chalker, string, template, rake, hose)
3. Walk the field and remove any debris and fill in any holes.
4. If field is not dragged, rake mound and plate areas.
5. Line and mark the field first, then water the entire infield.

##### **VISITOR TEAM (After the game):**

1. Broom the field.
2. Water the field.
3. Remove all trash from dugouts and bleachers.

#### **Middle Game Preparations**

##### **HOME TEAM (prior to the game):**

1. Rake mound and plate areas
2. Chalk lines and batter's box (as needed)

##### **VISITOR TEAM: (After the game)**

1. Broom the field.
2. Water the field.
3. Remove all trash from dugouts and bleachers.

#### **Last Game Preparations**

##### **HOME TEAM (prior to the game):**

1. Rake mound and plate areas
2. Chalk lines and batter's box (as needed)

##### **VISITOR TEAM: (After the game)**

1. Broom the field.
2. Water the field.
3. Remove all trash from dugouts and bleachers.
4. **LOCK** all gates and score booths and make sure all equipment is put away.

\*\*\*If your game is on a weeknight, you combine First Game and Last Game procedures\*\*\*

## **Individual Division Supplemental Rules**

### **All Divisions – New and Revised Rules**

- Rule 1.10 – Note 2 – **Use of Pine Tar:**
  - Permits the use of pine tar or any other similar adhesive substance at all levels of Little League Baseball.
- Rule 1.10 – A.R. 2 – **Products to Assist the Batter:**
  - Updates wording to permit the use of thumb protectors and clarifies that products such as, but not limited to, choke-knobs and choke-up assists are not permitted.
- Rule 1.11(a)(3) – **Sleeves Worn by the Pitcher:**
  - Removed the “neoprene” sleeve distinction in the rule to now include all sleeves.

## **TBall Division**

1. The uniform shall consist of a league issued hat and jersey. The remaining uniform is at the discretion of the parents/manager. The league issued jerseys may be kept after the season.
2. The objective is to teach players to keep their eyes on the ball at all times, play as a team, practice good sportsmanship, and have fun at all times.
3. All players must play defense at the same time.
4. NO infield fly rule.
5. The side is retired when all players have batted.
6. NO sliding.
7. One (1) adult must be in the dugout at all times to supervise the players.
8. There will be no more than four (4) swings, either two (2) coach's pitches or two (2) from the tee. Failure to put ball in play in first half of season will be awarded first base. Second half of season it will be an out.
9. Time limit of 1 hour or no more than four (4) innings.
10. No batter may swing a bat inside or outside the dug out or outside the playing field for warm-ups. There is no on-deck circle and no warm-ups are permitted.

## **CAPS Division**

1. The uniform shall consist of a league issued hat and jersey. The remaining uniform is at the discretion of the parents/manager. The league issued jerseys may be kept after the season
2. The objective is to teach players to hit moving pitching, react to and field live hitting, play as a team, and have fun at all times.
3. Each player must play at least half of the game (2/4, 2/5, 3/6 innings) defensively.
4. The “sling” pitching machine will be used for ALL GAMES. The pitching machine shall stand centered over the mound (see clarifications below for different fields).
  - a) For games played on **Field #3**: The pitching machine shall be located **42'** from the home plate and the speed shall be set at: 38mph which = A/3-4, B/3, C/8
  - b) For games played on **Field #5**: The pitching machine shall be located **36'** from the home plate and the speed shall be set at: 34mph which = A/3, B/4, C/6
  - c) The “A” setting is variable because the springs on the sling pitching machines are of different ages and may pitch the ball a little differently; the “A” controls the height. The intent is to get the ball crossing the plate.
  - d) It is HIGHLY recommended prior to EACH game, when the pitching machine is being set up, that both managers confirm it is satisfactory for the game. No adjustments to the location of the machine or speed is allowed, only adjustments to get the ball over the plate.
5. A 10-foot diameter circle will be chalked around the mound. The chalk line is considered inside the circle.
6. There will be a maximum of five (5) pitches per batter. If the batter does not hit the ball after the 5th pitch, the batter is declared out. Note: Foul balls will keep the batter alive after the sixth pitch ONLY.
7. Batted balls that hit the pitching machine are dead and all runners are awarded one base, including the batter.
8. If a batted ball passes through the pitching circle without touching the machine the ball is live and in play.
9. Balls thrown that strike the pitching machine or that stop inside the pitching circle shall be declared dead and all runners are awarded the base they were moving forwards toward.
10. Batters cannot be walked.
11. NO infield fly rule
12. Each half inning will end after three (3) defensive outs have been recorded or three (3) runs have been scored. This is valid for ALL innings. **NO OPEN INNINGS.**
13. Base runners cannot advance on a passed ball or wild pitch.
14. Stealing is not allowed.
15. One (1) adult must be in the dugout at all times to supervise the players. A maximum of Four (4) adults in the dugout; all adults must have completed the Little League Background Check.
16. Time limit of 1hr 30min, or no more than six (6) innings.
17. No batter may swing a bat inside or outside the dug out or outside the playing field for warm-ups.
18. There is no on-deck circle and no warm-ups are permitted.
19. Batting order shall be “rolling order”, so players get an “equal” amount of at-bats throughout the season. For example, if the first game finished with batter #5, then the next game will start with batter #6 and continue rotating through each game.
20. Defensive teams may play up to 10 players. If using 10 players, that extra player must be positioned in the outfield.
21. One base is awarded on any overthrows (i.e. the batter hits grounder to short, who overthrows first, the batter must stop at second base. Runners cannot advance on a second overthrow on the same play.)

22. Once a live ball is returned to the infield, by ANY player, including an outfielder that runs into the infield, the play will be considered dead. The "umpire" (Manager on the field) must determine where the base runners were when the play was called dead. See next item #23 for further explanation.
23. When preparing the field, mark-off the "halfway" points between 1st and 2nd bases and 2nd and 3rd bases, and chalk a "dash" perpendicular to the direction of running. It only needs to be about 12"- 18". This is so the Manager/Coach who is umpiring, can more easily identify whether a base runner has crossed this or not, when the play is called dead (per item #22 above). If the base runner has NOT crossed the hash mark, then the base runner shall be sent BACK to the previous base, without liability of being thrown out. Likewise, if the base runner has PASSED the hash mark, the base runner shall be allowed to proceed to the next base, without liability of being thrown out. Remember, this is because the play is stopped and we have a DEAD BALL. Just like the rules for the FOUL lines (if a ball hits the line, it is FAIR), the same will be true, if a base runner steps on the hash mark, that shall constitute advancing to the next base.
24. No Mercy Rule will be enforced; we are not keeping score.
25. No special pinch runners (this is a continuous batting order, so no substitutes or special pinch runners are allowed).

## **Minor B Division**

1. The uniform shall consist of a league issued hat and jersey. The remaining uniform is at the discretion of the parents/manager. The league issued jerseys may be kept after the season.
2. The objectives are to teach players to play as a team, bat and field effectively. Live pitching and catching are also introduced and developed. Minor-B is non-competitive, scores are only tracked to determine if a half-inning should end.
3. **NO Pitching Machine** will be used during games.
4. Coach pitching will be used for **first four (4) games** with five (5) pitch maximum. After the 5<sup>th</sup> pitch the batter is OUT, unless the batter fouls off a pitch(es). There are NO WALKS in this first stretch of games. If the Coach unfortunately makes a really bad pitch and it flies way over the batter's head or bounces on or in front of the plate, give the batter an extra pitch. Again, remember this is a NON-COMPETITIVE division.
5. **Games 5 through 12** will be kid pitch, but if pitcher cannot locate the strike zone, upon the 4<sup>th</sup> ball, the offensive coach shall come in to pitch up to three (3) pitches (from just inside the mound, about 35' from the plate).
  - Note: If the batter has zero (0) strikes on him/her, then the coach shall throw up to three (3) pitches; if the batter has one (1) strike on him/her, then the coach shall throw up to two (2) pitches; if the batter has two (2) strikes on him/her, then the coach shall throw only one (1) pitch. If the batter does not hit any of the coach's pitches, the batter is out. This will help reduce the number of walks in the game and help speed up the game. Please encourage your players to swing at the ball. Reminder this division is non-competitive.
6. **Games 13 through end of season** will be kid pitch ONLY. Normal batting rules apply. Upon three (3) strikes, the batter is OUT. Four (4) balls, the batter gets a Base on Balls. There shall be no coach pitching at all.
7. Up to four (4) adults (approved through Little League JDP background check) may be in the dugout at any time.
8. Four (4) runs in an inning ends the inning. This is valid for ALL innings. NO OPEN INNINGS.
9. Each player shall play a minimum of six (6) defensive outs and they do not need to be consecutive (regular season requirement. For post-season tournament play, the six (6) defensive outs must be consecutive).
10. All teams will play four (4) outfielders.
11. No player shall play a single position for more than two (2) consecutive innings.
12. No pitcher can pitch more than two (2) innings or go above the Little League max pitch count limit, whichever is reached first. The max pitch count limit can be found on page 2 of this document.
13. All teams shall bat their entire roster.
14. There shall be a 2hr time limit. NO new inning shall start after 1hr 45min. Game shall end immediately at the time limit. Batter shall finish his/her at bat, then game is declared over. When game starts both coaches must agree on start time. This will ensure the next game(s) start on time.
15. One (1) adult manager or coach shall be in the dugout at all times
16. Each team is responsible for knowing all pitch count rules and keeping track on a pitch count sheet every game.
17. Stealing is allowed, except to home base or advancing to home base from third base on a passed ball (including a throw from the pitcher to the third baseman, the runner CANNOT steal home). No stealing if the ball lands in front of catcher, again, it must pass the catcher for runner to steal a base. If a runner steals early, runner will be sent back to original base.
18. Strike zone shall be very liberal. Defined as anything that can be hit. Typically, from the "chin" down to the bottom of the "shins" and from chalk line to chalk line of the batter's box.
19. When a player has missed three (3) consecutive outings, the manager must notify the Player Agent. The Player Agent will determine if the player needs to be replaced. If there is a disagreement

between the Player Agent and the Manager, it will be referred to the board. When it has been determined that a vacancy exists, and if the affected teams roster is reduced to less than 12 players, the Player Agent will replace the player as needed or available.

20. NO infield fly rule.
21. Manager is responsible for keeping track of a player's pitch count and knowing the rules and regulations.
22. NO official standings are kept.
23. There are no playoffs for the Minor-B division.
24. All catchers MUST wear a protective hard cup.
25. NO adult shall warm up any pitcher at any time. If a Player is warming up a Pitcher WITHOUT Full gear, he/she may, provided he/she is NOT squatting, wear a catcher's mask and Catcher's glove.
26. There is NO on-deck circle for warm-ups. NO Player shall be allowed to swing a bat for warm-ups outside the dugout during the game. ONLY ONE Player (the Player that will be AT-BAT), shall be allowed to take warm-up swings during the pre-inning pitcher warm-ups on the field.
27. Rain outs will not be made up.
28. Managers to meet and review rules prior to season and modify accordingly. Any rule modification after the season starts must be taken to the Minor B Representative, and then he shall bring it to the Rules Committee for review and approval. No rules shall be amended without the consent of the Park View Little League Rules Committee.
29. Strike zone to be well defined during Manager's meeting and if there are concerns during a game, Managers should meet and discuss.
30. REQUIRED: Managers MUST attend umpiring clinic.
31. Each Minor B team is required to base umpire Minor A games.
32. Defensive Manager/Coach will be official umpire behind the mound. Base coaches cannot make calls for umpire.
33. During coach pitch, manager to pitch just below the pitcher's mound on the flat field surface. The objective is to simulate real pitching. Recommend that coach knows how to throw a baseball if he/she will be pitching.

## **Minor A Division**

1. The uniform shall consist of a league issued hat and jersey. Cleats and pants are required in this division. Shirts must be completely tucked in.
2. The objective is to polish players in preparation for introduction into the Majors division. Winning is clearly secondary to having fun, teaching, and polishing the fundamentals of Little League Baseball.
3. Five (5) runs in an inning constitute the end of the inning. ONLY the 6<sup>th</sup> inning is an open inning.
4. NO infield fly rule.
5. Every player must play at least two (2) complete games. Players must play a minimum of six (6) defensive outs (regular season requirement. For post-season tournament play, the six (6) defensive outs must be consecutive).
6. The season will consist of a practice portion and a competitive portion. The practice portion will consist of the first three (3) games on the schedule. Practice portion standings will NOT count toward final standings. Competitive portion standings will determine the playoff seeding of the division. Tie games are equal to  $\frac{1}{2}$  win and  $\frac{1}{2}$  loss in the overall standings.
7. Except for two (2) adult base coaches, no manager or coach may be on the field during play. Only one coach may be on a bucket for the Defensive team; one exception per GB Rule 3.09, a Coach is allowed to "observe" pitching warm-up in the Bullpen, but note, no adult is allowed to warm-up a pitcher AT ALL.
8. One (1) adult coach shall remain in the dugout at all times.
9. If a Player gets injured during the game, or sick, or has to use the restroom; whatever the reason, that player CAN BE skipped in the batting line-up, NO OUT will result, and the next time through the line-up, that batter can retake his position in the order to bat; no penalties.
10. Stealing any base and stealing on passed balls even to Home Plate is ALLOWED starting with the first game, throughout the season.
11. Balks are not called in this division (or Majors). However, an "Illegal pitch" shall be called, whether or not there is runner(s) on base (Rule 8.05), when:
  - a) Rule 2.00: A pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate;
  - b) Rule 2.00: A quick return pitch (i.e. the pitcher does not "set" prior to starting his wind-up);
  - c) Rule 8.05 (a): The pitcher makes any motion naturally associated with the pitch and fails to make such delivery;
  - d) Rule 8.05 (e): The pitcher makes a quick pitch (i.e. does not "set" prior to the pitching motion); or the pitcher delivers the pitch without the batter being reasonably "set" in the batter's box (this is left up to the Umpire's Judgement only);
  - f) Rule 8.05 (g): The pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;

**Penalty for an Illegal Pitch:** The ball is dead, and no runner(s) will advance. The pitch shall be called a ball, even if the actual pitch was not thrown. **This shall be enforced REGARDLESS if there are any baserunners.**

## **Exceptions**

- a) If the pitch is delivered and a play follows the illegal pitch, the play shall be allowed to continue as a delayed dead ball. Upon completion of the play, the manager of the offense may advise the plate umpire of a decision to decline the illegal pitch penalty and accept the play. Such election shall be made immediately at the end of the play.
- b) However, if the batter hits the ball and reaches first base safely, and if all baserunners advance at least one base on the action resulting from the batter ball, the play

proceeds without reference to the illegal pitch.

- c) If a batter is hit by the pitch, he/she is awarded first base, regardless if this was an illegal pitch.

12. All catchers and infielders MUST wear a protective hard cup.
13. If a Player is warming up a pitcher WITHOUT full gear, he/she may do this, provided he/she is NOT squatting and wearing a catcher's mask and catcher's glove.
14. During Competitive play (starting at game 4 for Minor A), each team MUST have nine (9) players minimum, or else the game will be postponed temporarily. The manager of the team with less than nine (9) players is required to see if a league age-appropriate player from the lower division is available and willing to play, then the game may be played. If this is not possible, then it can be rescheduled but MUST be played within two (2) weeks, unless approved by the Rules Committee. If the game cannot be rescheduled within two (2) weeks, then the team with less than the nine (9) players will forfeit, pending any Rules Committee overruling. Make sure to coordinate the game date and time with your Division Representative and the Chief Umpire for scheduling. If a game cannot be successfully rescheduled, then the forfeit/loss will be officially recorded.
15. Neither team shall take the FULL field during regular season games, for pre-game warm-ups. Teams shall share the field, and respect the other team.
16. Per Little League Rule 7.13, after a play finishes, the base-runner CANNOT advance once the ball is:
  - a) In the hands of the pitcher AND
  - b) The pitcher's foot is ON TOP OF or RIGHT NEXT TO the rubber AND
  - c) The catcher is in the catcher's box, ready at all to receive the next pitch (he/she may be standing, rules do not stipulate they must be squatting).
17. **Mercy Rule:** when a team has **ten (10) runs or more** at the end of 3-1/2 or 4 innings, the game is over. If it is the HOME team that is up on runs, at 3-1/2 innings, the game is over. If it is the VISITING team that is up on runs, then the game will continue until the END of the 4th inning.

**Minor A Only:** For the non-competitive “practice” games, if both managers agree, we recommend continuing play until time has run out. This is good practice time for the teams/players and scores do not count during these first few games.

- a) Rule 4.10(e): (Updated 2018 Rule from LL Congress Meeting): If after three (3) innings [Intermediate (50-70) Division/Junior/Senior League: four innings], two and one-half innings [Intermediate (50-70) Division/Junior/Senior League: three and one-half innings] if the home team is ahead, one team has a lead of **fifteen (15) runs or more**, the manager of the team with the least runs shall concede the victory to the opponent.

18. There is NO on-deck circle for warm-ups. NO Player shall be allowed to swing a bat for warm-ups outside the dugout during the game. ONLY ONE Player (the Player that will be AT-BAT), shall be allowed to take warm-up swings during the pre-inning pitcher warm-ups on the field.
19. Per LL Rule 7.08(a): Any runner is out when:
  - a) Running more than three feet outside of his/her baseline to avoid being tagged, UNLESS such action is to avoid interference with a fielder fielding a batted ball (see Little League Rule 7.08(a)(1): “A runner’s baseline is established when the tag attempt occurs and is a straight line from the runner to the base to which he/she is attempting to reach”); or
  - b) The runner does not slide (there is NO “MUST SLIDE RULE”) OR attempt to get around a fielder who has the ball and is waiting to make the tag; or
  - c) The Runner slides head-first while ADVANCING. (IT is permissible for a Runner to slide head-first when going BACK to a base (previously touched), ONLY.
20. Managers are to have their Line-Up Card filled out and ready to meet with the umpire just prior to the game. Even if a player is a No Show, please fill him in at the bottom and write “OUT” next to his name, or something to indicate his/her absence. Manager should declare who is ineligible to pitch

that day. If a player is known to be arriving late to the game, put him/her at the BOTTOM of the line-up (or in MAJORS, as a Substitute); and notify the umpire at your pre-game conference. In Majors, the full name must be filled in on the Line Card; no nicknames or abbreviations are acceptable. If the manager does NOT notify the umpire of the player not available to bat (for whatever the reason) and BEFORE the next batter goes up and takes a pitch, then you have a situation of "BATTING OUT OF TURN"; refer to Rule 6.07. Please read those four paragraphs in the Little League Green Book for different situations based upon when it is noticed and appealed by the defensive manager.

21. Home team player is selected to lead the Pledge of Allegiance; Visitor player is selected to lead the Little League Pledge.
22. **Offensive "TIME-OUTS"**: Per LL Rule 5.10(d): Only one OFFENSIVE time-out, for the purpose of a visit or conference, will be permitted each inning.
23. **Defensive "TIME-OUTS"**: Per LL Rule 8.06(a): (UPDATED 2018 Rule from LL Congress Meeting): This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.
  - a) A manager or coach may come out once (Minor Division: twice) in one inning to visit with the pitcher, but the second time (Minor Division: third time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A once in the first inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.
  - b) A manager or coach may come out twice (Minor Division: three times) in one game to visit with the pitcher, but the third time (Minor Division: fourth time) out, the player must be removed as a pitcher. Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the fourth inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in (a) above.
  - c) There is NO LIMIT to the times the Catcher may request time in an inning or game.
  - d) NOTE: ANY visit to talk to any player by a Manager/Coach, apart from an injury, will be considered a VISIT. Also, if a manager or coach stands out with his pitcher during the warm-ups, that is considered a VISIT.
24. Per LL Rule 6.02(c) After entering the Batter's Box, the Batter MUST remain in the box with at least one foot throughout the at-bat; exceptions:
  - a) On a swing, slap, or check swing;
  - b) When forced out of the box by a pitch;
  - c) When the batter attempts a "drag bunt";
  - d) When the catcher does not catch the pitched ball;
  - e) When a play has been attempted.
  - f) When time has been called (again, by an Umpire, not the Coach);
  - g) When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box;
  - h) On a three-ball count pitch that is a strike that the batter thinks was a "ball".
25. Home team shall provide a scorekeeper. The Visiting team shall provide the official PITCH COUNTER. This person MUST sit in the score booth with the score keeper. This is the official count that will be used to determine a pitcher's eligibility. Failure to do this will make the pitcher or pitchers in question to be declared ineligible for 4 calendar days.
26. Managers are responsible for verifying pitch counts every inning. If any discrepancies are noticed, they must be dealt with prior to the start of the next inning. Once a new inning begins the count becomes official. If no conclusion can be made on any discrepancies, then the count provided by

the official counter stands. NO PROTESTS can be made for any pitch count issues. Any discrepancies of pitch count will result in pitcher using the maximum number of pitchers for that game.

27. All games **MUST** be put in the official scorebook. The home team is subject to a loss if a game is not put in the scorebook. The official scorebook shall not be removed from the score booth at any time. Both Managers and the umpire must sign the scorebook after the game.

## **Majors Division**

1. The uniform shall consist of the league issued hat and jersey. Cleats and pants are also required. Jersey's must be completely tucked in.
2. Objective is to develop players and fine tune proper techniques. Some goals are as follows.
  - a) Develop poise, team play, concentration, and a commitment to learning how to win or lose.
  - b) The elimination of residual mechanical flaws
  - c) Develop strong team skills, defensive skills, offensive skills and pitching mechanics.
  - d) Promote a healthy attitude and the ability to overcome adversity. The winning of competitive baseball games are secondary to the primary objective.
3. When a player has missed three (3) consecutive outings, the manager must notify the Player Agent. The Player Agent will determine if the player needs to be replaced. If there is a disagreement between the Player Agent and the Manager, it will be referred to the board. Playoffs will be determined by the board.
4. All games MUST be put in the official scorebook. The home team is subject to a loss if a game is not put in the scorebook. The official scorebook shall not be removed from the score booth at any time.
5. All players are required to complete his/her 6 CONSECUTIVE outs while **adopting a continuous batting order requirement. Substitutes may not be removed from the game prior to completing the mandatory play.**
6. Every player must play at least two (2) complete games. Each manager/coach will sign off the complete game report at the end of each game. Failure to do so will count as not a complete game played and that player will be REQUIRED to play a complete game(s) during the playoffs.
7. If a player gets injured during the game, or sick, or must use the restroom and is not present for his/her At-Bat, whatever the reason, **the player will be skipped without penalty. That Player may be merely inserted back in his spot if they are able to return into the game.** If a player is unable to complete a plate appearance, the next batter shall assume the at bat and the count of the original batter. If a base runner is unable to run bases, the last recorded out will become the runner.  
**Courtesy Runner: Catcher and/or pitcher of record when there are (2) outs, may use the last out in their continuous batting order.**
8. Substitution Rules during the regular and post season, shall follow the Tournament Play Substitution Rules. This is that a substitute is tied to the starting player. Each player needs to get his/her 2 full innings on defensive play, once both players have this completed, then the players can re-enter the game.
9. Mandatory Play: At the conclusion of the third inning and prior to the start of the fourth inning, the umpire-in-chief in consultation with the official scorekeeper shall notify both managers that all players who have not completed their mandatory play requirement must be inserted into the line-up. The manager shall insert any player who has not met the mandatory play requirement into the line-up in a position that will allow mandatory minimum play to be satisfied absent a shortened game.
10. Infield warm-ups may be run per the Little League rules, where the Home team takes the field for 10 minutes, then clears the field; and the Visiting Team takes the field for 10 minutes, then clears the field. Managers are to discuss and agree 30 minutes prior to the game and someone needs to be the designated timekeeper.
11. ONLY ONE (1) Adult is allowed on the field for the Defense, sitting on a bucket during the regular season. NOTE: during post season TOC and All-Stars play, NO adult is allowed outside the dugout on defense.
12. **Substitutions: Rule 9-Mandatory Play-A player may be entered and/or re-entered defensively in the game at any time.** Managers must identify on the roster before the game which players are starters. If there is a situation where a starter is injured or ejected or otherwise unable to continue

playing, and the starter did not have a substitute married to him, then the opposing manager gets to choose which player will enter the game for this player.

13. See Rules #11 through #27 in the Minor A section above as they apply to the Majors Division.
14. Green Book Rule #4.10b: During regular season play, there is no time limit for Majors and upper divisions. Therefore there CANNOT be "tie games". If at the end of six (6) innings (seven (7) innings for Intermediate, Juniors and Seniors), the game is "tied", then you continue to play into the next inning and subsequent innings until the tie is broken and there is a winning team. Regardless of the game being played on a Saturday and there are games that follow, their start time just gets pushed out.

**Clarifications / Exceptions:**

- a) If the game is "called" by the umpire due to weather conditions or lack of daylight and the teams are tied, then the game will be suspended and scheduled to continue play from the exact place where the game was suspended. This includes lineups and ALL stats (the pitcher and all defensive positions, any offensive players on base, batter's count (if applicable), pitch count, etc).
- b) For Playoffs:
  - i. Playoff games setup as "Brackets": refer to #14 above, a winner must proceed, no "ties"
  - ii. Playoff games setup as "Round Robin": at the end of six (6) innings for Majors (seven (7) innings for Intermediate, Juniors, Seniors) the game will continue until it is called by the umpire for lack of daylight or weather conditions. If the game is called and it is tied, then the game will be recorded as a TIE; refer to the "tie breaker" rule listed in the PVLL By Laws.
- c) For Post Season:
  - i. Tournament of Champions (TOC) is run by District 42.
  - ii. All Stars is run by the Little League Rule Book Tournament Rules.

### **Seniors Division**

1. All rules shall follow the Little League Rule Book.
2. The uniform shall consist of the league issued hat and jersey. Cleats and pants are also required. Jersey's must be completely tucked in.
3. Rules will be distributed by District 42.
4. There is an on-deck circle and the Player that will be AT-BAT, shall be allowed to take warm-up swings. NO Player shall be allowed to swing a bat for warm-ups outside the dugout during the game.
5. Standings are determined by using combined play with District 42. Trophies are provided to the Championship team only.
6. Refer to Majors Rule #14.

## **Standings**

### **Minor A Playoffs:**

1. All Playoff games will still be bound to regular season Park View Rule of no new inning at 1hr 45min. However, there will be no two (2) hour time limit drop dead finish and reverting back to the previous inning, unless the game is called by the umpire for weather or lack of daylight; otherwise, the game must finish that last FULL inning; or, if the Home team goes ahead by one (1) run, it will complete the game.
2. Additionally, the Semi-Finals and Final Playoff games will NOT have any time constraint and will go the full 5-1/2 or 6 full innings.
3. The Third-place consolation game will be bound by the regular season rule of 1hr 45min no new inning and drop-dead finish at 2hrs, reverting back to last complete inning.

### **Awards:**

1. Awards to be presented to participants at the end of the season shall be:
  - a) TBall, CAPS, and Minor-B – All players shall receive an identical participation trophy or medal.
  - b) Minor-A and Majors – First, Second, and Third place teams will receive graduated trophies.
  - c) Seniors – First place tea only will receive trophies.

Note: If any competitive division has four or less teams, then NO third-place trophies will be awarded.

### **Batting Cages:**

1. Cages are for the use of current Park View Little League players only.
2. A batting cage schedule will be issued to Minor-B, Minor-A, Majors and Senior teams at the beginning of the season.
3. Managers shall be held responsible for following the batting cage schedule at all times.
4. A manager or coach shall be the ONLY operator of the pitching machines.
5. A manager or coach shall be present at all times.

Note: There are no exceptions to the above rules. Any teams not following the above rules will forfeit their remaining cage time.

### **Protests, Forfeits, Makeups, Rainouts:**

1. All managers shall do everything possible to avoid a protest.
2. Refer to the Little League Rule Book for proper protest procedure. Failure to follow procedure will VOID the protest. Games missed for any reason shall be made up under the direction of the Rules Committee.

### **Zero Tolerance Policy:**

1. Park View Little League has a zero-tolerance policy toward violence. Any form of violence will result in an immediate expulsion from the league.
2. These rules can be amended at any time by the Park View Little League Board of Directors and/or the Park View Little League Rules Committee.