



# LOCAL RULES OF PLAY 2026

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## INTRODUCTION

The Cave Spring Little League Local Rules of Play are to be used to more clearly define, enhance, and where options are available, choose the options best suited for play toward a goal of providing a consistent, fun, safe, and competitive league. If any local league rule is in direct conflict with a Little League rule, the latter will govern.

**THE ABSOLUTE NUMBER ONE RULE IN LITTLE LEAGUE IS TO HAVE FUN (SAFELY)!** Please remember that the objective for the manager and coaches is to build character and citizenship through the game of baseball. If, at the end of the season, all the players on your team have fun and want to play baseball again with you as their coach, consider yourself a successful manager.

## CONDUCT

### SPECTATOR CONDUCT

- a. Any spectator being abusive or threatening to a manager, coach, umpire, or league official will be required to leave the premises by the umpire or a league official. The umpire will suspend the game if the individual ejected refuses to leave the premises. LL Rule 9.01 (f)
- b. All parents will be required by CSLL to sign a code of conduct.

### MANAGER AND PLAYER CONDUCT

- a. Any player, manager, or coach ejected from a game must leave the premises and cannot be on the premises for the next scheduled game.
- b. Any ejection will be addressed by the board and could result in suspension for the remainder of the year.
- c. Parents will discuss constructive concerns regarding the manager/coach, players or policy with the manager. If this is not satisfactory, they may then contact the Division Coordinator, and only if necessary will it be brought before the CSLL Board of Directors.

- d. Managers and players will be required by CSLL to sign a code of conduct.

### **GAMES, CURFEWS, SCHEDULES, RAINOUTS**

#### **GAME SCHEDULE**

- a. No team shall have to play more than one (1) late game per week on school nights (Sunday through Thursday) until school is out. Excluding make up games, no team will be scheduled to play three (3) consecutive days in each week.
- b. For all leagues, the calendar week will begin on Monday and end on Sunday.

#### **CURFEWS/TIME LIMITS/CANCELLATIONS**

- a. **Tee Ball and Coach Pitch**

60 minutes for Tee Ball

90 Minutes for Coach Pitch

Games should not be scheduled later than 6:00 pm.

- b. **Minor League**

No inning may begin after 1 hour and 45 minutes from game start time (see F).

Games shall not be scheduled later than 6:00 pm unless approved by the Board.

- c. **Major League**

During the school year on Sunday through Thursday, when there are two games scheduled for the same night on the same field, no inning may begin after 1 hour and 45 minutes from game start time. On nights where there is only 1 game scheduled or on weekends or after the school year, then no inning may begin 2 hours after game start time. Notwithstanding the above, for all games, no inning may begin after 10:00 pm. (LL Regulation X(a))

Games shall not be scheduled later than 8:00 pm.

- d. **Intermediate (50/70) League**

1) For games scheduled Sunday through Thursday:

- a) If a subsequent game is scheduled for the same field within 3 hours of scheduled start time, no inning may begin after 2 hours from game start time.

- b) Otherwise, no inning may begin after 2 hours and 15 minutes from game start time (see F).

2) For games scheduled Friday and Saturday, no inning may begin after 2 hours and 15 minutes from game start time (see F).

3) However, if the game has NOT reached the 5<sup>th</sup> inning by the time limit allotted, the game will continue until the 5<sup>th</sup> inning. This inning will be played until an "official game" is complete

4) Notwithstanding the above, for all games, no inning may begin after 10:30 pm. (LL Regulation X(a))

5) Games shall not be scheduled later than 8:00 pm.

- e. **Junior League**

1) For games scheduled Sunday through Thursday:

- a) If a subsequent game is scheduled for the same field within 3 hours of scheduled start time, no inning may begin after 2 hours from game start time.

- b) Otherwise, no inning may begin after 2 hours and 15 minutes from game start time (see F).

- 2) For games scheduled Friday and Saturday, no inning may begin after 2 hours and 15 minutes from game start time (see F).
- 3) However, if the game has NOT reached the 5<sup>th</sup> inning by the time limit allotted, the game will continue until the 5<sup>th</sup> inning. This inning will be played until an “official game” is complete
- 4) Notwithstanding the above, for all games, no inning may begin after 10:30 pm. (LL Regulation X(a))
- 5) Games shall not be scheduled later than 8:00 pm.

f. **ALL Divisions**

- 1) If game is tied and time is available, keep playing till completion of inning started before expiration of time, if time has expired, game ends in a tie and considered official.
- 2) The Division Coordinator may impose time limits on any game in certain situations (e.g. due to school SOLs) provided such limit is communicated to both teams prior to the beginning of that game.
- 3) In cases where the game begins before the scheduled start time, the game start time is the scheduled start time, not the actual game start time.
- 4) In cases of delay of game start due to field conditions or waiting on umpires, the game start time can be delayed no more than 15 minutes regardless of actual start time.  
*Example 1:* Game is scheduled to start at 5:45 pm on a school night or otherwise when a game is scheduled to follow this game (Majors). Game begins at 5:55 pm. Game start time is 5:55 pm. No inning can begin after 7:40 pm (Minors), 7:40 (Majors) or 8:10 pm (Intermediate (50/70)/Juniors/Seniors).  
*Example 2:* Game is scheduled to start at 6:00 pm on a school night or otherwise when a game is scheduled to follow this game (Majors). Game begins at 6:20 pm. Game start time is 6:15 pm. No inning can begin after 8:00 pm (Minors), 8:00 pm (Majors) or 8:30 pm (Intermediate (50/70)/Juniors/Seniors).
- 5) In cases of delay due to late completion of a previous game, the scheduled start time is actual start time but no more than 15 minutes after the completion of the previous game.  
*Example 1:* Game is scheduled to start at 7:45 pm. Previous game concludes at 7:40 pm. Game begins at 7:50 pm. Game start time is 7:50 pm. No inning can begin after 9:35 pm (Majors)  
*Example 2:* Game is scheduled to start at 7:45 pm. Previous game concludes at 8:00 pm. Game begins at 8:07 pm. Game start time is 8:00 pm. No inning can begin after 9:45 pm (Majors)
- 6) The next inning begins immediately after the third out of the previous inning (example – if the third out is recorded at 7:29 plus 58 seconds, the next inning begins at 7:29 plus 59 seconds).
- 7) No other reason other than those outlined above can delay the start of the game.
- 8) The plate umpire is the official timekeeper and must communicate to each manager and official scorekeeper game start time and time after which no inning may begin. Game Start Time will be recorded at the conclusion of plate meeting.
- 9) Delays (rain, lightning, light failures, etc) after the game has begun are included in time limits (i.e. they do not extend the time after which the final inning can begin).
- 10) Reference LL Rule 4.10 (e) –Mercy rule - 12 runs after 4 innings and 10 runs after five innings for CSLL games (Mercy rule does not apply in Tee Ball or Coach Pitch)

RAIN OUTS, LIGHT FAILURE, LIGHTNING, ETC.

a. **Tee Ball and Coach Pitch**

- 1) In cases of rain or lightning, thunder, etc., when games cannot be continued, please contact Division Vice President.
- b. **Major League and Minor League**
    - 1) In cases of rain, light failure, lightning, thunder, etc., when a game cannot be continued, if four (4) innings (3 ½ if home team is ahead), have been played, the game is complete and considered official.
  - c. **Interleague Play (Regular Season)**
    - 1) Cancelled games will be made up by agreement between Divisions VPs of all leagues involved.
  - d. **Intermediate (50/70), Junior and Senior League**
    - 1) In cases of rain, light failure, lightning, thunder, etc., when a game cannot be continued, if five (5) innings (4 ½ if home team is ahead), have been played, the game is complete and considered official.
  - e. **ALL LEAGUES**
    - 1) Cancelled games must be made up on the next available make-up day as determined by the Division Coordinator, keeping in mind that no team is permitted to have more than three activities per week (any combination of games & practices) pursuant to Roanoke County regulations limiting teams to three activities per week and four activities when school is not in session.
    - 2) The official scorekeeper (home team) should make note in official scorekeeper's book the exact point where stopped. Games of less than one (1) inning will be played over from the beginning. Games of one (1) inning but less than a complete game will be played from the point it was suspended.

#### POSTPONEMENT OF GAMES

- a. No coach shall ask to postpone a game, due to school trips, plays, vacation, etc. as long as he/she has eight (8) players [Majors/Intermediate (50/70)], seven (7) players [Minors].
- b. The only acceptable reasons for rescheduling a game due to a team not being able to field eight (8) players [Majors/Intermediate (50/70)], seven (7) players [Minors] are: participation of player(s) in a school related function, injuries or illness. Any team which fails to field a team for any other reason shall forfeit the game.
- c. **Coach Pitch/Tee Ball** – A minimum of seven (7) players is required per team. Should a team fail to field the minimum number of players within ten (10) minutes of the scheduled start time, the managers of the teams are encouraged to divide the players on hand so that a game may be played (reference Rule 1.01).
- d. **Minors** - A minimum of seven (7) players is required per team to start and finish a game (reference Rule 1.01).
- e. **Majors** – A minimum of eight (8) players is required per team to start and finish a game (reference Rule 1.01).
- f. **Intermediate (50/70) and Juniors** – A minimum of eight (8) players is required per team to start and finish a game (reference Rule 1.01).

#### PROTEST

- a. All protests must be made in accordance with Little League rulebook.

- b. A committee from within the board should render a decision within one (1) week after receiving protest. It is recommended that any protests at the Minor Leagues be settled before the next pitch.

#### DUG OUT

- a. For **Minor, Major, Intermediate (50/70), and Junior Leagues**, only the manager and two (2) coaches of the team will be allowed in the dugout and on the field once warm-ups begin.
- b. For all divisions, there can be two (2) adult base coaches provided there is one adult in the dugout.

#### TIES IN STANDINGS (**Majors, Intermediate (50/70), Juniors**)

- a. For a two (2)-way tie for first place, there shall be a one (1) game playoff.
- b. For a three (3)-way tie for first place, there shall be a two (2) game playoff. All teams should draw straws. All pitching rules apply to playoff games. Short straw gets the bye and plays winner of game between other two teams.
- c. Ties for other positions in standing will be decided by a flip of a coin.

#### **PLAYING RULES BY LEAGUE**

##### **A. Instructional Tee Ball (Ages 4 – 5)**

1. Game Play – The emphasis of Tee Ball is fun and instruction. A game score will not be kept.
  - a. Runners and Batters advance one base for every at bat.
  - b. When in the field, teams are encouraged to have up to four coaches standing at the edge of the outfield, to provide fielding and defensive instruction.
2. Games shall consist of three (3) innings or 60 minutes, whichever is longer
3. Batting Order – A consecutive batting order that includes each player on the team shall be established prior to the start of each game. Late arrivals shall be placed at the end of the order. All players bat in this order. The half inning ends when the batting team bats completely through its order. Batting orders should change each game to allow players to bat throughout the order during the season. It is recommended that for each game, move the leadoff hitter from the previous game to the bottom of the order and move everyone up one place.
4. Teams should have a coach assisting the batters with the ball and tee and providing instruction. Teams should also have base coaches for first and third.
5. Teams shall play a regular infield defense including a pitcher. There is NO Catcher in Tee Ball. The remaining players should be placed evenly throughout the outfield. Each player should play every position during the season.
6. For Instructional Tee Ball, a baserunner shall continue to occupy the base even if the defensive team records an out.
7. Players must be rotated every two (2) innings. No one player can play more than two (2) innings in the outfield in a three.
8. Players playing in the position of Pitcher and First Base are required to wear a batting helmet with a face guard.

##### **B. Tee Ball (Ages 6 – 7)**

1. Game Play – The emphasis of Tee Ball is fun and instruction. A game score will not be kept.
  - a. Runners and Batters advance one base for every at bat.
  - b. When in the field, teams are encouraged to have up to four coaches standing at the edge of the outfield, to provide fielding and defensive instruction.

2. Games shall consist of three (3) innings or 60 minutes.
3. Batting Order – A consecutive batting order that includes each player on the team shall be established prior to the start of each game. Late arrivals shall be placed at the end of the order. All players bat in this order. The half inning ends when the batting team bats completely through its order. Batting orders should change each game to allow players to bat throughout the order during the season. It is recommended that for each game, move the leadoff hitter from the previous game to the bottom of the order and move everyone up one place.
4. Teams should have a coach assisting the batters with the ball and tee and providing instruction. Teams should also have base coaches for first and third.
5. Teams shall play a regular infield defense including a pitcher. There is NO Catcher in Tee Ball. The remaining players should be placed evenly throughout the outfield. Each player should play every position during the season.
6. For Tee Ball, a baserunner shall be retired if the defensive team records an out and must return to the dugout. Bases will be cleared every 3 outs.
7. Players must be rotated every two (2) innings. No one player can play more than two (2) innings in the outfield in a three.
8. Players playing in the position of Pitcher and First Base are required to wear a batting helmet with a face guard.

### **C. Coach Pitch (Ages 6 – 8)**

1. Game Play – The emphasis of the Coach Pitch League is fun and instruction. Score will be kept but no records or standings will be maintained.
2. Each team shall be awarded three (3) outs per inning.
3. Runners and Batters advance one base for every at bat with the exception for a batter who may attempt to take second base following a hit that reaches the outfield grass on a hit, in the air or otherwise, not an overthrown ball. All other runners may advance two bases in order to allow for batter to advance accordingly. If advancement is not necessary for batter to reach second, then additional baserunners should only advance one base.
4. In every half-inning, the manager of the team in the field may call time out *once* to review the prior defensive play and instruct players on the proper way to perform the play.
5. Games shall be held to 90 minutes.
6. A consecutive batting order, which includes all players present, shall be submitted to each team's scorekeepers prior to the beginning of a game. Any player arriving after the game begins shall be placed at the end of the batting order. All teams shall bat consecutively through this order before returning to the top of the order. Batting orders must change each game to allow players to bat throughout the order during the season. For each game, move the leadoff hitter from the previous game to the bottom of the order and move everyone up one place.
7. All players on the team may play defense each inning. The defensive team must field a player at catcher, pitcher, first base, second base, third base, and short stop. All remaining players must be positioned in the outfield. All outfielders shall be positioned in the outfield grass at the start of each play. No outfielder may make an infield play. Should an outfielder tag or force a runner out in the infield, the out shall not be recorded and the runner shall be safe. The player pitcher must stand no more than six (6) feet to the right or left of the pitching rubber (not behind or in front of the rubber).
8. A batter shall receive six (6) pitches from the coach. The offensive team will provide the coach to pitch to their batters. Coach must pitch from a standing position. Pitcher shall begin motion at no more than 10 feet in front of the pitching rubber within pitching rubber zone. Coach Pitcher must

maintain spot entire game. Fielding glove must be worn by Coach Pitcher at all times. No strikes shall be called. A batter shall strike out should he swing and miss three pitches. No walks are awarded. Should the batter foul off the last pitch, another pitch shall be allowed. A batter hit by a pitch is NOT awarded first base. If a batter does not reach base after 6 pitches, they are out.

9. A ball hit into the pitching coach is an automatic single and a dead ball. All runners advance one base.
10. A batting team shall not be allowed to score more than six (6) runs in an inning. Once six (6) runs are scored, the half inning is over and the other team shall come to bat.
11. A team must have at least seven (7) players to field a team. Should a team fail to field the minimum number of players, the managers of the teams are encouraged to divide the players on hand so that a game may be played.
12. Players must be rotated every two (2) innings. No one player can play more than two (2) innings in the outfield in a three or four inning game.
13. No underhanded pitching by the coach.

#### **D. Minor League Division/Player Pitch (8 – 10)**

1. Mandatory Playing Time.
  - a) For teams with 12 players or less, each player must play a minimum of 6 non-consecutive defensive outs .
  - b) For teams with more than 12 players, each player must play a minimum of 6 consecutive defensive outs (LL Rule IV(i)). If a player plays no more than the minimum number of outs, then he must play at least twelve (12) consecutive defensive outs in the next game at which he is present.
2. For purposes of this rule, for a game in which the home team needs only a portion or none of its half of the 6<sup>th</sup> inning, a player on the visiting team will receive credit for playing three (3) defensive outs if he remains in the line-up for the entirety of the top of the 6<sup>th</sup> inning (including any at bat).
  - a) If the game is official but shortened by curfew, darkness, inclement weather, etc., then the next game requirement is void. Games suspended and not official are ignored.
  - b) Standard penalties apply for violation of mandatory play rule.
3. Batting Order– A consecutive batting order for all players must be submitted to the scorekeepers prior to the start of each game. Late arrivals will be placed at the end of the order. Players arriving late (i.e. after the start of the game) are not protected by the “all play” rule.
4. Two-Walk Rule – A team in the Minors may walk two batters per inning. After walking two batters and the umpire has called the fourth ball on a subsequent batter, the umpire shall declare the ball dead, and base runners may not advance. The batter’s coach shall become the pitcher. Using a descending pitch count, the coach will throw a maximum of three pitches, irrespective of whether the pitch is a ball or strike. Stated differently, if the batter has no strikes, the coach will throw three pitches; if the batter has one strike, the coach will throw two pitches; if the batter has two strikes, the coach will throw one pitch. Notwithstanding the foregoing, no at-bat can end on a foul ball. The umpire will remain on the field to determine foul, fair, and out calls. The coach will pitch from the rubber. The player pitcher must stand no more than six (6) feet to the right or left of the pitching rubber (not behind or in front of the rubber). The remaining players must play in their regular positions, without shifting.

**Note:** Following the final pitch of a full count, the umpire may declare that the pitch from the coach was “unhittable” (e.g. bounces in front of the plate, hits the batter, etc.) and award additional pitches until the coach delivers a pitch determined by the umpire to be “hittable”.

- a) The coach pitcher must exit the field of play immediately after the ball is put in play by the batter. If the coach pitcher is hit by a batted ball while in the field of play, the ball shall be declared dead, the base runners may not advance and the play is repeated. If, in the opinion of the umpire, the coach pitcher does not make every attempt to exit the field of play and/or interferes with a defensive player in any way, the batter will be called out and all base runners must return to their original bases.
  - b) Stealing and/or bunting are not allowed while the coach is pitching.
  - c) Coach Pitches are not counted in pitch count
5. Pitching – Please refer to the Little League Rule Book for pitching requirements and restrictions. Little League Official Regulations VI – Pitchers. In addition,
- a) Any pitcher whose pitches result in three (3) batters hit-by-pitch in one inning shall be replaced after the third batter is hit.
  - b) Intentional walks – Pitcher does not have to throw but Pitches will be counted towards the pitch count.
6. Fielders – Teams may play as many as ten (10) defensive players. The tenth player must be located in the outfield. All outfielders must be positioned on the outfield grass at the start of play (i.e. when the pitcher takes the rubber). After the ball is put in play by the batter, the outfielders may move onto the dirt infield but may not receive any thrown ball while on the dirt infield or make an unassisted infield play. If an outfielder receives a thrown ball while in the infield area of play, all runners shall be allowed to advance one base and any out made by the offending players shall be made null and void.
7. Stealing is permitted. The base runners may not leave the base they are on until the ball has reached home plate. A player may steal if the pitch results in a passed ball or wild pitch, as determined by the umpire.
- a) Baserunners may only advance one base per player-pitched, non-batted ball
  - b) Baserunners can not advance an extra base when a catcher attempts to throw out a base stealer. We are encouraging the catcher to make an attempt to throw out the baserunner.
  - c) No stealing is allowed from third to home to include pass balls and wild pitches
  - d) Base runners may not advance on overthrows from the catcher to the pitcher or from an overthrow to attempt to catch a baserunner stealing.
  - e) No stealing of bases will be allowed by a team winning by five (5) or more runs.
8. There is not a drop third strike rule in Minors. A batter cannot attempt running to first on a dropped third strike.
9. The maximum number of runs that may be scored in one half-inning is five (5). Once the fifth run has crossed the plate, the half-inning shall be considered complete. There is no Mercy Rule in Minors due to this rule.

**E. Major League Division (Ages 10 – 12)**

- 1. Playing time for each player will be as outlined by Little League Official Regulations IV – The Players (i).
- 2. Each team gets the field for ten (10) minutes before scheduled games, time permitting. After a previous game, time split evenly, visitor goes first. The umpire shall determine the times for warm-ups.
- 3. LL Rule 4.10 (e) – Ten (10) runs or more changed to read 12 runs after 4 innings and 10 runs after 5 innings.
- 4. When a dropped third strike occurs, the runner is able to attempt to run to first base until he is tagged out or they step on, or beyond dead ball territory. Once their foot touches dead ball

territory or beyond, they are to be called out by the umpire and no throw to force out the runner is required. This is defined as the black mat at the entrance to each dugout.

5. A Replacement Player Pool will be established to provide players when a team cannot field a team due to school functions, injuries, illness or any other board approved reasons. Each team is to supply a list of players who wish to be part of a Replacement Player Pool.
  - a) The Player Agent and appropriate Division Vice-President will make the selection of players only.
  - b) The Player Agent and/or appropriate Division Vice-President must be provided a 24-hour notice. A violation of this rule can result in the Board of Directors declaring a forfeit.
  - c) The replacement player cannot pitch or play infield and must bat in the 8<sup>th</sup> position of the starting lineup.
  - d) The replacement player must wear his team uniform.
  - e) A team can receive only enough replacement players to field a legal lineup.
  - f) The start of the game cannot be delayed to allow a replacement player to arrive. A game will be rescheduled or forfeited in accordance with Local Rule #5B under GAMES, CURFEWS, SCHEDULES, RAINOUTS.
  - g) A form must be signed by the player and his parent or guardian agreeing to be in the Replacement Player Pool.
6. Batting Order– A consecutive batting order for all players must be submitted to the scorekeepers prior to the start of each game. Late arrivals will be placed at the end of the order. Players arriving late (i.e. after the start of the game) are not protected by the “all play” rule. If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. If a player arises late to a game site, if the manager chooses to enter him/her in the lineup (see NOTE 4.01 NOTE 2), he/she would be added to the end of the current lineup. If a team starts with eight (8) players, the ninth (9<sup>th</sup>) position in the battering line-up will result in an out called for the ninth (9<sup>th</sup>) position in the batting line-up each turn at bat.
7. A team may use a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. COURTESY RUNNER is a player not currently in the batting order who may become a base runner for the pitcher and/or catcher provided there are two (2) outs in the half inning. See Rules 3.04 and 7.14(b) for conditions. NOTE: The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. Exception: If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out. See 7.14(b).

#### **F. Intermediate (50/70) League (Ages 11 – 13)**

1. Playing time for each player will be as outlined by Little League Official Regulations IV – The Players (i).
2. Each team gets the field for ten (10) minutes before scheduled games, time permitting. After a previous game, time is split evenly with visitor going first. The umpire shall determine the times for warm-ups.
3. LL Rule 4.10(e) – Ten (10) runs or more changed to read twelve (12) or more runs.
4. A Replacement Player Pool will be established to provide players who wish to be part of a Replacement Player Pool.
  - a) Player Pool can only consist of league age 12-year-olds.
  - b) The Player Agent and appropriate Division Coordinator will make the selection of players only.
  - c) The Player Agent and/or appropriate Division Coordinator must be provided a 24-hour notice. A violation of this rule can result in the Board of Directors declaring a forfeit.

- d) The replacement player cannot pitch or play infield and must bat in the 8<sup>th</sup> position of the starting lineup.
- e) The replacement player must wear his team uniform.
- f) A team can receive only enough replacement players to field a legal lineup.
- g) The start of the game cannot be delayed to allow a replacement player to arrive. A game will be rescheduled or forfeited in accordance with Local Rule #5B under GAMES, CURFEWS, SCHEDULES, RAINOUTS.
- h) A form must be signed by the player and his parent or guardian agreeing to be in the Replacement Player Pool.

#### **G. Junior (60/90) League (Ages 13 – 15)**

1. Playing time for each player will be as outlined by Little League Official Regulations IV – The Players (i).
2. Each team gets the field for ten (10) minutes before scheduled games, time permitting. After a previous game, time is split evenly with visitor going first. The umpire shall determine the times for warm-ups.
3. LL Rule 4.10 (e) – Ten (10) runs or more changed to read twelve (12) or more runs.
4. A Replacement Player Pool will be established to provide players when a team cannot field a team due to school functions, injuries, illness or any other board approved reasons. Each team is to supply a list of players who wish to be part of a Replacement Player Pool.
  - a) The Player Agent and appropriate Division Coordinator will make the selection of players only.
  - b) The Player Agent and/or appropriate Division Coordinator must be provided a 24-hour notice. A violation of this rule can result in the Board of Directors declaring a forfeit.
  - c) The replacement player cannot pitch or play infield and must bat in the 9<sup>th</sup> position of the starting lineup.
  - d) The replacement player must wear his team uniform.
  - e) A team can receive only enough replacement players to field a legal lineup.
  - f) The start of the game cannot be delayed to allow a replacement player to arrive. A game will be rescheduled or forfeited in accordance with Local Rule #5B under GAMES, CURFEWS, SCHEDULES, RAINOUTS.
  - g) A form must be signed by the player and his parent or guardian agreeing to be in the Replacement Player Pool.

#### **H. ALL Divisions**

1. Slow play will not be tolerated. Move fast and move on. Umpires will be asked to limit time between “at bats” to one (1) minute.
2. **One Foot in the Batter’s Box:** Batters must keep one foot in the batter’s box throughout their at-bat, barring eight exceptions provided in the rule book, during regular season games. If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. During tournament play, the rule is no longer an option and all batters will be mandated to keep one foot in the batter’s box throughout their at-bat, barring the eight exceptions provided in the rule book.
3. The umpire may call time during a play if an accident has occurred to a player that, in the umpire's judgment, is severe enough to warrant immediate attention. After calling time, the umpire shall direct the appropriate manager and coaches to attend to the injured player(s). The batter-runner

shall be awarded the base that, in the umpire's judgment, would have been reached if the injury had not occurred. All other runners shall advance only if forced by the batter-runner.

4. At no time shall any manager or coach argue with the umpires. Only the manager may discuss playing rules with the umpires. If the manager wishes to discuss the playing rules, he/she must first request a timeout before walking onto the field of play.
  - a) Any manager or coach leaving the dugout onto the field of play without having been granted timeout by the umpire shall automatically be ejected from the game and suspended from the league for a minimum of one (1) game. Only written rules may be discussed with the umpires. There shall be no discussion of balls and strikes or putouts. Intimidation of the umpires by managers, coaches and parents exhibits poor sportsmanship sets a bad example for our children and will not be tolerated under any circumstances.
  - b) Home team gets third base dugout and supplies baseballs.

### **FIELD RESPONSIBILITY**

1. The home team of the final game of the day is responsible for removing garbage and policing the field.
2. Home team manager of the final game of the day is responsible for returning scoreboard controls to the concession stand and turning off lights (lights are not to be turned off until field is policed, concession stand storage is organized, and garbage is removed).
3. Visiting team must provide an adult (18 years or older) for the press box. The game will not begin unless there is an adult in the press box.
4. Visiting team manager is responsible for providing one (1) adult to serve as announcer for the game. All players and sponsors should be announced during game.
5. Inter-league games – the hosting team will be the Home team and responsible for all items above.

**Be Safe. Have Fun. Build Teamwork Skills.  
Love Baseball. Repeat.**