

2023 District #8 Travel League
Upper Division Baseball



Syracuse, New York

District #8 Little League
May 2023

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SECTION 1: SEASON PRELIMINARIES

GENERAL MEETINGS

There will be 2 mandatory preseason meetings. A rule interpretation meeting and a scheduling workshop. The agenda for these meetings will be made known in advance

LEAGUE OFFICIALS

The following are the designated league officials:

- **Mike O'Connell**- Division Director
- **Mark White**- Umpire Assignor
- **Jack Kaplan**- Umpire in Chief
- **Victor Brouse**- Assistant District Administrator
- **Dan Cavallo** – District Administrator

LEAGUE FEES

\$375 per team. Fees will cover the following for each team: 3 dozen baseballs, Pitch Counter, 2 Little League Rulebooks, 1 scorebook, lineup card booklet

PLAYER ROSTERS

The recommended minimum size is 14 players. Recommended maximum size is 18.

MANAGERS AND COACHES

Each team shall designate an adult (aged 18 or older) manager and be permitted two (2) adult assistant coaches to be included on the roster. Additional volunteers are permitted but may not be on the field or in the dugout. All coaches or volunteers must be approved by the local little league and must have passed a little league approved background check.

PLAYER ELIGIBILITY

Any player who meets the Age Eligibility requirements per Little League Regulations, and lives within the prescribed boundaries of your little league, will be eligible to be selected to your team's roster.

DIVISIONS OF PLAY

The league shall be divided into the following divisions of play based on Age Eligibility: Intermediate (50/70), Juniors, and Seniors.

Division Age eligibility

- INTERMEDIATE: 11 – 13
- JUNIORS: 12 – 15 (15's require board approval and are restricted to regular season only, and may not pitch)
- SENIORS: 12 – 16 (12's require board approval and are restricted to regular season only, and may not pitch)

MINIMUM NUMBER OF TEAMS

Each division of play must have a minimum of four (4) registered teams for that division to be considered as a separate division. If a division has less than four teams, it shall be combined with another Division of play

Combination of Divisions of Play

In the event one or more divisions has less than four teams, they shall be combined as follows:

- Intermediate & Junior Baseball **COMBINED** as Junior Baseball (see Note 1)
- Junior Baseball & Senior Baseball **COMBINED** as Senior Baseball
- All divisions **COMBINED** as Senior Baseball (see Note 2)

NOTE-1: Intermediate teams playing each other in a combined league can elect to play on a 50/70 diamond. When an Intermediate team is scheduled to play a Junior team, that game shall be played on a 90ft diamond

NOTE-2: Intermediate and Senior teams shall not be scheduled to play each other.

TEAM ROSTERS

Rosters are maintained by each team/league. Teams are not required to submit a roster in advance but must produce one if requested by the district.

The following information must be available and included on your roster:

- Players Full Name
- League Playing Age
- Uniform Number
- Home Address

Roster Changes

Roster Additions & subtractions may be made at any time.

TEAM UNIFORMS

Each of the players must wear conventional uniforms that include shirts, pants, stocking/stirrups (peds, ankle socks or no socks are not permitted) and hats. Jerseys must utilize the District 8 Travel league logo, identify the sponsoring league, and be easily legible on either front, back, or the right sleeve. Uniform numbers must be imprinted on the back of the jersey. Shirts will be always tucked in, and the Players Name should be imprinted on the back of the jersey. (Recommended but not required). Variances to this rule/policy may be requested with a valid reason.

MANAGERS AND COACHES DRESS CODE

Managers and coaches must dress appropriately. No open toe shoes or sandals are permitted. Dress shorts and jean shorts are permitted provided they do not have holes, stains, or are otherwise excessively worn. Gym shorts are permitted if they bear the District 8 or Little League baseball

logo. Tank tops, printed t-shirts with profane, vulgar, or other morally questionable phrases, characters, or depictions are not permitted.

EQUIPMENT

The league shall enforce the following rules related to equipment.

Catcher's Gear

Each team will be responsible to have a full set of catcher's gear with them. (Chest protector, shin guards, and mask with throat dangling guard) A catcher's mask that does not have the dangling throat protector will not be allowed. The new hockey style catcher's combined helmet and mask must also have a throat protector properly attached. If one is not available, a team can borrow one from the other team.

Batting Helmets

Each batter-runner, when on the field of play, must wear a NOCASE approved, damage free batting helmet. A damaged helmet may not be used.

Bat Rules

Bats must adhere to the following standards, which must be displayed on the bat by manufacturer markings. Bats must also not be explicitly prohibited by LLB.

- *Intermediate & Junior Baseball*
USABat Standard or BBCOR (or wood)
- *Senior Baseball*
BBCOR Standard only (or wood)

Shoes/Cleats

Both Rubber and metal spikes are permitted

Bases

Little League Baseball prohibits the use of anchored bases. Breakaway bases must be used. In cases where a school field is used as a home site, and breakaway bases are not installed, throw down bases may be substituted. If throw down bases cannot be used, then the host team/league must submit in writing to District 8, the reason/explanation for non-compliance and request permission to use the site.

Equipment Violation

Managers and Coaches will be advised of the equipment regulations for bats, facemasks, and skullcaps. Illegal or non-complying equipment will be removed from the game.

FIELDS

Each team shall provide a home field site to be used as the game location when their team is designated as the home team on the schedule. Teams may use multiple sites for their home fields. Fields must be marked to regulations; the grass cut to a reasonable height and bases must be regulation size. Outfield fences should be of safe construction and a minimum of 4 feet high. Foul poles should be in place at least 6 feet higher than fences. There must be a protective fence in front of the dugout or players bench even if it's only temporary. Remember poor field conditions may result in no play if in the umpire's opinion the field is not set up according to **all** safety regulations.

UMPIRES & FEES

Each game will be assigned at least one (1) umpire. Umpires are paid officials and must be paid prior to the start of the game. The fee schedule is as follows:

Intermediate Baseball

- One (1) Umpire: \$70 (\$35 payable by each team)
- Two (2) Umpires: \$50 each umpire. (Each team pays one umpire)

Junior & Senior Baseball

- One (1) Umpire: \$90 (\$45 payable by each team)
- Two (2) Umpires: \$70 each umpire. (Each team pays one umpire)

No Show Umpires

Adult volunteer umpires may be used at the discretion each of coach. Volunteer umpires are not trained or certified and should not be paid.

Forfeit Fee

In the event a forfeit is declared after the grace period has lapsed, umpires in attendance shall be entitled to a full game fee as prescribed above payable by the forfeiting team.

No-Contest Fee

In the event a No-Contest is declared (both teams no-show or fail to meet lineup requirements) after the grace period lapses, the umpires at the game site shall be entitled to a full game fee payable by the teams scheduled for the game.

➤ *No-Contest Fee Exception*

If the no-contest is a result of a scheduling error, either by the Umpire assignor OR the division director (or member of District 8 staff), then the scheduled teams will not be subject to the no-contest fee, and the game will be permitted to be re-scheduled.

SECTION 2: THE SEASON

REGULAR SEASON

The regular season will allow for a 12 – 16 game schedule. At the conclusion of the regular season, there may be a playoff tournament.

LEAGUE CHAMPIONS

At the conclusion of the season, a regular season champion shall be declared. In the event of tie, co-champions will be declared provided that each team has completed at least 80% of their original schedule. If only 1 team has completed 80%, then the other team(s) will have 7 days from the original date of the last regular season game to reach 80%. After that date, records will be evaluated based on winning percentage, and only teams completing at least 80% of their regular season schedule will be considered. A maximum of two sets of awards will be distributed. If more than two teams are tied, then no awards may distribute.

POST SEASON

At the discretion of the league division director, there may be a short playoff format at the conclusion of the regular season, the format will last 8 approx. 1 week. The exact format (regular season, number of games, playoff format, division alignment, etc.) shall be determined by the division director.

If there is a tie for a playoff spot, the following tie breakers will be in effect:

1. Head-to-head games between the teams.
2. Fewest Runs allowed head-to-head
3. Fewest runs allowed overall
4. The flip of a coin.

Note: For playoff seeding and tiebreaking purposes, un-played or un-reported games will count as a 7-0 loss for both teams.

Post Season Playing Rules

All regular season rules and regulations remain in full force, except for the pitching rules. Pitching rules will follow Tournament Pitching rules as prescribed in the Little League Rulebook.

REGULAR SEASON SCHEDULES

Team schedules are the responsibility of the team manager. The regular season schedule will be made at the scheduling workshop. The regular season schedule will consist of approximately 12-16 regular season games. Initial schedule must be created using the prescribed scheduling parameters.

Official Schedule

The official schedule will be maintained on the district 8 website. All other copies, including any manual ones created by the manager/coach, or the Umpires, are considered unofficial. All umpire assignments shall be based off the official schedule. All No-Show or forfeit fees shall be based off the official schedule. If a discrepancy in the schedule is suspected or found, it must be brought to the attention of the division director so that it can be rectified.

Scheduling Parameters

Team managers (or an alternate designated by the league or district) shall create their game schedule at the league scheduling workshop. Said schedule must adhere to the following parameters:

- 1st game cannot be scheduled prior to 5/30
- Teams must have 1 game scheduled by 6/10
- Teams must have at least 1 game scheduled each week starting 6/11
 - 1 game must be scheduled on a weekday: M-Th
- Teams must have 4 games scheduled by 7/1
- All regular season schedule games must be scheduled on or before 7/31
- Games scheduled after 7/31 require approval

Schedule Changes and Cancellations

➤ Game Day Cancellations or Changes

Any game that needs to be either canceled or changed on the day of the game must be reported by the **HOME TEAM** no later than one and one half (1-1/2) hours before the scheduled start time. The home team must notify the visiting team and the Umpire Assignor:

Mark White (Umpire Assignor) 315-469-0236 (H) 315-447-2956 (C)

Acceptable Reasons for Cancellations and Schedule Changes

Below are the two acceptable reasons for cancellations/re-schedule requests.

➤ Cancellation Due to Weather

includes inclement weather or poor field conditions resulting from inclement weather.

➤ Cancellation Due to Conflicts

Includes field conflicts or other conflicts which result in a lack of players below to field a lineup (with subs).

➤ Location or Time Change Only

Changes that do not result in a game date change, but rather a new time or new location on the same date.

Re-Scheduling Policy

In the event of a cancellation or change, teams have **48 hours** to agree on a reschedule date, the re-scheduled game must be played **within two weeks from scheduled date of the cancelled game**. If the teams fail to come to an agreement on a re-schedule date, the Division Director will then reschedule the game at the next available date. During the last two weeks of the season, cancelled games must be re-scheduled on the **next available date**.

Use of Website for Re-Scheduling Games

All changes must be submitted through the district 8 Website and are not official until it is approved by the Program Coordinator. Requested changes not submitted using the method required by the program director will not be considered.

Limitations on Re-Scheduling Games

When a game is cancelled under the "Cancellation Due to Conflicts" category, teams will be allowed one (1) attempt to reschedule the game. Games that are cancelled more than once for reasons other than

weather will not be approved for a subsequent reschedule. Games cancelled under the “Cancellation Due to Weather” category may be rescheduled as needed.

No-Show or Forfeits

In the event one team does not show up or cannot meet the lineup requirements after the grace period lapses, such game shall be declared a forfeit by the designated home plate umpire and the score shall be recorded as 7-0.

No Contest

If the home plate umpire determines that both teams either fail to show up or cannot meet the lineup requirement after the grace period lapses, such game shall be considered a “no contest” and will not be played or eligible to be rescheduled.

GAME START TIMES

All games will start at the scheduled time. Both home and away teams must take this into consideration when doing warm-ups and infield practice. If both teams are ready, the game may start before the scheduled time, with the approval of the chief umpire for that game.

It will be at the discretion of the umpire-in-chief of the game as to any delays that may occur that would delay the start of the game. These would include such delays as weather conditions, or if the entire visiting team is delayed in getting to the field site.

Weekdays (M-F)

No Weekday game shall be scheduled to start before 6:00pm.

Weekends (Sa-Su)

Games may be scheduled at any time. Sites used by multiple teams must adhere to a 9am, 12pm, 3pm, and 6pm times.

➤ *Sunday Restriction*

No regular season Sunday games should be scheduled before 11am for religious purposes.

Grace Period

There will be a built-in grace time of 15 minutes. This grace period will only be used if the entire visiting team is delayed in arriving at the field. Except for weather conditions, any other delays will be allowed or disallowed by the umpire in charge of the game.

CURFEW AND TIME LIMITS

No new inning may start after **8:25 p.m.** The book rule will then apply as to whether it is a completed game or not. Once the game starts, it is in the hands of the umpire in chief. It is their responsibility to determine if there is sufficient daylight left to proceed without danger to the players and coaches.

Lighted Fields

Local curfew rules apply. If a doubleheader is scheduled, no new inning shall start within 15 minutes of the start time of the 2nd game. The first game must be completed, called, or halted by the published start time of the 2nd game. Refer to little league rulebook to determine if a complete game or not.

Weekend Games

Games can be played to their conclusion. In the case where multiple games are scheduled on the same field, the preceding game(s) must be halted 15 minutes prior to the start of the next game. At the point at which the game is halted, refer to the LLB rule book to determine if the game is complete and if a winner can be declared.

Time Limits

There are no explicit time limits.

GAME REPORTING

The manager of the winning team is responsible for reporting the score of the game. To report a score, fill out the score report form on the district8ll.com website. Scores should be reported by the WINNING TEAM on the same day that the game is played, but not later than 24 hours after the conclusion of the game. **Any unreported games shall count as a forfeit loss (7-0 score) for both teams for the purposes of playoff seeding.**

GAME RESULT CERTIFICATION

At the conclusion of the game, each team's scorebook shall be certified by the opposing manager. The certification will be recorded by signing the scorebook. The result of the game must be made clear, including the final score, the winner of the game, and the date(s) played.

LINEUP

A team's lineup must meet the following conditions:

- Minimum QTY Players to Play: 8 (may include subs/borrowed players)
- Minimum QTY Roster Players: 6
- Maximum # Subs Allowed: 3
- Max Lineup w/ Subs: 10
- Borrowing of players permitted
- Borrowed players cannot pitch
- Late arriving players added

SUBSTITUTE PLAYERS

- Any player on ANY team may be a substitute player on another team.
- A team may "borrow" a player from their opponent to use as a substitute provided it doesn't reduce the lending team to less than 9 players.
- A player may not be used as a substitute if his/her regular team has a game scheduled on the same day as the requesting team. **Exception-** "borrowed" players from opposing team
- A team may use a maximum of 3 substitute players for any game and must always have at least six (6) regular roster members in the lineup.
- Minimum Play: Defense: Substitute players are required to be in the starting lineup and cannot be removed from the game defensively before the 5th inning.
- Equal Play Clause: No Player in attendance shall play less than the substitute player. Offense: The substitute player shall not bat lower than 6th in the batting order and must not be slotted in the batting order with another player if slotted batting is used.
- Restrictions: The substitute player may not pitch.

MOVEMENT OF PLAYERS BETWEEN DIVISIONS

Teams may use any player from another division as a “Substitute player” if that player is age eligible for the division in which they participate as a sub.

PITCH COUNT CERTIFICATION

Each team shall maintain a separate paper pitch count log. At the conclusion of the game, a completed pitch count must be certified by the manager (or acting manager) of the opposing team.

Pitch Count Discrepancies

In the event of a discrepancy, the home plate umpire shall have the authority to resolve the discrepancy provided it is consistent with league rules and/or Little League rules. If the umpire is unable to resolve the discrepancy, the Division Director shall resolve the discrepancy.

PLAYER & COACH CONDUCT

Players and coaches are expected to always conduct themselves in a sportsmanlike manner. This is a recreational youth program designed to be both enjoyable and instructional. Any conduct deemed unacceptable by District # 8 in its role as governing authority may result in suspension for minimum of one game or up to permanent suspension from the league.

Proper conduct will be taken very seriously. Severe penalties will be handed out for all infractions. Umpires have been instructed to report to the Division Director the names, uniform number(s) and teams of any players (or coaches) failing to conduct themselves in a sportsmanlike manner during a game. The list below is a partial list and does not imply that they are the only reasons for a player or coach to be removed from a game. The game umpires have the authority to remove a player or coach from a game if their behavior or conduct is deemed unacceptable or dangerous

Arguing/Foul Language:

- 1st Offense: Ejection & 1 game suspension
- 2nd Offense: Ejection & 3 game suspensions
- 3rd Offense: Expulsion

Equipment Throwing (Before or after ejection)

- 1st Offense: Ejection & 1 game suspension
- 2nd Offense: Expulsion

Fighting (punch, shove, push, wrestle, etc) OR Inciting an Altercation: (Verbal Only)

- 1st Offense: Ejection & 3 game suspension
- 2nd Offense: Expulsion

Trash Talk (“Jawing”)

- 1st Offense: Warning (No ejection)
- 2nd Offense: Ejection & 1 game suspension
- 3rd Offense: Ejection & 3 game suspension
- 4th Offense: Expulsion

Ejection Reporting

Team managers are required to report to the division director each occurrence of a player or coach ejection, including their own ejection.

Conduct Penalties

The Division Director has the authority to review all infractions, and may, at his own discretion, modify any punishments or suspensions. Each infraction will be carefully reviewed and discussed with the District 8 umpire crew chief.

GAME PROTESTS

Protests can only be lodged when it is believed that a rule has been misinterpreted. Judgment calls (ball, strike, fair, foul, out, safe, proximity) cannot be protested. The protest must be lodged immediately, before the next pitch is thrown. The umpires are required to sign the scorebook and notes must be made about the status of the hitter (pitch count), base runners, etc. Protests must be submitted in writing (electronic communication is acceptable) to the Division director within 24 hours, citing the specific circumstances and specific rule number in the LLB book in question

SECTION 3: HIGHLIGHTED PLAYING RULES

GENERAL PLAYING RULES

All little league playing rules remain in full force and effect as prescribed in the little league rulebook unless otherwise noted or prescribed in this rulebook. Certain rules of this program or rules which are of special importance or significance are discussed in this section.

GAME PRELIMINARIES

Prior to the start of each game, a meeting will occur at home plate between the game umpires, and team managers. The topics of discussion are as follows:

- Review Local Ground Rules
- Exchange of Lineup cards between managers
- Submission of Lineup card to Home Plate umpire
- Discussion of the Slide Rule
- Discussion of the Mercy Rule
- Pitching Rules- ineligible pitchers declared
- Intentional Walk Rule
- Courtesy Runners
- Slotted Batting Order- Substitute Runner
- Review of Proper Conduct
- Time Limit and Darkness Rules
- Equipment Rules
- Minimum Play Rules
- Declaration of substitute Players participating
- Balks
- Jewelry

MERCY RULE

3 Tiers- NOTE: Minimum play is not required in games shortened by this rule. – **RULE 4.10 (E)**

- 3 innings – 15 runs (New- 2023)
 - If after (4) complete innings, or three(3) and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- 4 innings – 10 runs (Traditional Rule)
 - If after five (5) complete innings, or four (4) and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- 5 innings (or more) – 8 runs
 - If after six (6) complete innings, or five (5) and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

INTENTIONAL WALK RULE

The defense may elect to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. To make such an announcement, the defensive team manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.

- Any given player can be intentionally walked one (1) time during the game. This does not preclude the defense from pitching around, or intentionally throwing 4 balls outside the strike-zone to this player in a subsequent at-bat.
- The ball is dead, and no other runners may advance unless forced by the batter’s award.
- The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

MINIMUM PLAY RULE

- **12 players or Less:** Each player must play a minimum of 2 innings (or 6 consecutive defensive outs) in the field and come to bat at least once every game.
- **13 players or More:** Each player must play 2 innings or 6 defensive outs (not consecutive) in the field and come to bat at least once every game.

BATTERS BOX RULE

After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

- On a swing, slap, or check swing.
- When forced out of the box by a pitch.
- When the batter attempts a “drag bunt” in Baseball [or attempts a “slap” or “slap bunt” in Softball]
- When the catcher does not catch the pitched ball.
- When a play has been attempted.
- When time has been called.
- 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. 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.

DEFENSIVE SUBSTITUTION RULE

Any defensive player (other than pitcher) may be substituted freely throughout the game. The substitutions made are only defensive and have no bearing on the batting order. “Substitute players” cannot be subbed out of the game (unless for illness or injury) before the completion of the 5th inning

BATTING ORDER

Coaches must use one of the following prescribed batting order methodologies based on the number of players in attendance:

- 10 players or less: Continuous Batting
- 11 players or more: Slotted **Batting**

Continuous Batting Order

- 1 player per position in the order
- Independent of Defensive alignment/Substitution
- Late Arriving Players: Added to end of lineup
- Removed Players: Position in order is skipped over without penalty. (Including ejections)
- Courtesy Runners: Permitted only for Catcher with two outs. **(see Courtesy Runner Selection)**

Slotted Batting Order

Up to 10 positions

- 9 or 10 positions - coach chooses when lineup submitted. Cannot be changed once game starts.
- Each position occupied by up to two players
- Players interchangeable
 - IE-- 1 can run for the other, coaches choose who bats when position due up
- Independent of Defensive alignment/Substitution
- Courtesy Runners: Permitted only for Catcher with two outs. **(see Courtesy Runner Selection)**
- No requirement to alternate between the two players
- Late Arriving Player(s)- Added to a batting slot occupied by 1 player.
- Removed Players: When a player who occupies a batting slot alone is removed from the game (for any reason), a player from the next to bat batting slot with two (2) players shall be moved to the vacant slot.
- No individual player may be slotted with another player in four (4) consecutive games.
 - Penalty: A team manager found to be in violation of this rule will be required to bat the offended player/batter in a slot by his/herself for the teams next three (3) consecutive games. If said violation occurs at the end of the year, or on the last game of the year, the offending manager team will be suspended for the entire playoffs. If said team is not in the playoffs, then said manager will be suspended for the 1st three games the following year. If said coach does not return, then penalty will be imposed on the host league.

➤ About the Slotted Batting Order

Prior to the start of the game, the manager of each team will submit a batting order. The batting order will have nine (9) or ten (10) batting positions with either 1 or 2 players in each position. No more than 2 players may be assigned to any one of the nine batting positions. This batting order is a fixed line-up and may not be changed during the game, except in the case of an injury or removal from the game of a player who is assigned alone to a batting position.

If a player who is assigned alone to a batting position becomes injured or removed, then any player in a 2-player batting position is selected by the manager to replace the player in the batting order.

When a 2-player batting position comes to the plate, the manager will choose which player will bat regardless of whether the batter was playing defensively. All players must meet the minimum play rule as described in these rules.

COURTESY RUNNER

The only courtesy runner that is permitted is for the catcher on base after two outs (to speed up the game.) The courtesy runner must be put into the game immediately when the catcher reaches base with 2 outs, or immediately after the second out is achieved. The substitution must take place before the first pitch to the next batter after 2 outs have been achieved.

Courtesy Runner Selection

When a continuous batting order is used, the courtesy runner selected must not be scheduled to bat within the next 4 hitters. When a slotted batting order is used, if the catcher is slotted with another player, the courtesy runner must be the player slotted with the catcher in the batting order. If the catcher is not slotted with another player, then the courtesy runner selected must not be scheduled to bat within the next 4 hitters.

TIME OUTS

Any time out must be requested to an umpire and time must be granted. Granting timeout is at the discretion of an umpire.

Offensive Time Outs

There will be one offensive time out allowed per inning. The requesting team/coach may confer with either the batter or a base runner.

Mound Visits (Defensive Time out)

A defensive time out is limited to the coach/manager, pitcher, and catcher. No other players are allowed to participate in the time out. Mound visits are subject to the following:

- 1 visit per inning – 2nd visit results in a pitching change
- 2 per pitcher/game – 3rd visit results in a pitching change
- A pitching change does not count as a mound visit in an inning
- Manager/Coach may only proceed to foul line for a mound visit
- Home plate umpire enforces time limit

Late Inning Mound Visits

In effect within 30 minutes of curfew or in the last inning if umpire declares the game shall terminate before 7 innings are played due to lighting conditions.

- Manager/Coach may only proceed to foul line for any visit (including pitching changes)
- Time is limited to 20 seconds

Injury Time Out

A coach or manager shall be permitted to confer with any player after an injury to evaluate a player's condition. The umpire must be advised that such an evaluation is going to take place. This will not be considered a time out, or mound visit, as described above.

DELAY OF GAME

At no time shall a manager, coach, or player engage in tactics for the purpose of delaying the progress of the game. If in the judgment of the umpire, a manager, coach, or player engages in such tactics, a warning will be issued. Subsequent infractions may result in ejection from the game, or other disciplinary action as determined by the program director.

MISCELLANEOUS RULES

Official Scorer & Official Scorebook

The home team scorer is designated as the official scorer. It is suggested that both teams keep a scorebook and that both scorers verify these books at the end of each inning.

Smoking

Smoking is not allowed by the umpires, managers, coaches or scorers on the bench, the playing field or in the dugout.

Access to the Dugout

No one is allowed on the bench or in the dugout except the manager, coach (es), and players.

Cell phones/Tablets/Electronic Devices

use of electronic devices is permitted in the dugout only by approved managers and coaches only. Electronic devices may not be used on the field during the game. **Exception:** an electronic device may be used in conference with the game officials for the sole purpose to refer to league and/or little league rules.

Field Location Designation

The home team designates which field will be used for a scheduled game. If the game has been moved to another field, the team designated as the home team remains the home team.

Casts

Casts of **any type** may not be worn during the game.

Jewelry

Not permitted unless for health. "hard" type jewelry may be used to control a players hair

Base Coaches

Two adult base coaches will be allowed provided that one approved-rostered coach remains in the dugout for supervision. Players, when used as base coaches, must wear a batting helmet.

Scorekeeper

An adult scorekeeper may be stationed in the dugout under the following conditions:

- Scorekeeper is an approved volunteer of the little league, AND
- The scorekeeper is aged 18 or older, AND
- There are less than 3 adult coaches in the dugout