

## Eastside Little League 2023

 Rules and Regulations

## Introduction

Little League Baseball, Inc. Official Regulations and Playing Rules for the then current year apply to play for all divisions of the Eastside Little League (ELL). The purpose of the following "Local Rules" is to supplement the Little League Baseball, Inc. rules, not amend or replace them. In cases of conflict (inadvertent or otherwise), the Little League Baseball, Inc. rule shall take precedence. The ELL Board of Directors issues local rules in an effort to promote fair, objective and safe playing conditions. These rules may be modified from time to time pursuant to a majority vote of the ELL Executive Board of Directors.

## I. General

1. All games will start promptly at their scheduled time.
2. Rainouts
a. Rainouts and make-ups are scheduled by the home team manager with the divisional coordinator. All rescheduled games will be made up by the end of the regular season. The umpire and team managers will decide when a game is not playable and thus be cancelled due to weather conditions. Both managers and the umpire will be in unanimous agreement for a game to be played. If a unanimous decision cannot be reached, by default, the game will not be played.
b. Rainouts must be rescheduled at the time of cancellation with both team managers in agreement. If a mutual agreement cannot be reached between team managers, the game shall be rescheduled by the league president. Failure to play on the rescheduled date could result in disciplinary action to the offending manager.

## II. Tryouts and Draft

1. All teams should evaluate all players, including coach's kids, for drafting purposes.
2. Coaches may protect their own kid(s) and a maximum of the kids of two coaches.
3. No other players can be protected.
4. If a coach's kid doesn't tryout, they are automatically the team's first round pick.
5. Coach's kids should be placed in the draft in the round as decided by the group. Using the group will not completely remove bias but serves to find a reasonable, calculated balance for all parties
6. If two coach's kids get ranked in the same round, move one player to the next round.
7. Players that do not take part of tryouts will be placed on a team at random by a blind draw.
8. Siblings are on the same team. Use the same system as above for selecting the round the second sibling is placed in.
9. Coaches can try to honor parent requests but do not have to.
10. Draft order is determined by random draw the night of the draft.
11. The draft will be done serpentine style.

## III. Preseason Preliminaries

1. In addition to all duties laid out by existing league bylaws, the following actions are expected to be completed prior to season start:
a. The Equipment Manager will issue equipment bags to coaches in each division on a date scheduled by the league. Each manager is expected to sign for the equipment and is responsible for its return following the end of all scheduled games. If the manager fails to return the equipment, they may be subject to financial liability or denial of further coaching rights. Each bag will contain 4 batting helmets, catcher's helmet, chest protector, shin
guards, and for Minors division and up, a catcher's mitt. Game balls will be issued prior to season start.
b. Divisional coordinators will be responsible for organizing a field clean-up with the managers and coaches of their division prior to the start of scheduled practices. The clean-up will include the removal of leaves, debris, and garbage from all areas of the field. The field will be checked for serviceability and the Divisional Coordinator will notify the Executive board of any issues that need to be resolved.
c. The league president will coordinate any repairs in association with the equipment manager for any field serviceability issues.

## IV. All Star Game

1. Priority should be given to playing an All-Star Game within Eastside Little Leage over playing against other leagues.
2. Team breakdown if playing within Eastside Little League(chart):
3. Records at the All-Star break determine place in standings.

| \# of Teams | Team $\mathbf{A}$ (Home) | Team B |
| :---: | :---: | :---: |
| 4 | $1^{\text {st }}, 4^{\text {th }}$ | $2^{\text {nd }}, 3^{\text {rd }}$ |
| 5 | $1^{\text {st }}, 4^{\text {th }}, 5^{\text {th }}($ partial $)$ | $2^{\text {nd }}, 3^{\text {rd }}, 5^{\text {th }}($ partial $)$ |
| 6 | $1^{\text {st }} 4^{\text {th }}, 6^{\text {th }}$ | $2^{\text {nd }}, 3^{\text {rd }}, 5^{\text {th }}$ |
| 7 | $1^{\text {st }}, 4^{\text {th }}, 6^{\text {th }} 7^{\text {th }}$ (partial) | $2^{\text {nd }}, 3^{\text {rd }}, 5^{\text {th }} 7^{\text {th }}$, (partial $)$ |
| 8 | $1^{\text {st }}, 4^{\text {th }}, 5^{\text {th }}, 8^{\text {th }}$ | $2^{\text {nd }}, 3^{\text {rd }}, 6^{\text {th }}, 7^{\text {th }}$ |

4. The managers of each team shall be the managers of the $1^{\text {st }}$ and $2^{\text {nd }}$ place teams at the break.

## V. Playoffs

1. Playoffs shall be made of the top 4 teams. Any teams after the top four will not make the playoffs.
2. Home team is decided by placement in the playoffs. The $1^{\text {st }}$ place team will be the home team vs. any team. The $2^{\text {nd }}$ place team will be the home team vs. any team but $1^{\text {st }}$ place, etc.
3. There should be at least one day of rest between semi-finals and the championship game.
4. The mercy rule exists in the playoffs, 15 runs after 3 innings and 10 runs after 4 innings.

## VI. Tournaments

1. Manager Selection: For the Little League International Tournament (12/11), the Little League 11/10 State Tournament, and the Little League 10/9 Tournament, the manager of the previous season's Major League Championship team shall have the choice of which team he/she would like to manage. The Minor League Championship winner shall have the second choice of which team he/she would like to manage. For all other tournament teams sponsored by Eastside Little League, the Board of Directors will appoint the manager. Selection shall first come from the list of current Major or Minor League managers. If no managers wish to manage a tournament team, the board of directors will next choose from the list of current league rostered coaches.
2. Roster Size: For the Little League International Tournament, the Little League 11/10 State Tournament, and the Little League 10/9 Tournament, the roster shall consist of 13 players. For all other tournaments, roster size will be dictated by tournament organizers, and then based on manager discretion within those limits.
3. Little League Senior Tournament: In addition to the Little League International rules on eligibility, only players who are league age 1415 and 16 who played in the Senior League will be eligible for selection to the Little League Senior Tournament team. Selection to the team will be made by vote of the managers of that season's teams.
4. Little League Junior Tournament: In addition to the Little League International rules on eligibility, only players who are league age 13 and 14 who played in the Junior League will be
eligible for selection to the Little League Junior Tournament team. Selection to the team will be made by vote of the managers of that season's teams.
5. Little League International Tournament (12/11): In addition to the Little League International rules on eligibility, only players who are league age 11 or 12 who played in the Major League will be eligible for selection to the Little League International Tournament team. Players who refused to be eligible for the major league evaluation are not eligible for this tournament team. The manager will meet with the coordinators of the respective leagues and president with their tournament selections.
6. Little League 11/10 State Tournament: In addition to the Little League 11/10 State Tournament team rules on eligibility, only players who are league age 10 or 11 who played in the Major or Minor League will be eligible for selection to the Little League 11/10 State Tournament team. Players who refused to be eligible for the evaluation are not eligible for this tournament team. The manager will meet with the coordinators of the respective leagues and president with their tournament selections.
7. Little League 10/9 State Tournament: In addition to the Little League 10/9 State Tournament team rules on eligibility, only players who are league age 8,9 , or 10 who played in the Minor and Major League will be eligible for selection to the Little League 10/9 State Tournament team.
Players who refused to be eligible for the major league draft are not eligible for this tournament team. The manager will meet with the coordinators of the respective leagues and president with their tournament selections.
8. Other tournament teams: Prior to and after the regular season, various communities hold tournaments. ELL may fully or partially sponsor teams to enter these tournaments - the decision on the level of sponsorship will be made on a tournament-by-tournament basis. The manager of each of these teams will be appointed by the Executive Board of Directors.

## Major League Rules

## Ages

League age shall be player ages ten (10), eleven (11) and twelve (12), as determined by Little League International.

## Enrollment

Enrollment will dictate the number of teams. The Executive Board of Directors will approve the number of teams and the number of games played after registration.

## Allocation of Players - Serpentine Draft

## Draft format

The draft will be organized by the acting Divisional Coordinator. The draft will be conducted in a fashion to ensure fairness for all Managers involved. If there are any disputes, the ELL Executive Board of Directors will have the final say on any grievances.

## Rosters

In accordance with Little League International rules, a Major League team's roster can consist of any number of players. Teams nominally will have a minimum of 12 players, and a maximum of 15 players, determined prior to the draft by the Major League Divisional Coordinator.

## Player Release

After a team has acquired a player, such player cannot be released except by:

1. Written request of the parent, subject to the player agent's approval. If the release takes place during the season, the released player will be assigned to the minor league team from which the replacement player is acquired.
2. Failure to pay for that current season. The player can be released by the first game if no payment had been received.
3. A release is permitted in accordance with the compensation rule.

## Uniforms

The uniforms of all major league players shall remain the property of the player.

## Playing Time

Players may be defensively substituted in and out of the game at any time so long as all players play a minimum of six (6) defensive outs; if a player fails to play his/her minimum he/she must start the next game and play a minimum of six (6) consecutive outs to start the game. All players must play a minimum of three (3) complete games during the season.
If the participation rule is violated the manager will notified of such violation in writing. If a second notice is required because of repeated violations the manager will be suspended for one (1) game. A third notice will result in the manager's removal for the balance of the season.

## Continuous Batting Order

The batting order is a continuous order with all players remaining in the same batting spot for the entire game. The order can be changed every game. Once the managers submit their lineup prior to the start of the game, that is the batting order for that game

## Pitchers

A manager can come out and visit the mound twice per game. On the third visit, the pitcher must be removed. This rule is to facilitate the pace of games and to remove any delays associated with excessive mound visits.

## Regulation Games

If a team cannot field the compliment of nine (9) players, fifteen (15) minutes after the scheduled start of the game, the shorthanded team will be allowed to borrow a player from their opponent. This player must be agreed upon by both managers. If it is not possible to borrow a player, the game will be allowed to start with a minimum of eight (8) players. Any less than eight, the managers will be asked to reschedule the game for a later date. If during the game, a team reaches its compliment of nine (9) players, the borrowed players return to their team.

The "Dropped Third Strike" and "Infield Fly" rules are in effect.
Balks will not be called at this level and illegal pitches will be warned.

Mercy Rule - If after three innings, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs has the option to concede the victory to the opponent. When a game is conceded by the mercy rule, players that do not play their required time will start the next game.

A two (2) hour time limit will be imposed on all games, in accordance with ELL Bylaws, Little League Regulation $\mathrm{VII}(\mathrm{h})$ and Regulation $\mathrm{X}(\mathrm{C})$. A game can end after two hours so long as the beginning of an inning started before the two (2) hour limit. Umpires are advised to warn both managers as the time limit nears that they may not be able to complete another inning. The team leading after the time limit will be declared the winner.

A player who is deemed by the umpire to have thrown their bat will be given one (1) team warning during that game; if any player is deemed by the umpire to have thrown their bat again during same game they must sit out minimum play ( 1 at bat and 2 innings in the field). The same penalty occurs if they throw the bat every time after that.

## Minor League Rules

## Ages

League age shall be player ages eight (8), nine (9), and ten (10) as determined by Little League International. Eleven (11) year old's are only allowed to play in the Minor League by written request of the player's parents and District Administrator approval.

## Enrollment

Enrollment will dictate the number of teams. The Executive Board of Directors will approve the number of teams and the number of games played after registration.

## Allocation of Players - Serpentine Draft

## Draft format

The draft will be organized by the acting Divisional Coordinator. The draft will be conducted in a fashion to ensure fairness for all Managers involved. If there are any disputes, the ELL Executive Board of Directors will have the final say on any grievances.

## Rosters

In accordance with Little League International rules, a Minor League team's roster can consist of any number of players. Teams nominally will have a minimum of 12 players, and a maximum of 15 players, determined prior to the draft by the Minor League Divisional Coordinator.

## Player Release

After a team has acquired a player, such player cannot be released except by:

1. Written request of the parent, subject to the player agent's approval. If the release takes place during the season, the released player will be assigned to the minor league team from which the replacement player is acquired.
2. Failure to pay for that current season. The player can be released by the first game if no payment had been received.
3. A release is permitted in accordance with the compensation rule.

## Uniforms

The uniforms of all minor league players shall remain the property of the player.

## Playing Time

Players may be defensively substituted in and out of the game at any time so long as all players play a minimum of six (6) defensive outs; if a player fails to play his/her minimum he/she must start the next game and play a minimum of six (6) consecutive outs to start the game. All players must play a minimum of three (3) complete games during the season.
If the participation rule is violated the manager will notified of such violation in writing. If a second notice is required because of repeated violations the manager will be suspended for one (1) game. A third notice will result in the manager's removal for the balance of the season.

## Continuous Batting Order

The batting order is a continuous order with all players remaining in the same batting spot for the entire game. The order can be changed every game. Once the managers submit their lineup prior to the start of the game, that is the batting order for that game

## Pitchers

A manager can come out and visit the mound twice per game. On the third visit, the pitcher must be removed. This rule is to facilitate the pace of games and to remove any delays associated with excessive mound visits.

## Regulation Games

If a team cannot field the compliment of ten (10) players, fifteen (15) minutes after the scheduled start of the game, the shorthanded team will be allowed to borrow a player from their opponent. This player must be agreed upon by both managers. If it is not possible to borrow a player, the game will be allowed to start with a minimum of nine (9) players. Any less than nine (9), the managers will be asked to reschedule the game for a later date. If during the game, a team reaches its compliment of ten (10) players, the borrowed players return to their team.

The "Dropped Third Strike" and "Infield Fly" rules are NOT in effect.

Balks will not be called at this level and illegal pitches will be warned.
Mercy Rule -
Inning. A 5 run mercy rule is in effect for the first five (5) innings of the game. This rule means that a team can score only 5 runs more than their opponents total upon entering that half inning. Example: Team A scores 5 runs in the top of the first. The 5 run limit is in effect and the half inning is over. Team B is allowed to score a total of 10 runs in the bottom of the first before the 5 run mercy is in effect. Second Example: If Team A scores zero (0) runs in the top of the first, Team B can score 5 runs in the bottom of the first. Then if Team A scores zero (0) runs in the top of the second, Team B can score 5 more runs in the bottom of the second. Making the score total 10-0. There is no mercy rule in effect for any of the $6^{\text {th }}$ inning.

Game. If after three innings, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs has the option to concede the victory to the opponent. When a game is conceded by the mercy rule, players that do not play their required time will start the next game.

A two (2) hour time limit will be imposed on all games, in accordance with LCBB Bylaws, Little League Regulation VII(h) and Regulation X(C). A game can end after two hours so long as the beginning of an inning started before the two (2) hour limit. Umpires are advised to warn both managers as the time limit nears that they may not be able to complete another inning. The team leading after the time limit will be declared the winner.

## Additional Playing Rules

12 year old players in the Minor League are not allowed to pitch.

No player is allowed to steal home plate unless the following occurs:
The catcher throws the ball to another base (excluding the pitcher mound). The catcher overthrows the pitcher and the baseball is more than three (3) feet from where the pitcher was standing to throw the ball. If a base runner steals home and the umpire, in their sole discretion, rules the ball was within a reasonable distance of the pitcher, the runner will be sent back to third base. And lastly on a passed ball or wild pitch. Once per inning.

A player who is deemed by the umpire to have thrown their bat will be given one (1) team warning during that game; if any player is deemed by the umpire to have thrown their bat again during same game they must sit out minimum play (1 at bat and 2 innings in the field). The same penalty occurs if they throw the bat every time after that.

# Pitching Machine Rules 

## Ages

League age shall be player ages six (6), seven (7), and eight (8) as determined by Little League International.

## Enrollment

Enrollment will dictate the number of teams. The Executive Board of Directors will approve the number of teams and the number of games played after registration.

## Allocation of Players - Serpentine Draft

## Draft format

The draft will be organized by the acting Divisional Coordinator. The draft will be conducted in a fashion to ensure fairness for all Managers involved. If there are any disputes, the ELL Executive Board of Directors will have the final say on any grievances.

## Rosters

In accordance with Little League International rules, a Pitching Machine League team's roster can consist of any number of players. Teams nominally will have a minimum of 12 players, and a maximum of 15 players, determined prior to the draft by the Pitching Machine Divisional Coordinator.

## Player Release

After a team has acquired a player, such player cannot be released except by:

1. Written request of the parent, subject to the player agent's approval. If the release takes place during the season, the released player will be assigned to the minor league team from which the replacement player is acquired.
2. Failure to pay for that current season. The player can be released by the first game if no payment had been received.
3. A release is permitted in accordance with the compensation rule.

## Uniforms

The uniforms of all pitching machine league players shall remain the property of the player.

## Playing Time

Players may be defensively substituted in and out of the game at any time so long as all players play a minimum of six (6) defensive outs; if a player fails to play his/her minimum he/she must start the next game and play a minimum of six (6) consecutive outs to start the game. All players must play a minimum of three (3) complete games during the season.
If the participation rule is violated the manager will notified of such violation in writing. If a second notice is required because of repeated violations the manager will be suspended for one (1) game. A third notice will result in the manager's removal for the balance of the season.

## Continuous Batting Order

The batting order is a continuous order with all players remaining in the same batting spot for the entire game. The order can be changed every game. Once the managers submit their lineup prior to the start of the game, that is the batting order for that game

## Regulation Games

If a team cannot field the compliment of ten (10) players, fifteen (15) minutes after the scheduled start of the game, the shorthanded team will be allowed to borrow a player from their opponent. This player must be agreed upon by both managers. If it is not possible to borrow a player, the game will be allowed to start with a minimum of nine (9) players. Any less than nine (9), the managers will be asked to reschedule the game for a later date. If during the game, a team reaches its compliment of ten (10) players, the borrowed players return to their team.

Mercy Rule -
Inning. Ten (10) batters or three (3) outs constitutes a half inning, except for the last inning when three (3) outs constitutes a half inning. If there are two outs when a 10th batter puts the ball into play, a 3rd out can be made in the field, ending the inning. Normal rules apply to scoring (for example, if a force out is made for the third out, no runs score. If a base runner is tagged out for the 3rd out, any runs that scored before the 3rd out occurred will count.) If there are less than two outs when the 10th batter puts the ball into play, the defending team must throw the ball to the catcher and only the catch, who must possess the ball and touch home plate. Any runs that score before the catcher possessed the ball at home plate will count. If the 10th batter strikes out, the half inning is over.

Game. If after three innings, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs has the option to concede the victory to the opponent. When a game is conceded by the mercy rule, players that do not play their required time will start the next game.

A two (2) hour time limit will be imposed on all games, in accordance with ELL Bylaws, Little League Regulation VII(h) and Regulation X(C). A game can end after two hours so long as the beginning of an inning started before the two (2) hour limit. Umpires are advised to warn both managers as the time limit nears that they may not be able to complete another inning. The team leading after the time limit will be declared the winner.

A player who is deemed by the umpire to have thrown their bat will be given one (1) team warning during that game; if any player is deemed by the umpire to have thrown their bat again during same game that player will immediately be out. If the second infraction for throwing a bat occurs during an at bat that hasn't ended, the batter will be immediately out.

## Additional Playing Rules

Players will advance "base to base" on infield hits. This constitutes as any ball that is not hit to a location where an outfielder has to make the play. If the ball is hit into the outfield. The runners will be allowed to advance at their own risk until the ball is thrown to an infielder. The runner will be allowed to advance to whichever base he or she was advancing to after the throw from the outfielder. This will all be at the discretion of the umpire and they have the ability to send a player back to the previous base without the risk of being put out. These are judgement calls and will not be argued.

If a play on a runner is being attempted at first or third base and the ball is over-thrown and that ball contacts the fence, the ball will be declared dead and each runner on base will be awarded the next base without the risk of being put out as a penalty.

Pitcher - The pitcher will wear a helmet when fielding that position. The umpire will declare when the ball is live. The pitcher shall hold up the ball and present it to the batter before placing it in the machine. The ball will be placed into the machine slowly and deliberately. It will not be forced, spun, or otherwise altered in any way to produce an undesired pitch. In the event this occurs, the ball will be immediately dead and "no pitch" will be called. Both the pitcher and the Manager will be warned of the infraction. If the practice continues, the manager will be ejected and the pitcher will be removed from the game.

1) Each team must provide their own coach to feed the pitching machine.
2) Each batter will receive six (6) pitches to hit the ball. No walks and no bunting on purpose. If the ball is not hit in six pitches the batter will be called out. Three swings and misses will result in a strike out. A foul ball on the last pitch will result in an extra pitch unless caught by the catcher. The offensive team's at-bat is complete after three (3) outs or a maximum of 10 batters are faced.
3) The player in the pitcher position must stand parallel to the pitching machine as the pitch is headed towards the batter. Player playing this position must also wear a helmet (with a facemask if possible).

Bunting is not allowed.

A player who is deemed by the umpire to have thrown their bat will be given one (1) team warning during that game; if any player is deemed by the umpire to have thrown their bat again during same game they must sit out minimum play (1 at bat and 2 innings in the field). The same penalty occurs if they throw the bat every time after that.

## T-ball Rules

## Purpose

Tee Ball is a non-competitive program focused on fun, fitness, and fundamentals where players ages 4-6 are first introduced to the basics of baseball and softball. Our little league strives to provide a Tee Ball experience focused on teaching the fundamentals of the game in a fun environment while incorporating a high level of physical activity.

1. Ages

League age shall be player ages four (4), Five (5), and six (6) as determined by Little League International.
2. Enrollment

Enrollment will dictate the number of teams. The ELL Executive Board of Directors will approve the number of teams and the number of games played after registration.
3. Allocation of Players - Auction Draft

## Draft format

The draft will be organized by the acting Divisional Coordinator. The draft will be conducted in a fashion to ensure fairness for all Managers involved. If there are any disputes, the ELL Executive Board of Directors will have the final say on any grievances.
4. Rosters

In accordance with Little League International rules, a T-Ball League team's roster can consist of any number of players. Teams nominally will have a minimum of 8 players, and a maximum of 12 players, determined prior to the draft by the T-Ball Divisional Coordinator.
5. Player Release

After a team has acquired a player, such player cannot be released except by:
A. Written request of the parent, subject to the player agent's approval. If the release takes place during the season, the released player will be assigned to the minor league team from which the replacement player is acquired.
B. Failure to pay for that current season. The player can be released by the first game if no payment had been received.

## C. A release is permitted in accordance with the compensation rule.

6. Uniforms

The uniforms of all T-Ball league players shall remain the property of the player. This will only include a team shirt and Cap.
7. Playing Time Defense

All players will play a defensive position. Players must play a new defensive position at least two times in a game. (This allows ALL players to develop the necessary skills at all positions) Playing in the outfield counts as one position.

## 8. Continuous Batting Order

The batting order is a continuous order with all players remaining in the same batting spot for the entire game. The order can be changed every game, (highly recommended for player development). Once the managers submit their lineup prior to the start of the game, that is the batting order for that game. All players will bat in an inning unless there are 3 outs. If three outs occur then the batting order picks up right where it left off.

## 9. Regulation Games

If a team cannot field the compliment of at least six (6) players, fifteen (15) minutes after the scheduled start of the game, the shorthanded team will be allowed to borrow a player from their opponent. This player must be agreed upon by both managers. If it is not possible to borrow a player, the managers will be asked to reschedule the game for a later date. If during the game, a team reaches its compliment of six (6) players, the borrowed players return to their team.
10. Mercy Rule -

Inning. An inning is decided by 3 outs or all the batter's bat through one time, whichever comes first. When the last batter hits, the inning will end by a tagged 3rd out, forced 3rd out, or caught ball for a 3rd out. Otherwise the inning ends when the catcher (and only catcher) places the ball on the Tee.

## 11. Game

When scheduling and playing games, keep in mind the attention span of an average Tee Ball participant. Little League recommends setting a time limit of 1 hour to 1 hour and 15 minutes for games. If both teams are playing great defense and the 3 innings go fast, please play an addition inning.

## 12. Additional Playing Rules

Players must play their traditional position with outfielders playing behind infielders (approx. 810 feet on the grass)

Play will stop with no advance on overthrows to any base.
Runners may advance if the ball is in the outfield. Runners must stop advancing once the ball reaches the infield. The ball does not have to be controlled in the infield for play to be dead. Runners may continue advancing to the base they were running to at risk once the ball is in the infield but may return to their previous base safely. If it is close, the runners will return to their previous base.

A manager or coach may physically assist a player's stance in the batter's box. However, it is
PROHIBITED for a manager or coach to adjust a player's stance in order to direct a batted ball to a certain part of the field.

Catchers must face the batter and wear protective gear at all times. A catcher is a fielder and can field the ball if it is hit in front of the plate.

A batted ball must roll outside of the batter circle to be deemed a fair ball. If it is close, it shall be ruled a foul.

A player who is deemed by the umpire to have thrown their bat will be given one (1) team warning during that game; if any player is deemed by the umpire to have thrown their bat again during same game they must sit out minimum play ( 1 at bat and 2 innings in the field). The same penalty occurs if they throw the bat every time after that.

Please note: This is a very important time in a child's development. We are teaching fundamental baseball skills, teamwork, and social skills. Your team will mimic your behavior. Our objective is to make it first and foremost FUN for everybody involved.

