

2020 Green Run Little League



45 YEARS OF SERVICE

Local Rules

**GREEN RUN LITTLE LEAGUE
BASEBALL AND SOFTBALL**

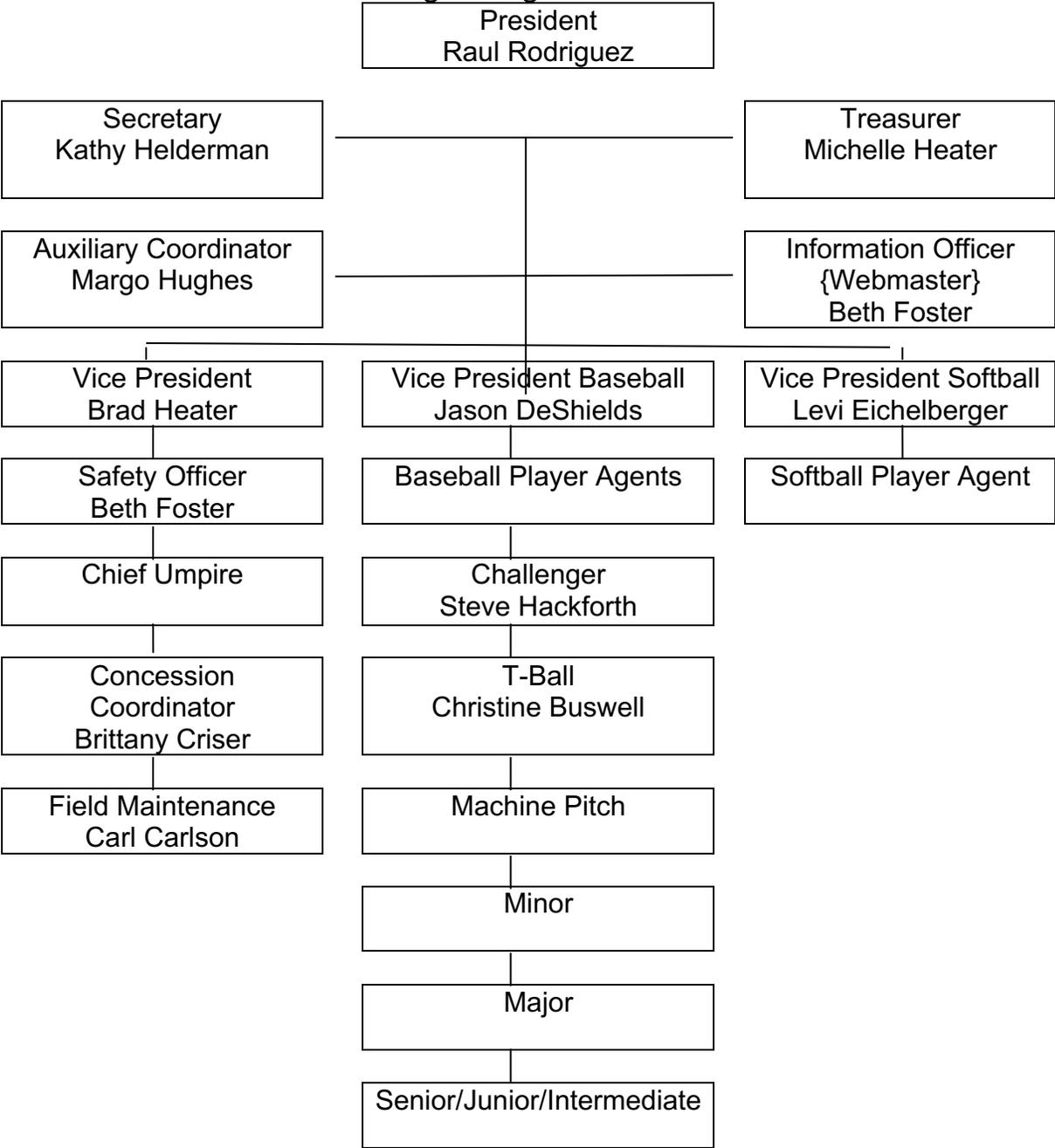
2020 SEASON INFORMATION AND LOCAL RULES

TABLE OF CONTENTS

LEAGUE ORGANIZATION CHART	2
SEASON PRELIMINARIES	3
RULES OF CONDUCT	4
FIELD RULES	6
RESCHEDULING GAMES	7
INJURIES	7
EQUIPMENT	8
OFFICIAL SCOREKEEPERS	8
ALL-STAR TEAM SELECTION	8
FIELD DUTY	9
BINGO	9
WEBSITE	10
LOCAL LEAGUE RULES BY DIVISION	10
CHALLENGER BASEBALL	10
T-BALL BASEBALL	11
COACH PITCH BASEBALL	11
MINOR BASEBALL	13
INTERMEDIATE (50/70)	14
SENIORLEAGUE BASEBALL	15
MINOR LEAGUE SOFTBALL	15
MAJOR LEAGUE SOFTBALL	17
JUNIOR LEAGUE SOFTBALL	18
SENIOR LEAGUE SOFTBALL	19
POOL PLAY	19
FALL BALL PROGRAM	20

League Organization Chart

League Organization Chart



SEASON PRELIMINARIES

1. Registration for the 2020 season are as follows and will be held at the fields on Dahlia Dr:

January 4th, 10:00 AM - 12:00 PM (Early registration for returning Managers/coaches) **plus fundraiser**
January 11th 10:00 AM - 12:00 PM
January 16th 6:00 – 7:00 PM
January 25th, 10:00 AM – 12:00 PM
February 8th, 10:00 AM – 12:00 PM
February 12th, 6:00 – 7:00 PM
February 22nd, 10:00 AM – 12:00 PM TBA

In addition to participation fees listed below, **there will be a \$45.00 fundraiser fee per player.** All new players must present birth certificates or military IDs as proof of age and to determine League selection and three proofs of residence within the boundaries of the league. Must have 2D waiver and school form at time of registration.

Player participation fee for the 2020 season will be as follows:

TBall: \$75.00
CPitch: \$75.00
Minor Softball: \$95.00
Minor and above: \$130.00
Challenger: \$30.00
A cap of 2 fundraisers for families with more than 2 players.

Any Registration Checks returned as “NSF” will incur penalties by 3rd party "Resubmit It" money collection agency on behalf of GRLL.

Any players that desire to be registered after the last advertised open registration date will be placed on a waiting list until space availability is determined. A \$10 late fee per player will be assessed when that player completes the registration process. **No refunds will be issued after opening day.**

2. Tryouts and Drafts:

Tryouts will be held at the fields located at 4141 Dam Neck Road (across from New Castle Elementary School) on **Feb. 29th and March 7th** (rain or shine) per the schedule below. All players should arrive 15 minutes prior to the scheduled start time.

Softball

9-12-year old's	10:00-10:45
13-16-year old's	10:45-11:30

Baseball

8-10-year old's	11:30-12:30
11-13-year old's	12:30-2:00
14-16-year old's	2:00-3:00

ALL BASEBALL players, league age* 9 to 16 will be required to try out. ALL SOFTBALL players league age* 9-16 are required to attend tryouts. Attendance at both tryouts is strongly recommended, but all candidates must attend at least one of the scheduled tryout sessions. Failure to attend may result in forfeiting eligibility to play in the Intermediate/Major Division. Any child who fails to make tryouts will be subject to a blind draft.

***(Any player born after 2005 who will turn the ages of 4-9 during the 2019 calendar year will be eligible to use the new league age determination date of August 31st, Players born prior to January 1, 2006 will continue to use the current league age determination date of August 31st for Baseball, January 1 for Softball)**

- a. Managers approved by the board will be the only ones on the field to observe tryouts. Minor managers will be selected and will draft their teams.
- b. Evaluations or tryouts for players to “play up” is not a guarantee of that player being placed in the next division. Those determined to meet the minimum skill levels to safely move up will do so on a space available basis.
- c. Opening Day Ceremony for the Spring Season will be held March 28, 2020. The season will run from March 28th through June 6th. Fall season will be determined at a later date.

RULES OF CONDUCT FOR MANAGERS, COACHES, PLAYERS AND SPECTATORS

1. Rules for managers and coaches consist both of Little League Regulations and local league rules.
2. Individuals selected to be managers and coaches are expected and required to commit their efforts to GRLL.
3. Violations of conduct **will require an** appearance before the Disciplinary Committee, which consists of the President, Vice President, Secretary, Vice President of Baseball or Softball, respective Player Agent, and an impartial board member, for review and recommend any action deemed appropriate for approval by the Board of Directors. **If any manager, coach, or player is ejected from a game by an umpire or league official he/she must also sit out the next game.** They must appear in front of the Disciplinary Committee prior to participation in any GRLL function. **Any player that appears in front of a Disciplinary Committee could lose their All-Star eligibility at The Board of Director’s discretion. Any player that appears in front of a Disciplinary Committee twice in one season will automatically lose their All-Star eligibility.**
4. When a Manager, Coach, or Player is ejected from a game, they shall leave the complex immediately and take no further part in that game. They may **not** sit in the stands and may **not** be recalled. Any manager, coach, or player ejected from a game is suspended for his or her next physically played game and **may not be in attendance at the game site from which they are suspended.**
5. Disciplinary Committees will be convened as soon as possible at the convenience of the Committee. Disciplinary Committees may be convened with the player or coach *in absentia* if notification of the Disciplinary Committee was made either verbally or in writing; or reasonable effort was exhausted. All attempts to bring in witnesses and written reports to provide an accurate representation of the events will be made.
6. During tournaments or any similar time when a physical meeting of the Disciplinary Committee would be an undue burden or impractical; an electronic meeting may be executed by email or phone conference. This meeting must be approved by the President or his representative. It will be facilitated by the Vice President of Baseball/Softball. The recommendation with sufficient background information will be provided to the President for approval and forwarding as a motion by email to the BOD for an email vote.
7. Managers, coaches, players, and umpires will make no derogatory statements or gestures.

8. A team representative from each team is expected to attend each monthly general membership league meeting held the 4th Wednesday of each month.

9. If a manager or coach finds they can't devote ample time to the team, they are obligated to notify the respective Player Agent so that a replacement can be found. Ample time is defined below. Eligibility for consideration as an All Star manager or coach is contingent upon becoming a league member, supporting their Bingo Team, and attendance at general membership meetings; as well as any criteria required by Little League rules.

10. Managers should hold at least two (2) organized and scheduled practices per week prior to season start. It is recommended that at least one (1) practice, in addition to games, be conducted per week during the season. Copy of practice schedule will be provided to the respective Vice President of Baseball/Softball, Safety Officer and Player Agent.

11. No manager, coach, or parent will come to any game, practice, or league event, under the influence of alcohol. Tobacco products will only be allowed in the parking lot. Managers and coaches, including parent volunteers, will not leave the field or dugout during a game to use tobacco products (this includes vaping and electric cigarettes) nor will they be used during pre-or post-game organized interaction with a team, including practices

12. The use of profanity is prohibited in or around any Little League activity. Use of profanity on the playing field by a player is cause for ejection from the game. Use of profanity on the playing field by a manager or coach is cause for ejection from the game and possible dismissal from the position.

13. Managers and coaches are responsible for the conduct of their team and should exert influence over the parents and spectators concerning their conduct. Parents, spectators, or players, making threats, gestures, or using abusive language toward umpires, other players, managers/coaches, or any league official shall not be tolerated. Offenders will be asked to leave the league complex. If they refuse, the game will be suspended and the Virginia Beach Police Department may be contacted.

14. No glass containers are permitted in the dugouts or on the playing field.

15. Managers and coaches of both teams are responsible for field preparation, and for policing the field, dugouts and bleacher area after each game. This includes base placement/removal, and the proper reconditioning/raking of the home-plate area and pitcher's mound. Each team is responsible for cleaning up their side of the field, including the spectator areas, at the completion of each game. **Coaches of teams who have the last game of the day are responsible for emptying/replacing the trash cans at their respective fields. Parents are strongly encouraged to help.**

16. All teams are responsible for the cleanliness and maintenance of the mound and other dirt areas of their respective fields.

17. Managers are responsible for ensuring that any pre-game off field warm-ups are conducted safely and due care is taken by all players to ensure any ball throwing or batting practice is done where there is no danger to non-participants, such as spectators of other games or people moving about the complex. All pre-game warm-ups and drills must be conducted in the outfield area associated with that team's dugout. At no time will pre-game warm-ups be allowed on the infield with the following approved exception:

- a. Time permitting, Minor Divisions and above all players will be removed from the fields 20 minutes prior to the scheduled start time the Visiting Team to conduct 10 minutes of infield/outfield warm-ups.
- b. At 10 minutes prior to the scheduled start of the game the Home team will be allowed 10 minutes of infield/outfield warm-ups.

- c. No other equipment or players will be allowed on the field during this time except for a supervised bullpen.

18. All male coaches or managers with a female player on their team shall have an adult female present at all games, practices and other functions dealing with Little League.

19. Assignment to a Bingo Team. Bingo is our #1 fundraiser at GRLL. It will be mandatory that all managers are assigned to a Bingo team. A manager will recruit 2 parents to represent the team at Bingo. This person may not be an active member on the Bingo team that the manager has been assigned. If the manager can't secure coverage for the assigned week he/she must attend Bingo themselves. Player agents will be responsible for making sure that their divisions attend Bingo as scheduled. Teams will be assigned by division. During the off season the Challenger Division will be broken up into 2 separate Bingo Teams. Team A, Senior BB, Intermediate, Minor SB, and Challenger; Team B, Senior SB, Minor BB and Challenger; Team C, Cpitch, Tball and Challenger; Team D, Challenger, Major Softball and Major BB.

20. First Aid Certification. Little League International requires that one member of the coaching staff for **EVERY** Little League Team attend a Little League sanctioned first aid clinic. This is only valid for three years from the clinic date. Mandatory Managers/Coaches Sports Injury First-Aid Clinic will be conducted by the League Safety Officer at a time and place to be determined. **All rostered managers must attend the First Aid Clinic.**

21. Mandatory Managers/Coaches Clinic and organizational meeting will be held time and place to be determined.

22. **No player can use any electronic devices or cell phones in dugouts or on the fields during games. All adult and players must wear appropriate athletic footwear.**

FIELD RULES GREEN RUN FIELDS

1. The batting of baseballs or softballs into any fence is prohibited.
2. No climbing on any of the trees or fences or jumping from the bleachers.
3. Riding bicycles, roller blades, skateboards or scooters on the complex is strictly prohibited.
4. No pets are allowed on the complex (with the exception of service dogs).
5. Smoking is strictly prohibited inside the complex. Smoking is allowed in the parking lot only.
6. For the purposes of regular season competition all GRLL fields are considered to be "regulation" and any ball leaving the field between the foul poles will be considered a HOME RUN as per the Little League Internationals Website.
7. Offensive teams will only be allowed to have two adult base coaches if there is an adult physically in the dugout or unless otherwise stated in these rules. Defensive teams are allowed ONE coach outside the entrance to the dugout for direction of players in the field or providing signs to the catcher. All other coaches must remain in the dugout unless otherwise stated in the Divisional rules. Continued failure to comply will result in the requirement of all Managers and Coaches to be positioned within the dugout while their team is on defense.

FIELD RULES PRINCESS ANNE WRIGLEY FIELDS

No **metal cleats** on Wrigley field
No **chewing gum** or **spitting** on complex
No **sunflower seeds** or **peanut shells** on complex
No **food** or **beverage** allowed on the Wrigley field (except water)
No **climbing** on or over any fence at anytime
No **dogs** allowed on complex except service dogs
No **batting** balls into fence
No **smoking (including vaping or e-cigarettes)** or **alcohol** allowed on complex
No **skateboard, roller blades, scooters, or bikes**
No **Profanity**

RESCHEDULING GAMES

At no time will managers or coaches cancel, change the date, time, or location of a scheduled game without the written approval of the Vice President of their division. Games, other than rainout, will only be rescheduled if the team cannot field nine (9) players due to official school athletic or academic functions. Manager's written requests to reschedule will include a listing of affected players and the official function. These must be submitted to the Vice President of BB/SB as soon as the situation is known, but in no case later than 72 hours prior to the scheduled game (unless special circumstances warrant). Failure to meet these requirements will result in the game being forfeited. No official games will be played with either team fielding less than nine (9) players. If for any reason, at game time, a team cannot field nine (9) players, the two teams may combine to play a practice game only. Pitching rules apply. Rescheduled game dates/times will be determined by the Vice President of BB/SB and be provided to concerned managers and the Chief Umpire.

- a. The Field Duty board member, or in his/her absence, the senior Board member present will make the determination of field conditions and the calling of games due to inclement weather. He/She will then call the appropriate Vice President, who will in turn call, the affected managers. It will also be put on Facebook and the website.
- b. The first rainout goes to the first rain date/time.
- c. Otherwise rescheduled games will be scheduled as soon as possible, but, so as not to put any unfair burden on either team. Coach Pitch and Tee Ball rainout games will not be rescheduled unless the total games played for the season would fall below 12 if a game were not rescheduled.

INJURIES

1. Each manager will immediately notify the Safety Officer who will notify the League President and Vice Presidents of Baseball/Softball and Player Agent of any game or practice related injury. Any player, who has been injured and unable to play, requires a doctor's medical release prior to returning to play.
2. Managers will follow up with parents on any injuries, which have the potential for medical treatment or the use of Little League Insurance. Little League insurance is supplementary, and the parent's primary insurance coverage is required to be used first. Any additional cost will be covered by league insurance. To correctly file under Little League Insurance the following procedures must be followed:

3. The parents must provide the manager with all-medical reports and receipts for care in excess of primary insurance concerning the injury.
4. Each Manager will have 24 hours to notify the safety officer and will have 48 hours to complete the incident form, that includes information about the injury confirming the name of the injured player, team name, time, date, place, type of injury (no matter how minor), how it occurred, and that it was a valid GRLL related injury. If there is not a form filled out within 48 hours there will be no claim accepted.
5. Completed injury reports will be submitted to the Player Agent. Player agents will assist managers, as needed, in the correct completion of injury reports. Player agents will submit all paperwork to the Safety Officer who will file the claim.
 - a. All reports must be received by the Safety Officer within 48 hours of injury. Safety Officer will submit report to LL insurance within 20 days of injury. The league insurance must be filed within 120 days of the injury.
6. No player with blood on self/uniform will be permitted to play.

EQUIPMENT

1. All league equipment (including uniforms) is the responsibility of the Equipment Manager.
2. The Equipment Manager will maintain a record of all equipment as to location, condition, value, and replacement needs.
3. The Equipment Manager is responsible for the issue, storage, repair, return and advising the Board of Directors of the need for replacement of all League equipment. Distribution and collection of league equipment will be facilitated by the Equipment Manager through the Vice President of Baseball and Softball. Any issues pertaining to missing or uncollected equipment will be reported to the President via the Vice President of Baseball/Softball.
4. Managers will be required to sign for all equipment.

OFFICIAL SCOREKEEPERS

1. The home team will provide the Official Scorekeeper for minor divisions and above.
2. For baseball divisions, the official scorekeeper will ensure **Pitch Count** is tracked for each game in the official scorebook for each pitcher utilized. The two teams will verify the pitch count between each half inning. These forms will be provided with the Official Game Scorebooks in the shed.
3. The official Scorekeeper will have the scorebook signed by both managers after each game.

ALL-STAR TEAM SELECTION

1. All-star managers will be selected by a committee chaired by the President and comprised of the Vice President, Vice President of Baseball and Softball, the respective divisional Player Agents and the Secretary. The manager will be selected based on his/her management and tournament experience, support of the league, knowledge of all aspects of the game, and ability to quickly develop a high-performance team to represent the League and be competitive in tournament play. Only Managers with a history of professional

conduct and a demonstrated ability to represent Green Run Little League in a positive manner will be considered. The manager will choose his/her official roster coaches (two) for board approval. Due to the short preparation time and the training intensity necessary, other Managers/ Coaches from within the division may be required to be part of the coaching staff.

2. Each Player Agent will verify, with the Secretary, the eligibility and availability of each player and develop a ballot for distribution. Availability must be determined by **May 2nd** get an accurate count of potential candidates. This will determine waiver requests and ultimately, the number of teams fielded by each division.

3. Little League would gain immeasurably in the eyes of the public if the players themselves selected all tournament teams. Players relish the challenge of competition, but their anxiety to excel is in balance with an intuitive respect and admiration for teammate and opponent alike who demonstrate superior ability and skill.

a. Tournament team candidates should be selected based on their playing ability, eligibility, and availability.

b. The following groups will determine selection of the tournament team:

1.) Players

2.) Managers/Coaches

(a). They may select in their division only.

3.) All Star Selection Committee

c. Every member of a team is entitled to vote. The Player Agent will provide each manager and coach with ballots **at least** two (2) weeks prior to Closing Day. Ballots will be returned immediately upon voting to the division player agents prior to teams leaving the field. **Voting for All Star selection will be completed by May 16th**. Vote counting will be conducted by the Player Agent in the presence of the League President, Vice President, Secretary, and Vice President of Baseball or Softball. All results will be held in the strictest confidence until official announcement.

4. **Player agents** will prepare team affidavits for the President's signature.

5. **Selection to an All-Star team will require parents to work 3 Bingo's between June 6th and December 31, 2020. Parents will be required to give a \$200 deposit that will be refunded once the Bingo commitment has been met.**

FIELD DUTY

A member of the Board of Directors will be assigned Field Duty for each day games are scheduled. Scheduling will rotate throughout the members. The Duty person is the League representative during their duty day and as such has the authority to address any issues which may arise that cannot be handled by individual managers or other participants present. **The field duty person will be responsible for ensuring the complex is secured and cleaned.** Due to past history and events, **ALL females** must be accompanied by a male while at the fields.

BINGO

1. The Bingo organization will consist of a Coordinator, CO-Coordinator, Team Leaders and workers. The Coordinator is appointed by the President of the League and approved by the Board.

2. The Bingo organization is the primary fundraising group in the League and is governed by the Green Run Little League Constitution and by-laws, and State and Local regulations.

WEBSITE

1. The league maintains a World Wide Web presence (www.greenrunlittleleague.com) and for the purpose of providing information to league members and others with an interest.

During the regular spring season game scores and division standings for all applicable divisions will be made available to the extent that managers or a designated team representative provides them. Game scores should be emailed to respective player agents and infoofficer@greenrunll.com.

2. After teams have been established individual team pages are created. These team pages can be used for as much or as little information as the team desires. Due to the large number of teams the webmaster does not maintain team pages. Managers are encouraged to solicit a parent volunteer to participate in website familiarization training and be designated as an Asst Webmaster for the team site.

LOCAL LEAGUE RULES BY DIVISION

All divisions will follow Little League Rules unless optional rules are modified by these local rules:

CHALLENGER

The purpose of the Challenger Division of Little League Baseball is to provide a program for mentally and physically challenged youth to enjoy the full benefits of Little League participation in an athletic environment structured to their abilities.

1. Player Eligibility - League ages 4-14, or the completion of high school.
2. New Senior division for Challenger is forming. League ages 15 and up
3. Player Assignment - The Player Agent will assign new players to teams based on team size to keep the teams even. Returning players will remain on existing teams.
4. Dress - Shirt and hat issued by the league becomes the property of the player after the season. Players must wear long pants.
5. Games - A modified game will be 1 hour 15 minutes in duration, with a minimum of 2 innings completed. All players on the team roster will play both defensively and offensively in every inning. Little League recommends that no score be kept during games.
6. Playing Rules - A wide range of abilities of Little League Challenger participants will necessitate variations in not only the rules, but in the philosophy of conventional baseball.
7. Pitchers - Use of the batting tee or coach pitch with two fielding "pitchers" (one to the left and one to the right of the mound) is strongly recommended.
8. Player Assistance - Approved managers, coaches and buddies are permitted on the field to assist players when needed. A "buddy system" is utilized, involving volunteers and/or Little League players to assist selected Little League Challenger participants both on and off the field.

T-BALL

The purpose of T-Ball is to provide an introduction of organized Baseball to players whom because of age; size and physical dexterity are not yet eligible for Little League Baseball. Due to the age and attention span of T-Ball players, managers are highly encouraged to recruit additional parent volunteers to assist in games and practices.

1. Player eligibility - league age 4, 5 and 6-year olds.
2. The Player Agent according to age will distribute all players. To the extent possible requests, written on the registrations form, to be placed on a specific manager's team and/or to play with other specifically mentioned players will be honored consistent with creating numerically and age balanced teams.
3. Dress - shirt and hat issued by the league, which becomes the property of the player after the season. Players must wear long pants.
4. Every player will play the entire game
5. The offensive coach will announce "Last Batter!" for the last batter in the batting order who will be retired by touching all bases or by being put out while rounding the bases.
6. Games will be played on the T-Ball field. If for any reason they are played elsewhere, 35-foot base paths will be used.
7. The offensive team may use two adult base coaches. The defensive team may place four adults in the outfield. Coaches will:
 - a. (Offensive) Be one (1) manager and one (1) coach only and (Defensive) Be one (1) manager and one (1) coach, plus two other adults.
 - b. Remain within the coaches' box (offensive) and on the outfield side of the coaches' box (defensive) at all times.
 - c. There must be an adult in the dugout at all times
8. All games will be one (1) hour 15 minutes in duration or consist of four (4) innings, time or darkness permitting.
9. Base stealing is not permitted.
10. At a point determined by the Player Agent and Vice President of Baseball pitching by coaches may be added to the game in accordance with Little League rules.

COACH/PLAYER PITCH

The purpose of the Coach/Player Pitch-Program is to provide training and instruction for players who have exceeded skill requirements of T-Ball and do not qualify for selection to Minor by preparing players with live pitching from both adult and player pitchers.

1. Player eligibility - league age 7 and 8 years old. 6-year old players with one (1) spring season of T-Ball can request to move up, if space is available. All 8-year old's will try out for the minor division.
2. Dress - shirt and hat issued by the league, which becomes the property of the player after the season. Players must wear long pants.

3. A new inning will not be started after one and one half (1 ½) hours, but any inning in progress will be completed and consist of six (6) innings, time or darkness permitting. All games will end at 2 hours.
4. Five (5) runs by the offensive team will constitute an inning. The play, which scores the fifth run, should be played to completion, however, only five runs count.
5. At the beginning of the season until May 1st, all pitching will be performed by a manager, coach or GRLI qualified volunteer. The adult pitcher must pitch within the location of the pitcher's mound. The adult pitcher must also pitch overhand and wear a glove. One fielding "pitcher" will be used on either the left or the right of the mound. Defensive coaches will ensure those players stay even with or behind the adult pitcher. Coaches will pitch to their own team. Players will have a maximum of five (5) pitches. There are no called strikes or balls. If the batter swings and misses 3 times, the batter is out. There are no walks. The batter can foul off the 5th pitch and continue to bat until the batter swings and misses or puts the ball in play.

Starting on May 1st, all pitching will convert over to player/coach pitch rules as follows. A player pitcher and batting team's adult pitcher will be on the mound. The player pitcher can pitch a maximum of six (6) pitches or four (4) balls to a batter. Batters hit by the adult pitcher pitches will not be awarded first base. If a player pitcher hits 3 batters in one inning, the pitcher must be replaced and will not be able to return as a pitcher that game. (Coaches must teach batters the correct way to get hit by a pitch by turning into the pitch) The adult pitcher will call balls and strikes on the player pitcher. (During pre-game meeting, the managers of both teams shall meet to discuss and agree on a liberal strike zone for the player pitcher which will promote hitting.) If the player pitcher has pitched four (4) balls before their six (6) pitch maximum, the adult pitcher will pitch a maximum of three pitches to the batter. If the batter fails to put the ball in play in three adult pitcher pitches or gets a third strike swinging, the batter will be out. Any existing strikes in the batter's count will be carried over when the coach steps into pitch. During adult pitching, the batter can foul off the 3rd pitch and continue to bat until the batter swings and misses or puts the ball in play. **There will be no walks.**

6. Managers must ensure that all pitchers follow Little League pitch count rules which will be supplied by the Player Agent. Since there is no Little League pitch count for a 6-year old, 6-year old's will be limited to 35 pitches per day, 7-8-year old's will be limited to 50 pitches.
7. Base stealing is not allowed.
8. Any batted ball that makes contact with an adult pitcher will be declared a dead ball and the batter will return to batting with the same pitch count. Any non-batted ball that makes contact with an adult pitcher will be declared a dead ball and all base runners will be awarded the next base.
9. The ball will be dead, and no runners will advance when the ball is returned in the infield to an infielder.
 - a. It is necessary for the player to control the ball within the area defined by the Infield dirt.
 - b. If runners are on base, each runner may advance on the play if they are past the halfway point between the bases when the infielder takes possession of the ball.
 - c. If a runner is less than halfway to the next base at the end of the play the runner must return back to the previous base.
10. Coach Pitch teams may have four Coaches. The offensive team may use two adult base coaches, an adult pitcher, and a dugout coach. The defensive team may place two adults in the outfield. There will be no more than 4 adults in the dugout during games.
11. Base Coaches will:

- a. Be one (1) manager and one (1) coach only.
 - b. Remain within the coaches' box and away from the batter during play (offensive) and on the outfield side of the coaches' box (defensive) at all times.
12. Coach Pitch is an instructional program and no team standings will be recorded or recognized. The home team's book will serve as the official scorebook. However, each team is responsible for keeping track of player pitcher pitch counts.
13. No player can sit on the bench for more than 1 inning at a time. Managers must rotate players off the bench every inning. A player should not be brought back to the bench until everyone available on the team has sat out for an inning. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and the entire roster will be the batting order. If this rule is not complied with:
- a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current game's requirements before being replaced.
 - b. The manager shall be brought before the Disciplinary Committee for the following:
 - 1.) First Offense - receives a written warning or may be suspended for the next scheduled game.
 - 2.) Second Offense - be suspended for the next scheduled game.
 - 3.) Third Offense - be suspended for the remainder of the season.
14. A catcher must use a catcher's mitt when behind the plate. If the catcher catches the pitch or keeps the ball in front of them, the catcher will return the pitch back to the adult or player pitcher. The offensive team manager/coach should have 5 balls ready to be used before every batter.
15. No specialized player positions on defense at this level. Players are to be taught to play all positions over the course of the season. Managers will need to use good judgment about using players at certain positions (i.e. 1B and P) for the first couple of weeks of the season until first time players get comfortable and skills improve.
16. It is recommended that managers/coaches start training player pitchers at the beginning of the season to be ready for the May 1st switch to player pitching. The recommended number of player pitchers per team is no less than five player pitchers, and all 8-year olds.

ADVANCED PROGRAM

The Mission of the Advanced Program is to provide advanced baseball training and competition to challenge players to play in a more competitive environment against other local advanced baseball teams to better the league in whole for post-season tournaments.

MINOR BASEBALL

The purpose of the Minor program is to provide training and instruction.

1. Player Eligibility: Any candidate with amateur status who has played one (1) Spring season in T-ball, one (1) Spring season of Coach/Player Pitch and will turn age 7 by September 1 or will attain the age of 8 years before May 1 through 9 years old.
2. Dress - shirt and hat issued by the league, which becomes the property of the player after the season.

Players must wear long pants.

3. All games will consist of six (6) innings, darkness permitting. The league will be following the Little League 10/15 run rule as per **rule 4.10 (e) in the Little League Rule Book**.

No new inning will begin after 1 hour 45 minutes.

4. Base runners will not be permitted to steal unless the catcher fails to field the pitch cleanly until May 1st. If the runner steals on a “bobbled” ball he/she is at risk of being put out. If a player steals on a cleanly fielded ball the rules will be followed as if the player left the base too soon and may be required to return to the base. Dropped third strike is not in effect. At Wrigley Field, player can only steal one base on a passed ball.

5. The offensive team may use two base coaches. Coaches will:

a. Be two (2) adult base coaches or one (1) Manager and one (1) Coach.

b. Remain within the coaches’ box at all times.

c. At least one coach must be in the dugout at ALL times. **There will be no more than 4 adults in the dugout during games.**

6. The home team will keep the official scorebook.

7. No player can sit on the bench for more than 2 innings at a time. Managers must rotate players off the bench every inning. A player should not be brought back to the bench until everyone available on the team has sat out for a minimum of 1 inning. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and the entire roster will be the batting order. If this rule is not complied with:

a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current games requirements before being replaced. (The Minor Player Agent or the Vice President of Baseball will be available, upon request, to assist any manager who may be experiencing difficulty in complying with this rule).

b. The manager shall be brought before the Disciplinary Committee for not complying with division rules. The following penalties will be sanctioned for no compliance:

1.) First Offense - receives a written warning or may be suspended for the next scheduled game.

2.) Second Offense - be suspended for the next scheduled game.

3.) Third Offense - be suspended for the remainder of the season.

8. If the game is called for reasons beyond the manager’s control, such as time, darkness, weather, the manager’s penalty portion of the mandatory play rule may not apply.

9. The following speed-up rule will be utilized. When there are two outs and the catcher is a base runner, a courtesy runner may be used for the catcher. The courtesy runner will be the player that was the previous out. Being a courtesy runner will not automatically qualify as his mandatory time played.

INTERMEDIATE (50/70) BASEBALL

1. Player eligibility - league age 11 through 13 years old.

2. All games will consist of seven (7) innings, darkness permitting. The league will be following the Little League 10/15 run rule as per **rule 4.10 (e) in the Little League Rule Book**. No new inning will begin after 2 hours.

3. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and bat at least once. If this rule is not complied with:
 - a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current games requirements before being replaced.
 - b. The **manager shall be brought before the Disciplinary Committee for the following:**
 - 1.) First Offense - receives a written warning or may be suspended for the next scheduled game.
 - 2.) Second Offense - be suspended for the next scheduled game.
 - 3.) Third Offense - be suspended for the remainder of the season.
4. If the game is called for reasons beyond the manager's control, such as darkness, weather, or the 10-run rule, the manager's penalty portion of the mandatory play rule may not apply.

The following speed-up rule will be utilized. When there are two outs and the catcher is a base runner, a courtesy runner may be used for the catcher. This courtesy runner will be a player not currently in the game. Being a courtesy runner will not automatically enter him in the game as a substitute nor qualify as his mandatory time played. In the event all substitutes have entered the game, a player not in the current line-up may become the courtesy runner. (A starter has been removed from the game to allow his substitute to play; he may become the courtesy runner).

SENIOR LEAGUE BASEBALL

1. Player eligibility – league age 13 through 16 years old.
2. All games will consist of seven (7) innings, darkness permitting. The league will be following the Little League 10/15 run rule as per **rule 4.10 (e) in the Little League Rule Book**. No new inning will begin after 2 hours.
3. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and bat at least once. If this rule is not complied with:
 - a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current games requirements before being replaced.
 - b. The **manager shall be brought before the Disciplinary Committee for the following:**
 - 1.) First Offense – receives a written warning or may be suspended for the next scheduled game.
 - 2.) Second Offense – be suspended for the next scheduled game.
 - 3.) Third Offense – be suspended for the remainder of the season.
4. If the game is called for reasons beyond the manager's control, such as darkness, weather, or the 10-run rule, the manager's penalty portion of the mandatory play rule may not apply.

The following speed-up rule will be utilized. When there are two outs and the catcher is a base runner, a courtesy runner may be used for the catcher. This courtesy runner will be a player not currently in the game. Being a courtesy runner will not automatically enter him in the game as a substitute nor qualify as his mandatory time played. In the event all substitutes have entered the game, a player not in the current line-up may become the courtesy runner. (A starter has been removed from the game to allow his substitute to play; he may become the courtesy runner).

MINOR LEAGUE SOFTBALL

The purpose of the Minor League Program is to provide training and instruction for those players who by

reason of age, experience, ability or other factors do not qualify for selection in Major League Softball. Minor League managers are reminded that their goal is to prepare each of their players for selection to Majors. Parents of Minor League should be utilized as volunteer umpires.

1. Player eligibility – league age 7 to 9 years old. To the extent possible requests, written on the registrations form, to be placed on a specific manager's team and/or to play with other specifically mentioned players will be honored consistent with creating numerically and age balanced teams. ***6-year-old players with one spring season of T-Ball can request to play up. 10-year-old players that are not drafted to or lack the skills necessary to play in the Major division can request to play down. Requests to play up/down must be approved by the Softball Player Agent**

2. Dress – shirt issued by the league, which becomes the property of the player after the season.

3. Player Distribution will be determined by Player Agent.

4. All games will be one and one half (1 ½) hours in duration (a new inning will not be started after one and one half (1 ½) hours, but any inning in progress will end at one hour forty-five minutes (1 ¾) regardless of what point the game is at) and consist of six (6) innings, time or darkness permitting

5. Five (5) runs by the offensive team will constitute an inning.

6. This is a player pitch/coach pitch division (no machine will be used). The player will pitch until she has delivered 3 balls to the batter. At that time the manager/coach will be permitted to pitch until the batter reaches 3 strikes or a base hit. There will be no walks. Managers are expected to develop during practice and/or training sessions, a sufficient number of pitchers. Player pitch will be used at the Player Agent's discretion.

7. The managers/coaches will pitch to their own team. **There will be no more than 4 adults on the field during games.**

8. The offensive team may use two adult base coaches and a third coach will be permitted on the field to complete the batter's pitches.

a. (Offensive) be one (1) manager and one (1) coach only

(Defensive) Be one (1) manager and two (2) coaches, plus one other adult.

b. Remain within the coaches' box (offensive) and on the outfield side of the coaches' box (defensive) at all times.

9. Base runners will be permitted to steal on passed balls delivered by the pitcher and will be able to advance only one base on fielding overthrows, i.e. as explained in rule #10

10. In the occurrence of a fielding overthrown ball the runner may advance at their own risk no more than one base

11. Runners may not steal home.

12. Balls and strikes will be called for non-coach pitch divisions. An 11-inch ball will be used

13. The umpire will declare the ball dead and no runners will advance when the ball is returned to the pitcher in the pitcher's circle.

a. It is not necessary for the pitcher to catch or control the ball only that in the umpire's judgment, the pitcher makes an effort to catch the ball when it breaks the area of the defined pitcher's circle.

b. Runners that are between bases when the ball is declared dead will be returned to the last base

touched safely

14. The home team book will count as the official-score book to score the game.
15. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and the entire roster will be the batting order. If this rule is not complied with:
 - a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current games requirements before being replaced.
 - b. The manager shall be brought before the Disciplinary Committee for the following:
 - 1.) First Offense - receives a written warning or may be suspended for the next scheduled game.
 - 2.) Second Offense - be suspended for the next scheduled game.
 - 3.) Third Offense - be suspended for the remainder of the season.
16. A continuous batting order will be utilized. If this rule is not complied with:

The player(s) involved will start the next scheduled game, play any previous requirements not completed and then complete the current game requirements before being replaced. (The Minor Softball Player Agent or the Vice President of Softball will be available, upon request, to assist any manager who may be experiencing difficulty in complying with this rule).

 - a. No specialized player positions on defense at this level. Players are to be taught to play all positions over the course of the season. Managers will need to use good judgment about using players at certain positions (i.e. 1B and P) for the first couple of weeks of the season until first time players get comfortable and skills improve.
17. If the game is called for reasons beyond the manager's control, such as time, darkness, or weather, the manager's penalty portion of the mandatory play rule may not apply.
18. **The following speed-up rule will be utilized.** When there are two outs and the catcher is a base runner, a courtesy runner may be used for the catcher. This courtesy runner will be a player not yet entering the game as a starter or substitute. This will not automatically enter her in the game as a substitute nor qualify this time as her mandatory time played. In the event all substitutes have entered the game, a player not in the current line-up may become the courtesy runner. (A starter has been removed from the game to allow her substitute to play; she may become the courtesy runner).

MAJOR LEAGUE SOFTBALL

1. Player eligibility - league age 9 through *12 years old. Players league age 9 or 10, who are not drafted or lack the necessary skills to remain in the Major Division can request to play down to the Minor Softball Division.

*** 12-year-old players that are assessed capable by the Player Agent may dual roster to a Major and a Junior division team.**

2. There will be a maximum of 14 players on each team.
3. All games will consist of six (6) innings, time or darkness permitting. If after four (4) innings, three and one half (3-½) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent. No new inning will begin after one hour and forty-five minutes of play.
4. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and bat at least once. If this rule is not complied with:

- a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current games requirements before being replaced.
 - b. **The manager shall be brought before the Disciplinary Committee for the following:**
 - 1.) First Offense - receives a written warning or may be suspended for the next scheduled game.
 - 2.) Second Offense - be suspended for the next scheduled game.
 - 3.) Third Offense - be suspended for the remainder of the season.
4. If the game is called for reasons beyond the manager's control, such as darkness, weather, or the 10-run rule, the manager's penalty portion of the mandatory play rule may not apply.
 5. **The following speed-up rule will be utilized:** When there are two outs and the catcher is a base runner, a courtesy runner may be used for the catcher. This courtesy runner will be a player not yet entering the game as a starter or substitute. This will not automatically enter her in the game as a substitute nor qualify this time as her mandatory time played. In the event all substitutes have entered the game, a player not in the current line-up may become the courtesy runner. (A starter has been removed from the game to allow her substitute to play; she may become the courtesy runner).
 6. Major Softball may utilize pool players in accordance with the Pool Play Local Rule.

JUNIOR LEAGUE SOFTBALL

1. Player eligibility - league age *12 to 14 years old.

*** 12-year-old players that are assessed capable by the Player Agent may dual roster to a Major and a Junior division team.**

2. There will be a maximum of 15 players on each team.
3. Dress - the team will be furnished a complete softball uniform, which will be worn in accordance with Little League rules.
4. All games will consist of seven (7) innings, time darkness permitting. If after five (5) innings, four and one half (4-½) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent. No new inning will begin after one hour and forty-five minutes of play.
5. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and bat at least once. If this rule is not complied with:
 - a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current games requirements before being replaced.
 - b. **The manager shall be brought before the Disciplinary Committee for the following:**
 - 1.) First Offense - receives a written warning or may be suspended for the next scheduled game.
 - 2.) Second Offense - be suspended for the next scheduled game.
 - 3.) Third Offense - be suspended for the remainder of the season.
6. If the game is called for reasons beyond the manager's control, such as darkness, weather, or the 10 run rule, the manager's penalty portion of the mandatory play rule may not apply.
7. **The following speed-up rule will be utilized:** When there are two outs and the catcher is a base runner, a

courtesy runner may be used for the catcher. This courtesy runner will be a player not yet entering the game as a starter or substitute. This will not automatically enter her in the game as a substitute nor qualify this time as her mandatory time played. In the event all substitutes have entered the game, a player not in the current line-up may become the courtesy runner. (A starter has been removed from the game to allow her substitute to play; she may become the courtesy runner).

SENIOR LEAGUE SOFTBALL

1. Player eligibility - league age 13 through 16-year old. (***League age 14 through 16-year-old only if needed due to registration numbers or inter league compatibility. Every effort will be made to maintain a separate Junior and Senior Division with every 13-year-old playing in the Junior Division.***)
2. There will be a maximum of 15 players on each team.
3. All games will consist of seven (7) innings, time darkness permitting. If after five (5) innings, four and one half (4-½) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent. No new inning will begin after two (2) hours of play.
4. Every player on the roster will participate in each regulation game for a minimum of six (6) defensive outs and bat at least once. If this rule is not complied with:
 - a. The player(s) involved will start the next scheduled game, play any previous requirements not completed, and then complete the current games requirements before being replaced.
 - b. **The manager shall be brought before the Disciplinary Committee for the following:**
 - 1.) First Offense - receives a written warning or may be suspended for the next scheduled game.
 - 2.) Second Offense - be suspended for the next scheduled game.
 - 3.) Third Offense - be suspended for the remainder of the season.
5. If the game is called for reasons beyond the manager's control, such as darkness, weather, or the 10-run rule, the manager's penalty portion of the mandatory play rule may not apply.
6. **The following speed-up rule will be utilized:** When there are two outs and the catcher is a base runner, a courtesy runner may be used for the catcher. This courtesy runner will be a player not yet entering the game as a starter or substitute. This will not automatically enter her in the game as a substitute nor qualify this time as her mandatory time played. In the event all substitutes have entered the game, a player not in the current line-up may become the courtesy runner. (A starter has been removed from the game to allow her substitute to play; she may become the courtesy runner).

POOL PLAY

1. Pool play will be allowed IAW Little League Rules for Baseball and Fast-pitch Softball for Minor and above.
2. **The potential need for pool players must be provided by the team manager to the player agent/VP of division at least 24 hours prior to the game.** Pool players used must be reported in writing or electronically to the Vice President of Baseball or Softball each week by the player agents.
3. A player may be removed from the pool player list by the player agent if their use is determined to be excessive or unfairly benefits one team.
4. Pool players cannot be used by a team with 10 or more players on that team's roster available at game time.

5. Pool players will not pitch or catch.

6. Any violation of these rules will be considered under the ineligible player rules of Little League and could result in a Protest. Repeated violations could result in the responsible manager appearing before the Disciplinary Committee.

FALL BALL PROGRAM

1. The Fall Ball program is an instructional second season that falls under the Training & Development program. Therefore, the following temporary local rules may be instituted by the Vice President of Baseball/Softball for individual divisions, upon approval by the BOD.

- a. Liberal Substitution: Under liberal substitution a “continuous batting order” will be utilized. Defensive substitutions can be made without regard to the normal minimum play rules. No player will sit out of defensive play more innings than 50% of the team.
- b. Five-run Rule: An inning can be ended when the offensive team scores five runs within one inning.
- c. Decreased Pitching limits: These limits are intended to increase the number of pitchers required, therefore, increasing the opportunity for more players to pitch.
- d. Training Timeouts: Liberal timeouts for instructional purposes will be permitted. The umpire can refuse the timeout request if he feels it is a delay tactic to affect the outcome of the game.
- e. The Umpire will issue 1 balk warning per pitcher per game.

The Green Run Little League Board of Directors on December 4, 2019, approved these local rules.

Raul B. Rodriguez
President

Brad Heater
Vice President

Jason DeShields
Vice President of Baseball

Levi Eichelberger
Vice President of Softball

Kathy Helderman
Secretary