

## CAPE ELIZABETH LITTLE LEAGUE

### 2015 LOCAL RULES

Unless expressly modified below, all Little League Baseball and Softball rules shall apply to the respective leagues. League Directors shall conduct annual meetings, prior to the start of each season, with their respective managers to review both Local & Little League rules. No changes to these rules are allowed unless approved by the Executive Committee. Such approval may be granted for one year. Any permanent changes to these Local Rules require a majority vote of the C.E.L.L. Board of Directors.

## TABLE OF CONTENTS

<u>SECTION</u>	<u>ITEM</u>	<u>PAGE</u>
A.	LOCAL RULES FOR ALL LEAGUES	3
B.	LOCAL RULES FOR T-BALL	4
C.	LOCAL RULES FOR A BASEBALL	5
D.	LOCAL RULES FOR AA BASEBALL	6
E.	LOCAL RULES FOR 9-10 BASEBALL	8
F.	LOCAL RULES FOR 11-12 BASEBALL	8
G.	LOCAL RULES FOR SOFTBALL 7-8 DIVISION	10
H.	LOCAL RULES FOR SOFTBALL 9-10 DIVISION	11
I.	LOCAL RULES FOR SOFTBALL 11-12 DIVISION	12
J.	TOURNAMENT TEAMS ("ALL-STARS")	14
K.	GROUND RULES FOR ALL C.E.L.L. FIELDS	15
L.	BASEBALL PITCH COUNT RULES	15

**A. LOCAL RULES FOR ALL LEAGUES**

1. Good field decorum shall be observed by managers and coaches whenever dealing with players, fans, and umpires. Foul language will not be tolerated at any league function, game, practice, etc. Smoking by any league official, coach, manager or umpire is not allowed on the field, or in the press box, concession stand or dugouts during any league sponsored activity, including practices and games.

2. Weekday games are to be scheduled to start no later than 6:00 p.m. Saturday games will be played as scheduled whenever possible. On Saturdays and Sundays, no new inning may commence after the game has reached the allotted 2-hour time limit as measured by the head umpire, unless there is no scheduled game following.

3. The first base dugout shall be occupied by the home team. The third base dugout shall be occupied by the visiting team.

4. The home team shall be responsible for opening all facilities, lining the field, and staffing the press box/announcing booth. The home team also will furnish 3 game balls to the umpire. The visiting team is responsible for staffing the concession stand as well as raking/dragging the infield, storing bases and equipment, and locking all facilities after each game. The players from each team shall clean the dugouts after each game. This includes All Practices too. IF teams are reported that they neglect their field maintenance responsibility the offending Team is responsible for all field maintenance not he following Saturday (al day)

5. The League President or Division Director, in cooperation with the League Director(s) of Umpires, Director of Fields, etc., may request and/or require team participation in League-related activities, such as participation in Field Day activities, umpiring duties, etc. The manager of each team has overall responsibility to assure participation either through direct participation or solicitation of volunteers.

6. Each team shall have one individual designated as manager and up to two individuals designated as coaches. (These individuals may be covered by insurance provided through Little League International.) The team manager may elect to have one or more additional volunteers serve as assistant coaches. These assistant coaches are subject to the same volunteer eligibility rules as the manager and coaches. In addition, because assistant coaches are not covered by Little League insurance, each must execute a volunteer waiver form.

7. Rained out or incomplete games should be made up on the next available date whenever possible. The two managers shall attempt to agree on a mutually convenient date within 10 days of the postponed event. If they cannot agree, the applicable League Director and Division Director will determine the date on which the game will be played. The League President will perform the duties of either Director should one or both be an affected coach, manager, or related person. If the game is not made up on the date determined, it shall be forfeited and a loss shall be charged to each team. The Division Director shall reschedule games in accordance with this rule. **EXCEPTION: No team may be required to play 4 games in a calendar week.**

8. When managers agree to postpone a game because of weather, the home team manager must call the Director of Umpires immediately after reaching the decision to postpone. The managers or their representatives must notify the players as well. The home team manager must contact the League Director in order for the game to be rescheduled.

9. Male catchers must wear supporters with cups (not provided by the league) during all practices and games. Catchers for all leagues must wear a mask/helmet during practice, pitcher warm-ups, and games with a dangling throat protector.

10. Use of an approved batting helmet is required for the batter, the on-deck batter, all base-runners, all player base coaches, and any other player on the offensive team who is outside of the dugout/bench area.

11. Little League rules state that a runner who does not slide or otherwise attempt to avoid a collision with a fielder attempting to tag the runner (at any base, including home plate) is to be called out. This rule is reiterated here to remind managers and coaches of the importance of player safety and injury avoidance, and that they should be teaching all players to run bases accordingly.

## **B. LOCAL RULES FOR T-BALL**

1.No league champion shall be recognized and no league trophies shall be awarded.

2.All games shall end after 4 innings or 1½ hours of play, regardless of the score. The two managers may use their discretion to continue the game beyond 1½ hours so as to complete an inning being played. It is recommended that an inning **not** be started if it is unlikely to be completed before the 1½ hour time limit.

3.Only the team manager who profits by a call is permitted to discuss that decision with the other manager/umpire. No games may be protested and any dispute must be resolved when it arises.

4.Each manager shall prepare a batting order prior to the game and it shall include **all** players present. Any player arriving after the start of the game shall be placed at the end of the batting order. Should a team have more than 9 players present, all players may play defensively. It is recommended that these "extra" defenders be placed in outfield positions.

5.In lieu of three outs, an inning ends when all players have batted. The last batter shall be announced **AFTER** he or she has batted and the play has ceased; i.e., the batter is out, safely reached base, or has scored. No automatic home run for the last batter will be allowed.

6.Play is dead when all base runners have stopped their forward progress.

7.There is no bunting or stealing. Base runners shall remain on their bases until the batter has made contact with the ball.

8.The **Infield Fly Rule** shall not apply.

9.If the ball does not travel at least 5 feet from the home plate "area," it shall be considered a foul ball.

10.Score shall not be kept, nor are strikeouts allowed.

11.An adult must supervise any team members in the bench area. The offensive team may have adult coaches at first base and third base; these coaches also shall serve as base umpires. Whenever possible, the offensive team also should have an adult coach at the batting tee to assist and direct the batter.

12.The defensive team shall have no more than 3 adults on the field instructing players.

13.The base paths for T-Ball shall be 50 feet long.

14.Defensive positions should be rotated.

15.There shall be no catcher position in T-Ball.

16. A batter who throws the bat is automatically out and all runners shall return to their bases.

17. On a close play, the play should be decided in favor of the defense. A base-runner who is called out should come off of the field and return to his/her team's bench area.

### **C. LOCAL RULES FOR A BASEBALL**

**1. No League champion shall be recognized and no league trophies shall be awarded**

**2. All games shall end after 5 innings or 1 1/2 hours of play, regardless of score. The two managers may use their discretion to continue the game beyond 1 1/2 hours so as to complete an inning being played. It is recommended that an inning *not* be started if it is unlikely to be completed before the 1 1/2 hour time limit**

**3. Each manager shall prepare a batting order prior to the game and it shall include *all* players present. Any player arriving after the start of the game shall be placed at the end of the batting order. Should a team have more than 9 players present, all players may play defensively. It is recommended that extra defenders be placed in outfield positions, with a maximum of 7 infielders, including the pitcher.**

**4. Play is dead when all base runners have stopped their forward progress.**

**5. There shall be no bunting or stealing. Base runners shall remain on the base until the batter has made contact with the ball. Runners may advance only while a ball is in play as a result of being hit.**

**6. The *infield fly rule* shall not apply.**

**7. If the ball does not travel at least 15 feet from the home plate "area", it shall be considered a foul ball. (*When lining the field, please draw a "rough" 15 foot semi-circle from home plate so it is clear to everyone, players, coaches and fans that the ball has traveled the required distance*). This distance may be decreased at the discretion of the League Director.**

**8. There shall be no walks.**

**9. There shall be a continuous batting order. Every offensive player shall be given the opportunity to bat each and every inning.**

**10. A batter who throws the bat dangerously after hitting the ball will be given (1) warning. After a 2<sup>nd</sup> offense the batter is automatically out and all runners shall return to their bases.**

**11. There will not be strikeouts. A batter will be allowed 5 swinging strikes and then coach will set up a Tball Tee. We want kids to make contact with the ball**

**12. An adult must supervise any team members in the dugout. The offensive team may have adult coaches at first base and third base; these coaches also shall serve as base umpires. The offensive team shall also provide an adult pitcher. The adult pitcher shall pitch overhand. Both managers must mutually agree upon special circumstances that would warrant pitching underhand.**

**13. The defensive team shall have no more than 3 adults on the field instructing players**

**14. If an adult interferes with a hit ball, it shall be considered a single.**

**15. Defensive players shall be rotated throughout the season**

**16. Base runners shall advance only one base when the ball is hit. There shall be no stealing.**

**17. On a close play, the play shall be decided in favor of the defense.**

**18. The player who is designated as the defensive pitcher must be positioned on the side of the mound opposite the hitter's "power position". For example, if the batter is right handed, the defensive pitcher should be positioned slightly behind the mound and towards first base**

#### **D. LOCAL RULES FOR AA BASEBALL**

- 1.No league champion shall be recognized and no league trophies shall be awarded.
- 2.All games shall end after 6 innings or 1.5 hours of play, regardless of score. The two managers may use their discretion to continue the game beyond 2 hours so as to complete an inning being played. It is recommended that an inning **not** be started if it is unlikely to be completed before the 2-hour time limit.
- 3.Only the team manager who profits by a call is permitted to discuss that decision with the other manager/umpire. No games may be protested and any dispute must be resolved when it arises.
- 4.Each manager shall prepare a batting order prior to the game and it shall include **all** players present. Any player arriving after the start of the game shall be placed at the end of the batting order. Should a team have more than 9 players present, all players may play defensively. It is recommended that extra defenders be placed in outfield positions, with a maximum of 7 infielders, including the pitcher and catcher.
- 5.During games that involve player pitching, each half inning shall end upon the recording of the offensive team's third out or fifth run, whichever occurs earlier.
- 6.AA PRACTICE SCHEDULE: Managers are responsible for scheduling their own practices but the schedule will be reviewed by the AA league director and is subject to change by league director with appropriate notice to team managers. The intent is for all teams to have equal practice time availability. Joint practices by multiple teams is also encouraged.
- 7.Play is dead when all base runners have stopped their forward progress.
- 8.There shall be no bunting or stealing. Base runners shall remain on the base until the batter has made contact with the ball. Runners may advance only while a ball is in play as a result of being hit.
- 9.The **Infield Fly Rule** shall not apply.
- 10.If the ball does not travel at least 15 feet from the home plate "area," it shall be considered a foul ball. ***(When lining the field, please draw a "rough" 15 foot semi-circle from home plate so it is clear to everyone, players, coaches and fans that the ball has traveled the required distance)***. This distance may be decreased at the discretion of the League Director.
- 11.There shall be no walks.
- 12.A batter who throws the bat dangerously after hitting the ball will be given (1) warning. After a 2<sup>nd</sup> offense the batter is automatically out and all runners shall return to their bases.
- 13.At the beginning of the season, a strikeout is a total of 5 swinging strikes or foul balls, except that a foul ball cannot be the third strike. For consistency reasons, more than 5 swinging strikes is not allowed.
13. An adult must supervise any team members in the dugout. The offensive team may have adult coaches at first base and third base; these coaches also shall serve as base umpires. The offensive team also may provide an adult pitcher. The adult pitcher shall pitch overhand. Both managers must mutually agree upon special circumstances that would warrant pitching underhand.
- 14.Kid Pitching will begin on the 4<sup>th</sup> Saturday of the season. When a player is pitching, strikes shall be called and 3 strikes shall constitute an out. (No walks. If a Pitcher throws Ball four, the manager of the Batting team will "Coach Pitch" to finish off that at-bat. The Kid Pitcher will then resume pitching to the next batter) All Little League pitching rules shall apply, except that a pitcher requires 2 days rest AND MAY NOT pitch in consecutive games no matter what the pitch count. (If an accurate pitch count is not

maintained, a pitcher cannot pitch in more than one inning.)

**ALL Players must pitch from the Rubber**

15.The defensive team shall have no more than 2 adults on the field instructing players and 1 adult assisting behind the plate, who also shall serve as the plate umpire.

16.If an adult interferes with a hit ball, it shall be considered a single.

17.Defensive positions should be rotated throughout the season.

18.Base runners shall advance only one base on a throwing error in the infield. Extra bases may not be taken if the ball is within 10 feet of an infielder. Base runners should not force additional throws resulting in errors.

19.On a close play, the play should be decided in favor of the defense.

20.When adults are pitching, the player who is designated as the defensive pitcher must be positioned on the side of the mound opposite the hitter's "power position." For example, if the batter is right-handed, the defensive pitcher should be positioned slightly behind the mound and towards 1<sup>st</sup> base.

**E. LOCAL RULES FOR 9/10 BASEBALL**

1.All games shall end after 6 innings or 2 hours of play, regardless of the score. The two managers and the umpire may use their discretion to continue the game beyond 2 hours in order to complete the inning being played. It is recommended that an inning ***not*** be started if it is unlikely to be completed before the 2-hour time limit. If the inning is not completed, the score shall revert to the score at the end of the last complete inning.

2.No games may be protested and any dispute must be resolved when it arises.

3.Each manager shall prepare a batting order prior to the game and it shall include ***all*** players present. The order shall not change regardless of changes in the field. Any player arriving after the start of the game shall be placed at the end of the batting order. Nine players will play defensively at any time and all players must play a minimum of 3 innings on defense.

4.Each half inning shall end upon the recording of the offensive team's third out or fifth run, whichever occurs earlier except for the last inning.

5.Intentional walks are not allowed.

6.A batter who throws the bat dangerously after hitting the ball will be given (1) warning. After a 2<sup>nd</sup> offense the batter is automatically out and all runners shall return to their bases.

7.The Infield Fly Rule shall NOT apply.

8.Pitching Rules: Standard Little League pitch count and pitching rules will apply. Pitch count totals must be entered on the CELL web site after every game.

9.Stealing: The baserunners may advance ONLY when a passed ball has traveled on to the grass area around the catcher.

10.Bunting is not allowed.

11.No slashing allowed

12. Continuous batting order in effect.

13. Game results and Pitch Counts must be posted to the CELL Website by the winning team within 48 hours. If this rule is violated, a warning shall be given on each separate occasion. If a manager continues to violate the rule and a 3rd offense occurs, the winning team will forfeit that game and the losing team shall be declared the winners of that game.

#### **F. LOCAL RULES FOR 11/12 BASEBALL**

1. As stated in the Little League Playing Rules, every player must play in the field for two full defensive innings (6 consecutive outs) and complete at least one at bat (1) in each official game. **Please note that an official game may be less than 6 innings of play. The C.E.L.L. Board of Directors encourages all Majors managers to strive to have all players enjoy playing time that exceeds the Little League minimum requirement. A minimum of three innings per game is recommended for all players.**

2. Violation of Rule E-1 above will be viewed seriously. Section IV (i) of the Official Regulations and Playing Rules, clearly spells out the penalty. "Note One" to this rule allows for a more severe penalty if the violation is determined to be intentional. This includes the possible removal of a manager or coach.

3. The ten (10) run rule shall not apply.

4. Little League Pitching rules shall apply.

5. During games, the adult volunteers who are in the dugouts or on the playing field must be limited to the manager and not more than two rostered coaches (in accordance with Little League rules). In the event of the absence of the manager and/or a rostered coach, an authorized coaching assistant may substitute for the absent manager/coach, provided that the substitution is agreed to by the head umpire and the opposing team manager.

6. If a majority of the Board of Directors agrees that a manager has a justifiable reason to release a player, the League Director shall be notified and shall coordinate a replacement with the manager, other appropriate Directors, and the Player Agent, within one calendar week of the player's release. The player released is no longer on the roster and may return to the league only by trying out and being drafted in the following year's draft.

7. If a team permanently loses a player for the remainder of the season anytime prior to June 1st, the manager **must** fill the vacant position by a player shown on the **Player Agent's list** of eligible players. Since all Managers had the opportunity to draft a player who participated in the tryouts, this list shall consist of **only** those players. **The League President and Player Agent must approve roster additions on or after June 1st. Such approval will be granted only if it is clear, that due to injury or loss of players, a team can no longer field 9 players.**

9. Every attempt will be made to ensure that 12 (twelve) year olds, not previously in the majors are drafted into the majors for their final year of eligibility. Unless voted by the Board of Directors to the contrary, all 12 (twelve) year olds will be drafted. **Exception:** A player need not be drafted if it is deemed to be unsafe for that player to participate at the Majors level. The President and Player Agent (in consultation with the League Director and managers) will make any such decision prior to the draft and will communicate that decision to the affected player's parent(s) and/or guardian, prior to the draft.

10. Continuous batting order in effect.

11. Game results and Pitch Counts must be posted to the CELL Website by the winning team within 48 hours. If this rule is violated, a warning shall be given on each separate occasion. If a manager continues to violate the rule and a 3rd offense occurs, the winning team will forfeit that game and the losing team shall be declared the winners of that game.

### **G.LOCAL RULES FOR SOFTBALL 7-8 DIVISION**

No league champion shall be recognized and no league trophies shall be awarded.

All games will utilize an 11" safety softball. Pitching will be from a distance of 35 feet from home plate. All games end at the end of 6 innings or 2 hours of play regardless of score. The two managers may use their own discretion after the 2 hours as to whether or not to continue the game in order to complete the inning being played. It is recommended that an inning **not** be started if it is felt it cannot be completed before the 2-hour time limit.

3. Only the team manager who profits by a call is permitted to discuss that decision with the other manager/umpire. No games may be protested and any dispute must be resolved when it arises.

4. Each manager shall prepare a batting order prior to the game and it shall include **all** players present. Any player arriving after the start of the game shall be placed at the end of the batting order. Should a team have more than 9 players present, all players may play defensively. It is recommended that these "extra" defenders be placed in outfield positions. One additional fielder may be placed in an infield position, but there may be no more than 7 infielders, including the pitcher and catcher.

5. Each half inning shall end upon the recording of the offensive team's third out or fifth run, whichever occurs earlier.

6. Play is dead when all base runners have stopped their forward progress and an infielder has gained control of the ball. Sliding should be taught and encouraged, as appropriate, during games.

7. There is no bunting or stealing. Base runners shall remain on the base until the batter has made contact with the ball. Runners advance only while a ball is in play as a result of being hit.

8. The **Infield Fly Rule** shall not apply.

9. The ball must travel 5 feet from the home plate "area" or it shall be considered a foul ball.

10. A batter throwing the bat is out and all runners return to the bases they occupied prior to swing.

11. An adult must supervise any team members in the dugout. The offensive team may have adult coaches for first and third base who will also serve as base umpires. They may also provide an adult pitcher. The adult pitcher shall pitch underhand. The batter is out if three swinging strikes or foul balls result, except that a foul ball cannot constitute the third strike. To encourage hitting, the League Director has the discretion to rule that four or five strikes shall constitute an out during the first half of the season. Such a ruling, if implemented, shall be communicated to all managers.

13. The League Director will decide when players will be permitted to pitch instead of adults. When a player is pitching, balls and strikes will be called by a coach from the hitting team, positioned behind the mound; 3 strikes, whether called or swinging, will constitute an out. If at any time a player is pitching and delivers a pitch that is called ball four, then the coach behind the mound will take over and deliver pitches until the batter either strikes out swinging or puts the ball in play. If an adult interferes with a hit ball, it shall be deemed a single. All C.E.L.L. pitchers shall wear a *Game Face* guard or equivalent safety device to protect their face from injury.

14. A base runner may advance only one base on a throwing error in the infield. Extra bases cannot be taken if the ball is within 10 feet of an infielder. Base runners should not force additional throws that may result in errors.

15. When adults are pitching, the player who is designated as the defensive pitcher must be positioned on the side of the mound opposite the hitter's "power position." For example, if the batter is right handed,

the player should be positioned slightly behind the mound and towards first base.

16. 7/8 Softball – 1 1/2 hour game times.

### **First third of the year. (Games 1-4)**

Play all players in the field.

Bat the complete batting order. Girls pitch from 25-30 feet three pitches. If the batter hits the ball it is live. If not then coach pitches. Coach pitches 5-6 strikes. If the player doesn't hit the ball they go to first as if they walked. IMPORTANT that coaches limit pitches to 5 or 6 to keep game moving AND avoid player boredom in the field! Last batter clears the bases. They run all four bases.

### **Second third of the year. (Games 4-8)**

Play all players in the field.

Bat the complete batting order. Girls pitch from 25-30 feet three pitches. If the batter hits the ball it is live. If not then coach pitches. Coach pitches 5-6 strikes. If the player doesn't hit the ball they go to the bench like a K. Last batter clears the bases even if they K. They run all four bases.

### **Third third of the year. (Games 8+)**

Play all players in the field.

Batters get three outs or complete batting lineup before switching sides. Girls pitch from 25-30 feet three pitches. If the batter hits the ball it is live. If not then coach pitches. Coach pitches 3-5 Strikes. If the player doesn't hit the ball they go to the bench like a K. Unless it's the last batter in the lineup then they clear the bases. They run all four bases.

## **H. LOCAL RULES FOR SOFTBALL 9-10 DIVISION**

1. As stated in the Little League Operating Manual, every player must play in the field for two full defensive innings (6 consecutive outs), and complete at least one at bat (1) in each official game.

**Please note that an official game may be less than 6 innings of play.**

2. Violation of Rule 1 above will be viewed seriously. Section IV(l) of the Official Regulations and Playing Rules clearly spells out the penalty. "Note One" to this rule allows for a more severe penalty if the violation is determined to be intentional. This includes the possible removal of a manager or coach.

3. The ten (10) run rule does not apply.

4. Teams shall be drafted anew each year, following an assessment of all eligible players who are league age 9 or league age 10. League age 11 players, particularly those in fifth grade, may opt to play in this division as well. League age 8 players will not be permitted to play in this division except in extraordinary circumstances (such as a need to balance the number of players on rosters) and only upon the express approval of the League President. The draft priority of each team will be randomly chosen at the preseason managers' meeting; the order of selection among the teams drafting will alternate for each round of the draft between forward order and reverse order (e.g., 1-2-3-4-4-3-2-1) to ensure the greatest parity among the teams. After determining draft priority at the preseason managers' meeting, the managers approved by the Board of Directors will conduct the first round of the draft only and their selections in that round shall be limited to those players whose registration form shows a parent or guardian who has volunteered to coach. The purpose of this rule is to ensure that each team will have two adults capable of collaborating in the assessment and drafting process. Protected picks shall be made in accordance with the Little League Operations Manual. **Exception:** If it is deemed to be unsafe

for any age-eligible player to participate in the 9-10 Division, that player need not be drafted. Prior to the draft, the President and Player Agent (in consultation with the 9-10 Division Director and managers) will make any such decision and communicate that decision to the affected player's parent(s) or guardian.

5. A Batter that throws the bat will be given one warning. After a second offense the batter is automatically out and all runners shall return to their bases

6. All games will utilize an 11" regulation softball. Pitching will be from a distance of 35 feet from home plate. In all other respects, this division will utilize the Official Playing Rules of Little League Softball. All C.E.L.L. pitchers shall wear a *Game Face* guard or equivalent safety device to protect their face from injury.

7. Each manager shall prepare a batting order prior to the game and it shall include ***all*** players present. Any player arriving after the start of the game shall be placed at the end of the batting order. Nine players shall play defensively at any one time.

8. Players are required to pitch at all times and adults are discouraged from being on the field of play, except as base coaches, during the game. The pitching regulations contained in the Official Playing Rules of Little League Softball shall apply.

9. Each half inning shall end upon the recording of the offensive team's third out or fifth run, whichever occurs earlier.

#### 9/10 Softball - +/- 2hour game times.

General rules: Little League Softball Rules. League Rules:

Five run rule all innings except the last. The last inning score until three outs or home team goes ahead.

Coaches and Umpire decide which inning will be the last inning. Check time at the end of the third, fourth and fifth inning.

Coaches decide whether to allow four outfielders.

9-10 Softball All-Stars Selection will be done at the Discretion of the 9-10 League Director, Director of Softball and League President.

#### **I. LOCAL RULES FOR SOFTBALL 11-12 DIVISION.**

1. As stated in the Little League Operating Manual, every player must play in the field for two full defensive innings (6 consecutive outs), and complete at least one at bat (1) in each official game. **Please note that an official game may be less than 6 innings of play.**

2. Violation of Rule 1 above will be viewed seriously. Section IV(I) of the Official Regulations and Playing Rules clearly spells out the penalty. "Note One" to this rule allows for a more severe penalty if the violation is determined to be intentional. This includes the possible removal of a manager or coach.

3. The ten (10) run rule does not apply.

4. Teams shall be drafted anew each year, following an assessment of all eligible players who are league age 11 or league age 12. League age 10 players will not be permitted to play in this division except in extraordinary circumstances (such as a need to balance the number of players on rosters) and only upon the express approval of the League President. The draft priority of each team will be randomly chosen at the preseason managers' meeting; the order of selection among the teams drafting will alternate for each round of the draft between forward order and reverse order (e.g., 1-2-3-4-4-3-2-1) to ensure the greatest

parity among the teams. After determining draft priority at the preseason managers' meeting, the managers approved by the Board of Directors will conduct the first round of the draft only and their selections in that round shall be limited to those players whose registration form shows a parent or guardian who has volunteered to coach. The purpose of this rule is to ensure that each team will have two adults capable of collaborating in the assessment and drafting process. Protected picks shall be made in accordance with the Little League Operations Manual. **Exception:** If it is deemed to be unsafe for any age-eligible player to participate in the 11-12 Division, that player need not be drafted. Prior to the draft, the President and Player Agent (in consultation with the 11-12 Division Director and managers) will make any such decision and communicate that decision to the affected player's parent(s) or guardian.

5. All games will utilize a 12" regulation softball. Pitching will be from a distance of 40 feet from home plate and this division will utilize the Official Playing Rules of Little League Softball in all respects. All C.E.L.L. pitchers shall wear a *Game Face* guard or equivalent safety device to protect their face from injury.

6. Each manager shall prepare a batting order prior to the game and it shall include ***all*** players present. Any player arriving after the start of the game shall be placed at the end of the batting order. Nine players shall play defensively at any one time and all defensive substitutes must play a minimum of 6 consecutive defensive outs before being replaced in the field.

7. Each half inning shall end upon the recording of the offensive team's third out or fifth run, whichever occurs earlier, except that the five-run limit shall not apply to the final inning of the game as determined by the Official Playing Rules of Little League Softball or by the agreement of both managers.

8. Dropped Third strike WILL APPLY

9. Continuous Batting order is in effect

#### **J. TOURNAMENT TEAMS ("ALL STARS")**

1. Selection of tournament teams shall be made within the first week of June. The first practice and communication of team members may not occur prior to the date stated in the Official Regulations and Playing Rules.

2. Only managers (or their designees) may attend the tournament team selection meeting presided over by the League President, Vice-President, and appropriate League Director.

3. Regular season managers interested in "managing" a tournament team shall place their name in nomination. A simple majority of the managers (or their designees) present shall select the All-Star Manager by secret ballot. A tie vote will be decided by a second vote with only those tied being on the ballot. If the tie cannot be broken, it will be settled in descending order by (1) head-to-head record, (2) win/loss record through game 12, or (3) a coin flip. Assistant coaches will be selected on a second ballot and all members present (including designees) may place their names in nomination. The two individuals with the highest number of votes will become coaches. Ties will be broken by a third ballot. If the tie cannot be broken, the Manager shall make the selection, either by choice or flip of the coin.

4. Since regular season managers require approval by the Board of Directors, they have the right of first refusal. As a result, only one manager or coach from any team may be represented in the All-Star dugout unless there is an insufficient number of regular season managers or coaches to fill the coaching staff.

If three names are not placed in nomination, the manager will be selected from those nominated. Managers may then place the names of regular season coaches (not in attendance) in nomination and the voting continues until all coaching positions have been filled. The manager may fill any vacancies that occur/exist subsequent to this meeting.

5. For 9-10 Baseball, All Stars will be selected by the regular season Managers. All managers will submit a ranking list of the Top 15 players. The team will be selected based on player rankings from the provided Manager lists subject to review and final decision by the League President, League Player Agent, Director of Baseball and League Director.

#### **K. GROUND RULES FOR ALL C.E.L.L. FIELDS**

11-12 & 9-10 Baseball & Softball games take precedent over all lower division games and practices from a field priority standpoint. In any division of Baseball or Softball that has standings, if a rainout occurs during the season and the game MUST be made up, the teams shall endeavor to schedule the game as soon as possible on the originally scheduled field within 10 days. All efforts will be made to schedule a make-up game on a "free day" so as not to affect another team. If the field is booked solid with games and other fields are available, then arrangements shall be made for the game to be scheduled at another field, (preferably with concessions). In the event that all fields are booked for the foreseeable future and all reasonable options are exhausted by the teams attempting to re-schedule the make-up game, then and only then, in this rare circumstance, shall the make-up game take precedence over ANY practice. The practicing team MUST accommodate the game and make other arrangements for their practice.

Proper communication with all league directors must occur to avoid any issues.

1. The umpire-in-chief may set temporary ground rules on a single game basis to accommodate such conditions as standing water or other issues. Any ball in standing water is considered a dead ball and that ball is ruled a foul ball.

2. Where fields are used for both softball and baseball, the allocation of these shared fields will be based on the respective proportion of the **number** of teams. The Director of Baseball and Director of Softball will determine the allocation annually.

3. The Home team may take infield for 10 minutes, beginning 15 minutes before game-time, and the visiting team may take infield for 10 minutes, beginning 30 minutes before game time.

4. Batting cages should be shared if both teams desire to use the cage at the same time, prior to their scheduled game.

5. Managers are ultimately responsible for the post-game and post-practice field maintenance and for ensuring that all facilities are locked prior to leaving the field. Failure to meet this responsibility may result in the loss of field privileges.

6. The league scheduler is responsible for ensuring that 9-10 or 11-12 games are being played at both Upper Lions Field and Plaisted over practices, to maximize concessions revenue and games being played at those fields. In the event for example that a practice is being held at Upper Lions or Plaisted while a 9-10/11-12 game is scheduled at Lower Lions, the game must be moved to the field where concessions are available.

7. Teams will adhere to scheduled batting cage time as posted on the league web site.

8. ANY AND ALL CHANGES MADE TO LEAGUE SCHEDULES (PRACTICE AND GAMES) MUST BE COMMUNICATED TO THE LEAGUE SCHEDULER, LEAGUE DIRECTOR AND MANAGERS OF EFFECTED TEAMS.

9. THE LEAGUE SCHEDULER WILL POST "Hard" COPIES OF THE ENTIRE SCHEDULE (IN THE GARAGES) AT UPPER LIONS, PLAISTED AND LOWER LIONS FIELD to be used to determine who is supposed to have the rights to the field should 2 teams/parties claim that they have the rights to the use of the field/Batting Cages at that designated time. These copies should be updated every week by the Scheduler (or a designee Board Member of the scheduler).

10. IF THERE IS NO SCHEDULED EVENT AT A FIELD/Batting cages, and a team wishes to hold a practice, they must enter their practice into the calendar 24 hours prior to the practice and send a courtesy email to the scheduler notifying them of the change. If the field/Batting Cages is vacant in the calendar, then the field/Batting Cages will be used on 1st come, 1st served basis. No team shall use the "we have a practice" or similar "heirachy power" to kick of a Parent/child, a group of kids, another team or anyone who is already using the field/batting cages for baseball/softball activities, because they neglected to schedule their practice at least 24 hours in advance through the correct channels. (Note: if the practice is scheduled correctly, then the scheduled team does have the rights to the field. An email to the scheduler at least 24 hours prior will serve as the Proof). Any team found "Bullying" someone off a field when they did not have the right to, will face serious consequences which may includes the possible removal of the offending manager or coach.

#### **L. BASEBALL PITCH COUNT RULES**

Pitchers in all baseball divisions must comply with the Little League pitch count rule in all respects.

There is no limit to the number of pitchers a team may use in a game.

There is no limit to the number of 12 year old pitchers a team may use.

If a pitcher reaches his/her imposed limit of pitches he/she may finish pitching to the batter until the batter reaches first or is put out.

Any ball thrown toward home plate -- including any ball that is hit foul, hits the batter, is taken by the batter for a called strike, or is taken by the batter for a called ball -- is to be counted toward the imposed pitch count limit. If for any reason the umpire calls a ball thrown by a pitcher a "no pitch," the pitch will still count toward the imposed pitch count limit.

Pitch-count procedures:

1. Before the start of the game the Visiting Team must designate an individual (preferably an adult) to serve as the Official Pitch Count Recorder for the game. This individual will count pitches for both teams. A pitch counter will be kept in the Concession Stand for use by the Official Pitch Count Recorder.

2. Before the first pitch, each Manager must notify the Official Pitch Count Recorder of the name and league age of each team's starting pitcher.

3. The Official Pitch Count Recorder should record the name of the Home Team's starting pitcher in the Section marked **Home Team Pitchers** and the name of the Visiting Team's starting pitcher in the Section marked **Visitor Team Pitchers**. Also fill in the date, the teams involved and site of the game. These forms are to be kept in a binder that will be stored in the Concession Stand.

4. Keep track of the number of pitches thrown by each pitcher using the pitch counter. At the end of each half inning, or when a pitcher is replaced, record the number of pitches thrown by the pitcher in that inning. After each half inning or if a pitcher is replaced before the completion of an inning, reset the pitch counter to zero. Follow the same procedure each half inning.

5. If a pitcher is replaced before the end of an inning, simply total the number of pitches that pitcher has thrown for that inning. Then proceed to the bottom of the page marked **Totals** and under the appropriate section -- **Home or Visitor** -- record the name and age of the pitcher along with the total number of pitches the pitcher threw in the game. Calculate the total pitches by adding the number of pitches thrown by a pitcher each inning or portion of an inning.

6. Any pitch thrown to a batter, including balls hit into fair territory, pitches ruled a strike, pitches ruled a ball, foul balls, pitches that hit a batter, wild pitches or pitches ruled dead by the Umpire, are to be counted as thrown pitches. Balls thrown by a pitcher to other bases or to fielders are not considered

thrown pitches for purposes of the pitch count limit.

7. The Official Pitch Count Recorder should notify the Umpire when a pitcher is within 10 pitches of throwing his allotted limit. **However, it is the responsibility of each Manager to know when his/her pitcher should be removed.**

8. It is the responsibility of each Manager to identify to the Official Pitch Count Recorder the name and league age of a substitute pitcher before that pitcher enters the game.

9. Pitch Counts must be posted to the CELL Website by the winning team within 48 hours. If this rule is violated, a warning shall be given on each separate occasion. If a manager continues to violate the rule and a 3rd offense occurs, the winning team will forfeit that game and the losing team shall be declared the winners of that game.

#### UMPIRE Scheduling RESPONSIBILITY:

All umps need to be entered for each game on the web site "under officials"

Cell phone numbers need to be provided to each Manager for all the umpires prior to the start of the season.

In the event the scheduled umpire does not arrive, a member of the home team to coaching staff will be the umpire. For insurance and liability reasons, a spectator/parent cannot serve as umpire unless they have been background checked by Little League.