



2010
Junior/Senior League
Coaches Manual

"PUT ME IN COACH, I'M READY TO PLAY, TODAY"
JOHN FOGARTY, "CENTERFIELD"

Junior/Senior League Manual
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SECTION 1

INTRODUCTION

Dear Manager,

Welcome to Glastonbury Little League Baseball and thanks for committing the time you will be spending working this season with the youngsters on your team. As a team manager, you are the heart and soul of our program. With you lies the responsibility for its success.

It is the program's objective to teach baseball and sportsmanship, build self esteem in each player, to have fun, and to create in each player the desire to be the very best he or she can be. A positive attitude on your part, bearing in mind at all times that every action should be based on what is best for the youngsters, will take us 95% of the way to these goals.

Glastonbury Little League has maintained a tradition of sportsmanship throughout its history. Managers must regard each other as teammates on the field of play, working towards the common goal of success for every player. *Success is not measured by wins and losses but by the positive learning experiences you give to your players. A lost ballgame should never be regarded as a failure.*

Your commitment and your sacrifice of personal time are both recognized and deeply appreciated.

Enjoy your kids, have fun, and good luck!!!

Don Longtin, President

Jim Boice, League Commissioner

The manual pages which follow provide guidelines and rules for the conduct of the JUNIOR/SENIOR LEAGUE DIVISIONS. These pages are not meant to be all inclusive, rather they are intended to be ready reference for information needed during the course of the season. They should be carefully read and understood to avoid doubts on the field of play. Please be sure that any coaches or assistants you have helping you read and abide by this manual as well. In the event of a conflict between this manual and other documents, the provisions which follow shall govern.

The Glastonbury Little League Manager and Coach

Little League, Inc of Williamsport, Pa. charges all local leagues to "make a determined effort to obtain the best adults available within the community to serve as Managers". The following are those criteria used by Glastonbury Little League in its selection/non-selection process for coaching staff membership. The Criteria is presented in the 3 different categories:

- I. In season dismissal and rejection of coaching application
- II. Reduces potential for selection
- III. Enhances potential for selection

I. In season dismissal and rejection of coaching application

- A. Non-compliance with minimum playing time rules after one warning
- B. Continued use of profanity after one game ejection or warning
- C. Consistent confrontation with umpires, fellow coaches and parents
- D. Any physical altercation with player, parent, umpire and fellow coach
- E. Consistent negative interactions with players
- F. Consistent manipulation of rules to achieve game advantage, e. g., field curfew, game ending darkness, etc.
- G. Consistent abuse of equipment to demonstrate personal frustration
- H. Consistent non cooperation with League officials and responsibilities, e. g.
 1. does not return equipment completely or on time
 2. does not support fundraising activities
- I. Consumption of alcoholic beverages in the ball park or in the presence of the players

II. Reduces potential for selection

- A. Does not demonstrate minimum baseball knowledge adequate for coaching desired level of play
- B. Was ejected or warned for use of profanity
- C. Did not observe League's minimum playing time rules
- D. Demonstrated over emphasis on winning
- E. Had some confrontations with umpires, fellow coaches and parents
- F. Failed to return uniforms completely and on time
- G. Absent at inappropriate amount of games. Delegated coaching duties to non-indoctrinated and non approved individual(s)
- H. Some negative interaction with players.
 - I. Consumption of alcoholic beverages in the ball park or in the presence of the players

III. Enhances potential for selection

- A. Consistent positive interactions with players
- B. Works well with umpires, fellow coaches, League officials and parents
- C. Has good baseball knowledge for coaching desired level of play
- D. Enthusiastically supports League Fund-raisers
- E. Returns equipment and uniforms completely and on time
- F. Observes and enhances minimum playing rules
- G. Demonstrates emphasis on development of players' baseball skills and self esteem rather than on winning
- H. Volunteers for non-coaching projects
- I. Demonstrates enthusiasm and respect for the game of baseball

A Good Manager Should.....

1. Reflect an understanding of the age group they supervise.
2. Be aware that they are an example to the players.
3. Demonstrate they have an appreciation of the philosophy of Glastonbury Little League and cooperate with others in making the program benefit all the players.
4. Show by example that they respect the judgment and the position of the authority of the umpire.
5. Exercise their leadership role adequately but leave the game in the hands of the players.
6. Encourage their players at every opportunity.
7. Instill in each player self-confidence, a desire to improve and to impart as much baseball knowledge as possible.
8. Encourage good health habits, care of uniforms and equipment. Do not allow vulgar language on the bench or field.
9. Be instrumental in shaping acceptable behavior whether the team wins or loses.
10. Know and play by the rules of Glastonbury Little League. Instill in the players a respect for the rules of the game.
11. Be calm, cautious, and use sound judgment during an on field discussion, basing all actions on which is in the best interest of all youngsters involved. These discussions should be low key.
12. Help maintain control of spectator behavior. Lead by example.
13. ***Provide the opportunity for players to play the position they desire. Limiting the prime positions to few players thru the season is not in keeping with Little League spirit. A good manager spreads these positions around.***

NOTE: The above and everything which follows in this manual must be communicated to coaches and/or assistants by the Manager.

Sportsmanship and Character

*Glastonbury Little League strives to have **Sportsmanship** be the hallmark of its program. Little League has three traits noted in its emblem. They are Courage, Loyalty and **Character**. While a Little League coach is not expected to take on a parent role for all of his/her players, he/she is in a unique position to serve as a positive role model. With the belief that Character is closely linked to good Sportsmanship behavior, the following suggestions for fostering player character are listed. They are paraphrased recommendations from the volunteer Glastonbury Council on Character(Character Counts).*

- 1. Be vigilant about preventing and stopping scapegoating of one player by other players*
- 2. Recognize the achievements of your players other than baseball such as academic, artistic, etc.*
- 3. Create a positive code of behavior for your team*
- 4. Promote players supporting their teammates. Have a "Sportsmanship of the Game" prize*
- 5. Teach respect for the condition of the facilities. Have players help you clean up the dugout area after games and practices.*
- 6. Do not accept swearing, vulgar or obscene language on your team*
- 7. Strive to be consistent with all players; avoid allowing personal feelings to interfere with fairness*
- 8. Teach your players respect and courtesy towards their teammates, umpires and opponents*
- 9. Emphasize at the first practice the importance of working hard and striving for personal and team goals.*
- 10. Use constructive criticism, tempered by compassion. Help players do the same with each other.*
- 11. Lead by example, respect the rules of baseball, local rules and umpires' judgments*
- 12. Provide structure to your team, assure that the League dress code is observed with the players wearing the supplied uniforms properly and shirts are tucked in*
- 13 Promote academics, ask the players how they are doing in school, what is there favorite subject, etc.*
- 14. Create clear team expectations. Recognize the fact when players meet or exceed them.*
- 15. Encourage players to volunteer for extra duties such as carrying equipment to your car or the equipment box, participating in fund-raisers, calling teammates, keeping dugouts orderly.*

SECTION 2 SAFETY

The GLL Safety Officer is Don Longtin 643-9165.. The following safety rules apply in all games AND practices

1. During practices, players should be spaced so that no one is endangered by wild throws, missed catches, or batted balls.
2. Batters, base runners and base coaches must wear batting helmets during games and practices.
3. Collisions between players should be avoided by teaching the players to call for the ball.
4. Players must not wear watches, rings, or other jewelry, or items that could cause injury while playing ball.
5. Catchers must wear masks and cups when catching or warming up pitchers. It is recommended that all male players wear cups
6. Commensurate with our liability insurance requirements and background checks procedures, only League players, managers, and coaches must be on the field during practice sessions and games. Managers and coaches must have completed the Volunteer Application Form and local form for GLL processing of the NSOPR and local police background checks.
7. Bats, helmets, and other equipment should be kept well removed from the playing field.
8. Players should be kept on the team bench when not playing. **NO SPECTATORS WILL BE ALLOWED BETWEEN THE TEAM BENCH AND THE PLAYING FIELD OR AT THE TEAM BENCH.**
9. At no time should horseplay be permitted on the playing field or on the bench.
10. Curve balls are not allowed in the Junior Division - curve balls are allowed in the Senior Division but not encouraged. Coaches should stress location and change of speed
11. The on deck position is not allowed. Managers are responsible for implementing this rule. Umpires are instructed to enforce this rule
12. Do not play when lightning or the threat of lightning is present. *The umpire will decide when to call games for lightning and darkness. Managers are not to attempt to influence these calls.*
13. ***Non collision rule:*** Base runners must avoid collisions with a fielding player when the fielding player is attempting to field a thrown or batted ball or make a tag by either sliding into home plate or bases or by using other means. ***This is not a must slide rule but rather it is a non-collision rule.*** Players running into a fielder attempting a tag put out shall be declared out for interference. Runners who avoid a fielder standing in the base path not making a play shall be safe by virtue of fielder interference. The umpire's judgment shall prevail. ***In all cases, the runner is out when there is a collision.***
14. The Manger or Coach is responsible for having the League supplied first aid kit at every practice and game. Call the Equipment Director 657-8998 or the League President 643-9165 to replenish this kit.
15. Use the supplied surgical gloves in the first aid kit whenever dealing with any open cut.
16. **Be mindful of the pitch count. A Major Leaguer should not exceed 72 pitches in a game. For a Minor Leaguer, The maximum number of pitches is 50. See Section 8 for pitching rules.**

17. **ACCIDENTS:** Managers should use the first aid kit for minor accidents. In the event of a major accident, the manager should immediately call the police and ambulance service at 911 and assure a physician attends to the player. If the parents are not at the field, the manager should notify the parents as soon as possible. He must then promptly report the accident to the Safety Officers noted above as well as the League president, at 643-9165
18. Promptly report any safety problem and potential safety problem to the Safety Officers noted above. Managers and coaches are to inspect the playing equipment before any game and report missing and/or damaged equipment to the League Equipment Director at 657-8998.
19. Managers are to be aware of special medical needs, if any, of all their players, e.g. allergies, diabetic, bee stings, etc.
19. Bring the player' phone list at every game and practice in case of emergency.
20. Never leave a young player unattended after a game or practice. If you drive her/him home after the game or practice, assure that the player enters the home and someone is there before you leave.
21. Assure team players are wearing seat belts if you are providing them transportation
22. Before a game, determine the location of a phone. This can be a cellular phone, nearby home phone or pay phone. Make sure you have a quarter taped to your scorebook or in your first aid kit. The safety coach or team manager is to survey the field prior to that start of any game or practice for safety hazards.
23. Parents who are ill, e.g., colds, flu, etc, are not to work in the Ross Field Concession Stand
24. Smoking and alcoholic beverages are not allowed at any of our ball fields
25. Managers and coaches will undergo basic First Aid kit administration training offered by the TOWN Nurse at the annual Coaches Meetings in mid March.
26. Team meetings during games are to be held in the safety of the dugout and not on the field

-LIGHTNING FACTS AND SAFETY TIPS

- 1) To determine how far away a lightning strike is, count the number of seconds between the flash and when you hear the rumble of thunder. Divide this number by 5 to get the distance (in miles) lightning is away from you. (I.e. count to 5 and storm is ONE (1) MILE AWAY!!)
- 2) Once the lightning is 6 miles away (30 seconds between lightning flash and thunder), take shelter!
- 3) Outside activities should not be resumed until 30 minutes after the last audible thunder as lightning can strike up to 20 miles from the storm cell.
- 4) Take shelter in a safe building like a large enclosed structure or an automobile. Do **NOT** take shelter in a baseball dugout, picnic shelter or under a tree.
- 5) Know the forecast. If the forecast calls for thunderstorms, be on the lookout for threatening skies and be prepared to take shelter if dangerous weather approaches. Bring a transistor radio...listed to AM band for static or get live-local weather updates every 10 minutes from WTIC NEWS-TALK 1080.
- 6) Even though the thunderstorm may be as far away as 20 miles, a “bolt from the blue” can happen. If hair on people’s head or body “stands up”, even if it’s sunny where you are, lightning is about to strike...take shelter.
- 7) If someone is struck by lightning, call 911 immediately. If the victim has no pulse for 20-30 seconds, start CPR. But make sure the safety of others is not jeopardized. It is unsafe to be outside if a thunderstorm is near or in progress (lightning **can** strike in the same place twice).

Lightning kills more people each year (80-100) than tornadoes and hurricanes combined

Safety Coach Guidelines

Safety Coach: One coach shall be designated the Team Safety Coach.

Why a safety coach: GLL has an excellent record regarding player injuries, however there have been incidents that could have been avoided by more visible and preventive actions. Therefore, GLL is adopting a policy to elevate the importance of safety by assigning Safety Coach to each of its teams in every division of play.

Responsibility: Implementing Glastonbury Little League Safety Policy. Highlights are listed below – see Section 2 of the GLL Coaches Manual for additional description.

Accidents

Evaluate the extent of the injury. Excessive bleeding/suspected bone injury or other major injury, call 911. Direct all other players away. Stay with injured player until help arrives and direct the responding officer to the player. Notify parents. Maintain an account of the incident and report to League President and Board Safety Officer as soon as practical.

Treat minor injuries (cuts, abrasions, etc with first aid kit)

Preventive Action

- Bring the player's phone contact list to every game and practice along with cell phone.
- Become aware of players special medical needs (i.e. allergies, bee stings, etc)
- Never leave a player unattended after game or practice (thru Junior League).
- Dugout Discipline – Assure all coaches remain IN the dugout during game situations, entry shall be unobstructed, bats in bat racks, and equipment bags hung or stored under benches.
- Assure no On-Deck Batters, no person shall handle a bat during the game unless they are at the plate or approaching the batters box
- Assure base runners and base coaches are wearing league-approved helmets. Bats shall be clear of the playing area. Catchers must wear full protective gear (masks with throat guard, shin guards, chest protectors and cups) when catching or warming up pitchers.
- Assure players are not wearing watches, rings, or jewelry during the game.
- Reinforce the umpire's decision to call games for lightning and darkness
- Evaluate playability of the field and condition of the equipment prior to games. Report unsafe field and equipment conditions to Safety Officer and/or League President
- Ensure a replenished first aid kit is available for minor accidents
- Assure field equipment box is closed and latched during games
- Assure that only League approved individuals are acting as coaches during games and practices

Education

- Prohibit head first slides
- Monitor batter count for maximum number of batters faced by one pitcher
- Collision avoidance – call for the ball when fielding; proper slides in base running situations.
- Proper release of bat after a hit (no thrown bat)
- Don't turn your back on the baseball!
- Proper catcher position: equipment forward, fist behind gloved hand or shin guard.
- Stress location and change of speed for pitchers, not curve balls.

Food and Drinks (Nutrition)
Provided by the Glastonbury Health Department

1. Encourage that each player have a water bottle with water (not juice, sports drinks*, or soda) available at each practice or game. This water bottle should be labeled with their name. Discourage the use of large water coolers or the sharing of water bottles. *Sports drinks should be encouraged over water if the weather is warm or the players are going to be doing strenuous physical activity for more than 30 minutes.

2. If snacks are part of an event encourage the players to avoid items high in sugar, salt, and/or fat. Choose healthy snacks.

3. Do not use food as a reward or punishment during a practice or a game.

4. Concession Stands, Celebrations, and Fund Raisers

A Give customers/players an opportunity to choose foods with high nutrition value at all team functions when food is served and at concession stands.

- Always have water as a drink option and discourage soda, sports drinks, vitamin drinks, flavored water with artificial or natural sweetener
- Encourage the consumption of appropriate serving sizes
- Encourage healthy snacks and meals such as trail mix, nuts, low-fat cheese, low fat crackers, baked (not fried) chips and pretzels, low sugar cereal, graham crackers, fresh fruit, sorbet, bagels, whole wheat buns and bagels, low fat condiments, salads, consider vegetarian options

B. Discourage fund raisers that require the sale of low nutritional value foods such as candy, consider non-food options.

C. Celebrations do not have to include food. If food is served consider some of the healthy options listed above.

D. Parents: Make parents/guardians aware of policy so they can further reinforce healthy options.

Encourage parents to comply with league recommendations when providing food for a league event.

E. Parents that are ill should not staff the Ross Field Concession Stand or serve snacks or food to the players.

SECTION 3

FIELD DECORUM

The actions and statements of managers, coaches, and umpires must be above reproach.

Managers are responsible for the actions of their players.

Positive cheering for one's team is encouraged. Negative cheering the opposing team is prohibited.

Uniformed players and umpires only are permitted within the confines of the playing field during play.

Players shall be on the bench when their team is at bat and when they are coaching, batting or running.

When the team is on defense the reserve players shall be on the bench. Managers and coaches will not leave the bench area except to confer with a player or umpire.

PROTESTING GAMES

Every precaution should be taken to avoid situations that warrant the protesting of a game. Protesting a game must be a last resort. When a protest situation is imminent and recognized the umpire must be notified immediately in a civil manner, rather than waiting until the infraction has occurred. Major League managers are to direct their protest in writing to the League Commissioner within 24 hours after the affected game. Only an infraction of the rules can be grounds for a protest. Judgement calls by an umpire cannot be protested.

PLAYER DISCIPLINE

Suspension of a player is an extreme action and is allowed only with prior approval of the League President. Missing of previous practices or games shall not be reason for loss of playing time.

Disciplinary action during a game should be taken only after careful consideration. The League President must be notified of these actions.

Expediting Games

Managers and coaches have a responsibility to their players, their families and to the next game teams to expedite the playing of their games. The following are measures that expedite games and must be adhered to.

- Have the batting lineup and defensive line up ready and posted for all to see prior to the game. Do not assign defensive positions on an inning-to-inning basis. Assure all players are prepared to go on the field immediately at the start of the defensive half inning.
- Do not hold half inning team meetings or cheers on the field; hold them in the protection of the dugout. The former is also an unsafe practice
- IT IS MANDATORY the next defensive half inning catcher must be in the dugout with the catching gear donned after one out on his/her team. Replace this player with a pinch runner if necessary. That substitute being the preceding player in the batting order who is sitting on the bench. Exception, the catcher is at bat.
- Games must be started at the stated scheduled times unless delayed by a previous game. On field pre-game warm-ups are not allowed if they delay the starting of the game on time.
- The next batter is to be wearing her/his helmet and know where his/her bat is, but not in hand
- Place the field equipment in an orderly fashion in the dugout so as players can easily locate it. Place the equipment in the dugout bag after the game and return same to the box.
- Do not use an excessive amount nor lengthy timeouts for individual player training
- Limit the amount of warm-up pitches to 6 between innings.

SECTION 4

TEAM EQUIPMENT/UNIFORMS

EQUIPMENT

Equipment for play will be maintained at each field in green field boxes located behind the backstop. The equipment will consist of two sets of catcher's protective gear, two sets of batting helmets, several bats, bases, umpire's protective gear and ice packs. Each manager will receive an equipment box key, a scorebook, several practice balls, and sufficient new baseballs for the season from the League Commissioner. The home team manager will supply two new balls for each league game. The home team manager is responsible to set out the field equipment for games – bases & umpires' gear. There is a bag of team equipment for each dugout. The team manager for each dugout is to re-bag the equipment after the game and return it to the field equipment box.. ***The home team Manager is responsible to lock the equipment box during the course of the game and assure the box is closed and locked after the game.*** The manager should notify the League Commissioner if equipment replacements are required at any field during the season. ***The provided equipment box key must be returned to the League with equipment return.***

UNIFORMS

The League will supply uniform shirts, pants, socks, and hats for each team.

All uniforms must be returned to Ross Field immediately following the last game of the season. Partial returns will not be accepted. Coaches are to return a complete set of uniforms, balls, key, first aid kit.

Scorebooks are to be returned intact with the uniforms. New and used balls are League property and are not to be kept or given to players at the end of the season. They are to be returned by the Manager with the uniforms.

Soft Toss Practice

Coaches are advised to use whiffle balls only when conducting soft toss practice against field fencing.

They are additionally directed to stand on non-grassy areas to do so. These techniques minimize wear and tear of the fields and fencing and prolong the life of the facilities we use.

Catcher's Mitts

Glastonbury Little League teams in the Minor, Major, Junior and Senior will be provided an appropriate size catcher's mitt for use throughout the season. As you know, catcher's mitts are the most expensive item in our equipment inventory and providing one for each of the 64 teams playing hardball in our program involved a quite sizable investment. The mitts purchased (Rawlings) are of excellent quality and are expected to service the league for many years to come. This will only be accomplished if each manager and coach ensures the proper treatment and care of these valuable mitts. **It is required that the mitt assigned to your team be returned on the assigned date along with the pants and uniforms provided.** The league will recondition each mitt during the off-season so that they are in good order for the following year. In the event that the mitt entrusted to you is damaged beyond repair, lost, or stolen, it will be expected that a replacement mitt of the league appropriate make and model be turned in. Please refer to the following list of makes and models if the above situation becomes necessary:

<u>League</u>	<u>Make / Model</u>	<u>Retail Cost</u>
Minor's	Rawling's RCM45	\$75.00
Major's	Rawling's RCM30	\$85.00
Junior's	Rawling's RCM30	\$85.00
Senior's	Rawling's RCM30	\$85.00

SECTION 5

GAME POSTPONEMENTS AND CANCELLATIONS

When the weather is questionable, call the League Supervisor(s). Managers may use their good judgment in postponing games because of inclement weather. **Games are not to be postponed due to key players not being available. A game can only be postponed for reasons other than weather** If the manager is not available for a game, a suitable well indoctrinated substitute who is *familiar with the contents of this manual and is League approved can be appointed by the League to take his place. Call the League Supervisor for a substitute coach.*

JUNIOR/SENIOR LEAGUE RAIN MAKE UPS

As shown on the schedule, a practice and practice game schedule precedes the regular season schedule. Rained-out practice games need not be made up. Managers are urged to take full advantage of the scheduled practices to become acquainted with their team.

We can all be sure that some, hopefully not many of our games will be rained out during the course of the season. For that purpose, rain make-up dates are listed on the schedule. To minimize team standings confusion and tightly packed make-up games in late season, you are urged to make up games as early as possible. **ALL RAINED OUT GAMES MUST BE MADE UP** in order to have every team play a full schedule. The process for arranging a make up game is as follows:

The League Supervisor will re-schedule rained out games at the first available date. Teams will be notified via email.

Rain make-up games will pre-empt practices. It is suggested that the next available practice date for either team be used for a rain make-up if it does not conflict with another game. Fields for additional team practices during the course of the regular season can be reserved by calling the Supervisor(s). Make-up games will have priority, but managers are encouraged to make use of the fields for practice and to give the players maximum baseball time. More baseball is learned in practices than in game situations.

SCOREKEEPING

The manager of each team is responsible for maintaining the score for each game in which his team participates. Before game time, each manager must make available to the other manager his batting lineup. Managers should confirm the score after each half inning. Each manager must make available to the opposing manager any scorecards of previous games which he desires to see for the purpose of verifying compliance with pitching rules. Any scoring dispute will be resolved by the League Supervisor(s).

Junior/SENIOR LEAGUE DIVISION WINNERS

Winning teams will be based on win/lost record. Co-champions will be in cases of ties. Post season Tournament games will be arranged by the League Commissioner. Trophies will be awarded to the Tournament winners and runner ups.

SECTION 6

JUNIOR/SENIOR LEAGUE PLAYER SELECTION SYSTEM

Junior and Senior League players will be evaluated by managers during an appropriate tryout using a standardized rating system. The ratings will be submitted to the League Commissioner where they will be compiled and players will be sorted by their ratings. The League will assign players to rosters based on an even distribution of talent, pitchers and catchers as indicated by the compiled ratings. The managers will be assigned. Managers and coaches' siblings will be assigned to the parent's team on a round for round exchange. Trading is not allowed. Do not discuss trades with players or parents

GHS players who are registered to play Senior League baseball cannot play or practice with a Senior League because they will lose their eligibility to play high school ball and jeopardize their team record if they do so.

SPORTSMANSHIP AWARD

This is our most important AWARD

Each team shall nominate a winner for a Glastonbury Little League Sportsmanship Award. The winner shall be given a trophy and have his/her name inscribed on the Wall of Fame at Ross Field. The basic selection criteria are that the player should demonstrate support for teammates, coachability, genuine enthusiasm for baseball, respect for opponents and a consistent positive attitude.

Recipients will be awarded their trophies prior to the League Championship Game

SECTION 7

RECORDING OF SCORES

The manager of each team is responsible for maintaining a scorebook for each game in team participates. He should score both his and the opposing team's line-up.

After the completion of the playing of Saturday's and the preceding weekday games, all the game-winning managers must report their game scores to the League Supervisor(s) no later than Sunday 8:00pm along with a brief game write-up(no more than one paragraph per game) highlighting the game and the starring players for both teams. This provides time to write game highlights and compute League standings for publication in the Glastonbury Citizen. Reporting of game highlights will assure players names are mentioned as well as sponsors in the Citizen. The more reporting, the better.

It is suggested that managers check the game score with each other after each inning of a ball game. In the event of a scoring dispute in which the two teams cannot agree on the winner of the game, the two managers will submit the scorebook to the Senior League Supervisor(s). The Supervisor(s) will take such action as he deems appropriate to resolve the issue.

Games that run the full official game length and are tied when called for darkness or weather shall not be continued later. They will be recorded as a tie for each team. Teams shall be given points for wins and ties to determine their standings - a win earns two points, a tie earns one point.

Games called before they reach official game length shall be replayed later in their entirety.

SECTION 8
Rules for Junior and Senior League Play

1. Games will be 7 innings long. Four innings must be played to constitute an official game except that 3-1/2 innings shall be an official game if the home team is leading and the game is shortened by rain, darkness, etc. Games that are not played to the minimum indicated shall be replayed in their entirety. The Umpire shall call the game for lightning or darkness. Managers shall not attempt to influence these calls.
2. Umpires will determine the calling of games due to inclement weather and/or darkness. Delaying the game or manipulating in any way to gain advantage of these factors is strictly forbidden and may result in forfeiture. The umpire's judgment in this case shall be final.
3. Pitching rules for any one player are as follows:
 - A. A pitcher cannot pitch on two consecutive days.
 - B. A maximum of 7 innings pitched per week is allowed for any one player. A week is from Monday thru Sunday. *A player is allowed a maximum of 21 batters in any Senior game and 18 batters in any Junior game.*
 - C. A pitcher removed from the mound may not return to the mound even though he/she may remain in the game at another position.
 - D. A delivery of a single pitch in an inning constitutes an inning pitched.
 - E. Required days of rest are as follows;

Senior League Batter Count	Junior League Batter Count	Days of Rest
21 Max	18 max	3
15+	13+	3
11+	9+	2
1+	1+	1

4. Not more than five (5) pitchers shall be used per team in one game except when an injury occurs to the pitcher.
5. Runners may lead-off a base and run at any time at their own risk. In this respect, regular baseball rules apply.
6. All players on the team are to be inserted in the batting order. That order is to be maintained for the duration of the season and rotated one player every game. Specifically, the first batter in the first league game will bat last in the next game and all batters move up one position. This rotation will be implemented regardless of a player's attendance in any one game. The rotation will not change for post season play. *Failure to comply will result in Coach suspension progressing to dismissal for repeated non-compliance.*
7. No player shall play one inning more than any other player on his/her team. No player shall sit out of the game for consecutive innings. Every player must play a minimum of one inning in the infield, which includes the catcher and pitcher positions. Every inning missed due to lateness, the player loses one inning of mandatory play at the manager's discretion. Completion of the game after 6-1/2 innings of play because the home team is ahead shall not be justification for violating this rule.
8. The infield fly rule will apply.

9. The number of visits a manager or coach may make to any one pitcher is limited as follows:
 - A third trip to the same pitcher in the same inning will cause the pitcher's automatic removal.
 - A manager or coach is prohibited from making a third visit while the same batter is at bat.
 - A manager or coach may not confer with any other defensive player. The catcher may be included in the visit with pitcher.
10. Pinch runners are to be used only in case of an injury to the original runner.
11. Adults including managers may not coach in either first or third base coaching boxes. Coaches and managers are not to be on the playing field during the game but must be behind the bench fence.
12. Profanity by Coaches and players is forbidden. Violation will result in immediate ejection from the game and the ball park. The umpire's judgment on profanity is final. Coaches are to assure that players are aware of this rule at the beginning of the season.
13. No player shall sit on the bench for any consecutive defensive inning.
- 14. *Non collision rule:*** Base runners must avoid collisions with a fielding player when the fielding player is attempting to field a thrown or batted ball or make a tag by either sliding into home plate or bases or by using other means. Players running into a fielder attempting a tag put out shall be declared out for interference. Runners who avoid a fielder standing in the base path not making a play shall be safe by virtue of fielder interference. The umpire's judgment shall prevail. ***In all cases, the runner is out when there is a collision.***
- 15. *Head first sliding is not permitted while advancing to the next base. A player doing so will be declared out. Diving back into the occupied base is allowed.***
- 16. *Players must be wearing the League supplied team uniforms and hats in order to participate in a game. Failure to do so will be cause for ejection. Additionally, team shirts must be tucked in.***
- 17. *A 15 run lead mercy rule shall apply after 5 completed innings (after 4 and ½ innings if the home team is ahead) shall apply.***
18. Games are to start promptly at the scheduled time. After a 15 minute grace period, a team with less than 8 players shall forfeit the game. In such a case, teams are encouraged to play baseball by equally dividing the players in attendance.
19. There are no bat size restrictions for juniors, and a max 2 5/8 diameter and -3 drop for seniors. Metal spikes/cleats are permitted in the Juniors and Seniors.
20. Except where they conflict with the above rules, all official Little League rules for Junior/Senior League Baseball shall apply.