



# Conejo Valley Little League

## ***2010 SUPPLEMENTAL PLAYING RULES***

**(Approved –December 2009)**

Conejo Valley Little League (CVLL) games shall be conducted in accordance with the Official Playing Rules for the current year, except for the following interpretations, amendments and ground rules.

### **I. GAME PRELIMINARIES**

#### **1. Field of Play**

- a) When a fence does not bind the field of play, an imaginary line extending from the ends of the backstop shall define the field of play. (1.04)
- b) Managers and umpires, during a pre-game conference, shall agree as to ground rules for unplayable areas. In case of a dispute or no determination, the umpire's judgment shall prevail. (3.01 f)

#### **2. Unplayable Field Conditions and Rescheduling**

- a) Scheduled games, which cannot be started due to unplayable conditions, as determined by the Division Vice President or other designated League Official, will be rescheduled by the Division Vice President at the earliest "open field date" at the discretion of the Division VP *without regard to either team's schedule*. (3.10 c)
- b) When rescheduling a game becomes necessary: (3.10 d)
  - 1) An "open field date" is defined as any day a field is not in use for a "Scheduled game".
  - 2) All fields meeting the requirements of a Division shall be considered when determining "open field dates".
  - 3) Each Division shall have first priority for "open field dates" on their own field.
  - 4) Division Vice Presidents must immediately notify Umpire Scheduler and Director of Concessions of any changes.

#### **3. Use of the Dugout or Bench Area**

- a) The use of the dugout or bench area during a game in progress shall be limited to the active players on the roster, the manager, and two coaches. (3.15 a). Exception: Peanut, Minor International and Minor National may have one additional coach for the purpose of bench control.
- b) Managers and coaches must remain within **3 feet** of the dugout entrance unless the Manager has received time out from the umpire. (3.15 b)
- c) The next offensive player, in the batting lineup, may be allowed in the enclosed warm-up area.
  - 1) Only one player is allowed in the enclosure at any time. Player must be helmeted and only one bat is allowed.
  - 2) **No other equipment may be used, or stored, inside the enclosure at any time including: bags, balls, tees or hitting devices of any kind, etc.**
- d) Base Coaches under the age of 18 **MUST** wear a helmet.

#### **4. Team Responsibilities**

- a) The Home Team shall: (3.19 a)
  - 1) Be responsible for field preparation prior to the game.
  - 2) Provide an Official Scorekeeper to record the Official Score Sheet.
  - 3) Ensure that both the Official Score Sheet and Game Highlights are turned in within 24 hours, following the completion of the game, to the appropriate officials.
- b) The Visiting Team shall: (3.19 b)
  - 1) Be responsible for field clean up after the game, including dugout and exterior fence areas if necessary.
  - 2) It is the Managers' responsibility to see that all equipment is accounted for, properly stored in the equipment shed, and the shed is locked securely.
  - 3) Escort concession workers to the parking lot. (Last game of the day)



# Conejo Valley Little League

c) Inter-league Games: (3.19 c)

- 1) Both Home and Visiting Team obligations are the responsibility of the home team.

## II. **STARTING AND ENDING THE GAME**

### 1. **Batting and Substitutions** (4.01)

- a) Prior to the start of each game, a list of all eligible players who are present and ready to play shall be prepared. The list shall become the Official Line-up and will be followed throughout the game.
- b) The Official Line-up must contain:
  - 1) **NAMES, NUMBERS**, and defensive assignments of each player.
  - 2) All eligible pitchers and their remaining eligibility prior to the game.
- c) Copies of Official Line-up must be submitted to the opposing manager and the Official Scorekeeper prior to the game.
- d) All players on Official Line-up shall:
  - 1) Be placed in a defensive position on the field by the beginning of the third inning, AND
  - 2) Play one or more defensive positions for 9 outs during the course of the game.
- e) Players who participated in a suspended game that cannot participate when the game is resumed will be crossed off the Official Line-up and "skipped over" in the continued game. **DO NOT INSERT A NEW PLAYER IN THE ORIGINAL OFFICIAL LINE-UP.** Similarly, players who did not participate in the suspended game, but are available for the continued game, will be allowed to play and must be inserted at the end of the Official Line-up

### 2. **Minimum Mandatory Play**

- a) Every player on a team roster will participate in each game for a minimum of **9 defensive outs**. (IV i)
- b) Should a player not meet this requirement in a game, the penalty as described in Reg. IV (i) shall be enforced.
- c) *In Minor Leagues each player will play a minimum of 3 outs in the infield (providing the game is a regulation game of 4 innings or more and will apply to regular season games ONLY not the playoffs aka tournament) Violation of this rule will result in the following:(IV i) The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.*
- d) *The manager shall for the*
  - 1) *First Offense- receive a written warning*
  - 2) *Second Offense-a suspension for the next scheduled game*
  - 3) *Third Offense-a suspension for the remainder of the season*

### 3. **Suspension of a Manager, Coach or Player**

- a) Unsportsmanlike conduct of a manager, coach, or player, including berating of the umpire(s), may result in the suspension of the manager, coach, or player by the Disciplinary Action Committee. (XIV f)
- b) Solicitation of a player to be absent from a game or to miss an at-bat or minimum playing time for a reason other than a bonafide injury, illness or appropriate disciplinary action may result in the suspension of the manager or coach by the disciplinary committee. (XIV g)
- c) Solicitation of a player to feign injury or illness may result in the suspension of the manager or coach by the Disciplinary Action Committee. (XIV g)
- d) Ejection of a manager, coach or player from a game by the umpire(s), will result in the **automatic suspension of said manager, coach, or player from the next scheduled game**. The Disciplinary Action Committee will consider possible further action.

### 4. **Player Suspension**

- a) A manager shall have the right to suspend any player from future games for failure to attend practice, a game, or for improper conduct immediately before, during, or after a game or practice.



# Conejo Valley Little League

- b) Such suspension must be reported within 24 hours, in writing, to the appropriate Division Vice President and the Player Agent. The Player Agent will contact a parent of the suspended player. Such suspensions shall be invoked without regard to the playing ability of the player.

## 5. Ten-Run Rule

- a) The "Ten Run Rule", 4.10 (e), shall NOT apply. Accept Juniors and Seniors.

## 6. Insufficient Number Of Players To Start A Game (4.16 a)

- a) A manager who believes he/she will not be able to field nine players shall contact the Division Vice President and opposing manager a minimum of 24 hours prior to the scheduled game. Should a team show up to a field, with less than nine players and without giving the opposing manager notice, that team shall forfeit the game to the opposing team.
- b) With a minimum of 24 hours notice given, League VPs are required to reschedule the game at the earliest open field date, without regard to either team's schedule. League VPs shall immediately notify the Chief Umpire regarding any rescheduling.
- c) In the interest of playing baseball, the manager who has his/her team present and ready to play on the date and time specified and finds that the opposing team is unable to place nine players on the field may:
- 1) Elect to play the game as a practice game. However, all innings pitched by all pitchers shall count as innings pitched in accordance with Rule VI-Pitchers in the Official Regulations and Playing Rules, or;
  - 2) Elect to utilize the field for his teams' private practice time.
  - 3) Elect not to utilize the field at all, at which point he may surrender the field to the offending manager.

## 7. Time Limits

- a) The Umpire-in-Chief shall maintain the **official start time** by his watch or the Official Scorekeeper's watch. In the absence of both, any watch the Umpire-in-Chief designates, as the official watch will be used to keep the official time. (4.01 e)
- b) The Umpire-in-Chief shall limit the duration of the game in progress to the following: (4.01f)
- 1) **Senior League:** No time limit
  - 2) **Junior League:** No new inning shall commence 3 hours after the **official start time on Saturdays**. There is no time limit on weeknights.
  - 3) **Major League:** No time limit
  - 4) **Minor American Division:**
    - (a) Prior to Daylight Savings Time:
      - (1) All games - No new inning shall commence **2 hours** after the **official start time**.
    - (b) After Daylight Savings Time:
      - (1) All games - No new inning shall commence **2¼ hours** after the **official start time**.
      - (2) **No time limit will apply for the playoffs - tournament.** A 15 run mercy rule will apply after (4) innings in playoffs - tournament only.
- 5) **Minor National Division:**
- (a) Prior to Daylight Savings Time:
    - (1) All games - No new inning shall commence **1¾ hour** after the **official start time**.
  - (b) After Daylight Savings Time:
    - (1) All games - No new inning shall commence **2 hours** after the **official start time**.
    - (2) **No time limit will apply for the playoffs – tournament.** A 15 run mercy rule will apply after (4) innings in playoffs – tournament only.



# Conejo Valley Little League

6) **Minor International Division:**

- (a) All games - No new inning shall commence **1½ hour** after the **official start time** **and** the game shall end no later than **1¾ hour** after the **official start time**.

- c) **NOTE: The time recorded when the last defensive out is made will be used to determine whether sufficient time remains to start another inning.**

8. **Extension of Games**

- a) Senior, Junior, and Major Leagues: (4.10 g)

- 1) The Umpire-in-Chief will automatically extend any game for **thirty (30) minutes** if that game is:

- (a) Incomplete—has not played a regulation number of innings.  
(b) Tied at the conclusion of a regulation number of innings.

- 2) If, after the additional 30 minutes, the game still has not completed the regulation number of innings, the Umpire-in-Chief shall declare the game suspended, and so note on the Official Scorekeeper's sheet. Play will resume from this exact point at a later time.

- 3) If an incomplete game is continued on a different day, the game will be completed in its entirety. The Division VP will reschedule suspended games. This may include scheduling the earliest open field date (excluding Sundays) and without regard to either team's schedule. The losing manager will be allowed to concede the game at which point the prevailing score will be the final score.

- b) Minor American, Minor National And Minor International: (4.10 h)

- 1) The Umpire-in-Chief **will NOT** extend any game past the allotted time limit. A tied game may continue into extra innings *only* if it is within the time limits allowed for that Division.

- 2) When a game is tied after a regulation number of innings, and must end because of the time limit, darkness, weather, field conditions, or light sensor, the game will be considered a tie and will not be extended or resumed.

- 3) Games halted because of the time limit shall be considered a regulation game regardless of the number of innings completed or the score and, therefore, shall not be subject to rescheduling.

### III. **ACTIVE ROSTERS**

1. Teams must maintain a full active roster from Opening Day until the completion of the season. Managers must report the following to their Division Vice President:

- a) All injuries which may prevent a player from returning to play within 14 days.  
b) Any Potential long-term illness, which may prevent a player from returning to play within 14 days.  
c) Any player knocked unconscious during play shall not be allowed to return to play until a doctor's release has been provided.  
d) Any player that has quit, moved, or for personal reasons decides to terminate his/her association with the team.  
e) Any potential disqualification of a player from the team, subject to Board approval, for repeatedly missing practices or games.  
f) Any loss, or suspected loss, of a player for any other reason that would create an opening for a replacement player.

2. Managers shall report to their Division Vice-President **within 24 hours** their knowledge of such facts.

- a) The Division Vice President will then instruct the Manager to contact the Player Agent and/or the Director of Safety as appropriate.  
b) The Division Vice President will verify the need for a replacement and in turn notify the Player Agent.



## Conejo Valley Little League

3. A player is still on the active roster if he/she is injured or ill. A player will be considered inactive if he/she misses games and/or practices for fourteen (14) consecutive days. It will be the Player Agent's responsibility to supply a replacement player.
4. When a replacement player becomes necessary, the Player Agent will control the following process:
  - a) **Senior League** managers may choose an eligible player either from the Junior League or the Senior League waiting list.
    - 1) To be eligible to be drafted from the Senior League waiting list, the player must have been placed on the waiting list *prior to* any particular team needing a replacement player.
    - 2) Players eligible for the Senior League waiting list will include:
      - (a) Any player who was previously on a Senior League team and missed Senior League tryouts due to any reason deemed legitimate by the Player Agent or the Board; or
      - (b) Any player who has played on a high school freshman, junior varsity or varsity team during the current high school playing season.
    - 3) If a player is drafted up to the Senior League from a Junior League team, not the waiting list, the Player Agent will control this process.
      - (a) As the need arises, one player will be drafted from each team in the Junior League until all teams in the Division have lost one player before a Junior League team can lose a second player.
    - 4) If the injured or ill player recovers during the season, he/she is to be returned to the active roster along with his/her replacement.
    - 5) Except for players eligible for the Senior League waiting list, any player who does not try out must play at least five (5) games in the Junior League before he/she can be drafted to the Senior League.
  - b) **Junior League** managers will receive the next available player from the Junior League waiting list.
    - 1) In the absence of a waiting list, no player will be assigned to a team until a waiting list is formed. Once formed, the team who has reported its needs to the Division Vice President first shall receive the first choice from the list.
    - 2) If the injured or ill player recovers during the season, he/she is to be returned to the active roster along with his/her replacement.
    - 3) When a replacement player becomes necessary, the Player Agent will control this process
      - (a) 14 yr olds playing on high school teams may join the Junior League at the completion of the high school season. High school players will be drafted in reverse order of the League Standings at the time the players are eligible to join the Junior League.
  - c) **Major League** managers may choose an eligible player from the Minor American Division or the Major League waiting list.
    - 1) To be eligible to be drafted from the Major League waiting list, the player must have been placed on the waiting list *prior to* any particular team needing a replacement player; the Player Agent will control this process.
      - (a) Players eligible for the Major League waiting list will include any 11 or 12 year old player who was previously on a Major League team as a 10 or 11 year old and missed Major League tryouts due to any reason deemed legitimate by the Player Agent or the Board.
    - 2) If a player is drafted up to the Major League from a Minor American team, not the waiting list, *the Player Agent will control this process.*
      - (a) One player will be drafted from each team in the Minor American Division until all teams in the Division have lost one player before a Minor-American team can lose a second player. If a Major League team loses a player drafted 1-6 any player from Minor American can be chosen. If a manager loses a player from draft pick 7-12 all available and willing 12 year olds must be exhausted first, then all available and



# Conejo Valley Little League

willing 11 year olds must be exhausted before any 10 year olds may be drafted from Minor American.

- (b) Refusal of an 11 or 12-year-old player to be drafted up will result in that player's ineligibility to be drafted to any Major League team that season. In addition, the declining player must be placed on the Minor League team that ultimately loses a player in the draft up process.
- (c) Any deviation from this process is subject to Board approval.
- 3) If the injured or ill player recovers during the season, he/she is to be returned to the active roster along with his/her replacement.
- 4) Except for players eligible for the Major League waiting list, any player who does not try out, regardless of reason, must play at least 5 games in the Minor American Division before he/she can be drafted to the Major League.
- 5) **NOTE: CVLL prohibits replacements from the Minor American Division during the last two weeks of the regular season schedule. The regular season schedule is all games prior to the start of the playoffs aka tournament.**
- d) All Minor Divisions will receive the next available player from the appropriate waiting list.
  - 1) Drafting up from one Minor Division to another is NOT allowed.
  - 2) In the absence of a waiting list, no player will be assigned to a team until a waiting list is formed. Once formed, the team who has reported its needs to the Division Vice President first shall receive the first choice from the list.
  - 3) If the injured or ill player recovers during the season, he/she is to be returned to the active roster along with his/her replacement.

## IV. LEAGUE / DIVISION CHAMPIONSHIPS (VII f.)

### 1. **Schedule Of Games**

- a) The schedule of games for teams that conclude the season with a League/Division Championship, shall consist of the following format:
  - 1) **Regular Season Play**
    - (a) At the conclusion of the regular season, team standings shall be used for seeding teams for Tournament play.
  - 2) **Double-Elimination Playoff**
    - (a) Two separate brackets shall be formed, with team standings used solely for seeding the teams within each bracket.
    - (b) The format will be "double-elimination", tournament-style play, with one team from each bracket advancing to the championship game.
  - 3) **Championship Day**
    - (a) The two advancing teams shall compete on Championship Day. The winner of the championship game shall determine the League/Division Champion disregarding the double elimination for Championship Day.

### 2. **Tie-Breakers**

- a) When determining seeding for "Position Rounds" or "Double-Elimination Playoff", ties shall be broken as follows:
  - 1) The best head to head record among the tied teams.
  - 2) If ties still exist, the team yielding the fewest runs in head to head competition among the tied teams.
  - 3) If ties still exist, the position will be determined by a draw among the teams tied at that point.

## v. JUNIOR LEAGUE

### 1. **Pitching**

- a) The pitching distance shall be 60 feet 6 inches the entire season.



# Conejo Valley Little League

- b) In the event of an intentional walk pitcher must throw four balls and four pitches will be added to the pitch count.

## 2. **Batting**

- a) All players shall bat, through the entire game, in the order as listed on the batting lineup sheet given to the Umpire.
- b) In the event of a player not returning to his/her spot in the batting order due to injury, illness, or other legitimate circumstance that causes the player to leave the game, that player's spot is skipped without penalty. Any manager who is found to have skipped a player without a legitimate reason is subject to disciplinary action by the league.

## 3. **Substitution**

- a) Free defensive substitution of players is allowed. (Rule 3.03 3. regarding pitchers still applies.)

## VI. **MAJOR LEAGUE**

### 1. **Batting**

- a) All players shall bat through the entire game, in the order as listed on the batting lineup sheet given to the umpire.
- b) In the event of a player not returning to his/her spot in the batting order due to injury, illness, or other legitimate circumstance that causes the player to leave the game, that player's spot is skipped without penalty. Any manager who is found to have skipped a player without a legitimate reason is subject to disciplinary action by the league.
- c) In the event of a player not returning to his or her spot in the batting order due to injury, illness, or other legitimate circumstance that causes the player to leave the game, that player's spot is skipped without penalty. Any manager who is found to have skipped a player without a legitimate reason is subject to disciplinary action by the League.
- d) If a player shows up late to a game that player will be added to the bottom of the official batting order submitted to the official scorekeeper.

### 2. **Use of the Dugout or Bench Area**

- a) During defensive play, one coach or manager may be positioned within **3 feet** of the opening of the dugout.

### 3. **Pitching**

- a) In the event of an intentional walk pitcher must throw four pitches and four pitches will be added to the pitch count.
- b) Pitchers are limited to pitch counts per regulation (IV) (a-i).

### 4. **Substitution**

- a) Free substitution of defensive players is allowed.
- b) Subject to a doctor's note being submitted to the division director, a player who has an injury (i.e. a sore arm) that does not allow him to play in the field but allows him to bat, may be part of the batting order without playing defensively.

## VII. **MINOR AMERICAN DIVISION**

### 1. **Pitching**



# Conejo Valley Little League

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- a) Pitchers will be limited to pitching per regulation **(VI) (a-i) in any one game.**
  - b) Umpires will warn each pitcher once per game on a balk violation. At the time of such warning, the manager shall be allowed to properly instruct the pitcher, and such instruction shall not be considered a trip to the mound.

## 2. **Batting**

- a) All players shall bat, through the entire game, in the order as listed on the batting lineup sheet given to the Umpire.
- b) In the event of a player not returning to his/her spot in the batting order due to injury, illness, or other legitimate circumstance that causes the player to leave the game, that player's spot is skipped without penalty. Any manager who is found to have skipped a player without a legitimate reason is subject to disciplinary action by the league.

## 3 **Fielding**

- a) Each player will play a minimum of 3 outs in the infield (providing the game is a regulation game of 4 innings or more and will apply to regular season games ONLY not the playoffs aka tournament) Violation of this rule will result in the following:(IV i) The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.
- b) The manager shall for the
  - 1) First Offense- receive a written warning
  - 2) Second Offense-a suspension for the next scheduled game
  - 3) Third Offense-a suspension for the remainder of the season

## 4 **Substitution**

- a) Free defensive substitution of players is allowed. (Rule 3.03 3. regarding pitchers still applies.)

## **VIII. MINOR NATIONAL DIVISION**

### 1. **Scoring** (4.09)

- a) A regulation game will consist of 5 innings.
- b) The "five run" rule will apply during the first 4 innings.
  - 1) A side will retire when 3 outs are recorded or when the offensive team scores 5 runs.
  - 2) In the event that the fifth run crosses the plate while the ball is live, play shall continue until the play is completed and the ball is dead. Any additional runs crossing the plate during such play will not be scored.
- c) When one team scores the maximum number of 5 runs, during the first (4) innings, the Official Scorekeeper shall advise the umpire, who will terminate the inning as if three outs had been made.

### 2. **Pitching**

- a) Players will pitch from a distance of 44 feet. (1.04)
- b) Pitchers will be limited to pitching a maximum of **2 innings or per regulation (VI) (a-i) in any one game.**
- c) Umpires will warn each pitcher twice per game on a balk violation. At the time of such warning, the manager shall be allowed to properly instruct the pitcher, and such instruction shall *not* be considered a trip to the mound. (8.05)

### 3. **Fielding**

- a) Free defensive substitution of players is allowed. (Rule 3.03 3. regarding pitchers still applies.)



# Conejo Valley Little League

- b) Ten players may play defensively. Four players must be positioned in the outfield. No roving fielders are allowed. (5.01)
- c) *Each player will play a minimum of 3 outs or 5 runs in the infield (providing the game is a regulation game of 4 innings or more and will apply to regular season games ONLY not the playoffs aka tournament) Violation of this rule will result in the following:(IV i) The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.*
- d) The manager shall for the
  - 1) First Offense- receive a written warning
  - 2) Second Offense-a suspension for the next scheduled game
  - 3) Third Offense-a suspension for the remainder of the season
- e) A team able to field 9 players for a game will be considered a complete team and not subject to forfeiture. Any player arriving after the start of the game shall have his name added to the bottom of the batting order. (4.16)

## 4. Batting / Base Running

- a) All players shall bat, through the entire game, in the order as listed on the Official Line-up given to the Umpire-in-Chief and Official Scorekeeper. (4.04)
- b) In the event of a player not returning to his/her spot in the batting order due to injury, illness, or other legitimate circumstance that causes the player to leave the game, that player's spot is skipped without penalty. Any manager who is found to have skipped a player without a legitimate reason is subject to disciplinary action by the league.
- c) Bunting is allowed. (2.00)
- d) Base stealing of 2<sup>nd</sup> and 3<sup>rd</sup> is permitted. (7.14 a.)
- e) Runners may not advance on throws from catcher to pitcher. (7.14 b.)
- f) Stealing home is **NOT** permitted.
- g) A runner at third base may attempt to score only in the following situations: (7.14 c.)
  - 1) Bases loaded walk or hit batter.
  - 2) Batted ball.
- h) The Infield Fly Rule, Rule 6.05, shall **NOT** be called.
- i) Rule 4.05 (1) shall be changed to read: "May be eligible players, adult manager and/or coaches."
- j) **After a team warning, any batter that throws the bat in a dangerous manner will be called out.**

## IX. MINOR INTERNATIONAL DIVISION (First Six Games)

### 1. Scoring

- a) Standings are not kept and there is no league champion. However, an official scorekeeper will be used to record outs and keep track of runs for the "three-out" and "five-run" rules.
- b) The "five-run" rule will apply.
- c) A side will retire when 3 outs are recorded or when the offensive team scores 5 runs. In the event that the 5<sup>th</sup> run crosses the plate while the ball is live, play shall continue until the play is completed and the ball is dead. Any additional runs crossing the plate during such play **will not** be scored.
- d) When one team scores the maximum number of runs in any inning, the Official Scorekeeper shall advise the umpire, who will terminate the inning as if three outs had been made.
- e) Free substitution of players is allowed as long as all players play one or more defensive positions for at least nine (9) outs during the game.

### 2. Pitching

- a) The Umpire will call balls and strikes from behind the plate.



# Conejo Valley Little League

- b) The first six games will be coach pitch, standing or kneeling, from a 40-foot distance and must throw overhand.
  - 1) **If a three-strike count occurs, the batter is out.** If a **coach-pitched ball** hits a batter, the batter is NOT awarded first base. The ball is considered a foul ball and becomes a dead ball.
  - 2) If a batted ball hits the coach, the ball is considered a foul ball and becomes a dead ball. The Umpire will make the call.
- c) A batted ball must travel beyond the 10-foot circle chalked on the infield. Bunting is not allowed.
- d) At the start of each play, while the coach is pitching, the pitcher must be at an equal distance as the rubber, 40 feet, and have at least one foot on the mound area. The pitcher may stand to either the first or the third base side of the mound.

### 3. Batting and Base running

- a) All players shall bat, through the entire game, in the order as listed on the batting lineup sheet given to the Umpire. The batting order, established in the first game, shall pick up where it left off for each successive game thereafter.
- b) Play is halted when the ball is returned to the pitcher on the mound.
- c) Runners cannot advance on an overthrow back to the pitcher.
  - 1) If the runner has advanced more than halfway to the next base when play is halted, he is awarded the base to which he was proceeding.
  - 2) If the runner is less than halfway, he must return to the base he had last occupied.
- d) Base stealing and bunting are prohibited.
- e) The Infield Fly Rule, Rule 6.05, **shall not** be called.
- f) **After a team warning any batter that throws the bat in a dangerous manner will be called out.**

### 4. Fielding

- a) Ten (10) players may play defensively at one time; at least four must be positioned in the outfield. No roving fielders are allowed. A team able to field 9 players for a game will be considered a complete team and not subject to forfeiture. Any player arriving after the start of the game shall have his name added to the bottom of the batting order.
- b) Each player will play a minimum of 3 outs or 5 runs in the infield (providing the game is a regulation game of 4 innings or more and will apply to regular season games. Violation of this rule will result in the following:(IV i) The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirement for this game before being removed.
- c) The manager shall for the
  - 1) First Offense- receive a written warning
  - 2) Second Offense-a suspension for the next scheduled game
  - 3) Third Offense-a suspension for the remainder of the season
- d) One defensive coach will be allowed on the field during play to keep his team attentive and offer instruction. He / She may position themselves in the dirt behind the fielders or on the outfield grass. The defensive coach may not enter the infield grass without "time" being called by the Umpire. The defensive coach is cautioned to stay as removed as possible from the area when the ball is live and in play. Any interference by the defensive coach, intentional or not, will be subject to Rule 3.16. The Umpire will make the call.
- e) It should be understood that the defensive and offensive coaches are on the field for instructional purposes only. At no time should any coach be considered an "umpire" or interfere with the Official Umpire during the game. If, in the judgment of the Official Umpire, the defensive or offensive coach on the field is interfering with the play of the game, the Umpire may have the coach removed or replaced.
- f) The Manager and up to three (3) adult coaches may occupy the bench or dugout during a game.



# Conejo Valley Little League

## 5. Rules Changes (SECOND Six Games)

- a) **The first three innings** of the game will be kid pitch. Pitchers are limited to one inning per game or per regulation (VI) (a-i). One minute is allowed between innings to warm-up the pitcher. If a four-ball count occurs, coach pitch will be used and the strike count will carry over. Base stealing and bunting are prohibited.
- b) During kid pitch, base runners are not allowed to steal. Any batter struck by a kid pitched ball will be awarded 1<sup>st</sup> base. During coach pitch any batter struck by a coached pitched ball will NOT be awarded 1<sup>st</sup> base. The ball will be considered dead.
- c) The remainder of the game will be coach pitch.
  - 1) The offensive coach will come out and pitch to the batter, standing or kneeling, from a 40-foot distance, throwing overhand no exceptions. When the offensive coach pitches the Umpire-in-Chief will continue to call strikes accordingly. (6.08a)
  - 2) While the coach is pitching:
    - (a) Player pitcher must be at an equal distance as the rubber, 40 feet, and have at least one foot on the mound area. The pitcher may stand to either the first or third base side of the mound. (4.02)
    - (b) Batters are NOT allowed to walk. During coach-pitch play will continue until the ball is put into play or the batter strikes out.
    - (c) Base stealing and bunting are prohibited.
    - (d) If a batted ball hits the coach, the ball is considered no pitch and becomes a dead ball. The Umpire will make the call.
- d) At the completion of play, the ball must be returned to the pitcher on the mound, NOT the coach. Base runners not then advancing shall return to their bases and the ball is dead. (5.09)
- e) Defensive coaches are no longer allowed on the field. To speed play, one defensive coach may be positioned against the backstop to assist the catcher in retrieving passed balls when needed. The defensive coach must return the ball to the catcher and allow him to make the throw back to the pitcher. Coaches are cautioned to stay as removed as possible from the area when the ball is "live" and in play. Any interference by the coach, intentional or not, will be subject to Rule 3.16. The Umpire will make the call.

## 6. Rules Changes (THIRD Six Games)

- a) All games will be 5 innings max.
- b) Half way chalk lines will be used between all bases except home to first. Once the pitcher has possession of the ball with at least one foot on the dirt area of the pitcher's mound, the runner will be awarded the base he is closest to in the umpire's judgment.
- c) All previous Minor International rules in the CVLL Supplemental Rules will remain in effect

## 7. International Shootout

The Minor International Division will play a non seeded tournament at the conclusion of the regular season, called the **International Shootout**. The Division VP will draw team names out of a hat to create the single elimination draw. The first teams eliminated may play one consolation game at the discretion of the VP, based on field availability. Two teams will advance from the tournament and will play on Championship Day. If after the time limit a game is tied the "International Tie Breaker" will be implemented with the last out placed at second base and the game will continue until completion (Shootout Only). All previous Minor International rules of the CVLL Supplemental Rules will remain in effect.

## X. PEANUT LEAGUE

1. **OBJECTIVE:** The Peanut League is an instructional T-ball league, de-emphasizing the competitiveness of the game, and stressing the importance of good sportsmanship, teamwork, and fair play. The primary objective of the League is to provide a healthy environment in which 4, 5 & 6-year-old players have fun while learning the fundamentals of the game of baseball.



# Conejo Valley Little League

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## **2. LEAGUE STRUCTURE**

### **a) League Age**

- 1) Players must be 4 years old by April 30<sup>th</sup> of the current season.

### **b) Teams**

- 1) The Peanut Division may consist of 8-12 teams with 10-13 players each. The total number of registered players will determine the number of teams, and players per team, each season.
- 2) Assignment of players to a team shall be determined by neighborhood and/or school attended, where possible.
- 3) The league VP and the Player Agent will make individual team assignments. Every effort to accommodate parent requests shall be made, with the final decision resting with the Player Agent.

### **c) Games per Week**

1. Each team shall play one (1) game per week.
2. Games will usually be played on Saturday and shall consist of four (4) innings or a 60-minute period, whichever occurs first
3. No score will be kept of the Peanut games and protests shall not be allowed under any circumstances.

### **d) Practices per Week**

1. Each team shall be limited to one (1) practice per week once the season starts.
2. Practices shall not exceed 60 minutes in length.

### **e) Game Schedule and Location**

1. Managers are not permitted to change the official game schedule in any way.
2. If a game is cancelled, regardless of the reason, the Division Vice President is to be notified immediately. Peanut games will not be rescheduled or made up.
3. Position rounds or playoff games are not permitted. If possible, exhibition games will be scheduled on Championship Day.

### **f) Uniforms**

1. Each player will be provided with a team shirt and cap. It is permissible to add to the shirt, at the players' expense, the players' name, if so desired.
2. Each player must provide their own all-purpose rubber cleats, (metal cleats are not allowed), and a baseball glove.

### **g) Equipment**

1. CVLL shall provide each team with the appropriate regulation bats, batting tees, special balls, and batting helmets.
2. Under no circumstances should any other type of balls, other than those provided to the Peanut League by CVLL, be used for practices or games.
3. Bases will be made available for game day, but not for practices.

### **h) Grounds Keeping Equipment**

1. Bases, chalkers, and equipment for grooming the field are stored in sheds next to the field. It is the Managers' responsibility to see that all equipment is accounted for and the shed is securely locked after each game or practice.
2. On Saturdays, responsibility may be transferred to the next team Manager taking the field; however, Managers must see that all equipment is accounted for and secured prior to the next team taking the field. The managers playing the last game of the day must secure all equipment in the shed prior to leaving.

- i) **Decorum: It is the responsibility of the Manager for team and parent discipline.**

## **3. DEFENSIVE PLAYING RULES**

### **a) Umpires**



# Conejo Valley Little League

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1. Each team shall provide at least one umpire for each game. One umpire shall be the "Plate Umpire" and the other shall be the "Base Umpire". The Plate Umpire should be the Manager or part of the coaching staff and should provide batting instruction as required.
  - b) Coaching**
    1. Two defensive coaches are allowed on the field during the game in order to provide instruction.
    2. Managers must rotate the infield and outfield players each inning. This will give all players the opportunity to play different positions.
  - c) Team Position**
    1. When a team takes the field defensively, all players shall be positioned on the field of play.
  - d) Infield:**
    1. A maximum of 7 players may be positioned on the infield, including the pitcher.
    1. Infield Players must be positioned in the appropriate playing positions with the 7<sup>th</sup> player positioned as shortstop on the right-field side. *Do not line players up across the infield.*
    2. The Pitcher must keep one foot on the rubber until the ball is hit.
    3. The catcher **must wear protective gear** provided by CVLL and play ten (10) feet behind the batter and off to one side.
    4. **Note:** If no protective gear (helmet, mask, chest protector, shin guards) is provided by CVLL, a player is not to be placed in the catcher's position. The manager will provide someone from the coaching staff or a parent to retrieve the ball.
  - e) Outfield:**
    1. The balance of the team must be distributed in the outfield, **on the outfield grass.**
    2. It shall be the Manager's option to play either one or two rovers *in the* outfield.
  - f) End of Play (Dead Ball)**
    1. After the ball has been put into play as a FAIR BALL, the defensive team must attempt to make a play with the ball by:
      - a. Attempting to throw the ball to another player;
      - b. Attempting to throw the ball to another base; or
      - c. Attempting to throw the ball to another position.
    2. Once any of the above three choices has been attempted and the ball is:
      - a. Caught;
      - b. Picked up by a second player; or
      - c. Rolls to a stop;
      - d. **THE BALL IS NOW CONSIDERED DEAD AND THE PLAY IS HALTED.**
- 4. OFFENSIVE PLAYING RULES**
- a) Base Coaching**
    1. Managers or coaches should coach the bases.
  - b) Use of Tee**
    1. Pitching is not allowed. The ball shall be hit off the tee at all times.
    2. The Umpire shall be responsible for setting the ball on the tee and for removing the tee after the ball has been put into play. Great care should be taken to see that the tee is placed at a height conducive to the development of a good swing.
  - c) Batting Order**
    1. Each team will bat through the lineup, permitting each player to bat once each inning.
    2. Put outs will remove offensive players from the bases but will not be counted in ending the offensive half of the inning.
  - d) Foul / Strike Out**
    1. A foul may be recorded in two (2) ways:



# Conejo Valley Little League

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- a. If the tee is struck instead of the ball or, in the Umpires opinion, the tee was struck when the ball was struck.
  - b. When the ball was struck it does not enter the field of play, or it failed to proceed beyond the 10-foot chalk line, which is drawn in a semi-circle from in front of home plate.
2. A batter in the Peanut League **cannot strike out**.
- a. A strike is recorded when the bat is swung and both the ball and the tee are missed.
  - b. There are no strikeouts and batting continues through the entire batting order until all players have batted.
3. An out is recorded in the customary manner of baseball.
- e) Bunting**
1. No bunting or half swings are allowed. If, in the Umpire's opinion, the batter attempts to bunt or swing half way, the Umpire will call a strike.
- f) Base Running**
1. If the runner is more than half way to the next base when play is halted, he is awarded the base to which he was proceeding.
  2. If the runner is less than halfway, he must return to the base he had last occupied.
  3. Stealing and leading off are not permitted.