

ORANGE LITTLE LEAGUE

2017 LOCAL HARDBALL RULES

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Vice President of Hardball Division: John C. Turner, Jr.

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I. Preface

The purpose of the following rules is to enforce and promote fairness, sportsmanship and appropriate conduct in the operation of Orange Little League baseball ("League"). The rules are designed to adopt, follow and/or conform to the 2017 Baseball Official Regulations and Playing Rules established and published by Little League International.

II. Rules Enforcement and Discipline

Violation by a manager or coach of any of these rules or the Code of Conduct distributed by Orange Little League, may result in: ejection from a game; suspension from future games; forfeiture of a game, or expulsion from Orange Little League, at the discretion of the Board of Directors. Managers are responsible for the conduct of their coaches and players. If a manager fails or refuses to take appropriate and sufficient measures to curb violations by their coaches or players, the manager may be subject to discipline. All disciplinary issues will be ruled upon by the Board of Directors, each having one vote.

III. The Teams

A. General

The League shall, at least 10 days prior to the first regular game, establish the number of players on each team. No team in the Majors or Eastern Divisions (see B.1 below) may have more than 15 nor less than 12 players, as required by the International Rule, unless there is a compelling reason for smaller rosters (e.g. balancing the amount of teams in the division; three or fewer teams) and player safety will not be compromised or jeopardized by having less than 12 players on a roster, but under no circumstances may a regular-season roster have less than 10 players. There is no minimum or maximum amount of players for the Tee Ball, Rookie and International Divisions. All teams in a particular division must carry the same number of players on their rosters unless there is a compelling reason otherwise.

B. Age Structure

1. Unless prohibited by Little League International rules, as set forth in the "2017 Baseball Official Regulations and Playing Rules," or these local rules, the ages for the various divisions are as follows*:

- Tee ball 5 & 6
- International 5, 6 & 7 (5 and 6 year olds must have played one year of Tee Ball)
- Rookie 7, 8 & 9
- Eastern 9, 10 & 11 (and 12 when not all 12s are playing in Majors)
- Majors 11 & 12
- *Minors 9 (if the numbers permit a league for nine year olds)

2. Every effort shall be exercised to maintain the type, number and the age makeup of the divisions established in these rules. However, the Player Agent, in consultation with the Vice President of the Hardball Division, may, based upon consideration of yearly registration numbers, propose adjustments to the kind, number of divisions and/or age makeup of any of the divisions. These adjustments may be proposed by the Player Agent if, in the opinion of the Player Agent, the player registration logically dictates the adjustments, player safety is not unduly compromised by the adjustments, and the adjustments will enhance the experience of the registered players. Proposed adjustments under this rule must be approved by a majority vote of the members of the Hardball Board.

NOTE #1: The purpose of this rule is to allow proposed adjustments based on registration numbers alone, not based on player ability. This rule cannot be cited as a reason for moving a single player or a group of players to a higher or lower league based on their playing ability.

NOTE #2: Only the Player Agent may propose adjustments under this rule. The Player Agent's proposal is then subject to a strict "Yes or No" vote of the Hardball Board.

IV. Managers

A. Qualities

The essential qualities of a qualified manager in the League include the following, though not necessarily in the order as listed: leadership ability; know-how and patience to work with and inspire young children; knowledge of the game and playing rules; ability to develop player skills and confidence; prior experience managing and coaching youth baseball and other sports; prior experience playing baseball; volunteer work for Orange Little League; willingness and commitment to promote fairness, sportsmanship and appropriate conduct in the way the game is played and the operation of the league. All selected managerial candidates must pass criminal background checks. These qualities will be assessed in the managerial selection process as outlined below.

B. Selection

1. Board Members Eligibility

The president of the league is may be eligible to be selected as tournament team manager or coach with written approval from the District Administrator. The Player Agent shall

not manage, coach or umpire in his or her respective divisions unless he or she obtains a waiver from the District Administrator and/or proper governing body. The Hardball Vice President may manage, coach or umpire.

2. Process

(a) All managers shall be voted in on a yearly basis. Each year, a Manager Selection Committee will be formed of active members of the Hardball Division and its officers. The Player Agent, or a Hardball Division officer who is not a candidate for manager, should chair the selection committee. Managerial candidates will not be part of the committee for the division(s) in which they are a candidate. The committee shall interview managerial candidates for the Majors, Eastern and Rookie league manager positions. Upon completion of the interview process, the committee will vote on the candidates by way of secret ballot. Only committee members present for all interviews will be eligible to vote. The selected candidates will be reviewed by the Hardball Division officers.

(b) In the event the Hardball Division officers have concerns about a selected managerial candidate, the candidate shall be invited to appear before the Hardball Division officers to answer whatever questions or concerns may exist. If, for whatever justifiable reason, a selected candidate is deemed unqualified for the position, an unselected candidate will be recommended as the replacement by the selection committee. The Hardball Division officers will then undertake the same review process before recommendation of the candidate to the Executive Board for approval.

(c) The candidates selected by the committee shall be presented to the Executive Board by the Hardball Vice President or, if there is a conflict, Player Agent or another designee.

(d) Managers shall select their coaches following the draft of their teams. Candidates for coaches shall be submitted to the Hardball Division officers. In the event the Hardball Division officers have concerns about the coaching candidate, the candidate shall be invited to appear before the Hardball Division officers to answer whatever questions or concerns may exist.

3. All manager candidates shall be excused from all Manager Selection Committee, Hardball and Executive Board meetings during the discussion and voting process for their division.

4. The recommendations of the Manager Selection Committee are to be kept strictly confidential until final approval by the Executive Board.

5. Managers will be responsible for the actions/conduct of their coaches and their players on the playing field and at team/Little League functions.

V. Players

A. League Age Determination Date Change

The new league age determination date is August 31, 2017.

For players born on or before April 30, 2005: The new age determination date of August 31 will be effective starting with the 2018 season. For the 2017 season, these players will use the April 30 age determination date.

For players born between May 1, 2005 and August 31, 2005: The new age determination date of August 31 will be effective starting with the 2019 season. For the 2017 and 2018 seasons, these players will use the April 30 age determination date.

For players born on or after September 1, 2005: The August 31 age determination date will be effective immediately, starting with the 2016 season. This was the implementation used for the 2015 season, with players turning 4 to 9 years old during the 2015 calendar year to use the December 31 age determination date. That implementation remains in place, except instead of using December 31, the date is August 31.

B. Selection/Draft

1. General Information

(a) Managers cannot select more than eight players in any given age group. Players shall never be told the position in which they were drafted.

(b) A manager's child(ren) may be protected to be on the manager's team. The protected child(ren) must be chosen by the designated round in his age group. The designated round and position in the round is to be based on consensus of the managers and Player Agent. Final resolution will be at the discretion of the Player Agent. A manager has no right to protect any player other than his child(ren), but accommodations may be made by consent of the managers, with approval from the Player Agent. Coaches will be selected by the managers after the draft.

(c) A manager will make the selection of all draft choices, but may invite another coach to assist at the tryouts and draft, at the discretion of the Player Agent.

2. Majors and Eastern Divisions

(a) Major and Eastern Division teams will have 12 players on a team unless there is a compelling reason for smaller rosters (e.g. balancing the amount of teams in the division; three or fewer teams) and player safety will not be compromised or jeopardized by having less than 12 players on a roster but under no circumstances may a regular season roster have less than 10 players.

(i) Majors teams will carry on their roster (a) no more than eight 12 year olds; (b) no 10 year olds (unless in compliance with III(B)(2) above); (c) no nine year olds and, upon compliance with (a) and (b), (d) the remainder shall be 11 year olds. "Call ups" from the division immediately below are not considered players on the team, and only play in a game to avoid forfeiture by the team.

(ii) Eastern teams will carry on their roster (a) no more than eight 10 year olds; (b) no eight year olds (unless in compliance with III(B)(2) above); (c) no seven year olds and, upon compliance with (a) and (b), (d) the remainder shall be 9 year olds. Call ups are not considered players on the team, and only play in a game to avoid forfeiture by the team.

(b) There shall be a tryout to be drafted onto a Majors' team except for 12 year olds when it has been determined by the Player Agent that all 12 year olds should be playing in the Majors. In such case, and in the case of a 12 year old who played the previous season in the Orange Little League Majors, the "try out" shall be for evaluation purposes to assist managers with their draft selection. Eleven year olds who have not previously played in the Majors will participate in a "try out" unless the Player Agent determines all 11 year olds should be playing in the Majors. In such case, the try out is for evaluation purposes only as set forth above.

(c) Eastern shall be considered for 12 and 11 year olds not playing Majors, 10 year olds and 9 year olds. Due to the change in the league age determination date, all 9 year olds will "try out" to determine who is best suited to play at the Eastern level unless the Player Agent finds the tryout unnecessary. In that instance, all 9 year olds will be available to be drafted on an Eastern team by the consensus of the managers and the approval of the Player Agent. Twelve and 11 year olds may request to "play down" in Eastern with the approval of the Player Agent.

(d) The draft order will be determined randomly by managers drawing numbers to determine who picks first, second, third, etc. with this exception:

(i) Managers' sons will be slotted in a position in a round of the draft based upon a consensus of the managers and Player Agent, the latter having the final authority to decide where the player should be placed. With no exceptions, managers' sons who are considered first round players will be slotted in the first round. If it proves too difficult or cumbersome to slot managers' players beyond the first round (i.e. a consensus of the managers and the Player Agent cannot be reached despite deliberative debate on the subject), the manager of a latter round player will randomly draw a number to determine the manager's draft position (beginning in the first round).

(e) Order of Picks

(i) For Majors, all 12-year-old players are drafted first, followed by all 11-year-old players, unless the Player Agent decides there is a compelling reason to alter the sequence to facilitate a fair and reasonable draft result. Such a sequential change must be announced prior to the beginning of the draft.

(ii) For Eastern, all 12-year-old players (if any are not playing in Majors) are drafted first, followed by all 11-year-old players (not playing Majors), 10-year-old players, 9-year-old players and 8-year-old players unless the Player Agent presents a compelling reason to alter the sequence to permit a fairer and reasonable draft result. Such a sequential change must be announced prior to the beginning of the draft.

(f) When 12s and 11s in Majors, and the 10s and 9s in Eastern, are selected separately, to avoid an unfair advantage to one or more teams, the Player Agent shall require the draft order to be reversed for the 11 year olds in Majors and 9 year olds in Eastern. That is, for example, the manager that picked sixth in the 12-year-old draft will be allowed to pick first in the draft of the 11 year olds; the manager that picked fifth in the 12 draft will pick second, and so forth.

(g) After each draft round the teams will rotate their position in the draft by drafting in reverse order of the preceding draft round so as to produce an "S" shaped draft.

(h) If a player is drafted by any Majors team and refuses, without a justifiable reason, the opportunity to play with the team, the player, for that season only, forfeits the right to play in the Majors for any team.

(i) Any questions on draft procedures by a manager will be covered in an open discussion with the Player Agent and all managers at or before draft night.

(j) If there are any unusual circumstances not covered in these rules, including possible trades for justifiable reasons, the Player Agent will have the final decision on the order of the draft and draft procedures.

(k) Replacing a Player

(i) If a player is unavailable to a team for a game, the team may call up a player from the Eastern Division to play. However, no team may use the services of a particular "call up" player more than three times during a season. All call ups must be approved by the Player Agent (See Rule VI(E) below).

(ii) If a player is unavailable for fifteen (15) consecutive days or more after the last game played for reasons other than injury, family concerns or other justifiable reasons, as evidenced by the league's official scorekeeper's book, the player may, with Player Agent and Board approval, be considered released from the Majors' team.

3. Rookie Division

(a) Draft order will be determined by each manager randomly drawing a draft position number or by another method the Player Agent determines is more suitable and fair given the circumstances.

(b) The Rookie Division shall be for 8 and 7 year olds, and 9 year olds if the Player Agent, with consultation with the Vice President of Hardball, determines the player's safety and general well being would be jeopardized if he or she played in the Eastern Division. All 8 year olds will "tryout" to determine who is best suited to play at the Rookie level unless the Player Agent finds the tryout unnecessary. In that instance, all 8 year olds will be available to be drafted on a Rookie team by the consensus of the managers and the approval of the Player Agent.

(c) After each draft round the teams will rotate their position in the draft by drafting in reverse order of the preceding draft round so as to produce an "S" shaped draft.

(d) Managers' sons will be protected. The protected sons must be chosen by the designated round in his age group. The designated round is to be based on prior season's performance (including statistics) and through the consensus of a majority vote of the division managers. The Player Agent will make the final designation of the round in which a manager's child shall be chosen if no consensus or majority vote is possible.

(e) No provision or accommodation is to be made for a manager to protect any child with the exception of his son. Coaches will be selected after the draft is complete.

4. Coach Pitch

(a) Team rosters for the Coach Pitch Division will be determined by the Player Agent and Hardball Vice President utilizing a variety of factors including player evaluations, knowledge of the player's past performance and up to one coaching suggestion from each league manager. Approval of the team rosters will be based on the consensus of league managers with any disputes to be settled by the Player Agent.

(b) The Player Agent may allow the managers to draft the players, as set forth in the Rookie Division procedure, but the Player Agent has final approval and, at his discretion, make any changes if he/she feels it will create a fairer league. After each draft round the teams will rotate their position in the draft by drafting in reverse order of the preceding draft round, so as to produce an "S" shaped draft (See instructions set forth in the Majors, Eastern and Rookie divisions above).

C. Mandatory Play

Every rostered player present at the start of the game will play defensively for a minimum of four innings unless the player is injured or ill or there is a compelling reason to sit the player for more than two innings, or the game ends prior to a team playing six defensive innings.

Penalty: The player(s) involved shall start the next scheduled game and complete any previous requirement not completed above and the requirement for this game before being removed.

The manager in violation of this rule shall: receive a written warning for the first offense, suspension for the next scheduled game for the second offense and suspension for the rest of the regular season for the third offense.

D. Uniform

1. All players in all divisions must wear team caps and shirts while participating in a game. If not, they can't play in the game.
2. All male players must wear athletic supporters.
3. All male catchers must wear (a) an athletic supporter with a metal, fiber, or plastic cup; (b) a face mask with a hanging throat guard; (c) chest protector; and (d) shin guards.
4. All batters requesting to use a safety helmet with face guard will be provided with such a helmet before being pitched to. If requested by his/her parent/guardian, the batter must wear a safety helmet with face guard.

VI. The Games, in General

A. Scheduling of Regular Season Games

The Player Agent or his designee will make and distribute a schedule of all games with the home team listed first.

B. Manager/Coaches

1. Only approved managers and coaches, umpires, scorers, league officials and players are permitted on the playing field during a game. No siblings or parents, other than above, are permitted on the playing field at any time.
2. There will be no dispute or challenge of an umpire's call on the field beyond one initial request by the respective manager to have a call reconsidered or explained based upon a specific written rule. Judgment calls at the bases shall not be contested except the protesting manager may request the field umpire to ask the home plate umpire for assistance in ruling upon a highly questionable call.
3. Each team, other than in the Tee Ball divisions, will have one manager and two rostered coaches. Additional non-rostered assistant coaches will be permitted, but only rostered managers and coaches may be on the playing field or in the dugout during any game, except at the discretion of the Player Agent. For the Majors, Eastern, Rookie and Coach Pitch Divisions, the following rules will apply regarding members of the coaching staff on the field:
 - a) While a team is at bat, only the manager and coaches will be allowed on the field and the coaches will be in the designated coach's box. All other members of the coaching

staff must be in the dugout. In the Rookie and Coach Pitch leagues, one coach will be designated as the Pitching Coach.

b) While a team is in the field, the manager may be outside the dugout near the entry way to the dugout. Coaches shall remain in the dugout. In Coach Pitch, no more than two coaches may be in the outfield while their team is on defense.

C. Game Time Procedures

1. Pre-game fielding practice, all divisions.

The visiting team will take the field one half hour before the scheduled game and be allowed 10 minutes of field practice time. The home team shall then be allowed 10 minutes of field practice time. If the visitors are late they must clear the field 10 minutes before the scheduled game time.

2. Lineups

Prior to the scheduled start of the game, each manager must submit a lineup of players to the official scorekeeper *and the opposing team*. In the event a player arrives late, he may be added to the bottom of the lineup. This will become the official lineup for the game.

3. Starting Game

The official time for all games will be kept by the game umpire. The applicable time limit starts when the umpire calls "Play ball." The umpire in chief of each game keeps the official time. At the time a game is scheduled to start, the umpire will immediately advise the manager of each team. In Majors and Eastern, a team must play with no less than eight players.

4. Time Limits

The following game time limit restrictions will be enforced in all International, Rookie, Minors, Eastern and Majors Division games: All weekday games are subject to a two hour time limit and all Saturday and Sunday games are subject to a two and a half hour time limit. Prior to the first pitch, the home plate umpire will announce the time for both coaches. No new inning will start after one hour and 55 minutes (weekday) and 2 hours and 25 minutes (weekend). Playoff games will not be subject to time limit restrictions. Fall baseball games are all limited to two hours with no grace period.

D. Postponed or Suspended Games

1. After the commencement of the game, the Umpire in Chief will make the final decision on calling or playing the game when weather or field conditions are questionable. Prior to the start of the game, the Vice President of Hardball, Player Agent or his designee shall make the decision.

2. In the event the game is suspended with a tie (after four innings have been played), the same official lineup must be used in the continuation game. Completion of a suspended game constitutes an official game but does not constitute a double header.

3. Decisions of the Player Agent or his designee on rescheduling suspended or postponed games, in accordance with the guidelines below, shall be final.

4. Games shall be played on the next open date in the schedule or an agreed upon time set by the Vice President, Player Agent or his designee. Open dates are defined as any day of the week on which no games are scheduled for both of the involved teams.

5. Teams shall not be compelled, as a result of makeup games, to play more than four games in one week or to play games on four consecutive days. A playing week is defined as Sunday through Saturday.

6. Games shall be rescheduled in the order in which they were postponed or suspended.

7. Rainouts: If three games are rained out, game one will be played on the first open date. If that game is rained out, it is moved to the end of the schedule.

8. Changing or shifting games in the official schedule shall not be allowed for any reason, unless a compelling situation should arise. The change must be approved by the Player Agent.

9. Sunday may be used as an open date available for makeup games.

10. All pitching rules specified in the International Little League Rules for the current year shall apply.

11. Every effort shall be made to play makeup and suspended games before the final date of the official schedule for each division. Exceptions may be made only based on these Rules, and not because of the absence of players, managers, coaches or similar reasons.

E. Alternates or "Call ups"

1. Any Majors or Eastern Division team unable to field nine players for a game may select an Eastern (for Majors) or Rookie (for Eastern) Division player as an alternate or "call up" for that particular game.

2. If the manager of a Majors' team believes it is likely the team will have less than nine players at game time, he may, after obtaining consent of the Player Agent, contact an eligible alternate player and request the player play for his team for that game.

3. All call ups will play a minimum of four innings. Every effort by the manager should be given to protect the alternate from injury or an overmatched game situation.

The manager should assess the player's ability and put him in positions that will reduce the chance of harm to the player. One way to alleviate any possible harm is to play the alternate more in the outfield than infield.

4. All call ups must play a minimum of four innings.
5. Alternates shall not be allowed to pitch.
6. Alternates will bat last in the batting order.
7. Players may be called up to play three times by each Majors or Eastern team, whichever applies, as an alternate, during the season.
 - (a) Call ups that have played in three games as an alternate may not play for that team as an alternate for the remainder of the season.
 - (b) Every attempt should be made by parents and coaches to encourage their children and players, respectively, to play, if capable and safe, as a call up for the team that requests him to play on a given day. The player should not select or be directed to play on a certain team or teams. Such preferences for certain teams or refusals to play for others may result in the player being deemed ineligible to play for any Majors or Eastern team for the rest of the season as an alternate.
8. A Rookie Division player may be called up to play three times by each Eastern League team, as an alternate, during the season.
9. If the call up is added as the 10th player on the team, the call up may not play more than four defensive innings. In no case shall a call up play more innings on defense than a rostered Majors or Eastern player unless there is a compelling reason to do so.

F. Use of the Henry Roche Field

1) Henry Roche Field shall not be used as a practice field by any team of any division during the regular season unless there is a compelling reason that is fair to all teams. Majors teams get priority of use. Goldberg Field and OT 1 may be used for practice, with Majors' team having first priority, if the Player Agent so approves. The League will schedule times to ensure equal practice time on those two fields for all teams. All teams that use Goldberg or OT 1 for practice must rake the field properly when practice is complete. Failure to do so will result in forfeiture of the team's next scheduled practice date. Practice fields will be assigned by the Player Agent. Every effort will be taken by the League to preserve the quality of the fields during the season. Given this concern the League may limit the use of the field during the season but any limitations will apply equally to all teams. No team will get to use the field more than another unless a team doesn't elect to use the field when it is its turn to do so.

2. There is no batting practice before any game on the field.

3. The field may be used for Eastern and Rookie Division games at the discretion of the Player Agent.

Note: The Brinley and DeGenarro Fields will not be used for practice by any Orange Little League teams (ages 5-12).

VII. Playing Rules

A. Preface

All Orange Little League divisions and teams are governed by the 2017 Baseball Official Regulations and Playing Rules established and published by Little League International except to the extent supplemented, modified, amended or clarified by these Local Rules. "Special Rules" are pointed out below but all managers and coaches should refer to the official rules published by Little League International for a thorough and clear understanding of all playing rules.

B. On Deck Batters—All Levels

The on-deck position is NOT permitted in any of the Orange Little League divisions. Fenced-in areas shall not be used for an on-deck batter. Only the first batter of each half inning will be permitted outside the dugout between half innings. The next batter should be ready with helmet on, but may NOT pick up a bat until his/her turn at-bat.

Further, players shall not swing bats outside dugouts or in the playing field area at anytime other than when the batter is at bat against the pitcher during the game. The batter may take practice swings outside the batter's box during the batter's turn at bat.

This Rule is designed to prevent injuries to all persons in the playing field area and will be strictly enforced. Managers and coaches are responsible for enforcement of this Rule and will face possible disciplinary action if not followed.

C. Special Rules

1. Majors and Eastern Divisions

A. Mandatory Play

(a) At all levels, every player on a team will play a minimum of four innings on defense provided the game is six innings or more. Please see Rule V(C) above for further details on penalties for failure to follow the rule.

B. Continuous Batting Order

Each member of a team must bat in a consecutive order (e.g., if 12 players are present, a 12-player batter order will be established for the entire game).

C. Stealing Bases

(i) Majors: Players may steal any base, including home plate.

(ii) Eastern: Players may steal second or third base but shall not advance on an overthrow from the catcher. Players shall not advance from any base on an errant throw back to the pitcher from the catcher. Further, players may advance only one base on a wild pitch or passed ball, including home. A runner may attempt to advance to the next base if the catcher or pitcher attempts to pick him off immediately prior to or after a pitch is thrown.

NOTE 1: If a runner in Eastern advances more than one base on a steal attempt, passed ball or wild pitch the umpire(s) will be return the runner to the base without penalty.

NOTE 2: A runner in Eastern shall not advance to second base before another pitch has been thrown after a base on balls.

D. Runs per Inning

Teams may score as many runs as possible each half inning in the Majors Division. In Eastern, a maximum of five runs are allowed per half inning. Once a team has scored the fifth run, the half inning is complete, except for the last inning in which there is no maximum amount of runs.

E. Courtesy runners

A courtesy runner may be used for the catcher with two outs in the inning. The runner must be a player who made the last out as either a batter or runner.

2. Rookie and Coach Pitch Divisions

A. Mandatory Play

Each player on a team must play a minimum of four innings on defense.

B. Continuous Batting Order

Each member of a team must bat in a consecutive order (e.g., if 12 players are present, a 12-player batter order will be established for the entire game).

C. The Nine Batter Rule--Coach Pitch League

The inning is ended after the ninth batter has batted or after three outs are made, whichever comes first.

D. Fielders

Ten players shall be utilized in the field and there shall be four (4) outfield positions.

E. Coach and Player Pitching

Rookie Division: Unless the coaches agree otherwise prior to the game, coaches will pitch to batters in five of the six innings for Weeks 1-3, and four of the six innings in the next three weeks. In the last two weeks of the season coaches will pitch three of the six innings.

Coach Pitch Division: Coaches pitch the entire game.

F. Pitches to Batters

Batters shall receive a total of seven (7) pitches when being pitched to by their coach. A batter is out if he or she swings and misses four pitches. If the batter has two strikes and proceeds to foul off consecutive pitches, the batter continues the at bat beyond the six pitch limit. No walks are allowed.

G. The Five Run Rule. A maximum of five runs are allowed per half inning. Once a team has scored the fifth run, the half inning is complete.

H. Base stealing is not allowed. Base runners may not leave a base until the ball is struck by the batter.

I. The defensive player occupying the pitcher's position when a coach is pitching must take a position within a seven (7) foot radius of the pitcher's rubber.

J. No bunting is allowed in the Coach Pitch Division. Any batter who bunts will be declared out by the umpire.

K. The batter and runner(s) may advance when a fair ball is hit. After a ball is hit runners may advance until the ball is in the possession of an infielder who is in control of the ball in the infield area. Runners more than halfway to the next base are awarded that base. If a runner less than halfway to the next base must return to the prior base.

L. The defensive player at the catcher's position must wear proper uniform and protective equipment, including cup. The catcher may, however, use a glove other than a catcher's mitt.

M. Adult Coaches are allowed to coach in the coaches' boxes at first and third base.

N. Good judgment and common sense should be exercised by all managers and coaches, considering the boys and girls at this age are extremely impressionable. Teach fair play and sportsmanship. Remember that umpires make judgment calls and are also in a learning situation.

O. In the Rookie Division, a game must be played with no less than eight players. In Coach Pitch, there may not be more than 10 defensive players in the field unless the managers agree otherwise.

P. The Infield Fly Rule does not apply in either division.

D. Pitching

1. Any player on a regular season team may pitch.

2. A pitcher removed from the mound cannot return as pitcher.

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

11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

Exception: If a pitcher reaches the limit imposed in Rule VII(C)(3) for his/her division age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

- (a) The batter reaches base;
- (b) The batter is put out, or
- (c) The third out is made to complete the half inning

NOTE 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

NOTE 2: A pitcher's pitch limit is determined by the age group of the division he or she plays in. For instance, if an 11 year old pitches in Eastern (the division designed for 9 and 10 year olds), he or she may not throw more than the 9-10 age limit of 75 pitches per day.

NOTE 3: Any player who has played the position of catcher in four innings is not eligible to pitch on that calendar day. A catcher receiving one pitch to a batter in the fourth inning constitutes having caught four innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

4. The Official League scorekeeper is the official pitch count recorder.

5. Pitchers league age 12 and under must adhere to the following rest requirements:
- If a player pitches 66 or more pitches in a day, four calendar days of rest must be observed;
 - If a player pitches 51-65 pitches in a day, three calendar days of rest must be observed;
 - If a player pitches 36-50 pitches in a day, two calendar days of rest must be observed;
 - If a player pitches 21-35 pitches in a day, one calendar day of rest must be observed;
 - If a player pitches 1-20 pitches in a day, no calendar day of rest must be observed.
6. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
7. The official pitch count recorder should inform the Umpire in Chief when a pitcher has delivered his/her maximum limit of pitches for the game. The Umpire in Chief will inform the pitcher's manager the pitcher must be removed, but the failure of the pitch count recorder to notify the Umpire in Chief and/or the Umpire in Chief's failure to notify the manager does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
8. Violation of any section of this regulation can result in protest of the game. Protest shall be made in accordance with Playing Rule 4.19 in the International Rule Book.
9. Twelve year olds may not pitch in the Eastern Division.
10. A player may not pitch in more than one game in a day.

NOTES:

- (a) Pitches delivered in games declared regulation tie games or suspended games shall be charged against the pitcher's eligibility.
 - (b) In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided the pitcher has observed the required days rest.
 - (c) Calendar days refers to days between games. Example: If a pitcher throws 70 pitches on Saturday the pitcher cannot pitch again until Thursday when he or she has fulfilled four calendar days of rest.
11. Manager or Coach trips to the pitcher (Rule 8.06 of the International Rules).

- (a) A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher.
- (b) A manager or coach may come out three times in one game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher.
- (c) The manager or coach is prohibited from making a third visit while the same batter is at bat.
- (d) A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

VII. Majors and Eastern Playoffs

A. General

1. The League championships shall be determined in tournament fashion, with the regular season records used for seeding purposes only. The specific number of games in the regular season and in the tournament may vary from year to year based on the number of teams, number of games and rain outs, but all play, including the championship tournament, shall be completed prior to the commencement of All-star play.
2. All regular and special league playing rules will be observed during any and all games. All rules, including player participation, must be observed.
3. There will be no co-champions or co-winners. If a team is not able to field nine (9) players, or if the manager and coaches of a team are unavailable, that team shall forfeit, as determined by the Player Agent.

B. Format

1. In a five-team league, the teams with the fourth and fifth best records will play first; the winner of the 4-5 game will play the top-seeded team on the same night the second and third best teams play. The winners of those two games will play for the championship.
2. In a six-team league, the third-seeded team plays the sixth-seeded team and the fourth-seeded team plays the fifth-seeded team on the same day. The team with the lowest win-loss record from those games plays the top-seeded team next. The other semifinal game plays the same day. The winners of the semifinals play for the championship.
3. In a seven-team league, the teams with the sixth and seventh best records play first; the third-seeded team plays the winner of the 6/7 game and the fourth-seeded team plays the fifth-seeded team on the same day. The team with the lowest win-loss record

from those games plays the top-seeded team next. The other semifinal game plays the same day. The winners of the semifinals play for the championship.

4. In an eight-team league, the team with the best record plays the team with the eighth best record, No. 2 plays No. 7, No. 3 plays No. 6 and No. 4 plays No. 5. The top remaining seed then plays the lowest remaining seed. The other semifinal plays on the same day. The winners of those two games will play for the championship.

5. Playoff games in all divisions may be scheduled on Sundays, but Sundays should be avoided if possible.