



**Zia Little League
2018
Local League Rules**

The following local Zia Little League (Zia LL) rules are an extension or a noted rule of the foundational rules found in the Little League Regulations and Playing Rules. All managers and coaches are required to consult and be familiar with the Little League regulations and Playing Rules.

Safety

1. Managers and coaches must have in their possession a completed medical release form for every player on their roster prior to the start of practices and games.
2. Equipment should be inspected regularly, especially for cracked or damaged helmets.

Uniforms & Equipment

1. **Uniforms:**
 - a. Tee-Shirt uniform and baseball cap will be provided by Zia LL.
 - b. Pants, socks, and shoes (cleats) will be provided by the parents.
 - c. No jewelry (unless needed for medical or religious purposes) will be allowed to be worn in the game.
 - d. Uniforms may not be altered.
 - e. Any player not in official league uniform will not be allowed to play.
2. **Bats and Balls:** Bats and balls used in any scheduled practice or game must comply with size, weight, and performance specifications set forth by Little League Baseball, Inc.

Pre-Game

1. **Both Teams:** Shall arrive at least thirty (30) minutes prior to the start of the game.
2. **Home Team:**
 - a. Use the third base dugout.
 - b. Responsible for field setup. This includes the setting up of the bases on the field, lining of baselines, lining of batter boxes, prepare pitching mound, and conducting a field safety check.
3. **Visiting Team:**
 - a. Use the first base dugout.

Start of Game

1. The umpire-in-chief (home plate umpire) is in charge of the game from its start to finish (Rule 4.01 (d)).
2. Each team may have up to ten (10) minutes of infield practice if time allows. The umpire shall make every effort to see that both teams have equal infield practice time. The visiting team will go first followed by the home team.
3. Umpires are asked to report to their fields at least fifteen (15) minutes prior to the start of their schedule game. The umpire-in-chief shall explain the ground rules and any necessary instruction. Once the umpire-in-chief takes the field, he/she is in sole charge and is the only authority to cancel, halt or resume the game as a result of weather or field conditions (Rules 3.10 (b) & 4.01 (b)).

4. A team will have a fifteen (15) minute grace period from the scheduled start time to field a team, in the event it does not have nine players present at the scheduled game time the opposing manager will have the option to take a forfeit or reschedule the game (Rookies, Minor, Major, Intermediate, and Juniors). If you know in advance of not having nine (9) players you can be eligible to use a player from a pool, which is administered by each player agent (refer to rules for use of pool players).

Game Rules

1. Managers and Coaches must be approved by the Zia LL President.
2. All managers and coaches must have a 2018 Zia LL volunteer badge during all practice and games.
3. No one will throw equipment or objects in the dugout or on the field.
4. Obscene gestures, foul language, unsportsmanlike conduct (as deemed by the umpire or board member), drinking of alcoholic beverages, drugs or intoxication will not be tolerated. Violators will be ejected from premises and may be required to appear before a Disciplinary Committee.
5. Artificial sound makers of any kind are not allowed. Honking of car horns is strictly prohibited.
6. Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform shall occupy the bench or dugout (Exception: an injured player may be allowed to sit in dugout with team members. This will be presented to the umpire in chief at the pre-game meeting).
7. Wear of NOCSAE approved baseball batting helmets are required for:
 - a. All batters and base-runners
 - b. Any base coach under the age of 18
8. All Managers and Coaches (Rookies, Minors, Majors, Intermediate, and Juniors) will be required to umpire games. If you cannot make your scheduled time, you are responsible to find a replacement for both the plate umpire and the base umpire. Failure to show up will result in disciplinary action. First offense, the manager will receive a one (1) game suspension. Second offense, the manager will receive a two (2) game suspension. Third offense, the manager could be suspended for the remainder of the season.
9. The possession of firearms and/or use of Tobacco products, electronic cigarettes and alcohol are not permitted in the dugouts, scorekeepers box or on the field. Smoking is only permitted in the designated smoking area's this includes e-Cigarettes. Managers or coaches shall not participate in Little League activities while under the influence of alcohol or drugs. This will be grounds for dismissal.
10. No player is allowed to leave the dugout during the game without the permission of the Manager or Coach. Restroom visits are permitted with permission, but no visits to concession stand or bleachers. No food will be allowed in the dugouts or on the playing field. No seeds are allowed on any infield with artificial turf.
11. No Manager or Coach shall leave the field to engage in the use of alcohol or tobacco products.
12. On deck area is only allowed in Intermediate, Junior, Senior and Big League. (Rule 1.08)
13. Managers and Coaches are not permitted to enter onto the field, or leave the dugout area without permission of the umpire. A requested time out does not constitute permission.

Post-Game

1. **Clean-Up:** Both teams are responsible for cleaning all trash from the field, dugout, and bleacher area at the completion of the game. Trash bags can be obtained in the large storage container or from the concession stand.
2. **Visitor Team:** Responsible for field tear-down.
 - a. If no game is to follow, all bases will be removed and placed in the assigned field equipment cart. The field equipment cart will be placed in the large storage container. The trash should be thrown as needed and a new trash bag should be placed in the trashcan. If the game was held on the Junior, Minor, Major, or Softball field, the infield, batter boxes, and pitcher mound must be raked or dragged and watered. At the completion of field tear-down, both dugouts should be locked.
 - b. If a game is scheduled to follow, the bases will remain on the field. If the game was held on the Junior, Minor, Major, or Softball field, the infield, batter boxes, and pitcher mound must be raked or dragged and watered.

John Deere Use

Anyone using the four-wheeler to drag the field must be at least 18 years of age and have a valid driver's license.

Players Late for Games

If a player arrives late for a game and there are at least two (2) innings remaining in the game, at the option of the Manager, the player may be permitted to play. If the player enters the game, the home plate umpire and the official scorekeeper must be notified and all mandatory play rules must be adhered to.. The player will be added to the bottom of the batting order.

Special Games

Pre-season practice games are allowed between teams in the same division in the same league, provided such practice is done out of uniform and approved by the division player agent (Regulation IX).

Tryouts (Major Baseball, Major Softball)

If a player doesn't tryout (10, 11), they are ineligible for Major Division Tournament play with the only exception being property players and 12 year old.

Pitch Counts (Minor, Major, Intermediate, Junior Baseball)

All leagues will be using the pitch count for the season and will follow the Little League pitch count rule found in the Little League Regulations and Playing Rules (Regulation VI (c)).

Team Manager

Role and Responsibilities

1. Teach the game of baseball through the development of individual skills and teamwork.
2. Study and understand the rules as written in the Little League Regulations and Playing Rules, the Zia LL Local League rules, and if playing Inter-League, the District 5 Little League Inter-League rules.
3. The team Manager is responsible for their own actions and the action of their players, coaches, parents, and fans. Please contact a Zia LL official for assistance in any matter relating to behavior issues at practices and/or games.
4. Communicate with the player's parents all practice dates/times, schedule of games, concession stand duty date, and any other important dates and activities throughout the season.
5. Provide proper parent coverage on assigned concession stand duty dates/times.
6. Obtain team sponsor(s) and turn into Zia LL the proper payment and paperwork for team sponsor(s).
7. Plan and attend all training scheduled by Zia LL.
8. Games will be played according to the scheduled date, time, and location. If you have a potential issue with a scheduled game, it is the Manager's responsibility to contact your division player agent as soon as possible. Only Zia LL may cancel and/or re-schedule games.
9. Umpire games or obtain umpires for any game that your team is scheduled to umpire. This includes both the home plate umpire and base umpire.
10. Assist in keeping Zia LL a clean and safe place for our players to learn the game of baseball.
11. Understand and abide by the Volunteer Code of Conduct and the Little League Volunteer Pledge.
12. All Managers and Coaches are directly responsible to the President of Zia LL.

Equipment

1. A One Hundred dollar (\$100) deposit (check written to Zia LL) will be made at the time the team equipment is issued.
2. Any equipment needing to be replaced should be reported to the Division Player Agent or Equipment Coordinator.
3. By June 15, 2018, the manager should return the equipment bag. If all equipment is returned, the One Hundred dollar (\$100) deposit will be returned.
4. If the Manager has not coordinated a return of the equipment by July 1, the deposit (check) will be cashed by Zia LL.

Batting Cages

1. Batting cages will be reserved by using the Zia LL Batting Cage Calendar. Batting cage calendar can be found on the Zia LL Website (left hand navigation of Batting Cage-Calendar).
<https://www.brownbearsw.com/cal/zialittleleague-battingcage>
2. Any changes to a reserved date/time will be coordinated with the VP-Baseball or the President. They will update the calendar.
3. With only two batting cages available, make every attempt to make your scheduled date/time. Teams found abusing this will lose their privilege to schedule the batting cages.

Lines of Communication

1. Manager to Division Player Agent.
2. Division Player Agent to Zia LL Vice-President of Baseball
3. Zia LL Vice-President of Baseball to Zia LL President.
4. Zia LL President to Little League NM District 5 District Administrator.

Tee Ball Division

Activity Limits

Each practice held is considered to be one (1) activity. No practice should last no more than 60 minutes. Each completed game is considered to be one (1) activity. No game should last no more than 60 minutes. The total number of activities allowed per week (Sunday-Saturday) is limited to three (3) activities.

Game Rules

1. **Scorekeeper:** Score will not be kept for the game.
2. **Protests:** No protests will be permitted in Tee-Ball Division.
3. **Game Limits (game ends, whenever one item occurs):**
 - a. Three (3) innings are completed
 - b. 60 minutes of play are completed
 - c. Sunset time reached (refer Zia LL 2018 sunset time handout)
4. **Game Balls:** Zia LL will provide two (2) soft-core tee-balls for use in each game. At the completion of the game, each team will receive one of the game used ball.
5. **Umpires:** No umpires will be used for the game.
6. **Batting:**
 - a. **Batting Order:** All players present at the game will bat in a continuous batting order. Each player will bat every inning. Any player arriving late to the game will be added to the end of the batting order.
 - b. **Use of Baseball-Tee:** From Opening Day till April 30, 2018, the batter will only hit using a baseball-tee. Starting May 1, 2018 the coach may pitch to the batter.
 - c. **Pitch Limit:** If the coach is pitching, a maximum of three (3) pitches will be thrown to a batter. If the ball is not hit, the batter will get one (1) hit using the baseball-tee.
 - d. **Hit batsman:** If a pitched ball hits a batter, this does not entitle the batter to first base (it is considered a dead ball).
 - e. **Foul Ball:** Same as conventional baseball. Reminder all bases (including home plate) is in fair territory.
 - f. **Bunting:** Not allowed in the Tee-Ball Division.
 - g. **Side Retired:** When the last batter in the batting order has completed his/her at bat, the side is retired.
7. **Base-Runner:**
 - a. **Base Running:** The base-runner must stay in contact with the base until the ball is hit. Each hit by a batter will count as a single, regardless of any base-runner being put out (there are no outs). When the last batter hits the ball, all base-runners should continue running the bases until reaching home plate.
8. **Defense:**
 - a. **Positions:** All players will position themselves on the field each inning. The infield shall consist of the normal infield positions.
 - b. **Position Rotation:** Each player will rotate to a new position every inning.
9. **Parents:** May help on the field as long as they do not interfere with the ball in play and are approved by the Board of Zia LL and have a 2018 Zia LL volunteer badge.

Rookie Division

Managers and Coaches should be teaching the game of baseball and not trying to be the division winner. This will help the players develop new skills needed to play in the upper divisions of play.

Activity Limits

Each practice held is considered to be one (1) activity. No practice should last no more than 2 hours.

Each completed game is considered to be one (1) activity.

The total number of activities allowed per week (Sunday-Saturday) is limited to three (3) activities.

Game Rules

1. **Scorekeeper:** Both teams will provide scorekeepers. The home team will provide the official scorekeeper. The official scorekeeper will position themselves in the scorekeeper box and will not keep score from the bleachers. Scorekeepers are not permitted to coach the players from the scorekeeper's box.
2. **Protests:** Any protest must be resolved before the next pitch is allowed. The home plate umpire will confer with the Zia LL on-duty field monitor on how to resolve the protest.
3. **Game Limits (game ends, whenever the first item occurs):**
 - a. Ten (10) run rule, Rule (4.10) occurs.
 - b. If a game follows, no new inning (top half of an inning) shall start after 1 hour 45 minutes (from scheduled start time). If an inning is started before this time mark, the inning can be completed.
 - c. If no game follows, no new inning (top half of an inning) shall start after 2 hours (from scheduled start time). If an inning is started before this time mark, the inning can be completed.
 - d. Six (6) innings are completed.
 - e. Sunset time is reached (refer Zia LL 2018 sunset time handout).
4. **Game Balls:** Zia LL will provide two (2) baseballs for use in each game. At the completion of the game, each team will receive one of the game used ball.
5. **Umpires:**
 - a. Zia LL will schedule the Rookie team responsible for providing two umpires (home plate umpire and base umpire).
6. **Coaches:**
 - a. **Dugout:** One (1) manager and three (3) coaches are allowed in the dugout during the games (this includes the coach pitcher).
 - b. **Pitching:**
 - i. Each team will be responsible to pitch to their own team.
 - ii. The coach on the field for pitching is not allowed to coach the batter or any base-runner.
7. **Pitcher-Coach**
 - a. Pitcher will be positioned twenty-five (25) feet from home plate.
 - b. Coach/Manager will do the pitching – no player is to pitch.
 - c. All pitches will be thrown overhand. Any underhand pitch thrown will not count as a pitch.
 - d. Coaches are to position themselves behind the “L” screen (for protection) and pitch from a kneeling position or sitting on baseball bucket.
 - e. Coach will not interfere with hit balls, only as a safety precaution for a player. In the event of a safety stop of ball, the ball will be re-pitched and runners will retreat to previous bases.
 - f. The L-screen is considered in play and part of the field. Any batted ball that hits the screen are considered fair balls and in play. Any runner that is forced to do so, will advance one base. If in the judgment of umpire the coach intentionally let the ball hit himself, the batter will be called out

and the coach warned. If there is a second occurrence, the coach will be removed from the coach-pitcher position.

8. Run-Limits:

- a. **Over the fence Home Run:** All runs will counts regardless of inning.
- b. **Innings 1,2,3,4, and 5:** Five 5 run limit.
- c. **Inning 6 and Beyond:** No run limit.

9. Batting:

- a. **Batting Order:** All players present at the game will bat in a continuous batting order as determined by the Manager. Any player arriving late to the game will be added to the end of the batting order.
- b. **Base on Balls:** No base on balls will be awarded for any reason.
- c. **Pitch Limit:**
 - i. A batter will receive no more than five (5) pitches unless the fifth (5th) pitch is fouled. If the fifth (5th) pitch is fouled, the batter will receive additional pitches until the pitch is hit fair, the pitch is swung on and missed, or the pitch is not not swung at.
 - ii. The batter will be declared out on a swung third strike.
- d. **Dropped Third Strike:** No dropped third strike rule in the Rookie Division.
- e. **Infield Fly:** No infield fly rule in the Rookie Division.
- f. **Hit Batsman:** If a pitched ball hits a batter, this does not entitle the batter to first base (it is considered a dead ball) and does not count against the batter pitch limit.
- g. **Foul Ball:** Same as conventional baseball. Reminder all bases (including home plate) is in fair territory.
- h. **Bunting:** Not allowed in the Rookie Division. Each batter must attempt to swing at the ball. If any batter attempts to bunt, a dead ball will be called. The pitch will count against the batter pitch limit.

10. Base-Runner:

- a. **Base Running:** The base-runner should remain in contact with the base until the ball is hit.
- b. **Leading:** Not allowed in the Rookie Division.
- c. **Base Stealing:** Not allowed in the Rookie Division.
- d. **Overthrow by Defense:**
 - i. If the overthrow remains in the field of play, the base-runners (at their own risk) may attempt to advance only one base from the base they were going to at the time of the overthrow. If the defensive team makes a subsequent overthrow, a dead ball shall be called and all running stopped. Runners are only allowed to advance one base from the base they were going to at the time of the overthrow.

Example 1: Batter hits a ball to shortstop, shortstop fields the ball and throws to first base, the first baseman misses the ball (the ball remains in the field of play). The runner can attempt to advance to second base on the overthrow. The play is dead if the runner makes it safe to second. If the runner is thrown out by a fielder, it is an out. If a fielder throws the ball to second and it is an overthrow the runner stays at second and the ball is dead (same applies at any base).

Example 2: Batter hits the ball to the outfield, the outfielder throws the ball to the cut off person. If the cut off person throws to a base and it is an overthrow the runner can

advance one base at their own risk. If the runner makes it safe to the base, the ball is dead (no matter what the fielder's action is). If the runner is thrown out it is an out.

- ii. If the overthrow leaves the field of play, a dead ball will be called and all base-runners will be allowed to advance one base from the base they were going to at the time of the overthrow.

Note: Runners should be encouraged to take the additional base on an overthrow. This will teach them to turn towards the advanced base and for the fielder to pursue the overthrown ball. Coaches are discouraged from abusing this local rule.

11. Defense:

a. Positions:

- i. Rookie teams will have ten fielding positions, nine standard positions and one rover, however, nine players constitute a legal and playable line-up.
- ii. The pitcher will be positioned on the first base side of the coach pitching to field the ball and will not be positioned closer to the batter than the rear of the coach pitcher. The pitcher must be stationary until the ball is hit by the batter.

b. End of Play:

- i. The ball will be dead and play will be stopped when an attempt to get the ball to the pitcher.
- ii. If the pitcher with the ball makes any attempt to stop a runner from advancing, the ball will remain live and in play.

c. Substitution:

- i. Each player must play at least one (1) inning in the infield. Any player who will not play the infield for safety reasons, must be declared to the home plate umpire and the opposing team's manager.
- ii. No player may sit on the bench for more than 2 innings per game (unless for injury or disciplinary reasons).

d. Time-Outs: A manager may request and receive from the home plate umpire, one defensive time-out per inning.

Minor Division

Activity Limits

Each practice held is considered to be one (1) activity. No practice should last no more than 2 hours.

Each completed game is considered to be one (1) activity.

The total number of activities allowed per week (Sunday-Saturday) is limited to three (3) activities.

Game Rules

1. **Scorekeeper:** Both teams will provide scorekeepers. The home team will provide the official scorekeeper. The official scorekeeper will position themselves in the scorekeeper box and will not keep score from the bleachers. Scorekeepers are not permitted to coach the players from the scorekeeper's box.
2. **Pitch Count Recorder:**
 - a. Each Home team must designate the scorekeeper or another game official as the official pitch count recorder.
 - b. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed (Regulation VI (f)).
 - c. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c).
 - d. Pitchers are limited to 6 outs per game in all games. If a coach changes pitcher during an at bat and the batter subsequently strikes out or is put out by the defense, the current pitcher will be charged with the out.
3. **Protests:** Protest shall be made in accordance with Rule 4.19.
4. **Game Limits (game ends, whenever the first item occurs):**
 - a. Ten (10) run rule, Rule (4.10) occurs.
 - b. If a game is to follow, no new inning (top half of an inning) shall start after 2 hours (from scheduled start time). If an inning started before this time mark, the inning can be completed.
 - c. If no game is to follow, no new inning (top half of an inning) shall start after 2 hours 30 minutes (from scheduled start time). If an inning started before this time mark, the inning can be completed.
 - d. Six (6) innings are completed and a winner is determined.
 - e. When no lights are available, sunset time is reached (refer Zia LL 2018 sunset time handout).
 - f. When lights are available, game ends at 9:45 PM.
5. **Game Balls:** Zia LL will provide two (2) baseballs for use in each game. At the completion of the game, each team will receive one of the game used ball.
6. **Umpires:**
 - a. Zia LL will schedule the Minor team responsible for providing two umpires (home plate umpire and base umpire).
7. **Coaches:**
 - a. Dugout: One (1) manager and two (2) coaches are allowed in the dugout during the games (Rule 3.17).
8. **Run-Limits:**
 - a. Over the fence Home Run: All runs will counts regardless of inning.
 - b. Innings 1,2,3,4, and 5: Five 5 run limit.
 - c. Inning 6 and Beyond: No run limit.
9. **Pitching**

- a. Pitchers are limited to 6 outs per game in all games. If a coach changes pitcher during an at bat and the batter subsequently strikes out or is put out by the defense, the current pitcher will be charged with the out.
- b. Daily pitch counts and rest required as defined in the Little League rule book must be followed and recorded in the scorebook pitching log.

10. Batting:

- a. **Batting Order:** All players present at the game will bat in a continuous batting order as determined by the Manager. Any player arriving late to the game will be added to the end of the batting order.
- b. **Dropped Third Strike:** No dropped third strike rule in the Minor Division.
- c. **Foul Ball:** Reminder all bases (including home plate) is in fair territory.
- d. **Remain in Batter Box**
 - i. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. (adopted from Tournament Rule 3(a), page 131).
Exceptions
 - 1. On a swing, slap, or check swing.
 - 2. When forced out of the box by a pitch.
 - 3. When the batter attempts a "drag bunt" in Baseball (or attempts a "slap" or "slap bunt" in Softball).
 - 4. When the catcher does not catch the pitched ball.
 - 5. When a play has been attempted.
 - 6. When time has been called.
 - 7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
 - 8. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

No pitch has to be thrown, the ball is dead, and no runners may advance.

11. Base-Runner:

- a. **Pinch Runner:** With continuous batting order in use, there are no special pinch runners (Rule 7.14).
- b. **Injured Runner:** If a base-runner is injured while running bases, a courtesy runner may be used to replace the injured runner. The player who made the last out for the team at bat, whether in the current inning or in the previous inning.

12. Defense:

- a. **Pitcher:** A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor Division (Regulation VI (j)).
- b. **Substitution:**
 - i. Each player must play at least one (1) inning in the infield. Any player who will not play the infield for safety reasons, must be declared to the home plate umpire and the opposing team's manager.
 - ii. No player may sit on the bench for more than 2 innings per game (unless for injury or disciplinary reasons).

13. Post-Game:

- a. **Pitching Eligibility Form:** Both teams are required to record (in ink) the game pitching information. The home plate umpire is required to review for accuracy and sign the form.

Major Division

Activity Limits

Each practice held is considered to be one (1) activity. No practice should last no more than 2 hours.

Each completed game is considered to be one (1) activity.

The total number of activities allowed per week (Sunday-Saturday) is limited to four (4) activities.

Game Rules

1. **Scorekeeper:** Both teams will provide scorekeepers. The home team will provide the official scorekeeper. The official scorekeeper will position themselves in the scorekeeper box and will not keep score from the bleachers. Scorekeepers are not permitted to coach the players from the scorekeeper's box.
2. **Pitch Count Recorder:**
 - a. Each Home team must designate the scorekeeper or another game official as the official pitch count recorder.
 - b. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed (Regulation VI (f)).
 - c. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c).
3. Protest shall be made in accordance with Rule 4.19.
4. **Game Limits (game ends, whenever the first item occurs):**
 - a. Ten (10) run rule, Rule (4.10) occurs.
 - b. If a game is to follow, no new inning (top half of an inning) shall start after 2 hours (from scheduled start time). If an inning started before this time mark, the inning can be completed.
 - c. If no game is to follow, no new inning (top half of an inning) shall start after 2 hours 30 minutes (from scheduled start time). If an inning started before this time mark, the inning can be completed.
 - d. Six (6) innings are completed and a winner is determined.
 - e. When no lights are available, sunset time is reached (refer Zia LL 2018 sunset time handout).
 - f. When lights are available, game ends at 9:45 PM.
5. **Game Balls:** Zia LL will provide two (2) baseballs for use in each game. At the completion of the game, each team will receive one of the game used ball.
6. **Umpires:** Zia LL will schedule the Major team responsible for providing two umpires (home plate umpire and base umpire).
7. **Coaches:** Dugout: One (1) manager and two (2) coaches are allowed in the dugout during the games (Rule 3.17).
8. **Run-Limits:**
 - a. Over the fence Home Run: All runs will counts regardless of inning.
 - b. Innings 1,2,3,4, and 5: Six 6 run limit.
 - c. Inning 6 and Beyond: No run limit.
9. **Batting:**
 - a. **Batting Order:** All players present at the game will bat in a continuous batting order as determined by the Manager. Any player arriving late to the game will be added to the end of the batting order.
 - b. **Foul Ball:** Reminder all bases (including home plate) is in fair territory.
 - c. **Remain in Batter Box**

- i. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. (adopted from Tournament Rule 3(a), page 131).

Exceptions

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt" in Baseball (or attempts a "slap" or "slap bunt" in Softball).
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

No pitch has to be thrown, the ball is dead, and no runners may advance.

10. Base-Runner:

- a. **Pinch Runner:** When continuous batting order is in use, there are no special pinch runners (Rule 7.14).
- b. **Injured Runner:** If a base-runner is injured while running bases, a courtesy runner may be used to replace the injured runner. The player who made the last out for the team at bat, whether in the current inning or in the previous inning

11. Defense:

a. Substitution:

Each player must play at least one (1) inning in the infield. Any player who will not play the infield for safety reasons, must be declared to the home plate umpire and the opposing team's manager.

12. Post-Game:

- a. **Pitching Eligibility Form:** Both teams are required to record (in ink) the game pitching information. The home plate umpire is required to review for accuracy and sign the form.

Pool Players

1. Pool players will not be used as a Pitcher - Pool player will be used in the outfield and bat at the bottom of the batting order to give other players on the team a chance to try infield positions.
2. Teams that pool players are used from will be rotated. The player agent for each division will keep a list of the teams and players used. The pool player should come from a different team each time used and a different player each time.
3. A particular pool player can only pool play for another team three times a season. This will prevent teams from asking for the same player over and over again.
4. The Player agent should choose which pool player is used. The manager needing the pool player is not permitted to pick the players to be used.
5. If a team knows they will only have nine (9) roster players at the start of a game, they can ask for a pool player. The pool player will not be allowed play unless there is an injury to a roster player.
6. If a team starts a game with a pool player, the pool player will play the Minimum playing time as required in the Little League Rule Book Rule IV (i) before being removed to enter the late player. Once the pool player has been removed they cannot re-enter the game unless a roster player is injured.