

2020 SUPPLEMENTAL PLAYING RULES

(Updated October 2019)

Conejo Valley Little League (CVLL) games shall be conducted in accordance with the Little League Baseball Official Regulations and 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. (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 the Chief Umpire and Concessions Director 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 three coaches. (3.15). Exception: Peanut and Minor International divisions may have one additional person for the purpose of bench control.
- b) Managers must remain within three feet of the dugout entrance unless the manager has received time out from the umpire. All other coaches must be within the boundary of the dugout. In the Major Division, the manager and coaches may be within three feet of the dugout entrance. (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.

Supplemental Playing Rules



- 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 Book.
 - 3) Ensure that the Official Score Book is 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 cleanup 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 after the last game of the day.
 - 4) Provide a scoreboard operator for those divisions that have a scoreboard.
- c) Interleague Games: (3.19 c)
 - 1) Both home and visiting team obligations are the responsibility of the home team.
- d) Game balls:
 - 1) Each team will provide one new game ball for each game. If additional baseballs are needed, teams will alternate providing additional baseballs starting with the home team.
- e) All teams, in all divisions shall be responsible for coordinating weekly participation in the National Anthem and little league pledge, prior to the first weekly a.m. Saturday game scheduled on their respective fields. Players and coaches shall line-up on their respective baselines and follow proper etiquette. The ceremony will begin by having players collectively recite the LL pledge, followed by the playing of the national anthem. Coaches are encouraged to provide a speaker for this ceremony. If one is not available, there shall be one made available in the snack bar. Coaches are authorized to conduct this ceremony prior to any Saturday game, as deemed necessary, however it is only required prior to the first weekly Saturday game scheduled on that field.



5. Obstruction

Don't Obstruct Base Paths for Runners or Interfere with Fielders

Base runners and fielders: Only a player with the ball, or making a play on a batted ball should be in the base paths. Avoid injuries on the base paths by making it clear to offensive players that runners must slide or avoid a fielder with the ball and avoid a fielder making a play on a batted ball. For defensive players, tell them that fielders without the ball must vacate the base paths for runners. Rule 7.08: "Any runner is out when – (a)(3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; . . . (b) intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball (NOTE: A runner who is judged to have hindered a fielder who is attempting to make a play on a ball is out whether it was intentional or not)."

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 Lineup and will be followed throughout the game.
- b) The Official Lineup must contain:
 - 1) Names, numbers and defensive assignments of each player.
 - 2) All eligible pitchers and their remaining eligibility.
- c) Copies of the Official Lineup must be submitted to the opposing manager and the Official Scorekeeper prior to the game.
- d) All players on the Official Lineup 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.
 - 3) Players who participated in a suspended game that cannot participate when the game is resumed will be crossed off the Official Lineup and skipped over in the continued game. DO NOT INSERT A NEW PLAYER IN THE ORIGINAL OFFICIAL LINEUP. Similarly, players who did not participate in the suspended game, but are available for the continued game shall be added to the end of the Official Lineup.

2. **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 bona fide 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.

3. 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.
- 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.

4. 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 hour notice given, the Division Vice President is required to reschedule the game. The Division Vice President 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 team's private practice time.
 - 3) Elect not to utilize the field at all, at which point he will surrender the field to the offending manager.
- d) In the event of a known shortage, at the discretion and direction of the Division VP, pool players can be used to fill the shortage(s). The pool player(s) shall only play 1 inning of infield, not pitcher nor catcher, and shall bat last. Pool players will be allowed across **ALL** divisions. The Division VP is tasked with finding a "like" player as a replacement to the player that will be missing a game.

5. Time Limits

- a) The home plate umpire shall maintain the official start time by his watch or the Official Scorekeeper's watch. In the absence of both, any watch the home plate umpire designates as the official watch will be used to keep the official time. (4.01 e)
- b) The home plate umpire shall limit the duration of the game in progress to the following: (4.01f) NOTE: The time that the third out was made will be used to determine if a new inning can begin.



- 1) The home plate umpire shall have the sole discretion to end or suspend the game, regardless of the time, if in their judgement they have any concern for player safety due to darkness, weather or field conditions.
- 2) The game will not extend past the time of sunset plus 10 minutes. The official scorekeeper will monitor the time and inform the home plate umpire if the time has been reached. The time of sunset plus 10 minutes will be included in an insert in the Official Score Book.
- 3) The home plate umpire shall announce the official start time and the scorekeeper shall record the official start time in the scorebook.
- 4) If a game is ended due to the time limit or at the discretion of the umpire, the score will revert back to the last completed inning.
- 5) Senior League: No time limit
- 6) Junior League: No new inning shall commence 3 hours after the official start time on Saturdays. There is no time limit on weeknights.
- 7) Major League: No time limit
- 8) 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 2-1/4 hours after the official start time.
 - (2) No time limit will apply for the playoff tournament.
- 9) Minor National Division:
 - (a) Prior to Daylight Savings Time:
 - (1) All games: No new inning shall commence 1-3/4 hours 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 playoff tournament. A 15-run mercy rule will apply after four innings in playoff tournament only.
- 10) Minor International Division:
 - (a) All games: No new inning shall commence 1-3/4 hours after the official start time.

6. Extension of Games

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

The home plate umpire will automatically extend any game for 30 minutes if that game is:

- 1) Incomplete, meaning a regulation number of innings have not been played.
- 2) Tied at the conclusion of a regulation number of innings.



- (a) If, after the additional 30 minutes, the regulation number of innings still has not been completed, the home plate umpire 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.
 - (b) 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)
- The home plate umpire will not extend any game past the allotted time limit. A tie game may continue into extra innings only if it is within the time limits allowed for that Division.
- 1) When a game is tied after a regulation number of innings and must end because of the time limit, darkness, weather, or field conditions, the game will be considered a tie and will not be extended or resumed.
 - 2) 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) Injuries that may prevent a player from returning to play within 14 days.
 - b) Potential long-term illness that 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.
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 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 Division** managers may choose an eligible player either from the Senior Division waiting list.
 - 1) To be eligible to be drafted from the Senior Division 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 Division waiting list will include:
 - (a) Any player who was previously on a Senior Division team and missed Senior 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 the injured or ill player recovers during the season, he/she is to be returned to the active roster along with his/her replacement.
 - b) **Junior Division** managers will receive the next available player from the Junior Division 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
 - 4) 14-year-olds playing on high school teams may join the Junior Division at the completion of the high school season. High school players will be drafted in reverse order of the standings at the time the players are eligible to join the Junior Division.
 - (a) High school players upon returning to CVLL will not be allowed to pitch the remainder of the regular season, but may pitch during the playoff tournament.
 - c) **Major Division** managers may choose an eligible player from the Minor American Division or the Major Division waiting list.
 - 1) To be eligible to be drafted from the Major Division 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 Division waiting list will include any 11- or 12-year-old player who was previously on a Major Division team as a 10- or 11-year-old and missed Major Division tryouts due to any reason deemed legitimate by the Player Agent or the Board.
 - 2) If a player is drafted up to the Major Division 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



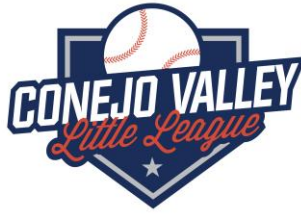
second player. If a Major team loses a player drafted in the first through the sixth rounds, any player from Minor American can be chosen. If a manager loses a player drafted in the seventh through the 12th rounds, all available and willing 12-year-olds must be chosen first, then all available and willing 11-year-olds must be chosen before any 10-year-olds may be drafted from Minor American.

- (b) Refusal of an eligible Minor American player to be drafted up will result in that player's ineligibility to be drafted to any Major Division team that season.
- (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 on his/her Major Division team. The replacement player will return to his/her Minor American Division team.
- 4) Except for players eligible for the Major Division waiting list, any player who does not try out, regardless of reason, must play at least five games in the Minor American Division before he/she can be drafted to the Major Division.
- 5) Replacements from the Minor American Division are prohibited during the last two weeks of the regular-season schedule. All rosters will be locked at this time. The regular-season schedule is all games prior to the start of the playoff 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 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. DIVISION CHAMPIONSHIPS (VII f.)

1. Schedule Of Games

- a) The schedule of games for teams that conclude the season with a 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 Tournament
 - (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 Division champion even if one team entered



the game with one loss in the tournament and the other with no losses. (This does not apply to Junior and Senior Divisions).

2. Tie-Breakers

- a) When determining seeding for the playoff tournament, 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 DIVISION

1. Pitching

- a) The pitching distance shall be 60 feet 6 inches the entire season.
- b) In the event of an intentional walk, the pitcher may throw four pitches. Alternatively, the defensive manager may elect to intentionally walk a batter without the need to throw a pitch. Regardless of the method of the intentional walk, four pitches are added to the pitch count.

2. Batting

- a) All players shall bat through the entire game in the order as listed on the 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 found to have skipped a player without a legitimate reason is subject to disciplinary action by the league.
- c) 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.

3. Substitution

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

VI. MAJOR DIVISION

1. Batting

- a) All players shall bat through the entire game in the order as listed on the 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) 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, the manager and coaches may be positioned within three feet of the opening of the dugout.

3. Minimum Mandatory Play

- a) Every player on a team roster will participate in each game for a minimum of nine 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) 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. Pitching

- a) Prior to a pitch being thrown, the defense may elect to "*intentionally walk*" the batter by announcing such decision to the plate umpire. Such notification must be made by the acting defensive manager. The ball is then dead and no runners may advance, unless forced by the batters award of the base. Four (4) pitches will then be added to the pitch count. 6.08 (2)
- b) Pitchers are limited to pitch counts per regulation (IV) (a-i).
- c) Dropped 3rd strikes shall be in play

5. 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.

6. Mercy Rule

- a) The game will be ended when one team is leading by 15 or more runs after 3 innings or 10 or more runs after 4 innings. This rule applies to regular season and playoff tournament games.

VII. MINOR AMERICAN DIVISION

1. Scoring

- a) The five-run rule will apply during the first four innings of game from opening day until a date determined by the Division Vice President. A side will retire when three outs are recorded or when the offensive team scores five runs.
- b) The game will be ended when one team is leading by 15 or more runs after 3 innings or 10 or more runs after 4 innings. This rule applies to regular season and playoff tournament games.



2. Pitching

- a) Pitchers will be limited to pitching per regulation (VI) (a-i) in any one game.
- b) Prior to a pitch being thrown, the defense may elect to “*intentionally walk*” the batter by announcing such decision to the plate umpire. Such notification must be made by the acting defensive manager. The ball is then dead and no runners may advance, unless forced by the batters award of the base. Four (4) pitches will then be added to the pitch count. 6.08 (2)
- c) Dropped 3rd strikes shall be in play

3. Batting

- a) All players shall bat, through the entire game, in the order as listed on the batting lineup sheet given to the Umpire.

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.

4. Minimum Mandatory Play

- a) Every player on a team roster will participate in each game for a minimum of 12 defensive outs in a 6 inning game and 9 defensive outs in a 4 or 5 inning game. (IV i)

5. Fielding

- a) Each player will play one complete inning in the infield (providing the game is a regulation game of four innings or more and will apply to regular season games only, not the playoff 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
- c) The Infield Fly Rule, Rule 6.05, shall not be called.

6. Substitution

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



VIII. MINOR NATIONAL DIVISION

1. Scoring (4.09)

- a) A regulation game will consist of five innings.
- b) The four-run rule will apply during the first four innings.
 - 1) A side will retire when three outs are recorded or when the offensive team scores four runs.
 - 2) In the event that the fourth 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 four runs during any of the first four innings, the Official Scorekeeper shall advise the umpire, who will terminate the inning as if three outs had been made.
- d) The game will be ended when one team is leading by 10 or more runs after 4 innings. This rule applies to regular season and playoff tournament games

2. Pitching

- a) Players will pitch from a distance of 42 feet. (1.04)
- b) Prior to a pitch being thrown, the defense may elect to "*intentionally walk*" the batter by announcing such decision to the plate umpire. Such notification must be made by the acting defensive manager. The ball is then dead and no runners may advance, unless forced by the batters award of the base. Four (4) pitches will then be added to the pitch count. 6.08 (2)
- c) Pitchers will be limited to pitching a maximum of two innings (except in post-season play) and must have the required rest per regulation (VI) (a-i) before returning to the mound in any game.

3. Minimum Mandatory Play

- a) Every player on a team roster will participate in each game for a minimum of nine defensive outs. (IV i)

4. Fielding

- a) Free defensive substitution of players is allowed. (Rule 3.03 3. regarding pitchers still applies.)
- b) Ten players may play defensively. Four players may be positioned in the outfield through the 5th game of the regular season, after that, 3 outfielders will be used. No roving fielders are allowed. (5.01)
- c) Each player will play a minimum of six outs or two innings in the infield (providing the game is a regulation game of four innings or more and will apply to regular-season games ONLY, not the playoff 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 nine 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)
- f) All catchers must use an official Little League catcher's mitt. (Rule 1.12)

5. Batting / Base Running

- a) All players shall bat through the entire game in the order as listed on the Official lineup given to the Home plate umpire and Official Scorekeeper. (4.04)
- b) Bunting is allowed. (2.00)
- c) Base stealing is allowed on all bases.
- d) The Infield Fly Rule, Rule 6.05, shall not be called.
- e) Rule 4.05 (1) shall be changed to read: "May be eligible players, adult manager and/or coaches."
- f) After a team warning, any batter that throws the bat in a dangerous manner will be called out.



IX. MINOR INTERNATIONAL DIVISION (First Portion of Season)

1. Pitching

- a) A game will be five innings.
- b) Free substitution on defense. (Per rule 5 b)
- c) Two defensive coaches will be allowed on the playing field for instructional purposes only. The defensive coaches are not to give any instructions to the players while the ball is in play, but rather instruct before or after a play. The Umpire shall warn a coach once for instructing during play and may eject the coach for a second violation.
- d) Timeouts will be limited to one defensive timeout per game and one offensive timeout per inning. Three-run rule will be in effect for the first four innings. Once a team scores ~~five~~ three runs it will be considered three outs. The fifth will be unlimited runs, time limits are in effect, see page 4, and 6-10.
- e) Pitching in innings 1&2 shall be “kid-pitch” from a distance of 40’, while innings 3-5 will be from a Blue Flame pitching machine, set at speed setting 5. The umpire will call balls and strikes. Three strikes and the batter is out. “Kid-Pitch” shall begin at the beginning of the season.
- f) No walks or hit batters from the Blue Flame pitching machine only.
- g) A batted ball that hits the pitching machine or feeder is a dead ball. **The batter will be awarded first base and will be considered a base hit. Each runner will advance one base.** If the feeder either intentionally or unintentionally alters a play on the field in the umpire’s judgment, the batter or base runner will be called out. It is the feeder’s responsibility to stay out of the way. The pitching machine is off limits to players.
- h) The team on offense will feed its own balls into the pitching machine. Timeout may be called by the feeder to make minor adjustments to the pitching machine. The feeder will be allowed three practice pitches into the machine for adjustments per inning.
- i) Pitchers are limited to 1 inning per game / max 35 pitches (pitcher may finish batter) / all L.L. rest requirements apply per regulation (IV) (a-i).

2. Scoring

- a) An official scorekeeper will be used to record outs and keep track of runs for the three-out and three-run rules. Official Standings and Scores will be kept for all games throughout the season.
- b) A side will retire when three outs are recorded or when the offensive team scores three runs. In the event that the third 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) The three-run rule will apply in every inning until the fifth. The fifth inning is open until three outs are recorded.
- d) When one team scores three runs in any inning before the fifth, the Official Scorekeeper shall advise the umpire, who will terminate the inning as if three outs had been made.



3. Minimum Mandatory Play

- a) Every player on a team roster will participate in each game for a minimum of nine defensive outs. (IV i)

4. Batting and Base running

- a) All players shall bat through the entire game in the order as listed on the batting lineup given to the Umpire. Every team must set a batting lineup for game one and the order will remain in throughout the regular season with each player moving down one spot for each subsequent game. For example, in a team of 12 players, the number 12 player in game one will be the number 1 player in game two with each player moving down one spot. The players continue to move down one spot each subsequent game allowing each player to have an opportunity to be the leadoff batter. If a player misses a game for any reason, they will be crossed out for that game in the spot they were designated but remain in the correct lineup position through the season.
- b) Runners may advance a maximum of one base on a play that involves an overthrow regardless of the number of overthrows.
- c) The Infield Fly Rule, Rule 6.05, shall not be called.
- d) After a team warning any batter that throws the bat in a dangerous manner will be called out.
- e) No stealing is allowed.
- f) Halfway lines are to be chalked on the base paths.
 - 1) After a ball is put in play and the ball is returned to the possession of the pitcher within a 10 foot radius circle, the runners may no longer advance. It will be the judgment of the Umpire whether the runner(s) were past halfway to the next base or must return to their previous base. The ball is dead at this point and the pitcher may not make another play on a base runner.

5. Fielding

- a) Ten players may play defensively at one time; at least four must be positioned in the outfield. A team able to field nine 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.
 - 1) Outfielders must begin play with both feet in the outfield grass. No outfielder may cover any base, except in a run-down.
- b) 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 while the Blue Flame pitching machine is in use.
- c) Each player will play a minimum of six outs or two innings in the infield of all regular-season games (providing the game is a regulation game of five innings or more). This rule does not apply to playoff tournament 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.



d) Consequences:

- 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. At no time should any manager or coach interfere with the Umpire during the game. If, in the judgment of the Umpire, a manager or coach is interfering with the play of the game, the Umpire may have the coach removed or replaced.
- e. 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 throwback 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. International Shootout – Machine Pitch Only

The Minor International Division will play a seeded double-elimination tournament at the conclusion of the regular season. The Division Vice President will seed teams based off wins & losses in a semi-double-elimination tournament. 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. All previous Minor International rules of the CVLL Supplemental Rules will remain in effect.

X. PEANUT DIVISION

1. Objective

The Peanut Division 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 Division is to provide a healthy environment in which four-, five- and six-year-old players have fun while learning the fundamentals of baseball.

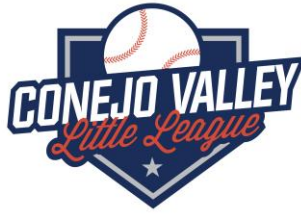
2. Structure

a) Teams

- 1) The Peanut Division may consist of teams with 10-13 players each. The total number of registered players will determine the number of teams, and players per team.
- 2) Assignment of players to a team shall be determined by neighborhood and/or school attended, where possible.
- 3) The Division Vice President 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.

b) Games and Practices

- 1) Each team shall play one game per week.



- 2) Games will usually be played on Saturday and shall consist of four innings or a 60-minute period, whichever occurs first
 - 3) No score will be kept and protests shall not be allowed under any circumstances.
 - 4) Each team shall be limited to one practice per week once the season starts.
 - 5) Practices shall not exceed 60 minutes in length.
- c) 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.
- d) 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 Division by CVLL, be used for practices or games.
 - 3) Each player must provide their own rubber cleats, and baseball glove.
- e) Grounds Keeping Equipment
- 1) Bases, chalk, 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.

3. Defensive Playing Rules

- a) Coaching
- 1) As many defensive coaches as deemed necessary 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.
- b) Team Position
- 1) When a team takes the field defensively, all players shall be positioned on the field of play.
- c) Infield
- 1) A maximum of seven players may be positioned on the infield, including the pitcher.
 - 2) Infield Players must be positioned in the appropriate playing positions. Do not line players up across the infield. No infielder can begin the play closer to the plate than the pitcher's mound. 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 feet behind the batter and off to one side. 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.
- d) Outfield:
 - 1) The balance of the team must be distributed in the outfield, on the outfield grass. Outfielders may not be stationed on the infield dirt.
 - 2) It shall be the Manager's option to play either one or two rovers in the outfield.
- e) 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 have been attempted and the ball is:
 - (a) Caught;
 - (b) Picked up by a second player; or
 - (c) Rolls to a stop;

4. Offensive Playing Rules

- a) Base Coaching
 - 1) Managers or coaches should coach the bases.
- b) Use of Tee
 - 1) The Coach shall be responsible for setting the ball on the tee and for removing the tee after the ball has been put into play. Care should be taken to see that the tee is placed at a height conducive to the development of a good swing.
 - 2) At the coach and/or VP's discretion, "coach-pitch" will be allowed during games, however it shall be done in the following standardized manner: Coach (or his/her designee) shall throw the ball overhand, from a strong-knee (on one knee) position, from approximately 15'ft, in front of the batter, between home plate and the pitcher's mound. Coaches are highly encouraged to introduce a pitching machine during practices, in an effort to begin developing players for field 4.
- c) Batting Order
 - 1) Each team will bat through the lineup, permitting each player to bat once each inning.
- d) Foul / Strike Out
 - 1) It is a foul ball when a ball is struck and 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 Division cannot strike out.
 - 3) An out is recorded in the customary manner of baseball.
- e) Bunting
- 1) No bunting or half swings are allowed.
- f) Running
- 1) If the runner is more than halfway to the next base when play is halted, he is awarded the base to which he was proceeding. If the runner is less than halfway, he must return to the base he had last occupied.
 - 2) Stealing and leading off are not permitted.