



# **Cactus Wren Little League 2024**

**Regular Season  
&  
End of Season Local League Tournament Playing Rules**

**ADDENDUM 1  
October 11, 2019**

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## **Introduction**

The objective of the Cactus Wren Little League shall be to implant firmly in the children of the community the idea of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

Play in every division is governed by the official Little League baseball rules except for the following local rules imposed by Cactus Wren Little League. These rules are intended to promote fair and equal play among all participants. Should any of these rules be found to be invalid by the Board of Directors, or conflict with rules - issued by Little League International, Inc., they are to be removed from this document. All conflicts with these rules must be brought to the attention of the Board of Directors and confirmed prior to being altered in any manner, or changing the method of play on the field.



## **General Field Rules**

1. Games on the South field (Field #1) will be scheduled to start at or about 6:30pm. Games on the Northwest field (Field #3) will start at or about 6:30pm.
2. Games on the Northeast field (Field #2) will start at our about 6:30 pm or 7:00 pm or at such time as it is determined safe by the Umpire and Managers due to interference of the sun. The umpire will establish the official start time.
3. Lights must be turned off by 10:00 pm each and every night, no exceptions.
4. Parking at the snack bar is NOT allowed. Pick up and drop off of equipment is allowed.
5. Field 1 will be used for all Major games and as many Minor division games as possible.
6. Field 2 may be used for Minor division games and both Major and Minor Division practices.
7. When field 1 is available Minor games can be played on field 1 which is closer proximity for any players needing to use the restroom.
8. Field 1 Any batted fair ball that rolls under or bounces over the home run line, cones, or fence designating the outfield fence, shall be considered a ground rule double, no matter how it gets past them. When the umpire declares a ground rule double all runners shall advance 2 bases. The distance from home plate to the cones or fence shall be 180-200 feet. A fair fly ball that goes over the outfield fence, cones or home run line, (whether the ball was touched by a fielder or not) is a home run.
9. Field 3 is used for all Farm Division and T-Ball games and practices.
10. Each Manager is allowed up to 3 mandatory team activities per week.
  - a. One game is equal to one activity
  - b. One practice is equal to one activity

## **Intermediate/Junior/Senior Division Local Rules**

1. Intermediate/Junior/Senior games are played at TBD or at additional fields as designated by the Board of Directors.
2. **Home Team:** Sets up the Field and occupies the third base dugout. See the specific field rules for setup procedures. Home team may take a 10 Min. infield practice starting 15 minutes prior to the start of the game and starts the game in the field. Home Team is responsible for supplying 2 league provided game balls.
3. **Visiting Team (If CWLL Team):** Takes down the field and occupies the third base side dugout. See the specific field rules for take down procedures. Visiting team may take a 10 Min. infield practice starting 25 minutes prior to the scheduled start of the game and starts the game at bat.
4. **The National Anthem / Little League Pledge:** will be played or recited 5 minutes prior to official game time, as able, with a plate meeting of the Umpires & Managers commencing immediately after the National Anthem or Pledge.
5. Intermediate, Junior and Senior Divisions will follow Little League International Rules as well as any Local rules forwarded by the league that they are playing with or at.



## Major (Little League) Division Local Rules

1. **Equipment:** In general all Little League International rules must be followed for equipment. That includes rules that require the use of batting helmets, protective cups, and catcher's gear including throat guard on catcher's helmet, allowable bats and gloves. Long pants must be worn for all games and practices. Closed-toe shoes must be worn for all games and practices. Molded rubber cleats are RECOMMENDED, but not required. Metal cleats are NOT allowed at any time.

2. **Safety:** The managers and coaches are responsible for following the rules of the league and enforcing fair play. The managers and coaches are also responsible for the safety of all players on the field. Make sure players are not throwing bats after an at-bat, handling bats in the dugout area, etc. On deck batters are not allowed to warm-up with a bat in hand. No player is allowed to handle a bat until he/she becomes the person "at bat".

### 3. Home Team:

- a. Sets up the field (see the specific field rules for setup procedures).
- b. Occupies the third base side dugout on Field 1.
- c. Responsible for operating the scoreboard, announcing, and playing the National Anthem (if available).
- d. Responsible for providing the official scorekeeper and official Pitch-counter.
  - i. The official scorekeeper is also responsible for filling out the absentee log
  - ii. The official Pitch counter must be a separate individual from the official scorekeeper.
  - iii. After completion of games, managers must email or text the designated player agent or board member pitch count information
- e. Home team may take a 10 Min. infield practice starting 15 minutes prior to the start of the game and starts the game in the field.
- f. Home Team is responsible for supplying (2) league provided game balls (which can be retrieved from the snack bar).
- g. For inter-league games, the home team must do the tear down when the visiting team is from a different league. Home team must attempt to get the visiting team to help with the tear down.

### 4. Visiting Team:

- a. Takes down the field (See the specific field rules for take down procedures)
- b. Occupies the first base side dugout on Field 1.
- c. Visiting team may take a 10 Min. infield practice starting 25 minutes prior to the scheduled start of the game and starts the game at bat.

**5. Start time of game:** The umpire is the official timekeeper. Should the field official not have a timepiece, the official shall designate one of the Official Scorekeepers to be the official timekeeper.

a. Team Managers will be notified by the Home Plate Umpire of official scheduled game start and recorded in the Official Scorekeeper's scorebook prior to the start of the game.

b. Prior to commencing each game, all managers must submit to the official scorekeeper a list of all players on the team roster. If a player or players are not playing in that game their names must also be included and the reason they are not playing (excused absence, unexcused absence, injury or illness, not playing for disciplinary reason.)

**6. The National Anthem:** will be played 5 minutes prior to official game time, with a plate meeting of the Umpires & Managers commencing immediately after the National Anthem, if available.

**7. Length of Games:**

a. **Regular Season & End of Season Local League:** A regulation game will consist of six (6) innings, with no new inning started after 1 hour 45 minutes from the official game start time stated by the umpire unless extended because of a tie score, or shortened due to a run rule or called by the umpire. (See Little League Rules) Must finish the inning that has been started. A game will be considered a tie if the score is equal after six innings of play or after the time limit is reached. A Tie game that is called due to curfew, weather or umpire's discretion must continue play before the next scheduled game between the two teams, unless a manager from one of the team's concedes victory to the opposing team. All field lights must be off by 10:00pm

b. If play is stopped, due to weather or time limit, and if four full innings have been completed, the score will revert to the last complete inning. If however, the home team is at bat and is ahead then the score will be the total runs scored by each team.

**8. Batting Order:** All teams shall bat the entire roster present at the game.

**9. Substitutions:** Since the entire roster is batting, free substitutions are allowed as long as all other L.L.B. rules concerning player position assignments (e.g. catching, pitching, infield, etc.) and minimum playing time rules are met.

**10. Pitchers:** At least six players per team must pitch during the season. The intent of this rule is to promote the development of pitchers. The manager should work with the players during practice to determine if they can protect themselves and if their control is good enough to pitch in a game.

**11. Pitch Count:** All current year Little League pitch count rules will apply in their entirety.

**12. Batters:** CWLL has chosen to enforce optional rule 6.02 (c) (page 92): In summary, After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Exceptions are: On a swing, when forced out by a pitch, when "drag bunt" is attempted, when catcher does not catch the pitched ball, when a play has been attempted, when time has been called, when pitcher leaves mound or catcher leaves catcher's box, on a three ball count pitch that is a strike but batter thought it was a ball. Penalty; after one warning on a batter, a strike will be called.

**13. Sliding:** Sliding is allowed, although, Sliding headfirst approaching a base is illegal and the runner shall be called out. This is a safety rule. Sliding headfirst going back to the preoccupied base is legal. Coaches need to be teaching and refining proper sliding technique at this level.

**14. Run Rule:** A game will be called if the home team is leading by more than 10 runs after completion of the top of the fourth inning, or if the visiting team is leading by more than 10 runs after completion of the

bottom of the fourth inning.

15. **Innings:** A new inning begins at the moment the 3rd out is made. The Home Plate Umpire will enforce a 1-minute inning change over rule. From the time the third out is scored, both teams must complete their side change.

16. **Stealing:** All stealing is per the Little League regulations.

17. Any rule not mentioned or defined in this amendment is to be referred to the “Little League Official Regulations and Playing Rules”

18. PROTESTS will be managed per Addendum 1 Local Rules and Little League Rules Manual





## Minor (Kid Pitch) Division Local Rules

1. **Equipment:** In general all Little League International rules must be followed for equipment. That includes rules that require the use of batting helmets, protective cups, and catchers gear including throat guard on catcher's helmet, allowable bats and gloves. Long pants must be worn for all games and practices. Closed-toe shoes must be worn for all games and practices. Rubber cleats are acceptable, but not required. Metal cleats are NOT allowed at any time.

2. **Safety:** The managers and coaches are responsible for following the rules of the league and enforcing fair play. The managers and coaches are also responsible for the safety of all players on the field. Make sure players are not throwing bats after an at-bat, handling bats in the dugout area, etc. On deck batters are not allowed to warm-up with a bat in hand. No player is allowed to handle a bat until he/she becomes the person "at bat".

### 3. Home Team:

- a. Sets up the field (see the specific field rules for setup procedures)
- b. Occupies the third base side dugout when playing on field 2.
- c. Occupies the third base side dugout when playing on field 1.
- d. Responsible for operating the scoreboard, announcing, and playing the National Anthem, if available..
  - i. Responsible for providing the official scorekeeper and official Pitch-counter.
  - ii. The official scorekeeper is also responsible for filling out the absentee log
  - iii. The official Pitch counter must be a separate individual from the official scorekeeper.
- iv. After completion of games, managers must email or text the designated player agent or board member pitch count information
- e. Home team may take a 10 Min. infield practice starting 15 minutes prior to the start of the game and starts the game in the field.
- f. Home Team is responsible for supplying 2 league provided game balls (which can be retrieved from the snack bar).
- g. For inter-league games, the home team must do the tear down when the visiting team is from a different league. Home team must attempt to get the visiting team to help with the tear down.

### 4. Visiting Team:

- a. Takes down the field (See the specific field rules for take down procedures)
- b. Occupies the first base side dugout when playing on field 2.
- c. Occupies the first base side dugout when playing on field 1.
- d. Visiting team may take a 10 Min. infield practice starting 25 minutes prior to the scheduled start of the game and starts the game at bat.

5. **Start time of game:** The umpire is the official timekeeper. Should the field official not have a timepiece, the official shall designate one of the Official Scorekeepers to be the official timekeeper.
- a. Team Managers will be notified by the Home Plate Umpire of official scheduled game start and recorded in the Official Scorekeeper's scorebook prior to the start of the game.
  - b. Prior to commencing each game, all managers must submit to the official scorekeeper a list of all players on the team roster. If a player or players are not playing in that game their names must also be included and the reason they are not playing (excused absence, unexcused absence, injury or illness, not playing for disciplinary reason.)
6. **The National Anthem:** When available, will be played 5 minutes prior to official game time, with a plate meeting of the Umpires & Managers commencing immediately after the National Anthem
7. **Length of Game:**
- a. Regular Season - A regulation game will consist of five (5) or more completed innings, with no new inning started after 1 hour 30 minutes from the official game start time stated by the umpire and recorded by the official scorekeeper. Must finish the inning that has been started. A game will be considered a tie if the score is equal after six innings of play or after the time limit is reached. Games will end at 1 hour and 45 minutes. All field lights must be off by 10:00pm.
  - b. End of Season Tournament Game - A regulation game will consist of Six (6) or more completed innings, unless extended because of a tie score, or shortened due to a run rule or called by the umpire. (See Little League Rule) With the exception of Little League Rule X (a), and per neighborhood requirements; all field lights must be off by 10:00pm. A Tie game that is called due to curfew, weather or umpire's discretion must continue play the next day, before any other game within this same division can start. Unless a manager from one of the team's concedes victory to the opposing team.
  - c. If 4 or 6 innings are not completed by 10pm (when the lights must be off) then the game should be called due to curfew by the umpire and completed the next day before any other games commence.
8. **Batting Order:** All teams shall bat the entire roster present at the game. The manager should make every attempt to achieve the average at-bats per game per player to be equal. The intent is to ensure that each player get approximately the same number of at-bats through the season. The means for accomplishing this is up to the manager. One method would be to rotate the batting order each game starting with the last batter from the previous game.
9. **Substitutions:** Since the entire roster is batting, free substitutions are allowed as long as all other rules concerning player position assignments (e.g. catching, pitching, infield, etc.) and minimum playing time rules are met.
10. **Pitchers:** At least six players per team must pitch during the season. The intent of this rule is to promote the development of pitchers. The manager should work with the players during practice to determine if they can protect themselves and if their control is good enough to pitch in a game.
11. **Pitch Count:** All current year Little League pitch count rules will apply in their entirety.

12. **Batters:** CWLL has chosen to enforce optional rule 6.02 (c) (page 92): In summary, After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. Exceptions are: On a swing, when forced out by a pitch, when "drag bunt" is attempted, when catcher does not catch the pitched ball, when a play has been attempted, when time has been called, when pitcher leaves mound or catcher leaves catcher's box, on a three ball count pitch that is a strike but batter thought it was a ball. Penalty; after one warning on a batter, a strike will be called.
13. **Sliding:** Sliding is allowed, although, Sliding headfirst approaching a base is illegal and the runner shall be called out. This is a safety rule. Sliding headfirst going back to the preoccupied base is legal. Coaches need to be teaching proper sliding technique at this level.
14. **Run Rule:** A game will be called if the home team is leading by more than 10 runs after completion of the top of the fourth inning, or if the visiting team is leading by more than 10 runs after completion of the bottom of the fourth inning.
15. **Innings:** A new inning begins at the moment the 3rd out is made. The Home Plate Umpire will enforce a 3-minute change over rule or 8 warm up pitches thrown by the pitcher. From the time the third out is scored, both teams must complete their side change.
16. **Stealing:** All stealing is per the Little League regulations. With the exception of, intentionally leading off to draw a throw to advance is not permitted and will result in the runner being warned and sent back to previous base. Excessive attempts of intentionally leading off will result in the runner being called "OUT". Excessiveness will be determined by the umpire.
17. **Scoring Rule** - Scoring rules - Minor teams are limited to 5 runs per inning.
- a. A game will be called if the home team is leading by more than 10 runs after completion of the top of the fourth inning, or if the visiting team is leading by more than 10 runs after completion of the bottom of the fourth inning. Any rule not mentioned or defined in this amendment is to be referred to the "Little League Official Regulations and Playing Rules".
- b. If a team has scored 4 runs in an inning and has runners on any or all bases and the batter hits a ball over the Home Run Fence, all runs shall score. This would mean there is a possibility of a team scoring 6, 7, or 8 runs in an inning that has the 5 run maximum rule.



## **Minor (Coach Pitch) AKA "Farm" Division Local Rules**

**1. Equipment:** In general all Little League International rules must be followed for equipment. That includes rules that require the use of batting helmets, protective cups, and catchers gear including throat guard on catcher's helmet, allowable bats and gloves. Long pants must be worn for all games and practices. Closed-toe shoes must be worn for all games and practices. Rubber cleats are acceptable, but not required. Metal cleats are NOT allowed at any time.

**2. Safety:** We do not have umpires at Farm games. The managers and coaches are responsible for following the rules of the league and enforcing fair play. The managers and coaches are also responsible for the safety of all players on the field. Make sure players are not throwing bats after an at-bat, handling bats in the dugout area, etc. On deck batters are not allowed to warm-up with a bat in hand. No player is allowed to handle a bat until he/she becomes the person "at bat". Regular season Little League Baseballs must be used.

### **3. Home Team:**

- a. Sets up the field (see the specific field rules for setup procedures).
- b. Occupies the third base side dugout of field 3.
- c. Home team takes infield practice the 10 minutes immediately before the start of the game and starts the game in the field.
- d. Home Team is responsible for supplying 2 league provided game balls.
- e. The home team must do the tear down when the visiting team is from a different league.

### **4. Visiting Team:**

- a. Takes down the field (See the specific field rules for take down procedures)
- b. Occupies the first base side dugout of field 3.
- c. Visiting team takes infield practice from 20 minutes to 10 minutes before the scheduled start of the game and starts game at bat.

**5. Length of Games:** Games will be four (4) innings or no new inning after one and one half (1 1/2) hours. The time for ending the game may be altered by mutual agreement of the managers, but a game may not exceed five (5) innings or 1.75 hours from the scheduled start time, whichever comes first.

**6. Batting Order:** All teams shall bat the entire roster present at the game. The batting order should be rotated each game so that different lead-off batters start the game. The goal is to have each player have the same average at-bats per game during the season.

**7. Substitutions:** Since the entire roster is batting, free substitutions are allowed as long as all other rules concerning player position assignments and minimum playing time rules are met.

**8. Pitcher Position:** Being Coach-pitch, the player assigned to the pitcher position shall play on the 1st base side or 3rd base side of the pitcher's mound and must wear a batting helmet with a faceguard. This position is not required, if you are short players, skip fielding the pitcher position.

- a. The player "pitcher" shall not position themselves in front of the coach/pitcher at any time.



**9. Catcher Position:** Teams MUST utilize a player as a Catcher, and be located directly behind home plate. Catcher must wear a Catcher's helmet with mask and throat protector (skull caps are not permitted), long model chest protector and shin guards.

**10. Outfield:** Teams may field a maximum of ten 10 players. If a team elects to field 10 players on defense, 4 players must be positioned in the outfield when the ball is pitched.

**11. Ball and Strike Count:** The batter will bat until hitting a fair ball or receiving 7 pitches from the Coach regardless of the quality of the pitches. A batter hitting a foul ball on the 7th pitch will receive an additional ball until striking out or hitting fair. The pitching Coach will be responsible for calling the batter out on pitches.

**12. Bat Throwing:** A batter shall not throw his or her bat. Bats shall be dropped. A batter who throws his or her bat in a reckless manner shall be given a stern warning for the first offense; for a second offense in the same game, the player will be called out; for a third offense in the same game, the player shall be ejected from the game. Any manager or coach can initiate the warning or ejection. Both managers are responsible for the safety of all players on the field.

**13. Playing the hit ball:** Defensive team should attempt to make the appropriate play, even if the out cannot be made. Remember, the goal is to teach the game of baseball. I.E. A ball hit to the third base defensive player, the defense should be allowed to attempt the throw to first base, even if the runner has already crossed the base. The pitching coach should not have the ball thrown directly to them without the play being attempted.

**14. Stealing Bases:** No stealing will be allowed at any time. Stealing shall not be allowed on an overthrow on the return of the ball from the catcher to the pitcher. Players may only advance on a hit ball.

**15. Base-Running:** The intent of the Farm division is instructional. It is the batting team's responsibility to determine the appropriate number of bases to advance. Proper base running etiquette should be followed. As a guideline, a hit to the infield should advance the runners by one base. A hit to the outfield should advance the runners by two bases.

a. Runners may advance until the ball is returned to and controlled by the player who is the defensive pitcher and the defensive pitcher is positioned within the confines of the Infield. When this occurs, the ball is dead. The runner is awarded the base to which he was advancing, if he/she was within a step to the base they were attempting to acquire when play was stopped.

b. The runner may not taunt the pitcher in control to encourage a throw and must simply return to the base designated by the appointed umpire. The ball is dead when in control by the pitcher and no continuous action is attempted.

c. Runners are allowed only one base on an overthrow. An overthrow is a ball, which is thrown out of play.

**16. Maximum Runs & Batters Per ½ Inning:** The maximum number of runs per ½ inning is five or 3 outs. After five runs have scored or 3 outs completed, the team batting will take the field and start the next ½ inning. Managers are responsible to keep track of runs and outs accumulated in an inning.

**17. Base Coaches:** The manager or coaches of the batting team are allowed to take positions in the coaching boxes near the 1st and 3rd bases. All other adults must stay off the playing area. Base coaches will call their runners safe and out with the pitching coach having the final call.

18. **Defensive Coaches:** Two defensive field coaches are permitted on the playing field for instructional purposes. They must take positions in the outfield behind the infielders and should not distract the batter. An additional defensive coach may help instruct the catcher, but must remain off the field of play.

19. **Coach/Pitcher:** The coach/pitcher will pitch to his/her batters. The coach/pitcher will utilize the mound area, and may not be closer than 35 feet from the plate. No walks will be allowed. If a pitch hits a batter he will not be awarded first base, the ball is dead and the batter continues his/her turn at bat. The batter will be called out when the batter has 3 strikes and/or 7 pitches have been pitched to the batter. On the 7th pitch, the batter will be out, unless the 7th pitch and each successive pitch is a foul ball or hit fair.

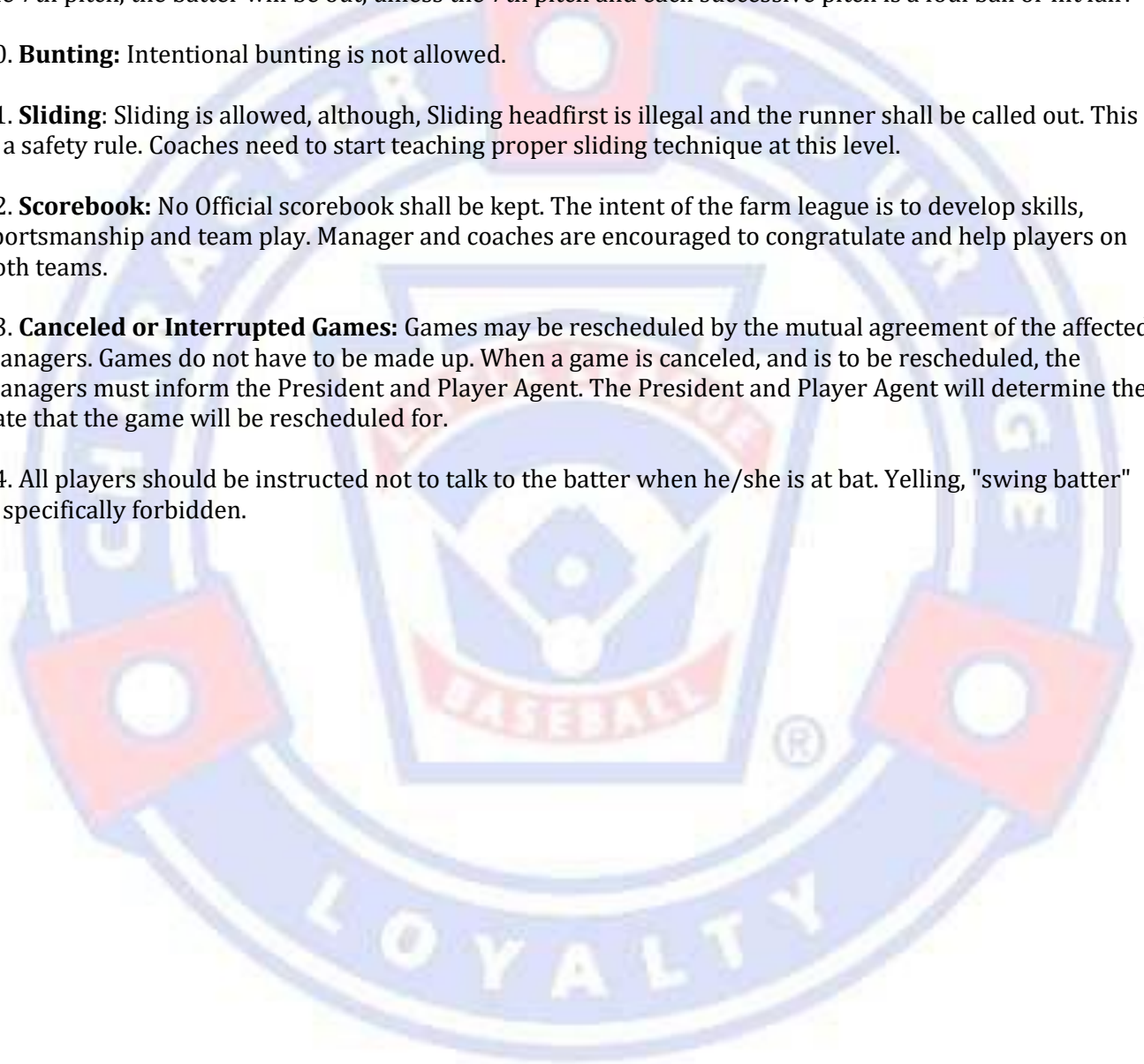
20. **Bunting:** Intentional bunting is not allowed.

21. **Sliding:** Sliding is allowed, although, Sliding headfirst is illegal and the runner shall be called out. This is a safety rule. Coaches need to start teaching proper sliding technique at this level.

22. **Scorebook:** No Official scorebook shall be kept. The intent of the farm league is to develop skills, sportsmanship and team play. Manager and coaches are encouraged to congratulate and help players on both teams.

23. **Canceled or Interrupted Games:** Games may be rescheduled by the mutual agreement of the affected managers. Games do not have to be made up. When a game is canceled, and is to be rescheduled, the managers must inform the President and Player Agent. The President and Player Agent will determine the date that the game will be rescheduled for.

24. All players should be instructed not to talk to the batter when he/she is at bat. Yelling, "swing batter" is specifically forbidden.



## **T-Ball Division Local Rules**

- 1. Equipment:** In general all Little League International rules must be followed for equipment. That includes rules that require the use of batting helmets, protective cups, and catchers gear including throat guard on catcher's helmet, allowable bats and gloves. Long pants must be worn for all games and practices. Closed-toe shoes must be worn for all games and practices. Rubber cleats are acceptable, but not required. Metal cleats are NOT allowed at any time.
- 2. Safety:** We do not have umpires at T-Ball games. The managers and coaches are responsible for following the rules of the league and enforcing fair play. The managers and coaches are also responsible for the safety of all players on the field. Make sure players are not sliding into bases, throwing bats after an at-bat, handling bats in the dugout area, etc. On deck batters are not allowed to warm-up with a bat in hand. No player is allowed to handle a bat until he/she becomes the person "at bat". Safety balls MUST be used.
- 3. Home Team:**
  - a. Sets up the field (see the specific field rules for setup procedures).
  - b. Occupies third base side dugout of field 3.
  - c. Home team takes infield practice the 10 minutes immediately before the start of the game and starts the game in the field.
  - d. Home Team is responsible for supplying 2 league provided game balls (which can be retrieved from the snack bar).
  - e. The home team must do the tear down when the visiting team is from a different league.
- 4. Visiting Team:**
  - a. Takes down the field (See the specific field rules for take down procedures).
  - b. Occupies first base side dugout of field 3.
  - c. Visiting team takes infield practice from 20 minutes to 10 minutes before the scheduled start of the game and starts game at bat. This rule does not apply to inter-league games.
- 5. Length of Practice:** practice shall not exceed 1 ½ hours
- 6. Length of Games:** Games will consist of four (4) innings. Innings are defined by ½ of the roster batting each inning. Therefore each child should get two at bats each game. No inning shall start after 1.5 hours from the scheduled start time of that game.
- 7. The purpose of the T-Ball division:** To introduce the kids to baseball and build a love for the game. The number of players on the teams will be kept as small as possible. Each player will play defensively in every inning. In addition, positions shall be rotated every inning so the kids have a chance to play as many positions as possible during the season. Exceptions can be made if the manager feels there may be a danger in placing a player at a particular position (e.g. pitcher and 1st base).
- 8. Defensive Players:** Each team shall field all defensive players with the extra players positioned as outfielders.
- 9. Pitcher Position:** The player assigned to the pitcher position will wear a batting helmet with faceguard. He or she will stand in the pitching area and field balls hit to him/her off the tee.



**10. Batting Order:** All teams shall bat the entire roster present at the game. The batting order should be rotated each game so that different lead-off batters start the game. The goal is to have each player have the same average at-bats per game during the season.

a. The manager or coach of the hitting team will position himself/herself behind home plate to place the ball on the Tee stand prior to each batter.

**11. Stealing Bases:** No stealing will be allowed at any time. Stealing shall not be allowed on an overthrow on the return of the ball from the catcher to the pitcher. Player may only advance on a hit ball.

**12. Leading-Off:** Leading-off is not allowed. A runner may leave his base after the bat makes contact with the ball.

**13. Bat Throwing:** A batter shall not throw his or her bat. Bats shall be dropped. A batter who throws his or her bat in a reckless manner shall be given a stern warning for the first offense; for a second offense in the same game, the player shall be called out. A third offense will result in ejection from the game. Any manager or coach can initiate the warning or ejection. Both managers are responsible for the safety of all players on the field.

**14. Infield Fly Rule:** The T-ball Division shall not observe the Infield Fly Rule as defined in the Little League Official Rules.

**15. Maximum Runs & Batters Per ½ Inning:** The maximum number of runs per ½ inning is five and the maximum number of batters is half of the roster. After five runs have scored or half of the roster has batted, the team batting will take the field and start the next ½ inning. Managers are responsible to keep track of runs accumulated in an inning.

**16. Base Coaches:** The manager or coaches of the batting team are allowed to take positions in the coaching boxes near the 1st and 3rd bases. All other adults must stay off the playing area. Base coaches will call their runners safe and out.

**17. Defensive Coaches:** Two defensive field coaches are permitted on the playing field for instructional purposes. They must take positions in the outfield behind the infielders and should not distract the batter. An additional defensive coach may help instruct the catcher, but must remain off the field of play.

**18. Sliding:** Sliding is not allowed.

**19. Scorebook:** No Official scorebook shall be kept. The intent of the T-ball division is to develop skills, sportsmanship and team play. Manager and coaches are encouraged to congratulate and help players on both teams.

**20.** All players should be instructed not to talk to the batter when he/she is at bat. Yelling, "swing batter" is specifically forbidden.