

Title: Supplemental Rules Spring 2018

The league will adopt and play by the pitching rules as described in the 2018 Little League Baseball Official Rules book and Eastlake Little League Supplemental Rules for all aged pitchers in the Minor B, Minor A, Majors, and Junior divisions, for the spring season. Only the required days of rest must be observed, not necessarily the games.

Each team shall be allowed three (3) adult coaches on the playing field. One of these three coaches will be designated the manager and the other two as coaches. No other adult/parent or non-roster player is allowed on the playing field or dugout. During the game, one of the three coaches MUST be in the dugout at all times. If you are a coach short, then one of your players shall be the base coach during the at bats. That player must be protected with a batting helmet. Exception: The Minor B, Single A, and T-Ball divisions will allow the coaching staff to include four (4) adults with kids.

There will be no changes to game schedule unless approved by the league president. If an umpire is not present within five minutes after the game time, both teams will provide a parent volunteer (total of two) to umpire the game to prevent further delay.

The Division Representative in conjunction with the President shall be responsible for the rescheduling of all rained out, postponed, and/or games called by the umpire prior to a winner being determined.

There shall be no postponed games unless the President at his or her sole discretion, where applicable, is notified at least two weeks in advance of the game. Scheduled school outings, such as 6th grade camp, etc., will be considered legitimate reasons for postponement only if a team cannot field 9 players.

If a regulation game cannot be started and/or completed for any reason on the originally scheduled day, both managers must call the Division Representative within 24 hours. The Representative will communicate with

the President for field availability and reschedule the postponed game to be played within 7 calendar days of the originally scheduled day unless determined not possible due to availability of fields. A Double header may be an option within these rules. All games must be made up by the last day of the regular season. The League Umpire-in-Chief must be notified of the new date.

Penalty: If either team cannot play the rescheduled game at the time scheduled for any reason (i.e. no show, not enough players) that team shall forfeit.

The official start time of a game is with the first pitch. Home team managers should have their team on the field several minutes before official game time. Umpire and manager meetings should take place several minutes prior to game time in foul territory to allow the starting pitcher to complete his/her warm up pitches prior to game time.

Time permitting, all games should be played to six innings in Minors and Majors and seven innings in Juniors, weather and/or daylight permitting.

As soon as the managers submit their lineups to the umpire, the umpire is in charge of the playing field and has sole authority to determine when the game shall be called, halted or resumed on account of the weather, daylight, or playing field conditions. No manual or automatic light start times should be used to determine stop times for games.

The 10 Run Rule is in place for the spring season. If the home team is up by 10 or more runs at the conclusion of the top of the fourth inning, the game will be called and is official. If the visiting team is up by 10 or more runs at the conclusion of the bottom of the fourth inning, then the game will be called and is official. In short, the team that is down by 10 or more runs has to bat four (4) times before the game can be called.

Teams will utilize the other team's catcher in between innings to warm up the pitcher. NO managers, coaches or parents are allowed behind the plate to warm up the kids.

There is no “on deck” circle at any of the ELL fields. One batter can warm up swinging the bat between innings. No team shall use a hitting stick to warm up players once the game has begun.

The home team scorekeeper keeps the official book. The visiting team scorekeeper is the official pitch counter. They will confer at the conclusion of each half inning.

The home team is designated responsible for pre-game field preparation including dragging or brooming the field, chalking the lines, and setting the bases.

The visiting team is designated responsible for the post game cleanup including the collection and dumping of trash cans at their field, storage of the bases, and dragging or brooming the field if it is the last game of the day.

Pool Players: Pool Player information can be found in Greenbook under “Pool Players”.

GENERAL RULES

Inappropriate behavior such as booing or razzing by any person will not be allowed. Any member of the league shall take the necessary steps to stop this behavior.

Alcoholic beverages or use of tobacco products are NOT allowed on ELL grounds at any time.

Only persons with specific jobs and proper identification will be allowed on the playing fields, dugouts, or scorekeeper’s booth unless approved by the League President.

Chewing gum and sunflower seeds are NOT allowed on any field or in any dugout at any time.

Any manager/coach ejected during a game is suspended for the duration of that game and the next game. That manager/coach must leave the field and parking lot area within a few minutes and cannot be present in these areas for the duration of their suspension. The Board reserves the right to extend a suspension upon the review of the umpire's report and other relevant information. The manager/coach may be requested to come before the league's disciplinary committee before reinstatement.

Managers are responsible for the behavior and conduct of their coaches, players, and spectators. No scorekeeping shall be kept on the playing field, including the coach's boxes.

Managers shall notify the Official Scorekeeper, Umpire and opposing manager of all lineup changes in the 'competitive' divisions.

AN UMPIRE'S JUDGEMENT DECISION CANNOT BE PROTESTED.

Throwing Bats: a batter shall not throw his bat anytime during an at bat (hitting or walking back to dugout). First time is a warning from the umpire. Second time is an automatic out. Third time is removal from the game.

The umpire has discretion given the level of conduct by the player. Sliding at home - a runner shall slide into home plate if there is a play at home. A runner shall not run into the catcher to intentionally knock out the ball. If the runner does not slide at home the runner is out. The umpire has discretion on the call at home plate.

Managers will be allowed to remove players for disciplinary reasons. Player's disciplinary status must be reported to the official scorekeeper prior to the game or at the time of the incident if it occurs during the game. A reported player will not be allowed to play in that game from that point on. The incident must be reported to the Division Representative after the game.

All managers are encouraged to hold at least one practice per week, if possible. It is the manager's responsibility to ensure that the team's equipment is properly stowed in the dugout.

Home runs on all ELL fields must leave the field of play regardless of if the ball hits the yellow line at the top of the fence. Exception: if the ball hits the top of the fence on the fly, then hits the batter's eye in center field, the hit shall be deemed a home run per the umpire's ruling. If a hit ball hits the yellow line and stays in the field of play, the ball is live and runners shall run at their own risk.

JUNIORS

District 42 will develop the Supplemental rules for the Juniors division.

MAJORS

1. Standings will start from opening day. All games count.
2. If a player does not start a game, he/she must start the next game.
Exception: player was not present for the previous game.
3. Games have no time limit.
4. Pool players are guaranteed 9 continuous defensive outs and one at-bat: cannot pitch or catch. Pool players bat last when a continuous order is in affect and will bat within line-up of player he or she substitutes for. Pool players will not start games unless he or she is one of nine available players.
5. At the conclusion of the third inning and prior to the start of play in the top of the fourth inning, the umpire-in-chief shall notify both managers that all players who have not completed their mandatory play requirement must be inserted into the line-up. The manager shall insert any player who has not met the mandatory play requirement into the line-up in a position that will allow mandatory minimum play to be satisfied absent a shortened game. Managers are solely responsible for fulfilling the mandatory play requirements.

MINOR A

1. There is a limit of five (5) run per inning for all innings with an "open" 6th inning. Exception: if a ground-rule double or home run clears the fence,

then more than five runs can score in those innings. The 6th inning should not be confused with the “last” inning due to time constraints. The open 6th inning applies only if time allows the game to reach and complete the 6th inning.

2. The lineup card will include all players whose name appears on the roster in any order set by the manager. Players who are not present will be listed at the bottom of the lineup card with an indication they are not currently present. There is a continuous batting order in which all players present remain in the lineup regardless of their defensive status. If a player shows up after the lineup card has been handed to the umpire, then that player will be added to the bottom of the lineup. For example, if 11 players are present at the start of the game and the 12th player arrives late, he/she will be added to the #12 slot in the lineup regardless of which player is at bat when he/she arrives.
3. If a player gets sick, injured or has to leave before the end of the game, no automatic out will be taken and the players in the lineup behind that player will all move up a spot, accordingly. If a player is ejected by the umpire, then an automatic out is taken upon each of that player’s subsequent turns at bat.
4. If a player is in the restroom at their time to bat, the umpire will stop the game for a reasonable period of time to allow for the player to return to the game. If the player does not return in a reasonable time period (as determined solely by the umpire) an out is taken and the player will remain in the lineup for the remainder of the game.
5. No warming up on the infield prior to the start of the game.
6. There is free defensive rotation of all players and every player must play a minimum of 3 defensive innings in each game. Minimum play requirements will not be in effect for players that miss one (1) or more full innings due to injury or arriving/leaving during the game.
7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. If a player plays the position of catcher, he/she is limited to 40 pitches.
8. If a player does not start a game, he/she must start the next game.
9. The use of pitchers is identified as following:
 - a. The season will be broken into two (2) equal parts.
 - b. The first half of the season pitchers will be limited to three (3) innings per game or maximum 50 pitches whichever comes first.
 - c. The second half and postseason will play by the pitching rules as described in the 2018 Little League Rules book.
10. Weekday games have no time limit.
11. Weekend games: No new inning shall start after 1:45 on ALL games. At 2 hours, the game will be called after the completion of the current at bat, if applicable. Other game situations (number of outs, runners on

base, etc.) do not apply and the score will revert to the previous inning. The only exception to reverting back to the score of the previous inning is in the case of the “home” team takes the lead in the bottom half of the final inning when time runs out. It is at the sole discretion of the umpire to determine the end time of the game due to darkness or other reasons.

12. If a regular season game ends in a tie due to time limit or darkness, the score will stand and the game will be recorded as a tie.

MINOR B

1. There is a limit of five (5) runs per inning during regular season games. When live pitching begins and during postseason play, there is a limit of three (3) runs per inning.

Exceptions:

- A. In **postseason**, if a ground-rule double or home run clears the fence, then more than three (3) runs can score in that inning.
 - B. In **postseason**, the 6th inning shall be considered an “open” inning. The 6th inning shall not be confused with the “last” inning due to time constraints. The open 6th inning applies only if time allows the game to reach and complete the 6th inning. If time does not allow to complete the 6th inning, then the score will revert to the previous inning.
2. There are no standings or final scores kept by the league in this division during the regular season.
 3. No new inning shall start after one hour and thirty minutes (1:30). At one hour and forty-five minutes (1:45), the game will be called after the completion of the current at bat, if applicable. If time permits, games shall be 6 innings long.

Exceptions:

- A. In **postseason**, if a tie occurs after expiration of regular playtime, another COMPLETE inning is conducted until a winner is identified.
 - B. There will not be a time limit for the Championship game(s) of **postseason** play. Game shall be 6 innings in length, unless a tie occurs and another COMPLETE inning is conducted until a winner is identified.
4. No warming up on the infield prior to the start of the game.
 5. There is free defensive rotation of players. Every player must play a minimum of three (3) defensive innings in each game (2 inning) & (6

outs) must be played within the infield – **No Exceptions**) and cannot sit 2 innings in a row.

6. During regular season games, if a player does not start a game, he/she must start the next played game.
7. Players shall not play the same position for more than 2 innings.

Exceptions:

- A. In the second third of the regular season (live pitching), **pitchers** will be limited to either one (2) innings or maximum 35 pitches whichever comes first.
 - B. In the last third of the season and postseason play, **pitchers** will be limited to either three (3) innings or maximum 50 pitches whichever comes first.
8. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day. If a player plays the position of catcher, he/she is limited to 40 pitches.
 9. There will be (10) players on the defensive field when possible. Four (4) players on the field will be in the outfield turf (grass portion of the outfield). All players must play in traditional defensive positions.
 10. An injured player may return to the lineup in their regular position.
 11. The pitching machine will be used for a part of the season. When using the pitching machine, the batter will get a maximum of five (5) pitches. If a batter swings and misses three (3) times at any time of his/her at bat, they are out. If after five (5) pitches the batter has not put the ball in play or struck out, the batter is called out.

Exceptions:

- A. The batter is not called out if he/she continues to foul off pitches from five (5) on. Once the batter misses or looks at a pitch (does not swing) the batter is called out. No walks will be allowed during the pitching machine portion of the season.
12. The season will be broken down into three equal parts. The use of the pitching machine is identified in the following sections:
 - a. The first third of the season, games 1-6, will utilize only the pitching machine.
 - b. Second third of the season, games 7-12, machine will be used on the weekends. Players will pitch during the week.
 - c. Last third of the season, games 13-18, will be only live pitching. The pitching machine will no longer be used.
 13. If a ball hit by the batter strikes the pitching machine or the coach operating the machine, the play will be called dead and the hitter will be awarded first base and all base runners will advance one base.

14. During pitching machine portion of the season, the player playing the pitcher position shall have one foot near the bottom of the mound and shall be playing on the batter's weak side.
15. During regular season games, a continuous batting order will apply. The batting order will continue in the next game where it finished in the current game.

Exceptions:

- A. In **postseason** this rule does not apply. Even though a continuous batting order rule still applies, the team lineup can be changed throughout the playoffs. Each team can begin with the top of their lineup for each game played in the postseason. Provide a copy of your lineup to the scorekeeper and opposing team before the start of each postseason game.
16. A manager or coach CANNOT alter the speed or direction of the machine without consulting the other manager or coach once the game has begun. Both managers shall set the speed and direction before the game commences.
17. The offensive coach running the pitching machine will make all out and safe calls. He/she can ask for assistance from the first and/or third base coaches.
18. The offensive coach running the pitching machine shall not exit the pitching mound area to give direction to the base runners. Rely on the 1st and 3rd base coaches to coach the kids running the bases.
19. Coaches watching their kids in the field shall not argue out and safe calls with the coach running the pitching machine.
20. Manager and Coaches shall not physically assist the batter while in the batter's box.
21. Manager and Coaches are not permitted to physically assist the base runners. For example, hold or move the player onto a base or push player towards the next base. The runner is out if a Manager or Coach violates the rule.
22. Managers must keep catchers a safe distance behind the plate as to not have the catcher's glove interfere with the batter.
23. Managers/Coaches shall not be on the field during the defensive play in the game.
24. The play will be called dead when the player playing the pitcher position has control of the ball with no intentions of making a play and is within the pitcher's mound area. Runners can only move to the next base if they are half way between bases with the risk of a play occurring, which may get them out.

25. There is no stealing.

Exceptions:

- A. In the **last third of the season and postseason** play, on a passed or dropped ball by the catcher, the base runner is allowed to advance to the next base with the risk of a play occurring which may get them out. If a runner is at 3rd Base, runner will not be able to advance to home plate. If there is an overthrow by the catcher to a base with the intention of making a play after a passed or dropped ball, player will not be allowed to advance an additional base. A base runner is **NOT** allowed to advance to the next base if an overthrow is made from the Catcher to the Pitcher.
 - B. The batter is considered out after a dropped third strike.
- 26. Runner will be able to advance one (1) base on overthrows to first base and lead runner bases when the ball is thrown from the infield.
 - 27. Sliding is permitted. However, head first slides while advancing to a base is not permitted and the runner is called out.
 - 28. No bunting is allowed.
 - 29. Infield fly rule is not in effect.
 - 30. The home team is responsible for bringing a game ball and back up game ball. The visiting team is responsible for also bringing a game ball.
 - 31. In **postseason** play, the home team is responsible for completing the official scorekeeper book and the visiting team is responsible for keeping the pitch count.
 - 32. In **postseason** play, the higher seeded team will be the Home team

SINGLE A

- 1. Games are four (4) innings.
- 2. There is a limit of four (4) runs per inning. The offensive team will change to defense when either 4 runs are scored or 3 outs are recorded (whichever comes first).
- 3. There are no standings or final scores kept by the League in this division.
- 4. All games will end after 1 hour (even if 4 innings are not recorded). This gives the next game time to prep the field and proper warm up time.
- 5. Batting helmets must be worn and all male players must wear a protective cup.

In-Play Game Rules

- 1. This division will be integrating coach pitch and machine pitch (not to exceed 30 mph but no less than 26 mph, managers to agree on mph prior

to game start). If the mph (machine pitch) is too fast after game has started it can only be changed mid game if both managers agree to new mph. Managers at their discretion should begin increasing machine pitch mph as the season progresses (once machine pitch has started).

2. The first 3rd of the season will begin with coach pitch on the Minor B/Challenger field, the second 3rd of the season will be machine/coach pitch, the remainder of the season will be machine pitch only on the Minor B/Challenger field. Tee use will be allowed for a batter that is unable to put the ball in play through coach or machine pitch except in the last 3rd of the season where strikeouts are recorded. The offensive coach who is pitching/using the machine will make all out and safe calls. He/she can ask for assistance from the 1st and/or 3rd base coaches.
3. Coaches/Parents on will not argue out and safe calls with the coach who is pitching.
4. Managers and coaches are not permitted to physically assist the base runners or fielders. For example, holding or moving the player onto a base or pushing the player towards the next base. The runner is out if a coach violates this rule.
5. The base runners will stop when the ball is thrown in the infield in an attempt to make a play. The fielder does not need to catch the ball. If the base runner is past the advancing base, he/she may advance to the next base if not tagged out. If he/she is before the advancing base, and continues to advance, he/she returns to the previous base unless the runner is tagged out. Play it as it is live and the runner will be sent back to the bag when the play is complete.
6. When runners are on base and the ball is hit to the outfield and the ball is thrown to the infield and a player controls the ball (holding the ball in the air) the play is dead.
7. You may advance ONE base on an overthrow except from 3rd to home.
8. Base stealing is not allowed in the Single A division.
9. Interleague play *may* be applicable for the Single A Division also known as CAPS (teams will travel to another league to play games and vice versa as needed). The Hosting League's rules will apply unless otherwise agreed to by the Managers prior to game start.

Batting Rules

1. The batter will get a maximum of five (5) coach pitches the **first 3rd** of the season. If a batter has not put the ball in play after five (5) pitches then he/she may use a tee. There are no strikeouts.
2. The batter will get a maximum of four (4) machine pitches the **second 3rd** of the season. If the batter has not put the ball in play after four (4) machine pitches the coach may offer two (2) coach pitched balls. If the batter has not put the ball in play after the four (4) machine pitches and

two (2) coach pitches then he/she may use a tee. There are no strikeouts. Note: during pitching machine use please ensure that the pitcher position is opposite the hitter (i.e if a lefty is at the plate the pitcher should stand to the right of the machine facing Homeplate).

3. The **last 3rd** of the season will be machine pitch only. A batter will receive a maximum of five (5) machine pitches. If the batter has not put the ball in play after five (5) machine pitches then he/she is struck out and an out is recorded. Note: during pitching machine use please ensure that the pitcher position is opposite the hitter (i.e if a lefty is at the plate the pitcher should stand to the right of the machine facing Homeplate).
4. When the player puts the ball in play (either by coach pitch or machine), he/she will attempt to get on base safely and avoid an out. The coach who will be pitching is still responsible for making out and safe calls.
5. If a ball hit by the batter strikes the coach / pitching machine, the play will be called dead and the hitter will be awarded first base and all base runners will advance one (1) base.
6. A continuous batting order will apply. The batting order will continue in the next game when it finished in the current game. Managers are responsible for keeping track and the team batting rosters will remain the same throughout the season.
7. An injured or late player may return to the lineup in their regular position.

Defensive Rules:

1. There is free defensive rotation of players. Every player must play a minimum of three (3) defensive innings in each game.
2. If a player does not start a game, he/she must start the next played game.
3. Players will not play the same position for more than two (2) innings.
4. All players must play at least one (1) infield and one (1) outfield inning per game by the 3rd inning.
5. There will be ten (10) players on the defensive field. Four (4) players on the field will be in the outfield turf (grass portion of the outfield).
6. Coaches will position players in appropriate baseball positions (1st, 2nd, SS, 3rd, C, P, LF, RF, LC, RC when 10 players are available). Do not place players in hybrid positions (i.e. 5 player infield excluding pitcher/catcher) to make it easier to field hit balls.
7. Team on defense will be allowed to have one (1) coach in the outfield.

T-BALL

1. There is no inning limit for the T-4 and T-5 games.

2. All games will play to a set time limit. T-4 limit is 45 minutes. T-5 limit is one hour (If age groups are combined then they will last one hour). Games should end promptly and players should leave the field/dugout in a timely manner. This gives the next game's teams enough time to prep and warm up.
3. Visiting team bats first.
4. All players must bat every inning. Score is not kept.
5. There will not be any outs issued.
6. All batters/runner must wear a helmet at all times. Male players must wear a protective cup.
7. T-4 and T-5 begin on tee and transition to coach pitch by the second 3rd of the season (3 coach pitches and then 3 off tee if unable to hit coach pitch). Note: A coach may start coach pitch from the start of the season for a T-5 player if the player is deemed ready by the coach (3 coach pitches and then 3 off tee rule will apply). Please remember to advise the opposing team if a big hitter is at the plate whether by tee or coach pitch. This will give the team on defense an opportunity to back up their players for safety.
8. No swinging of bats unless the player is at the plate (no on deck circle).
9. Alternate batting order for each inning so each player starts an inning, ends an inning, and bats at different parts of the batting order throughout the season.
10. Batter/runner can only take one (1) base (except ground rule double or home run).
11. Last batter goes all the way home.
12. A player can only play any given position one time per game.
13. Coaches will position players in appropriate baseball positions (1st, 2nd, SS, 3rd, C, P, LF, LC, RF, RC). Do not place players in hybrid positions (i.e 5 player infield excluding pitcher/catcher) to make it easier to field hit balls. If a team has more than eleven (11) players on the roster, additional players will sit out during a defensive inning. Once a player has sat out one inning, he/she may not be out again until all players have sat out.
14. All players must play all positions throughout the season (safety exceptions).
15. No intentional impacts at home base (catcher vs. runner).
16. Team on defense will be allowed one (1) coach in the outfield.
17. Coaches assisting their team on offense will have one (1) coach at the 'tee', one (1) coach at first base, and one (1) coach at third base.