

LITTLE LEAGUE

Official playing rules of Little League Baseball will govern game situations in Little League. BAYBA/RBF/BTBSC will adhere to all Official Little League rules regarding bats, legal and illegal, in all leagues. Objectives of the game as listed in the Little League Rule Book will be followed. The official Little League rules, however, do not regulate the operation of our league to the degree desired by our members. Therefore, some rules will be discarded, including but not exclusively: REGULATION PLAYING RULES. In cases of contradiction, the BAYBA/RBF/BTBSC ruling will apply.

Doubleheaders are allowed. A team may play a maximum of two games on one day. This includes a continuation of a suspended game. A team cannot play two games plus finish a suspended game. All pitching rest rules would apply to determine eligibility of pitchers. A pitcher may pitch in two games in one day provided that they pitch 30 or less pitches in the first game. A Little League pitcher who is eligible to pitch can pitch a total of 85 pitches between the two games played.- ex: if a pitcher throws 25 pitches during the first game, he is eligible to throw 60 pitches during the second game for a total of 85 pitches thrown during that day. Normal rest requirements, as stated below, will then take effect based on the total number of pitches thrown during both games played that day.

All game scores are to be verified by both coaches and the home team is responsible for reporting the score by entering the scores on the Google score sheet after that game. Failure to do so may result in BAYBA, RBF, or BTBSC Board action against the coaches involved.

Each team will record all pitchers who threw in a game and how many pitches they threw in that day on the Google pitching sheet. Pitchers who go over the rest rule limits during a batter in accordance with the exception under (c) below will be recorded as the pitching limit as listed under (d) below. All pitchers and their number of pitches must be recorded by 4pm the following day.

All protests or rule violations of any kind will go before the Board. The Board will decide if the violation affected the outcome of the game. If there was a violation, but is deemed that it did not affect the outcome of the game, there will be no forfeit and the outcome will stand. The Board reserves the right to discipline the offending individuals if deemed necessary.

PITCHING

(c) The manager must remove the pitcher when said pitcher reaches the limit as noted below, but the pitcher may remain in the game at another position:

11-12 - 85 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

(d) Pitcher's league age **12** and under **must adhere to the following rest requirements:**

- If a player pitches 66 or more pitches in a day, **four (4)** calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, **three (3)** calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, **two (2)** calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, **one (1)** calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, **no (0)** calendar days of rest must be observed.

(e) Each league must designate the scorekeeper or another coach as the official pitch count recorder for that team. Pitch count recorders from each team will compare the number of pitches recorded at the end of each half inning. In the event that the two did not record the same number of pitches an agreement will be reached as to the number of pitches to be recorded in the scorebook. The home team's pitch count will be used if the teams cannot agree.

(f) 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.

(g) 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, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19 of the official Little League rule book.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

3. 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 said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required three days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

No balks will be called.

THIRD STRIKE

The batter becomes a runner when the third strike called by the umpire is not directly caught, providing

- (1) First base is unoccupied **or**
- (2) First base is occupied with two outs

(Note: A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once the batter leaves the immediate area surrounding home plate as determined by the plate umpire.)

BATTING AND SUBSTITUTION

The batting order will consist of 9 players only or 9 players and an extra hitter (EH). If team has at least 10 players present at the start of a game, they will be required to put an EH in their lineup.

Each player will be entitled to play at least 2 full innings of defensive outs (including the EH) and bat one time in a game. Players injured during the game may be excused from this entitlement. If a game ends in less than six innings because of the mercy rule or due to weather conditions, the defensive & batting playing entitlement shall not be a requirement.

Any player who has been removed from the batting lineup for a substitute may ONLY re-enter the game in the SAME position in the batting order.

Late-arriving players (those players arriving after the game has started) do not have to play in the game. (Per Little League Rule Book). If they are inserted into the batting order they will be placed after the last batter in the lineup if less than 10 players are already in the lineup. .

Any manager in violation of the substitution rules will be suspended for the next game and said player who was omitted from playing shall start the next game regardless if regular season or playoffs.

Courtesy runners will ONLY be used for the catcher of record and only when that player is on base and there are two outs. The courtesy runner must be a player not currently in the line-up. If all players are in the line-up, then the last batted out will be used as the courtesy runner.

SUBSTITUTE RUNNER:

A substitute runner may be used in case of injury. The substitute runner will be the batter who made the last out. Injured players must sit out a minimum of three defensive outs before re-entering the game.

Players with documented medical ailments can be substituted for when necessary. These players will not be treated as injured players. Players with such conditions must be identified to the head umpire and opposing manager prior to the game.

SPECIAL PINCH RUNNER

Once per inning, any player not currently in the batting order may run. A player may only be removed for a special pinch runner once per game.

INFIELD FLY

The infield fly rule **WILL** be in effect.

STEALING

Stealing is permitted in this league, including home. Refer to Little League Baseball Inc. Official Regulations and Playing Rules.

SLIDING

Refer to Little League Baseball Inc. Official Regulations and Playing Rules.

Managers and coaches must teach and instruct all players to slide when the possibility of a close play may occur. No headfirst slides. Runner will be called out if they headfirst slide into the base they are attempting to reach. Diving back to a base they have already reached is permitted.

First base: Runners are not permitted to slide while attempting to reach the base unless the slide is to avoid a throw that pulls the first baseman off the bag. If the runner slides for any other reason, he/she will be called out. Once touching the base, a runner may slide in an attempt to return to the base. Obstruction offenses by a fielder will be strictly enforced.

Second and third base: While running the bases, the runner should become accustomed to sliding as overrunning the base can cause your team an out.

Home plate: Runners must slide to avoid a collision with the catcher, provided the catcher has the ball. If the catcher is attempting to field the ball, the runner must avoid contact without necessarily sliding.

All players, including the catcher, must understand they cannot block any base, including home plate, without possession of the ball. Blocking any base and interfering with the runner will result in fielders' interference. The umpire will award the runner that base plus one.

Any fielder, including the catcher, having possession of the ball prior to the runner reaching the base, including home plate, may block the base and then require the runner to slide. Failure to slide will result in runners' interference. The umpire will call the runner out and the play becomes dead.

MERCY RULE:

The mercy rule occurs when a team has a 15 run lead after 4 innings (after 3 1/2 innings if the Home team is leading). Trailing team must bat at least four complete times per game. Alternatively, a mercy is declared with a 10 run lead after 5 innings (after 4 1/2 if the home team is leading).

CATCHERS

All catchers must wear a protective helmet with mask and throat protector and a protective cup at all times, even when taking warm-up pitches. The umpires will strictly enforce this rule. It is the manager's responsibility to insure compliance with this rule

MAKE-UP GAMES

Regularly scheduled games must be played on the dates scheduled. Head coaches of opposing teams shall jointly make decisions regarding whether to cancel games due to weather and/or field conditions. Efforts should be made by the head coaches to reschedule cancelled games that week. After head coaches discuss options for make-ups, please confirm field availability with league commissioner and report game date change to both RBF & BAYBA Presidents.

PICK-UP PLAYERS

Call up players: Only second-year players from the prior league may be used as call ups unless the Board is satisfied that a reasonable attempt was made to contact all second-year players and none are available. In this case only, a team will be permitted to call up a first-year player from a prior league. Any manager using a first-year player as a call-up player will be brought before the Board for possible disciplinary action, which may result in a suspension and/or a forfeiture of the game involved. Under no circumstances will a team be permitted to call up a player from a league not immediately below the manager's league. Example: Little League cannot call up a Farm League player; Mustang League cannot call up a T-ball league player. Any violation of this rule will result in a forfeit and the manager may be brought before the Board for disciplinary action. A call-up player cannot start over a regular rostered player.

If less than nine players are available for a scheduled game, a manager may pick up a Mustang League player from a team not scheduled to play during the same time period. No call-up player is permitted to "play-up" and miss any part of his/her own game or practice within his/her league. These pick-up players will not play as pitchers or catchers and must bat at the bottom of the order. A team cannot pick up other Little League players from other teams.

A team may play with eight players if that is all that is available. Any team that starts with eight players or ends up with eight players due to injury or player(s) having to leave the field early shall not be charged an out when his/her spot in the batting order comes up. The spot shall be skipped and the next batter shall bat. Any player removed from a game by an umpire or coach for discipline reasons and, if said team does not have a substitute player who has not yet entered the game, shall take an out each time said ejected/disciplined player's spot comes up in the batting order. Once removed from the game by the umpire or manager for disciplinary reasons, that player is not eligible to re-enter that game.

Once the first pitch of a game is thrown, teams are not allowed to "pick-up" additional Mustang League

players but can insert any late-arriving rostered players. If a team starts the game with 8 players and another rostered player arrives, that player can be immediately inserted into the game and must bat in the 9th spot in the batting order. He/she must bat as soon as his/her turn comes up in the batting order.

INJURED PLAYERS

Any time a team falls below 9 players due to injury/illness, the player's spot shall be skipped and no out shall be recorded. If this happens during an at bat, the next scheduled batter shall bat and assume the current ball/strike count, if any. If the injured/ill player can resume playing at a later time, he must first bat before he can enter in the field. This rule is in effect to keep a coach from skipping a lesser player's spot offensively, and then putting him/her back on the field defensively to ensure all defensive positions are filled. The player must bat before re-entering the game defensively.

At no time can a starter or substitute change spots in the batting order to "fill" the spot of an injured/ill player. Only a starter and his/her substitute can occupy the same spot in the batting order. The original batting order can never be manipulated.

MINOR/MUSTANG LEAGUE

Official playing rules of Little League Baseball will govern game situations in Mustang League. BAYBA/RBF/BTBSC will adhere to all Official Little League rules regarding bats, legal and illegal, in all leagues. Objectives of the game as listed in the Little League Rule Book will be followed. The official Little League rules, however, do not regulate the operation of our league to the degree desired by our members. Therefore, some rules will be discarded, including but not exclusively: Regulation Playing Rules. In case of contradiction, the BAYBA/RBF/BTBSC ruling will apply.

Doubleheaders are allowed. A team may play a maximum of two games on one day. This includes a continuation of a suspended game. A team cannot play two games plus finish a suspended game. All pitching rules would be intact. For example, if a pitcher pitches 2 or less innings in game one of the double header, he/she can pitch (up to) 3 additional innings in game two provided he/she still has innings left from his/her 6 maximum innings per week. If a pitcher pitches 3 or more innings in game one, he/she cannot pitch in game two. If a total of 4 or more innings are pitched in a day (this may occur when playing a double header or continuing a game and playing another game) the pitcher shall observe 3 days of rest.

All game scores are to be verified by both coaches and home team is responsible for reporting the score by entering the scores on the Google score sheet after the game. Failure to do so may result in BAYBA, RBF, or BTBSC Board action against the managers involved.

All protests and rule violations will go before the Board. The Board will decide if the violation affected the outcome of said game. If there was a violation but deemed it did not affect the outcome of the game, there will be no forfeit and the outcome will stand. The Board reserves the right to discipline the offending individuals if deemed necessary.

PITCHING

Pitching rules for Mustang League: 6 innings per week maximum, 3 innings per game maximum. Week runs Monday to Sunday. Violation of the pitching rules WILL result in a forfeit of the game in question. Rest rules are as follows:

3 Innings Pitched	2 Days Rest
2 Innings Pitched	1 Day Rest
1 Inning Pitch	No Rest

Regardless of the number of innings pitched in a game, if a player has pitched 50 pitches in a game they are required to have 2 days rest.

Regardless of the number of innings pitched in a game, if a player has pitched 30 pitches in a game they are required to have 1 day rest.

The umpire shall remove a pitcher after hitting two batters in one inning or three batters in a game.

The pitching rules will not be changed for the playoffs. Except that the four vs. five game (if played on) the first Saturday following the end of regular season all pitchers will be eligible to pitch three innings.

No balks will be called.

MERCY RULE

The Mustang League mercy rule occurs when a team has a 15 run lead after 5 innings (or after 4 1/2 innings if Home team is leading). The trailing team must bat at least five complete times per game. If a 6th inning is played, there is no run limit in the 6th inning. Innings 1 – 5 will be capped at 5 runs per inning, there is no continuation.

BATTING ORDER

Every player on the roster must be included in the batting order. A continuous batting order will be used.

If a player arrives late to the game, his/her name will be immediately inserted at the bottom of the order.

DEFENSIVE ALIGNMENT

The defensive team will field ten players: six infielders and four outfielders.

SUBSTITUTION

Free substitution will apply except that each player on the roster will be entitled to play a minimum of three complete defensive innings. Players injured during the game may be excused from this entitlement. If a game ends in less than six innings (rain out, darkness, etc.), the playing entitlement shall not be required.

Courtesy runners will ONLY be used for the catcher of record and only when that player is on base and there are two outs. The courtesy runner will be the last batted out.

SUBSTITUTE RUNNER

A substitute runner may be used in case of injury. The substitute runner will be the batter who made the last out. Injured players must sit out a minimum of three defensive outs before re-entering the game.

Players with documented medical ailments can be substituted for when necessary. These players will not be treated as injured players. Players with such conditions must be identified to the head umpire and opposing manager prior to the game.

INFIELD FLY

The infield fly rule **will not** be in effect for Mustang League.

STEALING

Stealing is permitted in this league except that:

A maximum of one base can be stolen at one time. If a runner attempts to advance another base on an overthrow and arrives safely he/she will be returned to the preceding base. If he/she is put out attempting to advance or return to a base he/she will be called out.

Runners must be on the base when the pitcher is on the rubber and ready to pitch. A runner must not leave the base until the pitch has crossed home plate. If a runner leaves the base early and reaches the next base safely on a pitch that is not hit, he/she must return to the previous base. If the runner is thrown out, the out will stand. If the runner leaves the base early on a batted ball, the runner will only advance the number of bases based on the "cleanness" of the hit. Example: single and an error, the base runner advances only one base.

Stealing second base is not permitted until there are two outs prior to the pitch being thrown. Stealing from second to third is permitted at any time. Stealing home is not permitted at any time. If in the process of stealing a base, an attempt is made to throw the runner out and an overthrow occurs, no additional base may be taken or attempted.

DELAYED STEALS

Delayed steals are not permitted.

BASERUNNERS

While on any base, runners may not advance when an attempt is made to put out runners by throwing behind them, regardless of where the ball is thrown.

Runners may not advance on an overthrow of the pitcher by the catcher after a thrown pitch.

Runners will be called out if they are put out while leading off or they are not on the base when the pitch is being thrown.

SLIDING

Refer to Little League Baseball Inc. Official Regulations and Playing Rules.

Managers and coaches must teach and instruct all players to slide when the possibility of a close play may occur. No headfirst slides. Runners will be called out if they headfirst slide into the base they are attempting to reach. Diving back to a base they have already reached is permitted.

First base: Runners are not permitted to slide while attempting to reach the base unless the slide is to avoid a throw that pulls the first baseman off the bag. If the runner slides for any other reason, he/she will be called out. Once touching the base, a runner may slide in an attempt to return to the base. Obstruction rules by a fielder will be strictly enforced.

Second and third base- While running the bases, the runner should become accustomed to sliding as overrunning the base can cause your team an out.

Home plate- Runners must slide to avoid a collision with the catcher, provided the catcher has the ball. If the catcher is attempting to field the ball, the runner must avoid contact without necessarily sliding.

All players, including the catcher, must understand they cannot block any base, including home plate, without possession of the ball. Blocking any base and interfering with the runner will result in fielders' interference. Umpire will award the runner that base plus one.

Any fielder, including the catcher, having possession of the ball prior to the runner reaching the base, including home plate, may block the base and then require the runner to slide. Failure to slide will result in runners' interference. Umpire will call the runner out and the play becomes dead.

CATCHERS

All catchers must wear a protective helmet with mask and throat protector and a protective cup at all times, even when taking warm-up pitches. The umpires will strictly enforce this rule. It is the manager's responsibility to insure compliance with this rule.

MAKE-UP GAMES

Regularly scheduled games must be played on the dates scheduled. Head coaches of opposing teams shall jointly make decisions regarding whether to cancel games due to weather and/or field conditions. Efforts should be made by the head coaches to reschedule cancelled games that week. After head coaches discuss options for make-ups, please confirm field availability with league commissioner and report game date change to both RBF & BAYBA Presidents.

PICK-UP/CALL-UP PLAYERS

Call up players: Only second-year players from the prior league may be used as call ups unless the Board is satisfied that a reasonable attempt was made to contact all second-year players and none are available. In this case only, a team will be permitted to call up a first-year player from a prior league. Any manager using a first-year player as a call-up player will be brought before the Board for possible disciplinary action, which may result in a suspension and/or a forfeiture of the game involved. Under no circumstances will a team be permitted to call up a player from a league not immediately below the

manager's league. Example: Little League cannot call up a Farm League player; Mustang League cannot call up a T-ball league player. Any violation of this rule will result in a forfeit and the manager may be brought before the Board for disciplinary action. A call-up player cannot start over a regular rostered player.

If less than ten players are available for a scheduled game, a manager may call up a Farm League player from a team not scheduled to play during the same time period. No call-up player is permitted to "play-up" and miss any part of his/her own game or practice within his/her league. These call-up players will bat at the bottom of the order and play the outfield. A team cannot pick up Mustang League players from other teams.

A team may play with eight players if that is all that is available. Any team that starts with eight players or ends up with eight players due to injury or player(s) having to leave the field early shall not be charged an out when his/her spot in the batting order comes up. The spot shall be skipped and the next batter shall bat. Any player removed from a game by an umpire or coach for discipline reasons shall take an out each time said ejected/disciplined player's spot comes up in the batting order. Once removed from the game by the umpire or manager for disciplinary reasons, that player is not eligible to re-enter that game.

Once the first pitch of a game is thrown, teams are not allowed to "pick-up" additional Farm League players, but must insert any late-arriving rostered players into the line-up. If a team starts the game with 8 players and another rostered player arrives, that player must be immediately inserted into the game and must bat in the last spot in the batting order. He/she must bat as soon as his/her turn comes up in the batting order.

INJURED PLAYERS

Any time a team falls below 8 players due to injury/illness, the player's spot shall be skipped and no out shall be recorded. If this happens during an at bat, the next scheduled batter shall bat and assume the current ball/strike count, if any. If the injured/ill player can resume playing at a later time, he/she must return to the same position in the batting order that he/she previously occupied.

7-8 Rookie/Farm League

Official playing rules of Little League Baseball will govern game situations in Farm League/ Rookie 7-8 league. BAYBA/RBF/SBBS/BTBSC will adhere to all Official Little League rules regarding bats, illegal and legal, in all leagues. The official Little League rules, however, do not regulate the operation of our league to the degree desired by the members. Therefore, some rules will be replaced with the following.

GOAL: To provide training in the basic skills of baseball and insure a positive experience to all players.

PITCHING

The manager or an assistant coach will pitch to his/her team. The pitching rubber will be identified by a hash mark located approximately 40 feet from home plate. When delivering a pitch, the coach must have his/her foot in close proximity to the hash mark. The defensive player at the pitcher's position must wear a batting helmet with a face guard and a heart guard. This player must be positioned behind and to the side of the coach who is pitching but not behind the pitching rubber. They shall not be closer than the 40 foot hash mark to the batter.

BATTING

Every player on the roster must be included in the batting order and a continuous batting order will be used. If a player arrives late, his/her name will immediately be inserted at the bottom of the order.

The batter must hit the ball or strike out. A strike out will consist of three SWINGING strikes. A foul ball with two strikes on the batter is not considered strike three.

The batter will receive eight pitches. If the batter refuses to swing, he/she will be called out. No walks will be awarded. If a batter fouls the eighth pitch, they are not out and will receive another pitch until they do not swing or swing and miss (strike three).

No hit batsman.

INNING **(for BAYBA Teams)**

An offensive inning will be determined when three outs occur.

If three outs cannot be obtained, the inning shall end after the 5th run scored for the inning. There will not be continuation rules in effect during the last play in the inning in order to prevent coaches from improperly holding runners at 3rd base after scoring 4 runs in attempt to load the bases. Once the 5th run scores, the inning is over. The exception will be last inning where unlimited runs can be scored. In summary, the maximum number of runs that can be scored is 5 per inning except for the last inning which is unlimited.

INNING **(for RBF Teams & Games)**

An offensive inning will be determined when three outs occur. If three outs cannot be obtained, the inning shall end after all offensive team players have batted once.

When the last batter on the roster is at bat, the inning will end when:

1. He/she strikes out.
2. He/she is put out.
3. The ball is thrown to a base in front of the runner.
4. A normal play is made.

SCORE

Scores will be kept for BAYBA vs. BAYBA games ONLY. Player skill development should remain the primary focus of coaching, not final score.

Riverside's 7-8 teams do not keep score so games vs. Riverside, Brighton Twp., and South Beaver should be considered "scrimmages" and score should not be kept.

No won-loss records or team standings will be kept. There will be no play-offs or league champions.

SUBSTITUTION

Free substitution will apply except that each player on the roster will be entitled to play a minimum of three complete defensive innings and each player shall not sit more than one consecutive inning. Players injured during the game may be excused from this entitlement.

Courtesy runners will ONLY be used for the catcher of record and only when that player is on base and there are two outs. The courtesy runner will be the last batted out.

SUBSTITUTE RUNNER

A substitute runner may be used in case of injury. The substitute runner will be the batter who made the last out. Injured players must sit out a minimum of three defensive outs before re-entering the game.

Players with documented medical ailments can be substituted for when necessary. These players will not be treated as injured players. Players with such conditions must be identified to the head umpire and opposing manager prior to the game.

RUNNER ADVANCEMENT

Runner advancement will be controlled by hash marks located 2/3 of the way between first and second base, second and third base, and third base and home plate. Base runners will be stopped at first ***control of the baseball by any infielder on the infield dirt in fair territory***. At the time of first control by the infielder, the runner will be awarded the forward base if he/she is beyond the hash mark. If the runner has not completely passed the hash mark, he/she must return to the preceding base. Regardless of the hash mark, if a play is made on the runner, and he/she is tagged out, the runner will be called out. *(As such, coaches should encourage runners to not stop running until they have reached the base to which they are running even if infield possession as occurred in order to prevent from being put out by a defensive player. After runners have reached advancing base, they will be returned if appropriate. Runners should never stop running in the middle of a play because they think they will be sent back because of the hash mark rule)*. If there is any indecision by the umpire as to the position of the runner at the time of first control, the runner will be awarded the forward base.

No base runners may advance on an overthrow in the infield regardless of where the runners are or which base the play was made.

One base will be awarded on all overthrows out of play. There is no leading off of the bases and/or stealing of bases.

SLIDING

Sliding is permitted. Refer to Little League Baseball Inc. Official Regulations and Playing Rules.

Managers and coaches must teach and instruct all players to slide when the possibility of a close play may occur. No headfirst slides. Runner will be called out if they headfirst slide into the base they are attempting to reach. Diving back to a base they have already reached is permitted.

First base: Sliding is not permitted while attempting to reach the base unless the slide is to avoid a throw that pulls the first baseman off the bag. If the runner slides for any other reason, he/she will be called out. Once touching the base, a runner may slide in an attempt to return to the base. Obstruction rules by a fielder will be strictly enforced.

Second and third base: While running the bases, the runner should become accustomed to sliding as overrunning the base can cause your team an out.

Home plate: Runners must slide to avoid a collision with the catcher, provided the catcher has the ball. If the catcher is attempting to field the ball, the runner must avoid contact without necessarily sliding.

All players, including the catcher, must understand they cannot block any base, including home plate, without possession of the ball. Blocking any base and interfering with the runner will result in fielders' interference. The runner will be awarded the base they would have advanced to had they not been interfered with plus one.

Any fielder, including the catcher, having possession of the ball prior to the runner reaching the base, including home plate, may block the base and then require the runner to slide. Failure to slide will result in runners' interference. The umpire will call the runner out and the play becomes dead.

DEFENSIVE ALIGNMENT

The defensive team will field a maximum of ten players: one pitcher, one catcher, four infielders, and four outfielders. No fielder is to be in a "rover" position (standing on or near second base.) No player will play more than two innings in any one position with the exception of First Base which will be a maximum of three innings. Players may not play more than four innings in the infield including the pitcher and catcher positions.

CATCHERS

All catchers must wear a protective helmet with mask and throat protector and a protective cup at all times, even when taking warm-up pitches. The umpires will strictly enforce this rule. It is the manager's responsibility to insure compliance with this rule.

INFIELD FLY

The infield fly rule will not be in effect.

REGULATION GAMES

A game will consist of a maximum of six innings (no extra innings) or a maximum of 1 hour and 30 minutes. The home team will bat in the bottom of the 6th unless darkness and/or weather prevents safe play.

For BAYBA vs. BAYBA games, if a complete inning has not been played before a game is suspended due to darkness, the final score will revert back to last full inning completed.

All scheduled games will start no later than 6:00PM. The home team will use the field from 1 to 1/2 hour before game time (5:00PM to 5:30PM) and the visiting team from 1/2 hour before the start of the game until game time (5:30PM to 6:00pm). Saturday game's field times will depend on game scheduling. The ground rules will be the same for each game and will be reviewed before each game by the umpires and both managers.

MAKE-UP GAMES

Regularly scheduled games must be played on the dates scheduled. Head coaches of opposing teams shall jointly make decisions regarding whether to cancel games due to weather and/or field conditions. Efforts should be made by the head coaches to reschedule cancelled games that week. After head

coaches discuss options for make-ups, please confirm field availability with league commissioner and report game date change to both RBF & BAYBA Presidents.

COACHES

Defensive coaches: Only two defensive coaches are permitted on the playing field and must be positioned in the outfield. If both coaches agree, a coach may be positioned behind the catcher to help retrieve pitched balls missed by the catcher in an effort to keep the game moving.

Offensive coaches: Only two offensive coaches are permitted on the playing field, excluding the coach that is pitching. The coaches will be positioned in the first and third base coaching boxes only.

UMPIRES

There will be no assigned umpires. Managers (preferred) and/or their assistant coaches (when necessary) are responsible for umpiring all games. Head coaches will decide prior to the game who will make umpiring calls while each team is at bat.

Designated coaches will make calls only pertaining to fair or foul balls, if the batter/runner is safe or out, and the location of the runners when the ball is controlled by an infielder.

Head coaches are responsible for ensuring their assistants are not arguing over calls. Any questionable plays should be calmly and quietly discussed amongst head coaches or designated assistant(s) (if head coach is not present). If disputes about calls become a problem, the Board may take disciplinary action against the offending manager and/or coaches and/or modify rules at any point during the season.

All coaches must remember that we are overseeing 7-8 year-old kids and that it is possible someone may unintentionally misapply a rule and/or make a call that we don't agree with.

PICK-UP/CALL-UP PLAYERS

Only six year old Tee-Ball players may be used as call-up players unless the Board is satisfied that a reasonable attempt was made to contact all six year old players. In this case, a team will be permitted to call up a 5 year old Tee-Ball player. Any coach using a 5 year-old player as a call-up player will be brought before the Board for possible disciplinary action, which may result in a suspension.

END OF YEAR TOURNAMENT

There will be a closing single elimination tournament at end of season. Seeding for tournament likely will be based on random drawing since we are opening up tournament participation to Riverside, Brighton Twp., and South Beaver Rookie 7-8 teams.