

7&8 INSTRUCTIONAL INTER LEAGUE RULES (2018)

LASALLE / PERU / OGLESBY / UTICA / SPRING VALLEY

Number of Players

- 1) A team must start a game with 9 players, and may finish with 8 players.
- 2) A team may borrow a player from their league pool or from the opposing team.
- 3) 10 players will play & the 10th player must stand behind 2nd base in the outfield grass until the ball is hit.

Pitching Rules

- 1) A pitcher cannot pitch more than 50 pitches per game. See rule book for days of rest required when pitching. (Page 44/(d).)
- 2) A coach from the team at bat will take over for the pitcher after a 4-ball count. Strike count remains. The coach will be allowed to throw 4 pitches or until a swinging strike 3 count. A bat cannot end with a foul ball. A fouled off 4th pitch will result in an additional pitch.
- 3) Coach must start pitching with both feet on the rubber from 42 feet.
- 4) When a coach pitches, the pitcher must stand even with or behind the pitching rubber with 1 foot in the mound dirt area.

Batting Rules

- 1) Each team will use a continuous batting order utilizing all players on the roster. (All players bat)
- 2) No more than 10 batters per inning. (11th batter would start the next inning) or maximum of 5 runs per inning.
- 3) Borrowed players must bat in the line-up as the last batter.

Base Running

- 1) No batter or runner can advance more than two bases on a hit or overthrow.
- 2) No headfirst slide when advancing to a base.
- 3) No contact rule. The runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Failure to do so will result in the runner being called out at Umpire's discretion.

Coaches and Umpires

- 1) Coaches or other individuals may stand quietly behind the catcher to aid in ball retrieval.
- 2) If one umpire used, he may stand behind the catcher or pitcher. An additional umpire may be used if desired and must stand in the field

Length of Games

- 1) Instructional League games will be **5 innings in length**.
- 2) 1st game of the evening- Begins at 5:45.
- 3) No inning may begin later than 1½ hours from games beginning. An inning begins immediately when 3rd out is recorded.

(Peru) _____

(LaSalle) _____

(Utica) _____

(Oglesby) _____

RULES IN RED ARE CHANGES FOR THE 2018 SEASON

2018 MINOR & LITTLE LEAGUE RULE HIGHLIGHTS

- **BENCH/DUGOUTS** NO ONE EXCEPT THE PLAYERS, MANAGER AND 2 COACHES SHALL OCCUPY THE DUGOUT DURING PLAY. (PAGE 82/3.17)
- **MANDATORY PLAY** EVERY ROSTERED PLAYER PRESENT AT THE START OF THE GAME SHALL PARTICIPATE IN EACH GAME FOR A MINIMUM OF **SIX** CONSECUTIVE OUTS AND BAT AT LEAST I TIME. (PAGE 41/ IV(i) PENALTY THE PLAYER(S) INVOLVED SHALL START THE NEXT GAME, PLAY ANY PREVIOUS REQUIREMENT NOT COMPLETED IN THE LAST GAME AND THEN THE REQUIREMENT FOR THIS GAME BEFORE BEING REMOVED.
- **SUBSTITUTIONS** ANY PLAYER IN THE STARTING LINE-UP WHO HAS BEEN REMOVED FOR A SUBSTITUTE MAY RE-ENTER THE GAME, **IN THE SAME POSITION** IN THE BATTING ORDER PROVIDED HIS SUBSTITUTE HAS MEET THE REQUIRED PLAYING RULES. (PAGE 79/ 3.03)
- **ONLY A PLAYER IN THE STARTING LINE-UP MAY RE-ENTER THE GAME** (PAGE 79(3.03-d)
- **PINCH RUNNER** ONCE EACH INNING A TEAM MAY UTILIZE A PLAYER WHO IS NOT IN THE BATTING ORDER AS A SPECIAL PINCH-RUNNER FOR ANY OFFENSIVE PLAYER. A PLAYER MAY ONLY BE REMOVED FOR A SPECIAL PINCH RUNNER ONE TIME DURING A GAME. (PAGE 109 / 7.14)
- **VISITS TO MOUND** THE MANAGER OR COACH MAY CONFER WITH ANY OTHER PLAYER, INCLUDING THE CATCHER, DURING THE VISIT WITH THE PITCHER. (PAGE 116 / 8.06 d)
- **NUMBER OF VISITS** A MANAGER OR COACH MAY COME OUT TWICE IN ONE INNING, BUT THE **SECOND** TIME OUT THE PITCHER MUST BE REMOVED. THE MANAGER OR COACH MAY COME OUT **TWO** TIMES IN A GAME, BUT THE **THIRD** TIME OUT, THE PITCHER MUST BE REMOVED. (PAGE 115/8.06 a,b)
- **PITCHING RULES** ANY PLAYER MAY BE USED AS A PITCHER. THERE IS NO LIMIT AS TO THE NUMBER OF PITCHERS A TEAM CAN USE IN ONE GAME.
 - ❖ A PITCHER ONCE REMOVED FROM THE MOUND CANNOT RETURN AS A PITCHER.(PG 44)
 - ❖ ANY PLAYER, WHO HAS PLAYED THE POSITION OF CATCHER IN FOUR OR MORE INNINGS IN A GAME IS NOT ELIGIBLE TO PITCH THAT CALENDAR DAY. (PAGE 44/VI a)
 - ❖ A PITCHER WHO DELIVERS 41 OR MORE PITCHES IN A GAME CANNOT PLAY THE POSITION OF CATCHER FOR THE REMAINDER OF THAT DAY. (PAGE 44/C-note)
- **PITCH COUNT** THE PITCHER MUST BE REMOVED FROM THE MOUND ONCE THE FOLLOWING NUMBER OF PITCHES HAVE BEEN REACHED: (PAGE 44/VI c)
AGE 11 -12 85 PITCHES PER DAY **AGE 9 -10** 75 PITCHES PER DAY
- **REST DAYS** THE FOLLOWING DAYS OF REST MUST BE OBSERVED WHEN THESE PITCH COUNTS PER DAY ARE REACHED (PAGE 44-45 /VI d)
 - ❖ 66 OR MORE PITCHES, 4 DAYS OF REST
 - ❖ 51 TO 65 PITCHES, 3 DAYS OF REST
 - ❖ 36 TO 50 PITCHES, 2 DAY OF REST
 - ❖ 21 TO 35 PITCHES, 1 DAY OF REST
 - ❖ 1 TO 20 PITCHES, NO REST DAYS ARE REQUIRED

❖ NOTE: Under no circumstances shall a player pitch in 3 consecutive days

- **INTENTIONAL WALK:** Prior to a pitch being thrown, the defense can elect to intentionally walk a batter by announcing such decision. The ball is dead and 4 pitches will be added to the pitch count. (PAGE 99 /6.08 a 1-2)
- **EXCEPTION:** If a pitcher reaches a day(s) of rest threshold 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 retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. (PAGE 44/ VI (d) exception.
- **WARMUPS** THERE WILL BE 1 MINUTE OF WARM UP TIME BETWEEN INNINGS FOR PITCHERS. NO MORE THAN 8 WARM-UP PITCHES ARE PERMITTED. PLEASE HAVE A PLAYER READY TO WARM UP THE PITCHER IF THE STARTING CATCHER IS NOT SUITED UP AFTER HAVING BATTED OR IS ON BASE AT THE END OF THE INNING. PAGE 113/8.03
- **CONTINUEOUS BATTING ORDER** **MINOR LEAGUE ONLY** A CONTINUEOUS BATTING ORDER IS MANDATORY FOR ALL MINOR LEAGUE GAMES. PAGE 83-84/4.04, NOTE 1)
- **RAIN OUTS** GAMES CALLED BEFORE THEY BECOME A REGULATION GAME SHALL BE RESUMED FROM EXACTLY WHERE IT LEFT OFF PROVIDED 1 OR MORE INNINGS HAVE BEEN PLAYED. (PAGE 86/4.10 (d))
- **BASE COACHES** BOTH BASE COACHES ARE PERMITTED TO BE ADULT COACHES PROVIDED THERE IS AT LEAST ONE ADULT COACH IN THE DUGOUT AT ALL TIMES. (PAGE 84 /4.05 (a)
- **RAIN OUTS** SHOULD BE MADE UP DURING THE WEEK THAT THEY OCCURRED. SATURDAYS ARE LEFT OPEN ON THE SCHEDULE FOR THIS PURPOSE. **YOU NEED TO CONTACT THE LEAGUE SECRETARY WITHIN 24 HOURS OF THE RAINOUT TO HAVE THE GAME RESCHEDULED ON THE EARLIEST OPEN DATE OR THAT SLOT WILL THEN BE OPEN TO ANYONE ELSE WHO MAY HAVE BEEN RAINED OUT LATER IN THE WEEK. BECAUSE OF INTER LEAGUE PLAY, NOT ALL COACHES ARE WILLING TO RESCHEDULE RIGHT AWAY, SO YOU NEED TO CONTACT THEM IMMEDIATELY TO DECIDE ON YOUR OPTIONS.**
- **TIME LIMITS** THERE WILL BE A 1¾ HOUR TIME LIMIT ON ALL INTER LEAGUE GAMES PLAYED BETWEEN LASALLE, PERU, OGLESBY AND UTICA. NO NEW INNING CAN BEGIN AFTER THE 1¾ HOUR LIMIT IS REACHED. **AN INNING BEGINS THE MOMENT THE THIRD OUT OF THE INNING IS MADE.** CLOCK STARTS AT RELEASE OF THE FIRST PITCH. OFFICIAL START TIMES FOR GAMES ARE 5:45 & 7:30 PM, HOWEVER IF A GAME IS SHORTENED BECAUSE OF A 10 RUN RULE OR SIMPLY MOVES QUICKLY, THE SECOND GAME CAN BEGIN ASAP IF BOTH TEAMS HAVE THEIR PLAYERS AVAILABLE AND ARE READY TO GO. THE 1¾ HOUR LIMIT ON THE SECOND GAME BEGINS THE MOMENT THE FIRST PITCH IS MADE. (PAGE 51 / X a & c)
- **SLIDING RULE** RUNNERS ARE REQUIRED TO SLIDE OR AVOID CONTACT WITH A FIELDER WHO HAS THE BALL AND IS WAITING TO MAKE THE TAG ON A RUNNER ADVANCING TO A BASE. **THE RUNNER WILL BE DECLARED OUT.** (PAGE 103/ 7.08 a 3)

- **5 RUN INNING** A 5 RUN MAXIMUM INNING WILL BE IMPOSED IN ALL MINOR LEAGUE GAMES. (PAGE 75/DEFINITIONS-INNING)
- **DROPPED 3rd STRIKE** THE BATTER BECOMES A RUNNER WHEN THE THIRD STRIKE CALLED BY THE UMPIRE IS NOT CAUGHT PROVIDING 1st BASE IS UNOCCUPIED OR 1st BASE OCCUPIED WITH TWO OUT. (PAGE 100 / 6.09 b) **(LITTLE LEAGUE ONLY)**
- **BAT RULES** (PAGE 66-67 / 1.10)
 - ❖ The bat must be a baseball bat which meets the USA Baseball Bat Standards as adopted by Little League It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to the USA Baseball Standard standards. Additional information is available at LittleLeague.org/batinfo.
Little League Majors and Minor: it shall not be more than thirty-three (33) inches in length nor more than **two and five eighths (2 5/8)** inches in diameter.
 - ❖ An **ILLEGAL BAT** is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used. (page 67 NOTE 4)
 - ❖ A batter is out for illegal action when - (PAGE 97 / 6.06 (d))
 - (d) The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.
 - Note:** If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:
 - 1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - 2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - 3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.
- **BATTER DELAY** After entering the batters box, the batter must remain in the box with at least one foot throughout the at bat. Check rule book for exceptions to the rule. Penalty is a warning first and then an automatic called strike. (PAGE 94 / 6.02 C)

LEAGUE SAFETY RULES APPENDIX B (Page 155)

- **ON-DECK BATTERS** NO ON DECK BATTERS ARE PERMITTED IN MINOR OR LITTLE LEAGUE GAMES. ONLY THE FIRST BATTER OF EACH HALF INNING WILL BE PERMITTED OUTSIDE THE DUGOUT BETWEEN HALF INNINGS. PLAYERS ARE NOT PERMITTED TO HAVE BATS IN THEIR HANDS IN THE DUGOUT AREA. JUNIOR AND SENIOR LEAGUE PERMITS ON DECK BATTERS, BUT SAME RULE APPLIES FOR PLAYERS IN THE DUGOUT AREA.
- **BULL PEN WARM UPS** IF A PITCHER IS WARMING UP IN THE BULL PEN AREA NOT PROTECTED BY FENCING, A SAFETY PLAYER (WEARING HELMET AND GLOVE) MUST BE POSITIONED IN FRONT OF THE PITCHER FACING TOWARD THE BATTER TO PROTECT HIM FROM ANY BATTED BALLS IN THAT DIRECTION. THE CATCHER MUST HAVE ON A FACE MASK DURING THE WARM-UPS.
- **THROAT GUARDS** MUST BE WORN ON ALL CATCHERS MASKS AT ALL LEVELS INCLUDING THE NEW STYLE ONE-PIECE MASKS. MASKS MUST BE WORN AT ALL TIMES WHEN TAKING INFIELD PRACTICE AND WARMING UP PITCHERS.
- **WARM-UPS** ADULT COACHES ARE NOT PERMITTED TO WARM UP THEIR PITCHERS BETWEEN INNINGS OR IN THE BULL PEN. ONLY PLAYERS ON THE TEAM IN UNIFORM ARE PERMITTED AND MUST BE WEARING A CATCHERS MASK AT ALL TIMES DURING THE WARMUPS.
- **BATTING HELMETS** BATTING HELMETS SHOULD REMAIN ON UNTIL THE BATTER RE-ENTERS THE DUGOUT AFTER HIS AT-BAT.
- **JEWELRY** NO JEWELRY OF ANY TYPE, WATCHES, RINGS, PINS, NECKLACES, OR OTHER METALLIC OBJECT CAN BE WORN DURING A GAME.

DISTRICT PITCH COUNT RULES

- **PITCH COUNT** MANAGERS FROM EACH TEAM ARE REQUIRED TO MEET EVERY ½ INNING TO VERIFY PITCH COUNT.
- **PITCH COUNT AFFADAVIT** PITCH COUNT AFFADAVITS MUST BE STAPLED TO THE BACK OF A TEAMS SCOREBOOK SO THEY CAN BE MADE AVAILABLE TO OPPOSING MANAGERS PRIOR TO THE START OF GAMES. UPON COMPLETION OF A GAME, THE MANAGER OR PERSON IN CHARGE OF THE TEAM MUST FILL IN THE NECESSARY INFORMATION AND SIGN THE AFFADAVIT ALONG WITH THE OPPOSING MANAGER AND THEN THE UMPIRE OR OFFICIAL SCORER IN CITIES THAT HAVE ONE, VERIFYING THE INFORMATION IS CORRECT AND AGREED UPON. ONCE AN AFFADAVIT IS FILLED UP, CONTACT YOUR LEAGUE DIRECTOR TO OBTAIN A NEW ONE SIGNED AND DATED BY HIM.
- **MANAGER VERIFICATION** IF THE MANAGER OR PERSON IN CHARGE OF THE TEAM SHOWS UP WITHOUT THE CURRENT AFFADAVIT, THE GAME IS AUTOMATICALLY PLAYED UNDER PROTEST. PROTESTS MUST BE REPORTED TO THE LEAGUE DIRECTORS OF BOTH TEAMS INVOLVED ALONG WITH THE DISTRICT ADMINISTRATOR WITHIN 24 HOURS OF THE EVENT. THE PERSON FAILING TO PROVIDE THE AFFADAVIT WILL BE SUSPENDED FOR 1 GAME FOR THE FIRST OFFENSE AND RELIEVED OF HIS DUTIES FROM THE LEAGUE FOR A SECOND OFFENSE.

DISTRICT 20 FORFEIT RULE (ADOPTED 2010)

- If during a game either team is unable to place 9 players on the field due to injury or ejection, the opposing manager shall select a player to reenter the lineup. If a team does not have anyone to reenter the game, the opposing team should lend a player to that team to finish off the game, however it would count as a forfeit in the standings at that point. NOTE: a game may not be continued with less than nine (9) players on each team.
- If a team shows up with only 8 players, it's a forfeit for the purpose of the standings. If the opposing team has 9 players, reschedule the game. If the team has 10 players or more, give 1 to the opposing team and play the game. If a player gets hurt during the game and a team is unable to continue with 9, the game is suspended if not a complete game at that point.

DISTRICT 20 CONCUSSION PROTOCOL ADOPTED FEB 2018

- Beginning with the 2018 season, all managers and coaches in district 20 leagues will be required to participate in the CDC on-line training and exam program for concussions. A certificate of completion must be kept on file with the local league and their safety officer.

ANY QUESTIONS REGARDING THESE RULES, CONSULT YOUR RULEBOOK OR AN UMPIRE OR LEAGUE DIRECTOR BEFORE YOUR GAME OR TOURNAMENT PLAY STARTS.

Rules in blue were new interleague rules added in 2007.
RULES IN RED ARE LITTLE LEAGUE CHANGES FOR 2018

2018 JUNIOR LEAGUE RULE HIGHLIGHTS

- **BENCH/DUGOUTS** NO ONE EXCEPT THE PLAYERS, MANAGER AND 2 COACHES SHALL OCCUPY THE DUGOUT DURING PLAY. (PAGE 82/3.17)
- **MANDATORY PLAY** EVERY PLAYER ON A TEAM ROSTER SHALL PARTICIPATE IN EACH GAME FOR A MINIMUM OF **SIX** CONSECUTIVE OUTS AND BAT AT LEAST 1 TIME. (PAGE 41/ IV(i)) PENALTY THE PLAYER(S) INVOLVED SHALL START THE NEXT GAME, PLAY ANY PREVIOUS REQUIREMENT NOT COMPLETED IN THE LAST GAME AND THEN THE REQUIREMENT FOR THIS GAME BEFORE BEING REMOVED.
- **SUBSTITUTIONS** ANY PLAYER IN THE STARTING LINE-UP WHO HAS BEEN REMOVED FOR A SUBSTITUTE MAY RE-ENTER THE GAME, IN **THE SAME POSITION** IN THE BATTING ORDER PROVIDED HIS SUBSTITUTE HAS MEET THE REQUIRED PLAYING RULES. (PAGES 79/ 3.03)
- **ONLY A PLAYER IN THE STARTING LINE-UP MAY RE-ENTER THE GAME** (page 79/3.03-d)
- **PINCH RUNNER** ONCE EACH INNING A TEAM MAY UTILIZE A PLAYER WHO IS NOT IN THE BATTING ORDER AS A SPECIAL PINCH-RUNNER FOR ANY OFFENSIVE PLAYER. A PLAYER MAY ONLY BE REMOVED FOR A SPECIAL PINCH RUNNER ONE TIME DURING A GAME. (PAGE 109 / 7.14)
- **VISITS TO MOUND** THE MANAGER OR COACH MAY CONFER WITH ANY OTHER PLAYER, INCLUDING THE CATCHER, DURING THE VISIT WITH THE PITCHER. (PAGE 114 / 8.06 d)
- **NUMBER OF VISITS** A MANAGER OR COACH MAY COME OUT TWICE IN ONE INNING, BUT THE **SECOND** TIME OUT THE PITCHER MUST BE REMOVED. THE MANAGER OR COACH MAY COME OUT **TWO** TIMES IN A GAME, BUT THE **THIRD** TIME OUT, THE PITCHER MUST BE REMOVED. (PAGE 115/ 8.06 a,b)
- **PITCHING RULES** ANY PLAYER MAY BE USED AS A PITCHER. THERE IS NO LIMIT AS TO THE NUMBER OF PITCHERS A TEAM CAN USE IN ONE GAME. (PAGE 44/VI a)
- **PITCHER/CATCHER POSITIONS** A PITCHER WHO DELIVERS 41 OR MORE PITCHES IN A GAME CANNOT PLAY THE POSITION OF CATCHER FOR THE REMAINDER OF THAT DAY. ANY PLAYER, WHO HAS PLAYED THE POSITION OF CATCHER IN FOUR OR MORE INNINGS IN A GAME IS NOT ELIGIBLE TO PITCH THAT CALENDAR DAY. (PAGES 44 VI a & 42/C-note)
- **PITCH COUNT** THE PITCHER MUST BE REMOVED FROM THE MOUND ONCE THE FOLLOWING NUMBER OF PITCHES HAVE BEEN REACHED: (PAGE 44/VI c)
AGE 13-16 95 PITCHES PER DAY
- **PITCHER SUBSTITUTION** A PITCHER REMAINING IN THE GAME, BUT MOVING TO A DIFFERENT POSITION, CAN RETURN AS A PITCHER ANYTIME IN THE REMAINDER OF THE GAME, BUT ONLY ONCE PER GAME. (PAGE 44/VI (b)).

- **REST DAYS** THE FOLLOWING DAYS OF REST MUST BE OBSERVED WHEN THESE PITCH COUNTS PER DAY ARE REACHED. (PAGE 44-45/VI d)
 - ❖ 66 OR MORE PITCHES, 4 DAYS OF REST
 - ❖ 51 TO 65 PITCHES, 3 DAYS OF REST
 - ❖ 36 TO 50 PITCHES, 2 DAY OF REST
 - ❖ 21 TO 35 PITCHES, 1 DAY OF REST
 - ❖ 1 TO 20 PITCHES, NO REST DAYS ARE REQUIRED

❖ **NOTE: Under no circumstances shall a player pitch in 3 consecutive days**

❖ **EXCEPTION:** If a pitcher reaches a day(s) of rest threshold 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 retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. (PAGE 44/ VI (d))

- **WARMUPS** THERE WILL BE 1 MINUTE OF WARM UP TIME BETWEEN INNINGS FOR PITCHERS. NO MORE THAN 8 WARM-UP PITCHES ARE PERMITTED. PLEASE HAVE A PLAYER READY TO WARM UP THE PITCHER IF THE STARTING CATCHER IS NOT SUITED UP AFTER HAVING BATTED OR IS ON BASE AT THE END OF THE INNING. PAGE 113/8.03
- **RAIN OUTS** GAMES CALLED BEFORE THEY BECOME A REGULATION GAME SHALL BE RESUMED FROM EXACTLY WHERE IT LEFT OFF PROVIDED 1 OR MORE INNINGS HAVE BEEN PLAYED. (PAGE 86/4.10 (d))
- **BASE COACHES** BOTH BASE COACHES ARE PERMITTED TO BE ADULT COACHES PROVIDED THERE IS AT LEAST ONE ADULT COACH IN THE DUGOUT AT ALL TIMES. (PAGE 84/ 4.05 (a))
- **RAIN OUTS** SHOULD BE MADE UP DURING THE WEEK THAT THEY OCCURRED. **YOU NEED TO CONTACT THE LEAGUE SECRETARY WITHIN 24 HOURS OF THE RAINOUT TO HAVE THE GAME RESCHEDULED ON THE EARLIEST OPEN DATE OR THAT SLOT WILL THEN BE OPEN TO ANYONE ELSE WHO MAY HAVE BEEN RAINED OUT LATER IN THE WEEK. BECAUSE OF INTER LEAGUE PLAY, NOT ALL COACHES ARE WILLING TO RESCHEDULE RIGHT AWAY, SO YOU NEED TO CONTACT THEM IMMEDIATELY TO DECIDE ON YOUR OPTIONS.**
- **TIME LIMITS** THERE WILL BE A 2 HOUR TIME LIMIT ON ALL INTER LEAGUE GAMES PLAYED , NO MATTER IF 1 OR 2 GAMES ARE SCHEDULED ON A FIELD ON A PARTICULAR NIGHT.. NO NEW INNING CAN BEGIN AFTER THE 2 HOUR LIMIT IS REACHED. **AN INNING BEGINS THE MOMENT THE THIRD OUT OF THE INNING IS MADE.** OFFICIAL START TIMES FOR GAMES ARE 6:00 & 8:00 PM, HOWEVER IF A GAME IS SHORTENED BECAUSE OF A 10 RUN RULE OR SIMPLY MOVES QUICKLY, THE SECOND GAME CAN BEGIN ASAP IF BOTH TEAMS HAVE THEIR PLAYERS AVAILABLE AND ARE READY TO GO. THE 2 HOUR LIMIT ON THE SECOND GAME BEGINS THE MOMENT THE FIRST PITCH IS MADE.(PAGE 51 / X a & c)

- **SLIDING RULE** RUNNERS ARE REQUIRED TO SLIDE OR AVOID CONTACT WITH A FIELDER WHO HAS THE BALL AND IS WAITING TO MAKE THE TAG ON A RUNNER ADVANCING TO A BASE. **THE RUNNER WILL BE DECLARED OUT.** (PAGE 103 / 7.08 a 3)
- **BAT RULES** (PAGE 66-67 / 1.10)

- ❖ The bat must be a baseball bat which meets the USA Baseball Bat Standards as adopted by Little League It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to the USA Baseball Standard standards. Additional information is available at LittleLeague.org/batinfo.
- ❖ **Junior League:** it shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part.

NOTE 2 : Also, permitted for the Intermediate (50-70) Division and Junior League Division are bats meeting the BBCOR performance standard, and so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

- ❖ An **ILLEGAL BAT** is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used. (Page 67, NOTE 4)
- ❖ A batter is out for illegal action when - (PAGE 97 / 6.06 (d))
 - (d) The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.

Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:

 - 1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - 2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - 3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

- ❖ **15 RUN RULE**

DISTRICT 20 FORFEIT RULE (ADOPTED 2010)

- If during a game either team is unable to place 9 players on the field due to injury or ejection, the opposing manager shall select a player to reenter the lineup. If a team does not have anyone to reenter the game, the opposing team should lend a player to that team to finish off the game, however it would count as a forfeit in the standings at that point. NOTE: a game may not be continued with less than 9 players on each team.
- If a team shows up with only 8 players, it's a forfeit for the purpose of the standings. If the opposing team has 9 players, reschedule the game. If the team has 10 players or more, give 1 to the opposing team and play the game. If a player gets hurt during the game and a team is unable to continue with 9, the game is suspended if not a complete game at that point

DISTRICT PITCH COUNT RULES

- **PITCH COUNT** MANAGERS FROM EACH TEAM ARE REQUIRED TO MEET EVERY ½ INNING TO VERIFY PITCH COUNT.
- **PITCH COUNT AFFADAVIT** PITCH COUNT AFFADAVITS MUST BE STAPLED TO THE BACK OF A TEAMS SCOREBOOK SO THEY CAN BE MADE AVAILABLE TO OPPOSING MANAGERS PRIOR TO THE START OF GAMES. UPON COMPLETION OF A GAME, THE MANAGER OR PERSON IN CHARGE OF THE TEAM MUST FILL IN THE NECESSARY INFORMATION AND SIGN THE AFFADAVIT ALONG WITH THE OPPOSING MANAGER AND THEN THE UMPIRE OR OFFICIAL SCORER IN CITIES THAT HAVE ONE, VERIFYING THE INFORMATION IS CORRECT AND AGREED UPON. ONCE AN AFFADAVIT IS FILLED UP, CONTACT YOUR LEAGUE DIRECTOR TO OBTAIN A NEW ONE SIGNED AND DATED BY HIM.
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ANY QUESTIONS REGARDING THESE RULES, CONSULT YOUR RULE BOOK OR AN UMPIRE OR LEAGUE OFFICIAL BEFORE YOUR GAME STARTS.

RULES IN BLUE WERE INTER LEAGUE RULES ADDED IN 2007

RULES IN RED ARE LITTLE LEAGUE CHANGES FOR 2018

2018 SENIOR LEAGUE RULE HIGHLIGHTS

- **BENCH/DUGOUTS** NO ONE EXCEPT THE PLAYERS, MANAGER AND 2 COACHES SHALL OCCUPY THE DUGOUT DURING PLAY. (PAGE 82/3.17)
- **MANDATORY PLAY** EVERY PLAYER ON A TEAM ROSTER SHALL PARTICIPATE IN EACH GAME FOR A MINIMUM OF **SIX** CONSECUTIVE OUTS AND BAT AT LEAST I TIME. (PAGE 41/ IV(i)) PENALTY THE PLAYER(S) INVOLVED SHALL START THE NEXT GAME, PLAY ANY PREVIOUS REQUIREMENT NOT COMPLETED IN THE LAST GAME AND THEN THE REQUIREMENT FOR THIS GAME BEFORE BEING REMOVED.
- **SUBSTITUTIONS** ANY PLAYER IN THE STARTING LINE-UP WHO HAS BEEN REMOVED FOR A SUBSTITUTE MAY RE-ENTER THE GAME, IN **THE SAME POSITION** IN THE BATTING ORDER PROVIDED HIS SUBSTITUTE HAS MEET THE REQUIRED PLAYING RULES. (PAGE 79/ 3.03)
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- **PITCHER/CATCHER POSITIONS** A PITCHER WHO DELIVERS 41 OR MORE PITCHES IN A GAME CANNOT PLAY THE POSITION OF CATCHER FOR THE REMAINDER OF THAT DAY. ANY PLAYER, WHO HAS PLAYED THE POSITION OF CATCHER IN FOUR OR MORE INNINGS IN A GAME IS NOT ELIGIBLE TO PITCH THAT CALENDAR DAY. (PAGES 44/VIa & 37/C-note)
- **PITCH COUNT** THE PITCHER MUST BE REMOVED FROM THE MOUND ONCE THE FOLLOWING NUMBER OF PITCHES HAVE BEEN REACHED: (PAGE 44/VI c)
AGE 13-16 95 PITCHES PER DAY
- **PITCHER SUBSTITUTION** A PITCHER REMAINING IN THE GAME, BUT MOVING TO A DIFFERENT POSITION, CAN RETURN AS A PITCHER ANYTIME IN THE REMAINDER OF THE GAME, BUT ONLY ONCE PER GAME. (PAGE 44/VI (b)).

- **DESIGNATED HITTER RULE** AT THE BEGINNING OF EACH GAME, THE MANAGER MAY LIST A DESIGNATED HITTER TO BAT FOR A DESIGNATED PLAYER THROUGHOUT THE GAME. (PAGE 80/3.03 SENIOR a thru c)
- **REST DAYS** THE FOLLOWING DAYS OF REST MUST BE OBSERVED WHEN THESE PITCH COUNTS PER DAY ARE REACHED FOR 15-18 LEAGUE AGE PITCHERS (PAGE 45/VI d)
 - ❖ 75 OR MORE PITCHES, 4 DAYS OF REST
 - ❖ 61 TO 75 PITCHES, 3 DAYS OF REST
 - ❖ 46 TO 60 PITCHES, 2 DAY OF REST
 - ❖ 31 TO 45 PITCHES, 1 DAY OF REST
 - ❖ 1 TO 30 PITCHES, NO REST DAYS ARE REQUIRED
 - ❖ **EXCEPTION:** If a pitcher reaches a day(s) of rest threshold 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 retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. (PAGE 45/ VI (d))

❖ NOTE: Under no circumstances shall a player pitch in 3 consecutive days

- **WARMUPS** THERE WILL BE 1 MINUTE OF WARM UP TIME BETWEEN INNINGS FOR PITCHERS. NO MORE THAN 8 WARM-UP PITCHES ARE PERMITTED. PLEASE HAVE A PLAYER READY TO WARM UP THE PITCHER IF THE STARTING CATCHER IS NOT SUITED UP AFTER HAVING BATTED OR IS ON BASE AT THE END OF THE INNING. PAGE 113/8.03
- **RAIN OUTS** GAMES CALLED BEFORE THEY BECOME A REGULATION GAME SHALL BE RESUMED FROM EXACTLY WHERE IT LEFT OFF PROVIDED 1 OR MORE INNINGS HAVE BEEN PLAYED. (PAGE 86/4.10 (d))
- **BASE COACHES** BOTH BASE COACHES ARE PERMITTED TO BE ADULT COACHES PROVIDED THERE IS AT LEAST ONE ADULT COACH IN THE DUGOUT AT ALL TIMES. (PAGE 84 / 4.05 (1))
- **RAIN OUTS** SHOULD BE MADE UP DURING THE WEEK THAT THEY OCCURRED. **YOU NEED TO CONTACT THE LEAGUE SECRETARY WITHIN 24 HOURS OF THE RAINOUT TO HAVE THE GAME RESCHEDULED ON THE EARLIEST OPEN DATE OR THAT SLOT WILL THEN BE OPEN TO ANYONE ELSE WHO MAY HAVE BEEN RAINED OUT LATER IN THE WEEK. BECAUSE OF INTER LEAGUE PLAY, NOT ALL COACHES ARE WILLING TO RESCHEDULE RIGHT AWAY, SO YOU NEED TO CONTACT THEM IMMEDIATELY TO DECIDE ON YOUR OPTIONS.**
- **TIME LIMITS** THERE WILL BE A 2 HOUR TIME LIMIT ON ALL INTER LEAGUE GAMES PLAYED , NO MATTER IF 1 OR 2 GAMES ARE SCHEDULED ON A FIELD ON A PARTICULAR NIGHT.. NO NEW INNING CAN BEGIN AFTER THE 2 HOUR LIMIT IS REACHED. **AN INNING BEGINS THE MOMENT THE THIRD OUT OF THE INNING IS MADE.** OFFICIAL START TIMES FOR GAMES ARE 6:00 & 8:00 PM, HOWEVER IF A GAME IS SHORTENED BECAUSE OF A 10 RUN RULE OR SIMPLY MOVES QUICKLY, THE SECOND GAME CAN BEGIN ASAP IF BOTH TEAMS HAVE THEIR PLAYERS AVAILABLE AND ARE READY TO GO. THE 2

HOUR LIMIT ON THE SECOND GAME BEGINS THE MOMENT THE FIRST PITCH IS MADE.(PAGE 51 / X a & c)

- **SLIDING RULE** RUNNERS ARE REQUIRED TO SLIDE OR AVOID CONTACT WITH A FIELDER WHO HAS THE BALL AND IS WAITING TO MAKE THE TAG ON A RUNNER ADVANCING TO A BASE. **THE RUNNER WILL BE DECLARED OUT.** (PAGE 103/ 7.08 a 3)
- **BAT RULES** (PAGE 66-67/ 1.10)
 - ❖ **Senior:** It shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. **The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color.** Aluminum and composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color. Additional information is available at LittleLeague.org/batinfo.
 - ❖ In all divisions, wood bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches (18 inches for Junior/Senior/Big League baseball) from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. (PAGE 67)
 - ❖ An **ILLEGAL BAT** is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used. (PAGE 67 NOTE 4)
 - ❖ A batter is out for illegal action when - (PAGE 97 / 6.06 (d))
 - (d) The batter enters the batter’s box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter’s box.

Note: If the infraction is discovered before the next player enters the batter’s box following the turn at bat of the player who used an illegal bat:

 - 1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.
 - 2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.
 - 3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.
 - ❖ **15 RUN RULE:**

DISTRICT 20 FORFEIT RULE (ADOPTED 2010)

- If during a game either team is unable to place 9 players on the field due to injury or ejection, the opposing manager shall select a player to reenter the lineup. If a team does not have anyone to reenter the game, the opposing team should lend a player to that team to finish off the game, however it would count as a forfeit in the standings at that point. NOTE: a game may not be continued with less than 9 players on each team.
- If a team shows up with only 8 players, it's a forfeit for the purpose of the standings. If the opposing team has 9 players, reschedule the game. If the team has 10 players or more, give 1 to the opposing team and play the game. If a player gets hurt during the game and a team is unable to continue with 9, the game is suspended if not a complete game at that point

DISTRICT PITCH COUNT RULES

- **PITCH COUNT** MANAGERS FROM EACH TEAM ARE REQUIRED TO MEET EVERY ½ INNING TO VERIFY PITCH COUNT.
- **PITCH COUNT AFFADAVIT** PITCH COUNT AFFADAVITS MUST BE STAPLED TO THE BACK OF A TEAMS SCOREBOOK SO THEY CAN BE MADE AVAILABLE TO OPPOSING MANAGERS PRIOR TO THE START OF GAMES. UPON COMPLETION OF A GAME, THE MANAGER OR PERSON IN CHARGE OF THE TEAM MUST FILL IN THE NECESSARY INFORMATION AND SIGN THE AFFADAVIT ALONG WITH THE OPPOSING MANAGER AND THEN THE UMPIRE OR OFFICIAL SCORER IN CITIES THAT HAVE ONE, VERIFYING THE INFORMATION IS CORRECT AND AGREED UPON. ONCE AN AFFADAVIT IS FILLED UP, CONTACT YOUR LEAGUE DIRECTOR TO OBTAIN A NEW ONE SIGNED AND DATED BY HIM.
- **MANAGER VERIFICATION** IF THE MANAGER OR PERSON IN CHARGE OF THE TEAM SHOWS UP WITHOUT THE CURRENT AFFADAVIT, THE GAME IS AUTOMATICALLY PLAYED UNDER PROTEST. PROTESTS MUST BE REPORTED TO THE LEAGUE DIRECTORS OF BOTH TEAMS INVOLVED ALONG WITH THE DISTRICT ADMINISTRATOR WITHIN 24 HOURS OF THE EVENT. THE PERSON FAILING TO PROVIDE THE AFFADAVIT WILL BE SUSPENDED FOR 1 GAME FOR THE FIRST OFFENSE AND RELIEVED OF HIS DUTIES FROM THE LEAGUE FOR A SECOND OFFENSE.

ANY QUESTIONS REGARDING THESE RULES, CONSULT YOUR RULE BOOK OR AN UMPIRE OR LEAGUE OFFICIAL BEFORE YOUR GAME STARTS.

RULES IN BLUE WERE INTER LEAGUE RULES ADDED IN 2007
RULES IN RED ARE LITTLE LEAGUE CHANGES FOR 2018

DISTRICT 20 HIGHLIGHT OF RULES (MOST OVERLOOKED OR NOT FOLLOWED)

CATCHERS MASK: ALL CATCHERS MASK MUST HAVE A DANGELING THROAT GUARD

CHEST PROTECTOR: CHEST PROTECTORS MUST HAVE THE LOWER PART (TO COVER GROIN AREA) EXCEPT JR. & SR LEAGUE

INFIELD PRACTICE: THE CATCHER MUST BE WEARING HIS CATCHERS HELMET DURING INFIELD PRACTICE NO COACH CAN BE DOING INFIELD PRACTICE CATCHING

PITCHER WARM UPS: NO COACH SHALL WARM UP A PITCHER BEFORE OR DURING A GAME INSIDE OR OUTSIDE THE FENCE (THIS PERTAINS TO PARENTS ALSO) FOR THE PURPOSE OF THIS RULE

BULLPEN WARM UPS: WHEN A PITCHER IS WARMING IN THE "BULLPEN" THE CATCHER MUST WEAR HIS MASK. DURING A GAME A PLAYER MUST ALSO BE GUARDING THE AREA WITH A HELMET ON AND A GLOVE FACING THE BATTER

PITCHER / CATCHER RULE: A PITCHER THAT THROWS 41 OR MORE PITCHES IN A GAME MAY NOT CATCH THE REST OF THE DAY. A CATCHER THAT CATCHES 4 OR MORE INNINGS IN A GAME MAY NOT PITCH THE REST OF THE DAY 1 PITCH CAUGHT IN THE INNING = 1 INNING

PITCH COUNTS: KNOW THE BREAK OFF POINTS FOR REST AND THE MAX ALLOWABLE PER GAME CONFER WITH OPPOSING MGR. EVERY ½ INNING SO ALL ARE ON THE SAME COUNT

PITCH AFFIDAVIT: ALL MANAGERS MUST CARRY A PITCH AFFIDAVIT TO **ALL** GAMES. GET WITH OPPOSING MANAGER BEFORE THE GAME TO SHARE WHO IS ELIGIBLE TO PITCH IN THAT GAME

DISTRICT RULE: **1st OFFENSE WITHOUT AFFIDAVIT 1 GAME SUSPENSION**
 2nd OFFENSE REST OF THE SEASON

MANDATORY PLAY; ALL PLAYERS MUST PLAY A MINIMUM OF 6 DEFENSIVE OUTS AND BAT AT LEAST ONCE

BATTING HELMETS: PLAYERS MUST KEEP BATTING HELMET ON AT ALL TIMES WHEN RUNNING THE BASES AND UNTIL THEY REACH THE DUGOUT

ON DECK BATTERS: THER WILL BE NO ON DECK BATTERS INSTRUCTIONAL THROUGH LITTLE LEAGUE.

THIS ALSO MEANS NO OTHER PLAYER IN THE DUGOUT SHOULD HAVE A BAT IN HAND UNTIL HE GOES TO BAT JR. & SR LEAGUES ARE ALLOWED ON DECK BATTERS

COACHES: THERE ARE TO BE NO MORE THAN 3 COACHES IN THE DUGOUT ANYONE CAOCHING MUST HAVE A APPROVED BACK ROUND CHECK

BATS: ALL NON-WOOD BATS MUST BE APPROVED PER LITTLE LEAGUE STANDARDS CHECK THE LITTLE LEAGUE WEB SITE FOR LIST OF APPROVED BATS

JEWELRY: NO JEWELRY OF ANY KIND TO BE WORN BY PLAYERS (UNLESS FOR MEDICAL REASONS WRIST BANDS ARE OK EXCEPT FOR THE PITCHER

TIMEOUTS: WHEN CALLING TIMEOUT, WAIT FOR THE PLAY TO END, THEN ASK THE UMPIRE FOR TIME. WHEN THE UMPIRE GRANTS YOU TIME, APPROACH THE UMPIRE THAT YOU WANT TO **DISCUSS** THE CALL WITH **CALMLY**.

HOME RULES: THERE WILL BE NO" HOME RULES" **LITTLE LEAGUE RULES ONLY**

READ YOUR RULE BOOKS

ADDED RULE CHANGES FOR 2018

MINOR & LITTLE LEAGUE

- **SUBSTITUTIONS** ANY PLAYER IN THE STARTING LINE-UP WHO HAS BEEN REMOVED FOR A SUBSTITUTE MAY RE-ENTER THE GAME, **IN THE SAME POSITION** IN THE BATTING ORDER PROVIDED HIS SUBSTITUTE HAS MEET THE REQUIRED PLAYING RULES. (PAGE 79/ 3.03)
- **NUMBER OF VISITS** A MANAGER OR COACH MAY COME OUT TWICE IN ONE INNING, BUT THE **SECOND** TIME OUT THE PITCHER MUST BE REMOVED. THE MANAGER OR COACH MAY COME OUT **TWO** TIMES IN A GAME, BUT THE **THIRD** TIME OUT, THE PITCHER MUST BE REMOVED. (PAGE 115/8.06 a,b)

• **NOTE: Under no circumstances shall a player pitch in 3 consecutive days**

DISTRICT 20 CONCUSSION PROTOCOL *ADOPTED FEB 2018*

- Beginning with the 2018 season, all managers and coaches in district 20 leagues will be required to participate in the CDC on-line training and exam program for concussions. A certificate of completion must be kept on file with the local league and their safety officer.

JUNIOR & SENIOR LEAGUE

- **SUBSTITUTIONS** ANY PLAYER IN THE STARTING LINE-UP WHO HAS BEEN REMOVED FOR A SUBSTITUTE MAY RE-ENTER THE GAME, **IN THE SAME POSITION** IN THE BATTING ORDER PROVIDED HIS SUBSTITUTE HAS MEET THE REQUIRED PLAYING RULES. (PAGE 79/ 3.03)
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❖ **15 RUN RULE: NOT YET DEFINED BY THE DISTRICT**