

El Paso's Miracle League Official Regulations and Rules

Challenger Division: Purpose

The Challenger Division of Little League is a program for any person with a mental and/or physical disability to enjoy the full benefits of Little League participation in an athletic environment with flexibility based on abilities. However, whenever possible and with reasonable accommodations, persons with disabilities should participate in unrestricted league play provided their participation is possible and fair within the standard rules and regulations of Little League. More than the skills of baseball learned through the experience, the value of the Little League Challenger Division is found in the proven therapeutic and socialization benefits of participating in sports, the strengthening of the participants' self esteem, the opportunities to mainstream into other divisions of play, and the disciplines of teamwork, citizenship and fair play which are hallmarks of the Little League program.

The philosophy of the Little League Challenger Division is to provide the framework so that every Little League program may offer a structured, athletic activity for all youth in the community. Playing equipment, uniforms, official shoulder patches, umpires and any special event activities provided for existing divisions are to be available for the Little League Challenger participants as well. Chartered by the United States Congress as an educational program, it is incumbent upon every league administration to provide the same organization structure as is offered the other Little League divisions, and to assimilate the Little League Challenger participants into the structure of the Little League program.

A key to a successful Little League Challenger Division is the careful selection of managers and coaches. Qualified adult leadership must reflect positive and constructive direction tempered with patience and understanding.

A wide range of abilities of Little League Challenger participants will necessitate variations in not only the rules but also the philosophy of conventional baseball. Included in the following pages are Little League Regulations applicable to Little League Challenger Division and suggested recommendations and guidelines for playing rules, which may be adjusted appropriately to meet individual program needs.

Volunteer Eligibility

As a condition of service to the league, all managers, coaches, members of the Board of Directors, and any other persons, volunteers or hired workers who provide regular service to the league and/or have repetitive access to, or contact with players or teams must annually complete and submit an official "Volunteer Application" to the local Executive Director. Annual background checks must be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed "Volunteer Application" must result in the immediate dismissal of the individual from the local league.

Definition of Terms

Adjudged is a judgment decision by an umpire.

An **Appeal** is an act of a fielder in claiming a violation of the rules by the offensive team.

A **Backstop** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily.

A **Ball** is a pitch that does not enter the strike zone in flight and is not struck at by the batter.

A **Base** is one of four points that must be touched in order to score a run; in this case the bases are painted on to the field surface.

A **Base Coach** is a team member in uniform or adult manager and/or coach who are stationed in the base coaches box at first and/or third base to direct the batter and the runners. **Note:** Two adult base coaches are approved at all levels. The second coach may be 16 years or older.

A **Base Runner** Base runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired, the umpire shall call "time" in preparation for the next batter.

A **Batter** is an offensive player who takes a position in the batter's box.

The **Batter's Box** is the area within which the batter must stand during a time at bat.

Batting Order shall be the players listed in the order they are to bat. The batting order shall contain the entire roster of players.

Batting out of Order The scorekeeper shall inform the manager that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume the normal position next time up.

A **Buddy** is a coach, Little League player or other approved volunteer permitted on the field to assist a Little Leaguer with disabilities with playing skills.

Bench or Dugout is the seating facilities reserved for players, substitutes, one manager, and not more than two coaches when they are not actively engaged on the playing field. Batboys and/or batgirls are not permitted.

A **Called Game** is one in which, for any reason, the umpire in chief terminates play.

A **Catch** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground providing such fielder does not use cap, protector, pocket or any other part of the uniform in getting possession. It is not a catch, however if simultaneously or immediately following contact with the ball, the fielder collides with a player or with the wall, or if the fielder falls down, and as a result of such collision or falling drops the ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that the release of the ball is voluntary and intentional.

The **Catcher** is the fielder who takes the position back of the home base.

The **Catchers Box** is that area within which the catcher shall stand until the pitcher delivers the ball.

A **Coach** is an adult appointed to perform such duties as the manager may designate.

Note: If two coaches are appointed, the second coach may be age 16 years or older.

A **Dead Ball** is a ball out of play because of a legally created temporary suspension of play.

The **Defense** is the team, or any player of the team in the field. All players on the roster may be given a defensive position.

A **Double Play** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

A **Fair Ball** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over the fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

Note: A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

Fair Territory is that part of the playing field within, and including the first base and the third base lines, from home base to the bottom of the playing field fence and perpendicularly upward. Some plate, first base and third base and all foul lines are in fair territory.

A **Fielder** is any defensive player.

Fielder's Choice is the act of a fielder who handles a fair grounder and, instead of throwing it to first base to put out the batter-runner, throws it to another base in an attempt to put out a preceding runner. The term is also used by scorers (a) to account for the advance of the batter-runner who make one or more extra bases when the fielder who handles the safe hit attempts to put out a preceding runner; (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and (c) to account for the advance of a runner made solely because of the defensive team's indifference. (Undefended steal)

A **Force Play** is a play in which a runner legally loses the right to occupy a base because of the batter becoming a runner.

Forfeits -

Foul Ball - identical to conventional baseball with two exceptions

2. The balls foul if the batter hits the tee with the bat causing the ball to fall from the tee.

Foul Territory is that part of the playing field outside the first and third base lines extending to the fence and perpendicularly upwards.

A **Ground Ball** is a batted ball that rolls or bounces close to the ground.

The **Home Team** is the team, which takes the field first at the start of the game.

Adopted schedules will determine which team this will be.

Illegal (or **illegally**) is contrary to these rules.

An **Infielder** is a fielder who occupies a position in the infield.

In Flight describes a batted, thrown or pitched ball, which has not yet touched the ground or some other object other than a fielder. If the pitch touched the ground and bounces through the strike zone, without being struck at by the batter, it is a "ball".

In Jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

An **Inning** after three (3) outs are recorded the bases will be cleared and no more runs

will be recorded, each team will bat through the entire roster in each inning.

Interference

(a) Offensive interference is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses an fielder attempting to make a play. If the umpire declares a batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of interference, unless otherwise provided by these rules.

(b) Defensive interference is an act by a fielder, which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs when (1) an umpire hinders impedes or prevents a catcher's throw, or (2) when a fair ball touches an umpire in fair territory before touching a fielder.

(d) On any interference the ball is dead.

The **League** is a group of teams who play each other in a prearranged schedule under these rules for the league championship.

Legal (or **Legally**) is in accordance with these rules.

A **Line Drive** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

A **Live Ball** is a ball, which is in play.

The **Manager** is an adult appointed by the League director to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team.

(a) The manager shall always be responsible for the teams conduct, observance of the official rules and deference to the umpires.

(b) If a manager leaves the field, that manager shall designate an adult coach as a substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If no adult coach is available, the umpire-in-chief shall designate a temporary adult manager. If no adult is available the game or team activities shall be terminated.

Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. A fake tag is considered obstruction.

Offense is the team, or any of the team, at bat.

Official Rules - The rules contained in this book.

Official Scorer - The announcer shall be the official scorer.

An **Out** is one of three required retirements of an offensive team during its time at bat.

An **Outfielder** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

A **Penalty** is the application of these rules following an illegal act.

The **Person** of a player or an umpire is any part of the body, clothing or equipment.

A **Pitch** is a ball delivered to the batter by the pitcher. For the purpose is maintaining a pitch count as one pitch, even is the pitch is not actually thrown.

A **Pitcher** is the fielder designated to deliver the pitch to the batter.

The Pitcher's **Pivot Foot** that foot which is in contact with the pitcher plate as the pitch is delivered.

"Play" is the umpires order to start the game or to resume action following any dead

ball.

Protest - there shall be no protests in the Little League Challenger Division.

Regulation Game. See rules 4.10 and 4.11 or Regulation VIII.

A **Retouch** is the act of a runner returning to a base legally required.

A **Run** (or **Score**) is the score made by an offensive player who advances from batter to runner and touches first, second, third, and home bases in that order.

A **Rundown** is the act of the defense in an attempt to put out a runner between bases.

A **RUNNER** is an offensive player who is advancing toward or touching or returning to any base.

"Safe" is a declaration by the umpire that a runner is entitled to the base for which that runner was trying.

Side Retired - when the offense has batted through the roster, or when a predetermined number of runs have been reached, or when three outs have been recorded.

A **Strike** is a legal pitch, which meets any of these conditions -

(a) is struck at by the batter and is missed

(b) is not struck at; if any part of the ball passes through any part of the strike

zone

(c) is fouled by the batter when there are less than 2 strikes

(d) is bunted foul (batter is out and ball is dead, if batter bunts foul on third strike)

(e) touches the batters person as the person strikes at it (dead ball)

(f) touches the batter in flight in the strike zone

(g) becomes a foul tip (ball is live and in play)

Strike Out - The local league will determine whether or not strikeouts will be permitted.

The **Strike Zone** is that space over home plate, which is between the batters armpits and at the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when the batter swings at a pitch.

A **Suspended Game** is a called game, which is to be completed at a later date.

A **Throw** is the act of propelling the ball with the hand and arm to a given object and is to be always distinguished from the pitch.

A **Tie Game** is a regulation, which is called when each team has the same number of runs.

"Time" is the announcement by the umpire of a legal interruption of play, during which the ball is dead.

Touch - To touch a player or umpire is to touch any part of the player or umpire's body clothing or equipment.

A **Triple Play** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A **Wild Pitch** is one so high, or low, or side of the plate that it cannot be handled with ordinary effort by the catcher.

3.00 - Game Preliminaries

3.01 - Before the game begins the umpire shall -

(a) require strict observance of all rule governing team personnel, implements of play and equipment of players;

(b) be sure that all playing lines are marked with non-caustic lime, chalk or other white material easily distinguishable from the ground or grass;

(c) receive from the league a supply of balls; the umpire shall be the sole judge of the fitness of the balls to be used in the game;

(d) be assured by the league that additional balls are immediately available for use as required.

(e) have possession of at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be play when -

(1) a ball has been batted out of the playing field or into the spectator area;

(2) a ball has become discolored or unfit for further use;

(3) the pitcher requests such alternate ball.

3.02 - No player shall intentionally discolor or damage the ball by rubbing it in soil, rosin, paraffin, licorice, sandpaper, emery paper or a foreign substance.

Penalty: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once.

3.03 - Players, managers and coaches of the participating teams shall not address or mingle with the spectators, nor sit in the stands during a game in which they are engaged.

3.04 - (a) The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the president or a duly delegated representative shall make the determination.

(b) The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least thirty minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.

3.05 - Double Headers, with the same teams involved, are not permissible under the Little League Regulations. (Exception under condition of Rule 4.12)

3.06 - When the umpire suspends play, "Time" shall be called. At the umpire's call of "Play" the ball is dead.

3.07 - The local league will establish ground rules to be followed by all teams in the league.

3.08 - Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field.

3.09 - No person shall be allowed on the playing field during a game except players, managers, coaches, umpires and others (buddies) authorized by the league. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the interference and no runners on base may

advance. Should an overthrown ball accidentally touch an authorized person, it will be considered interference and the ball will remain live.

3.10 - 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, buddies, manager and not more than two coaches shall occupy the bench or dugout. When batters or base runners are retired they must return to the bench or dugout at once. Batboys and/or batgirls are not permitted.

3.11 - the local league shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. Either team may refuse to play until the field is cleared.

4.00 Starting and Ending the Game

4.01-The umpires shall proceed directly to home plate where they shall be met by the managers of the opposing team, just preceding the established time to begin the game. In sequence -

(a) The home team manager shall give the batting order listing all players in duplicate to the umpire-in-chief;

(b) Next the visiting manager shall give the batting order listing all players in duplicate to the umpire-in-chief;

(c) The umpire-in-chief shall make certain that the original and duplicate copies are the same; then provide a copy of each batting order to the opposing manager. The original copy retained by the umpire shall be the official batting order;

(d) As soon as the home team's batting order is handed to the umpire-in-chief, the umpires are in charge of the playing field and from that moment have sole authority to determine when a game shall be called, halted or resumed on account of weather or the conditions of the playing field.

4.02 -The players of the home team shall take their defensive positions, the first batter of the visiting team shall call "Play" and the game shall start.

4.03 -When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

(a) The catcher shall be stationed in the catcher's box. The catcher may leave that position at any time to catch a pitch or make a play.

(b) Except the pitcher and catcher, any fielder may be stationed anywhere in fair territory.

(c) Except the batter or runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.

4.04 -The batting order shall be followed throughout the game.

4.05 -The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall -

(1) be eligible players or a manager/coach

(2) remain within the base coaches boxes at all times, except as provided

in

(3) talk to members of their own team only.

An offending base coach shall be removed from the base coaches box.

4.06 -No manager coach or player, shall at any time, whether from the bench or playing field or elsewhere -

(1) incite, or try to incite, by word or sign, a demonstration by spectators.

(2) use language, which will in any manner, refer to or reflect upon opposing players, manger, coach, umpire or spectators

(3) make any move calculated to cause the pitcher to commit an illegal pitch.

(4) take a position in the batters line of vision, with deliberate intent to distract the batter.

The umpire may first warn the player, coach, and/or manager. If continued remove the player coach or manager from the game or bench. If such action causes an illegal pitch it shall be nullified.

4.07-When a manager coach or player is ejected from the game; they shall leave immediately and take no further part in that game. They may not sit in the stands and may not be recalled.

4.08-When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give a warning that such disapproval shall cease. If such action continues -

PENALTY: The umpire shall order the offender out of and away from the spectator's area. If the umpire is unable to detect the offender or offenders the bench may be cleared of all players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game

4.09-HOW A TEAM SCORES

(a) One run shall be scored each time a runner legally advances to and touches first second third and home before the end of the inning.

(b) **Note:** A local league may adopt a policy making a Challenger Division game a regulation game after any amount of innings played. Under no circumstances shall a game be scheduled to conduct of more than six innings.

4.10- Regulation Game

(a) A regulation game consists of two innings unless extended by a tie score.

(b) If the score is tied at the end of two innings it will be at the coaches discretion as to whether or not the game will continue. If the coaches cannot agree on the continuation then the League Administrator will be the deciding factor.

(c) If a game has been called before it has become a regulation game and it is relevant to standings the game will be continued at a later date to be determined by the League Administrator.

(d) Upon resumption of the game, it will start exactly where it left off.

4.11 The game ends when both teams have gone through their entire lineup at bat for two full innings, assuming the game does not end in a tie.

4.12-Double Headers

Double headers cannot be scheduled in Little League Baseball involving the same teams playing in both games (Exception under rule 4.10 (c))

4.13- Forfeits

At the scheduled time a game is to begin, the umpire will call for line up sheets

from both coaches, if at this time either team has less than nine players in attendance the umpire will allow a ten minute grace period before starting the game. If at the end of the ten-minute grace period the team with less than nine players still does not have the required nine players the umpire will declare a forfeit. If neither team can field the required number of players (nine) then a double forfeit will be declared. The game may be played but a loss will be shown in the standings for one or both teams depending on a single forfeit or a double forfeit.

4.14-Protesting a Game

Protests are not to be considered and are not consistent with the philosophy of the Little League Challenger Division.

5.00 Putting the ball in Play- Live Ball

5.01- At the time set for the beginning the game, the umpire-in-chief shall order the home team to take its defensive positions and the first batter of the visiting team to take its defensive positions and the first batter of the visiting team to take position in the batter's box. As soon as all players are in position, the umpire-in-chief shall call "Play".

5.02- After the umpire calls "play" the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "time" suspending play, the ball becomes dead. While the ball is dead, no player be put out, no bases may be run and no run's may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to an overthrow, interference, or a home run or other fair hit out of the playing field).

(a) The ball shall be placed on the batting tee and the batter shall strike it;

(b) The adult pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.

(c) When a player is at bat, it is 5 pitches total. 3 pitches, 2 off the tee, depending on the player, the coach will decide weather to use the tee or attempt to be pitched to. No player pitchers. Strike and ball count remain the same. If a player uses the tee for the fourth and fifth "pitch" and the rubber is hit on the tee at the fourth pitch, it will be declared foul. The player will still have the fifth "pitch" to advance to base. If strike out in fifth "pitch" off the tee they are out.

5.04- The offensive team's objective is to have it's batter become a runner, and it's runners advance.

5.05- The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

5.06- When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.

5.07- When all offensive players are legally put out, or have batted in an inning, or score a pre-determined number of runs, that team takes the field and the opposing team becomes the offensive team.

5.08- If a thrown ball accidentally touches a base coach, or pitched or thrown ball touches a volunteer in fair territory, the ball is alive and in play. However, if a volunteer interferes with a thrown ball, the runner is out.

5.09- The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when -

(a) a pitched ball touches a batter, or the batters clothing, while in a legal batting

position; runners, if forced, advance (see 6.08);

(b) a ball is illegally batted either fair or foul; batters return;

(c) a foul ball not caught, runners return. The umpire shall not put the ball in play until all runners have retouched their bases;

(d) A coaches meeting will determine rule on balls stuck in outfield fencing.

NOTE: If a fair ball goes through, or by and infielder and touches a runner immediately back of said infielder, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision, the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advanced.

5.10- (a) The ball becomes dead when an umpire calls "Time". The umpire-in-chief shall call "time" -

NOTE: A league may adopt its own regulations governing games interrupted by light failure.

(b) when an accident incapacitates a player or an umpire;

(1) If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases a substitute runner shall be permitted to complete the play.

(c) when a manager request "time" for a substitution, or for a conference with one of the players;

(d) when the umpire wishes to examine the ball, to consult with wither manager, or for any similar cause;

(e) when a fielder, after catching a fly ball, falls into a stand, or falls across ropes into a crowd with spectators are on the field, or other dead-ball area. If a fielder after making a catch steps into a dead ball area, but does not fall, the ball us alive and in play and runners may advance at their own peril;

(f) when an umpire orders a player or any other person removed from the playing field;

(g) except in the cases stated in paragraphs (b) and (c) (1) of this rule no umpire shall call "Time" while a play is in progress.

5.11- After the ball is dead play shall be resumed when the ball is placed on the batting tee or the pitcher takes position on the pitcher's plate with a ball and the plate umpire calls "Play". The plate umpire shall then call "Play"

6.00- The Batter

6.01- Each player of the offensive team shall bat in the order that his or her name appears in the team's batting order.

6.02- (a) The batter shall take position in the batter's box promptly when it is said batter's time at bat.

(b) The batter shall not leave the position in the batters box after the pitcher is ready to deliver the ball.

6.03- The batter's legal position shall be both feet within the batter's box.

Approved Ruling: The lines defining the box are within the batter's box.

6.04- A batter has legally completed a time at bat when put out or becomes a runner.

6.05- A batter is out when-

- (a) A fair or foul fly ball (other than foul tip) is legally caught by a fielder;
- (b) a fair ball touches said batter before touching the fielder;
- (c) after hitting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play;
- (d) after hitting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runner's may advance.

(e) If an infielder reaches first base before the runner reaches base is out

NOTE: Base entitlements may be declared for selected players in advance of each game depending upon the player's abilities.

(f) in advancing the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner run's outside (to the right of) the three foot line or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.

(g) a preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.

NOTE: Leagues may allow Challenger participants who have been put out to remain on base as a runner.

6.06- A batter is out for illegal action when -

- (a) hitting the ball with one or both feet on the ground entirely outside the batter's box
- (b) stepping from one batter's box to the other while the pitcher is in position ready to pitch;
- (c) interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

7.00- The Runner

7.01- Pitch runner must start behind home plate

7.02- Outs will be called for base runners not touching base.

7.03- Outs will be called if the bat leaves the home plate area.

7.04- No throwing or carrying the bat to base.

7.05- it would be the buddy's responsibility to help the player drop the bat once the ball is hit

7.06- Once the ball reaches the pitchers circle all actions is declared dead. No advancement of any type, unless a runner has tagged and rounded the base while the ball is on the way to the pitcher circle, the player is allowed to advance to the next plate.

7.07- All players must wear shoes or rubber cleats.

7.08- Base stealing is not permitted. Base runners shall not leave until the ball is batted

8.00- The Pitcher

8.01- A player, referred to as the pitcher, shall be positioned in the pitching circle during play

8.02- (a) Adult volunteers may pitch to those players whose coordination and abilities allow them to hit a pitched ball. The pitching distance maybe shortened as required.

(b) The batting tee, positioned at home plate, may be used for players not receiving the pitched ball. The umpire shall place the ball on the tee.

(c) The pitched ball and batting tee may be used interchangeably throughout the game. **(there will be 5 pitches total, 3 coach pitches, and 2 off of the tee)**

9.00- The Umpire

9.01- (a) Each umpire is the representative of the league and of little league baseball, and is authorized and required to enforce all of manager or league officer to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties

(b) Managers and coaches may be used as umpires but not for their own game.

(c) Each umpire has authority to rule on any point not specifically covered in these rules.

(d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

(e) All umpires have authority at their discretion to eject from the playing field any person whose duties permit that person's presence on the field, such as ground crew members, photographers, newsmen, broadcasting crew members, etc. and any spectator or other person not authorized to be on the playing field.

(f) Any umpires decision, which involves judgment, is final.

(g) If there is reasonable doubt that any umpires decision maybe in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

(h) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.

(i) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present.

After consultation, the umpire-in-chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision.

9.02- Umpires shall not wear shoes with metal spikes or cleats.

10.00- Miscellaneous

10.01Lightning- Play will be suspended and people will be directed to a safe place when

a thunderstorm or lightning is within 10 miles of the playing field. If it is determined that play may not resume because of the severity of the storm the game will resume at a later date to be determined by the League Administrator.

10.02 After three (3) outs are recorded the bases will be cleared and no more runs will be recorded, each team will bat through the entire roster in each inning.

10.03 Under no circumstance will cell phone use be allowed on the field. Cell phones should be left in the cars or be turned to the **off position** before entering the field. Players cannot be kept safe if phones are in use. Emergency calls can be taken off the field.

10.04 There is no food or drink inside the field other than the water provided in the dugouts.

10.05 Only one Buddy per player, that means if there are adequate Buddies, parents and family members must sit in the stands unless they will be the sole buddy for their player.

10.06 Photos have been a problem as it distracts the player from the ball game and we don't know how the photos are being used unless the office receives prior knowledge. A copy of all photos taken should be provided to the office. We are asking that anyone that wants to take pictures from inside the field, to advise the office ahead of time.