

Canton Little League, Inc.
2011 Reference Manual
Rules and Responsibilities

Prepared By:

Canton Little League Board of Directors

Dear Manager or Coach,

I would like to thank you, in advance, for volunteering your time to help coach Canton's youth. Over 800 kids this year will enjoy participation in America's favorite pastime in large part because of your selfless commitment to give back to the community

The purpose of Little League Baseball is to have a program of service to youths that is "geared to provide an outlet of healthy activity and training under good leadership in the atmosphere of wholesome community participation"

It is our hope that in addition to learning the game, Canton's kids walk away inspired by the success that can be achieved through teamwork and fair play.

Please find attached the 2011 Managers and Coaches manual that outlines the programs, key policies and individual league playing rules. This manual is designed to promote safety and fair play. If at any time throughout the season you have any questions, please feel free to contact any board member or the respective league player agent.

Finally, Canton Little League remains committed to sponsoring a program that stresses a full team effort with full team participation. Wins and losses should not be the top priority.

I thank you again for your help.

Have fun and have a great season!

Bill Cohen
President

Canton Little League Board of Directors 2011

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KEY POLICIES OF CANTON LITTLE LEAGUE

1. All players who are registered by the final scheduled registration date will be placed on a team and **MUST** play in every game.
2. All players who register subsequent to team selection shall be placed on a waiting list and assigned to a roster only if a vacancy exists.
3. If a player does not complete the required playing time or enter a game because of darkness, rain, etc., an attempt should be made to insert the player in the starting line-up of the next game.
4. Players on the bench are not allowed to ridicule anyone involved in the game. Players in the field are not allowed to distract or yell at the batter.
5. Managers shall be allowed to cross the foul line to hold a conference with the pitcher.
6. The second time in an inning that a manager holds a conference with his pitcher, whether at the foul line or on the playing field, a pitching change must be made. The third time in a game that a manager conducts a conference with his pitcher, a pitching change must be made.
7. During the game, all players should be on the bench, except for the batter, base coaches, the nine defensive players, and any base runners.
8. Managers and all players are to shake hands after each game and should be led in this procedure by the manager in a show of good sportsmanship.
9. Managers must insist that all players are in FULL UNIFORM and dressed properly for each game. GAME SHIRTS MUST BE TUCKED IN.
10. All rainouts are to be played on the first open date following the rainout. The home team manager will notify the League Player Agent immediately that the game is cancelled. The home team manager shall call and cancel the umpire. The Player Agent must confer with the League Scheduler to reschedule all games, and the Player Agent schedules the place and date of the make-up game and arranges for an umpire.
11. The League Scheduler will have total control of all fields during the season.
12. The manager of the winning team is required to prepare and submit a game report to the Player Agent after each game. The Player Agent shall determine the format and protocol for submission of the report.

13. Managers/ Coaches should show by example that they respect the judgment and authority of the umpire. Balls strikes, or other judgment calls cannot be argued. Only the team manager may discuss rule interpretations with an umpire provided that the manager can identify the specific rule from the rulebook. Protests should be avoided by resolving a possible rule violation at the time it happens through the course of a discussion with the umpire and opposing team manager.
14. Only the manager and up to (2) assistant coaches will be allowed in the dugout during games.
15. Except where specified in a league age rule, All games will end after the completion of the original scheduled number of innings, regardless to score subject to the following.
5:30 PM Games: No new inning can start after 7:15 PM, and all games shall end, regardless of the situation, at 7:30 PM
7:30 PM Games: 7:30 PM games must end by 9:30 PM, and no inning shall start after 9:15 PM.
16. After every game, it is the responsibility of each team manager to ensure that his or her team's dugout and bench areas are clean.
17. After every game, managers and coaches should rake out the field around the base paths, home plate, and pitchers mound.
18. All games must start with nine players and end with nine players. If a team has eight or fewer players, the umpire shall leave and the game becomes a scrimmage: otherwise, it is a major insurance violation. If a player should be injured in a game that is being played with eight or fewer players on the field, Little League insurance does not cover this injury.
19. Only the batter should have a bat in his/ her hands in the 12 year-old and under division. **NO ON-DECK BATTER.**
20. Use of a helmet by the batter, all base runners, and base coaches is **MANDATORY.** Also applies to on-deck batter in Junior/ Senior League.
21. All catchers must wear a mask and a cup during the game and while warming up pitchers.
22. It is strongly recommended that all players wear a cup.
23. Each team will supply one new baseball for each game. The home team should also have a good used ball or balls available upon umpire's request to keep the game moving.

24. Intentional walks are *not* permitted at any level. Even though they are recognized as part of baseball strategy in certain situations, we are challenging pitchers to pitch to the batters and the fielders to make the plays in all situations.
25. A volunteer from the home team shall operate the scoreboard remote controller at Duggan, Crawford or Ruane. It will be the responsibility of the home team manager to ensure that the remote control box is returned to the shed after each game.
26. Canton Little League will not tolerate the consumption of alcoholic beverages *before, during, or after* any game. Our policy is clear and unequivocal. Zero Tolerance/No Alcohol.

Tee Ball Rules

1. All Managers, Coaches and Players Must Have Fun!!!
2. Please, be ready to start at your designated starting time.
3. All 5-year-old managers are responsible for getting their own bags of equipment out of the shed.
4. All 6 year old managers are responsible for first, checking their bag for all returned equipment and second to return bag back to the shed .

NOTE: All bags should have 4 helmets,1 tee, 4 bases 1 bat, 10 or more balls and 1 First Aid Kit.

PRACTICE GUIDELINES----All practices should be 45 minutes at the beginning of each session. Here are some helpful ideas.

- A. Begin with some type of warm-up. Stretching, jumping jacks, Running the bases etc.
- B. Divide the team into small groups. Have 1 group work on the correct way to throw and hold a baseball. Have 1 group work on the "alligator" fielding of ground balls. Have 1 group work on hitting example- bat grip, hand eye coordination, "squish the bug" etc.
- C. Have 1 group work on catching a ball.

NOTE: T-Ballers have short attention spans, rotate groups accordingly.

GAME GUIDELINES- All games should last 45 minutes.

1. 5 year olds **MUST** use the batting tee.
2. 6 year olds will have the coach's pitch and use tee when needed.
3. Please encourage a team atmosphere.
4. 5 year olds don't worry about outs in a game. Let the player run the bases and have some fun.
5. 6 year olds should start learning about outs in a game, use your own judgment.

7 Year Old Minor Instructional League Rules

Goals

- Ensure that all of the kids are having fun.
- Develop the basic skills of throwing, fielding and hitting.
- Introduce rules (e.g. runs, outs and innings) and concept of positions.
- Do above in a non-competitive environment. No standings are kept.

Expectations of Managers and Coaches

- Ensure that all of the kids have fun and rotate evenly through all of the positions.
- Continue to develop basic skills and knowledge of the game.
- Communicate with your parents, be on-time and come prepared.
- Respond to the player agent on a timely basis.
- **Coaches should prepare lineups and player rotation prior to the commencement of the game.**
- In between innings, Coaches should assign players to their fielding positions as quickly as possible to avoid any delays in the game.

General

- Games are five full innings even if the home team is ahead, subject to...
- No inning may begin later than 1 hour and 45 minutes beyond the start of the game.
- Five-run limit per inning including the 5th inning.
- Bases should be 50' apart.
- The fielding team's coaches may be in the field coaching the kids.
- The hitting team shall have one coach pitching to his players and one coach maintaining order on the bench. A third coach may help line the kids up at home plate and retrieve wild pitches.
- **The players from the hitting team must be sitting on the bench – no climbing the fences, playing catch or climbing on the hill at Tilden. There is no on-deck batter.**
- Coaches act as umpires. Ties go to the fielder. Encourage the kids to make plays.
- Cups are required for all boys playing catcher.

Pitching

- A Coach from the hitting team shall pitch up to 7 pitches. The Coach's pitches should be reasonably flat to get the kids used to hitting typical pitching. **Do not lob the ball.**
- There is a 7-pitch count in effect. If a player has not hit the ball by the seventh pitch, the player will be out. Subject to the following exceptions:
 - If the 7th pitch is a foul tip, the player shall receive another pitch.
 - Coaches should use their discretion, if the seventh pitch is not hittable, the player shall receive another pitch.
- **Pitching until the player hits the ball is not allowed.**

Fielding

- Pitcher should stand on the first base side of the Coach.
- Catcher and four infielders should assume normal positions.
- Remaining players should be spread evenly across the outfield. Outfielders must be standing on the grass and not the stone-dust at Tilden field.
- Outfielders cannot make a force-out or tag. They can catch fly balls and assist on outs by throwing the ball to an infielder.

Batting/Running

- In general, the batter and runners may advance one base only on any hit ball, subject to being put out, regardless of any errors or overthrows. There are no walks or stolen bases.
- The only exception to the rule above is a hit ball that lands in the outfield grass on the fly. In this case, the batters and runners may advance up to two bases, subject to being put out. If the ball is retrieved and returned to the infield, even on a wild throw, prior to the batter or runner reaching his first base, then the runners shall not be permitted a second base.
- If a batted ball hits the Coach, the ball is dead and the batter and all runners shall advance one base.

Equity of Playing Time

- Players shall be treated equally throughout the season in terms of playing opportunities. **There is no discretion allowed with regard to this rule.**

Batting Order

- Prior to the first game, each manager shall email their team batting order, including uniform number, to the Player Agent.
- The team shall maintain this batting lineup for the remainder of the season. The order shall be continuous from game to game. If the 5th player in the lineup is the last batter up in one game, then the 6th batter shall be the first batter in the following game.

Fielding Order

- During preseason practices, each manager shall evaluate their players' throwing and catching skills. Prior to the first game, each manager shall assign their six best fielders/throwers as their "A" infield and the remaining six as their "B" infield. **This is an injury prevention rule. We do not want players with strong arms throwing to players who cannot catch well.**
- **Prior to the first game, each manager shall email their fielding rotation, to the Player Agent, identifying "A" and "B" players.**
- During the first inning of the first game, managers shall play their "A" infield in the six infield positions (P, C, 1B, 2B, SS, 3B). In the second inning, managers shall play their "B" infield. Like the batting order, this will be a continuous rotation throughout the season. If the "A" infield plays the last inning of the first game, then the "B" infield will start the first inning of the second game.
- If an infielder is absent, then an outfielder may be moved into the C, 3B or SS positions. The P, 1B and 2B positions must always be played by a player from the proper infield rotation (e.g. a "B" player, if it is the "B" infield's turn.)
- Coaches should use discretion in placing players at 1B and Catcher.
- Coaches should avoid allowing players to play the same position twice in the same game.

8 Year Old Minor Instructional League Rules

Goals

- Ensure that all of the kids are having fun.
- Develop the basic skills of throwing, fielding and hitting.
- Develop a “knowledge of the game.”
- Do above in a non-competitive environment. No standings are kept.

Expectations of Managers and Coaches

- Ensure that all of the kids have fun and rotate evenly through all of the positions.
- Continue to develop basic skills and knowledge of the game.
- Communicate with your parents, be on-time and come prepared.
- **Coaches should prepare lineups and player rotation prior to the commencement of the game.**
- In between innings, Coaches should assign players to their fielding positions as quickly as possible to avoid any delays in the game.
- Respond to the player agent on a timely basis.

General

- Games are five full innings even if the home team is ahead, subject to...
- No inning may begin later than 1 hour and 45 minutes beyond the start of the game.
- Five-run limit per inning including the 5th inning.
- Bases should be 60' apart.
- The fielding team's coaches may be in the field coaching the kids.
- The hitting team shall have one coach behind the mound, ready to pitch, and one coach maintaining order on the bench. A third coach may help line the kids up at home plate and retrieve wild pitches.
- **The players from the hitting team must be sitting on the bench – no climbing the fences, playing catch or wandering around. There is no on-deck batter.**
- Coaches act as umpires. Ties go to the fielder. Encourage the kids to make plays.
- Cups are required for all boys playing catcher.

Pitching

- A pitcher from the fielding team shall pitch a maximum of four pitches per batter. Depending on the strength of the pitcher's arm, he may be up to 3 feet in front of the standard Little League rubber. Teach kids the strike zone. Encourage them to swing at strikes (generally anything close to the standard strike zone) and to take balls. Tell them whether each pitch was a ball or a strike.
- Pitchers may pitch only one inning per game.
- A coach from the hitting team shall then pitch up to three additional pitches. The coach's pitches should be reasonably flat to get the kids used to hitting typical pitching. Do not lob the ball.
- If the batter has not hit the ball after the seventh pitch, he is out assuming that at least three of the pitches thrown by either the opposing pitcher or the coach are deemed to be strikes. However, if the 7th pitch is a foul tip, the player shall receive another pitch.
- **Pitching until the player hits the ball is not allowed.**
- There are no walks or bases awarded for hit batsmen.
- Encourage the use of a single baseball. Catcher should try to catch the pitch and throw it back to the pitcher.

Fielding

- Pitcher, catcher and four infielders should assume normal positions. When coach is pitching, the pitcher shall move to the first base side of the mound.
- Four outfielders shall be spread evenly across the outfield. Outfielders must be standing on the grass outfield and not on the dirt infield. Remaining kids shall sit on the bench. No kid shall sit more than one inning per game.
- Outfielders cannot make a force-out or tag. They can catch fly balls and assist on outs by throwing the ball to an infielder.

Batting/Running

- In general, the batter and runners may advance one base only on any hit ball that remains in the infield.
- If the hit ball reaches the outfield on the fly or on the ground, the batter and runners may advance as many bases as possible until the ball is returned to the infield. When ball is returned to infield, runners must return to closest base. The purpose of this rule is to teach the kids how to run the bases and how to play outfield, while encouraging kids to make plays without fear of making bad throws. (Rule of thumb: Runners may advance as a result of the hit, but may not take advantage of a throwing error and/or weak-armed infielder to take an extra base.) Examples:
 - No runners on. Batter hits grounder to pitcher who throws ball over the first-baseman's head. -- Batter stays on first. Hit did not leave infield.
 - Runner on first. Batter hits grounder to third-baseman who throws ball into right field trying to force runner at second. -- Runner stays on second and

batter stays on first. Hit did not leave infield, runners cannot advance because of a throwing error.

- Runner on first. – Grounder to pitcher who throws to first base retiring the batter. The runner sprints all the way to third base. – Runner must return to second. Hit did not leave infield.
 - No runners on. Batter hits ground ball between SS and 3B. As the batter reaches first base, the outfielder catches the grounder and makes a wild throw back into the infield that rolls past all of the infielders and out of play. – Batter stays on first. Batter was closest to first base at the moment that the ball was returned to the infield. Batter cannot advance to second as a result of the bad throw.
 - Runner on first. Batter hits grounder between 2B and 1B. Right fielder catches ball and relays to 2B who throws to 3B in an unsuccessful attempt to retire runner who was sprinting all the way to third base. Batter originally stops at first base, but when he sees the relay throw going to 3B, runs to second. – Runner can stay on third, but batter must return to first where he was when ball first returned to infield.
 - No runners on. Batter hits ball into the gap between LF and CF. By the time the CF relays throw to SS, the batter is more than half-way between 3B and home. – Home-run.
- There will be gray areas. When in doubt send kid back a base, not forward.
 - Note that where the ball lands on the fly is not relevant.

Equity of Playing Time

- Players shall be treated equally throughout the season in terms of playing opportunities. There is no discretion allowed with regard to this rule.

Batting Order

- **Prior to the first game, each manager shall email their team batting order, including uniform number, to the Player Agent.** The team shall maintain this batting lineup for the remainder of the season. The order shall be continuous from game to game. If the 5th player in the lineup is the last batter up in one game, then the 6th batter shall be the first batter in the following game.

Fielding Order

- During preseason practices, each manager shall evaluate their players' throwing and catching skills. Prior to the first game, each manager shall assign six players as their "A" infield and the remaining six as their "B" infield.
- **Prior to the first game, each manager shall email their fielding rotation, to the Player Agent, identifying "A" and "B" players.**
- During the first inning of the first game, managers shall play their "A" infield in the six infield positions (P, C, 1B, 2B, SS, 3B). In the second inning, managers shall play their "B" infield. Like the batting order, this will be a continuous rotation throughout

the season. If the “A” infield plays the last inning of the first game, then the “B” infield will start the first inning of the second game.

- If an infielder is absent, then a player who would have otherwise been playing outfield or sitting on the bench, may be moved into the C, 3B or SS positions. The P, 1B and 2B positions must always be played by a player from the proper infield rotation (e.g. a “B” player, if it is the “B” infield’s turn.)
- Coaches should use discretion in placing players at 1B, Pitcher and Catcher.
- Coaches should avoid allowing players to play the same position twice in the same game.

Night Games

- Every team will have one night game. To help prepare kids for the Minor Leagues, we will hire an umpire, let the kids do all of the pitching and allow for walks and strikeouts. There will be no stolen bases and the other Batting/Running rules stated here will still be in effect.

Minor League rules 2011

CANTON MINOR LEAGUE PRINCIPLES

1. The minor league strike zone is expanded to encourage batters to swing. Managers shall encourage their players to swing. The umpire may call any pitch a strike if he feels a batter is intentionally taking a pitch or trying to be walked.
2. During the regular season Managers are encouraged to play all of their players as reasonably equal as possible. The regular season rules ensure reasonable playing time (3 innings per game and restrictions on sitting out). During the playoffs the emphasis shifts slightly towards a competitive tournament. Only the minimum playtime of 3 innings per game is in effect.
3. No restrictions are placed on field positions. Allowing only your top players to play the infield while players with lesser skills only play the outfield should be minimized. Managers and Coaches need to use good judgment in selection of field positions. The same philosophy stated above for playing time should be invoked for field positions. During the regular season Managers should attempt to play everyone in the infield reasonably equal. During the playoffs the emphasis can shift towards a competitive tournament.
4. During the regular season Managers and Coaches are encouraged to give every player an opportunity to pitch at least once.
5. Bunting is discouraged but there are no rules against bunting. The minor league philosophy is for the players to develop regular hitting skills.
6. Managers and coaches are not allowed to argue or question a judgment call made by the umpires. Calls such as balls & strikes, out or safe at first, or foul verses fair balls are not disputable. For rule-based calls, Managers and Coaches shall approach the umpire in a discrete and mature fashion. No matter how poor or incorrect a call may be, the players will follow the lead of their Managers and Coaches. Only the team manager may discuss rule interpretations with an umpire provided that the manager can identify the specific rule from the rulebook. Protests should be avoided by resolving a possible rule violation at the time it happens through the course of a discussion with the umpire and opposing team manager. For the regular season it is recommended to avoid questioning the umpire unless it significantly affects the game. A zero tolerance policy is in effect and any Manager or Coach violating this rule will be subject to disciplinary actions.

7. The regular season pitching rules are geared to have each team develop enough pitchers to sustain playing 3 to 4 games per week in the playoffs. Under the old rules you could use your best pitchers two innings every other night. Under the new rules, a pitcher may have up to a mandatory three-day rest period. Canton Minor League adopted additional rules that develop 9-year old pitchers, limit all players to a 75 pitch count and prevents any one pitcher from dominating more than two innings of a game.
8. If the pitch count is reached in the middle of an at bat, then per National Little League rules the pitcher may continue to pitch to the batter until he/she is out or reaches base. This rule has a curveball that occurs if a base runner causes the third out (caught stealing) and the pitch count has been exceeded. By National Little League regulations, the pitcher is allowed to pitch to the same batter leading off the next inning. For Canton Minor League, this will not be allowed.
9. Where it is expected that a team will not have nine (9) players for a scheduled game, the use of substitute players from another minor league team is acceptable with prior approval from the Minor League Player Agent. Managers are expected to communicate well enough in advance with their team parents to know when this problem might occur. Managers should arrange for the replacement player and notify the Minor League Player Agent as early as possible. The Player Agent will only approve a replacement player so that he/she will not significantly benefit or hurt the team. Once the substitute player has been approved to play and arrives at the field then all of the applicable playing rules shall apply except that they are not allowed to pitch.
10. Stealing is allowed one base at a time except for home. The catcher is encouraged to throw the ball and attempt to throw out the base runner. The runner(s) cannot advance any additional bases on a wild throw by the catcher or an error by the fielder.
11. Managers and coaches are expected to show up to all games a minimum of 15 minutes prior to the scheduled start time. Teams are expected to be warmed up and ready to start within a few minutes of the scheduled start time.
12. Managers and coaches are expected to have their rosters completed prior to the start of the game. This is required to eliminate any extended delay time in between innings trying to figure out who is playing what position.
13. Warm-up time between innings should be minimized in order to get games completed within the 2 hour scheduled time.
14. Each team will supply one new baseball for each game. The home team should also have a good used ball or balls available upon umpire's request to keep the game moving.

15. Within 24 hours of a completed game the Manager (or designee) on the **HOME** team shall post the score and pitching chart on the Canton Little League web page.
16. Managers must insist that all players are in FULL UNIFORM and dressed properly for each game. GAME SHIRTS MUST BE TUCKED IN.
17. Players on the bench are not allowed to ridicule anyone involved in the game. This includes team chants to distract any player on the opposing team. Players in the field are not allowed to distract or yell at the batter.
18. Managers and all players are to shake hands after each game and should be led in this procedure by the manager in a show of good sportsmanship
19. After every game, it is the responsibility of each team manager to ensure that his or her team's dugout and bench areas are clean.
20. After every game, managers and coaches should rake out the field around the base paths, home plate, and pitchers mound.

SECTION 1: PLAYING RULES

SECTION 1: PLAYING RULES

- 1) Stealing is allowed one base at a time, except for home. The runner must score on a batted ball or by reaching by a walk, ect.
- 2) No leading is allowed. Runners can not advance until the pitched ball crosses the plate. Little League rules are extremely complex on runners leaving early.
- 3) Games are scheduled for six (6) innings. An official game is four (4) innings (or 3-½ innings with the home team ahead). For the playoffs, all games must complete six innings.
- 4) There is a five (5) run limit per inning except the sixth inning.
 - **SLAUGHTER RULE EXCEPTION:** At the end of four innings, if a team is losing by more than five (5) runs, then the losing team has the option of declaring the fifth inning as the last inning and the five run limit would not apply. **This exception does not apply for playoff games which must complete six innings.**
- 5) Teams will bat through their entire line-up. All players will bat evenly. Managers shall submit their batting order to the Minor League Agent prior to the start of the season. The batting order will remain the same for the entire season. In each successive game, the first batter shall be player whose name follows that of the last batter who legally completed a time at bat in the preceding game.

- 6) Late arriving players shall be inserted in the normal position in the batting order. The opposing manager should be notified of any late arriving kids.
- 7) The batting order may be revised prior to the start of the playoffs.
- 8) Managers will submit their batting order to the opposing manager prior to the start of the game.
- 9) All players must play a minimum of three (3) innings in the field. There is free substitution. No player shall sit more than one (1) successive inning in a row before returning to the field.
- 10) For the regular season, no player shall sit out a third inning prior to every player on the team sitting out at least one inning.
- 11) Bunting is allowed. See minor league principles below.
- 12) There is no on-deck batter. All players except for the batter and base runners shall be on the bench (dugout).
- 13) The infield fly rule is in effect.
- 14) An adult manager or coach shall be with the players on the bench (dugout) at all times. Adult managers or coaches are allowed to coach a base (inside the coach's box) as long as this requirement is met.
- 15) Head first sliding is not allowed. The runner will be called out and the play is dead. Base runners are expected to slide into second or third and to slide thru home plate.
- 16) The base runner must initiate a foot first slide with the intent of avoiding contact with the fielder. It is the umpire's judgment call if contact could have been avoided by sliding, if the contact prevented the fielder from making the out, or if the contact allowed a base runner to advance. Incidental contact caused by making a tag is acceptable.
- 17) The following time curfews are in place for a minor league games.
 - 5:30 PM games: No new inning can start after 7:15 pm and all games shall end regardless at 7:30 pm with the exception of;
 - Games played at any field which does not have a scheduled 7:30 pm game may be extended. The curfew for starting a new inning is 7:45 and the game must end no later than 8 pm.
 - 7:30 pm games: 7:30 pm games must end at 9:30 pm and no inning shall start after 9:15 pm with the exception of;

- For playoff games on non-school nights, the curfew for starting a new inning is 9:30 and the game must end no later than 10 pm.
- 18) All games must start within 10 minutes of their schedule start times. If a team does not have the required nine (9) players within this time period then the game will be forfeited.
 - 19) Games that are ended by a time curfew will return back to the score of the last complete inning played. All pitches thrown by the pitcher counts towards the required rest period regardless of incomplete innings. The only exception to this rule is when a game is suspended with less than one (1) inning played.
 - 20) All batters should be encouraged to swing. The umpire may call any pitch a strike if he feels a batter is intentionally taking a pitch or trying to be walked.
 - 21) Any game in which a team has eight (8) or fewer players is a forfeit. The teams may scrimmage without use of the Umpires but it shall not be counted in the standings. Playing with eight (8) or less players is a major insurance violation. If a player should be injured in a game that is being played with eight or fewer players on the field, Little League insurance does not cover this injury.
 - 22) Use of a helmet by the batter, all base runners, and base coaches is MANDATORY. This is the manager's responsibility.
 - 23) All catchers must wear a mask and a cup during the game and while warming up pitchers. This is the manager's responsibility.
 - 24) It is strongly recommended that all players wear a cup.

SECTION 2: PITCHING RULES

- 1) **Pitch Count Rule**
The number of pitches allowable under National Little League rules is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

In accordance with the National Little League rules, the table below provides the number of pitches that will be allowed per day for each age group during the regular season in 2011. For Canton Minor League a limit of 75 pitches per game is applicable for all ages.

League Age	Pitches allowed per day
17-18	105

13-16	95
11-12	85
10 and under	75

The rest periods required during the 2011 regular season are listed below.

- If a player delivers 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player delivers 51- 65 in a day, three (3) calendar days of rest must be observed.
- If a player delivers 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player delivers 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player delivers 1-20 pitches in a day, no calendar day of rest is required before pitching again.

Canton Minor League has placed additional pitching restrictions as discussed below. The purpose of these rules is to provide as many kids as possible the opportunity to pitch **during the regular season** and to prevent any one player from dominating more than 3 innings of a game.

- 2) Each home team manager shall assign an official pitch count keeper (must be an adult) who will count the number of pitches thrown. This person may not have any other managerial or coaching responsibilities during the game.
- 3) The Manager is responsible for knowing the pitch count of his players. **It is not the responsibility of the Scorer/Umpire** to notify the Manager as the pitch count limit is approaching or has been exceeded.
- 4) All pitchers are subject to the rest requirements per the National Little League rules.
- 5) A player can only pitch in one game per day. If a game is suspended and made up prior to another game, then this restriction applies.
- 6) If a pitcher throws 20 or less pitches then he can pitch the next day.
- 7) Any player who has been removed as a pitcher in a game in which he/she has thrown 41 or more pitches from playing the position of catcher for the remainder of

that day. There are no rules that restrict a player moving from the catcher position to the pitcher position.

- 8) If a game is suspended prior to the end of the first inning then those pitches do not count.
- 9) If a game is suspended after the first inning, every pitch thrown will count. This rule applies even if the game is resumed or brought back to the end of the previous inning.
- 10) If a game is suspended and finished the next day, then the rest requirements apply. Example: If a game is suspended for rain in the third inning and a pitcher has thrown 21 pitches then he/she can not pitch the next day. They must observe the 1 day calendar rest requirement.
- 11) If a pitch limit (75 pitches) is reached in the middle of an at bat, then the pitcher may continue to pitch until the batter is out, the batter reaches base or the inning is ended.
- 12) A pitcher shall be removed from a game after hitting three (3) batters in one (1) game.
- 13) No league age twelve (12) year old player may pitch in the minor league.
- 14) For Canton Little League there are no intentional walks. All pitches thrown will count.
- 15) For Canton Minor League; a 3 inning (9 outs) per game limit for a pitcher is still in effect. This limitation applies even if a pitcher has not reached his/her pitch count limit. **This rule will not apply in the playoffs.**
- 16) For Canton Minor league; a pitch count of 75 pitches per game is in effect for all ages. Eleven year old kids will not be allowed 85 pitches.
- 17) Once a pitcher is removed from a game then he/she can not return later in the game as a pitcher even if his/her pitching limit has not been reached. If the game is suspended due to rain and completed on another day then the pitcher can return to the same game as long as he/she observes the required rest period and does not exceed the 3 innings (9 out) per game rule.
- 18) For Canton Minor League; prior to the start of every game the manager of each team will provide the umpire and the opposing team's manager an updated roster which includes eligible pitchers for that game.

- 19) For Canton Minor league; a nine year old player should pitch at least 2 innings per game. This rule will be in effect during the regular season. **For the playoffs this rule is not in effect.**

The intent of this rule is to develop 9 year old pitchers and to provide everyone the opportunity to pitch during the regular season. Team managers have the flexibility to use discretion when kids are struggling at pitching and to prevent games from becoming out of hand.

0.0 Major League

1.1 OBJECTIVE

The objective of Canton Little League's Major League is to provide an opportunity for all players of major league age, regardless of ability, to play "Little League" baseball as defined in the official regulations and playing rules of Little League Baseball.

1.1 NUMBER OF TEAMS

There shall be ten (10) teams in the major league.

1.2 PLAYERS AGE/TEAM MAKEUP

All major league teams shall have a roster of twelve (12) players. Canton Little League policy is that all registered players who are of league age twelve (12), shall play in the majors with the following exceptions:

- A player and his/her parents elect to stay in the minors and the request has been approved under National Little League rules.
- No major league team shall have more than eight (8) league age twelve (12) year-olds on a roster in accordance with the regulations and playing rules of Little League Baseball. The remainder of the roster shall consist of league age eleven (11) year-olds and no more than two (2) league age ten (10) year olds.

Once drafted to a team, a player shall remain on that team until the player moves up to the Junior League.

1.3 THE DRAFT

1.3.1 Team Rosters

A draft shall be conducted each year to fill open roster spots on Major League teams. Team draft position shall be determined as follows: The final regular season standings will be the starting point of draft placement, with worst team picking in 1st slot the next season. **However, the Major League Player Agent may make up to a 20% adjustment to the grid (2 columns in either direction based on 10 teams), depending on the strength of players returning to the teams from the previous season (ex: team with 2nd column of picks could be moved to 4th, while 9th column could be moved up to as low as 7th). **The Major League Player Agent may also mandate “out of sequence picks” of any level of adjustment within a round, with the sole purpose of creating league parity. A team’s playoff performance may be a factor used by the Player Agent in determining adjustments to the draft order. (Ex: pick 31 can be switched with 39, if PA feels appropriate for league balance). These picks will be defined to all Managers prior to beginning the draft.

1.3.2 Manager Drafting Son/Daughter

All Managers shall draft their own son/daughter based on the following criteria:

FIRST ROUND

- Player is league age eleven (11) or twelve (12) and played on an “A” level summer baseball team or is at the equivalent talent of a summer “A” player.

SECOND ROUND

- Player is league age ten (10) and played on an “A” level summer baseball team. Player Agent may adjust up or down if warranted.

THIRD ROUND

- Player is league age eleven (11) or twelve (12) and did not meet the criteria above.

FOURTH ROUND

- Player is league age ten (10) and did not meet the criteria above.

The Major League Player Agent can adjust the draft rounds with the sole purpose of creating league parity or where he feels the slotted round is not appropriate.

1.3.3 Brother/ Sister Rule

1.3.3.1 Drafting Brothers/Sisters of Returning Players

All Managers shall draft brothers and sisters of players returning to their roster based on the following criteria:

FIRST ROUND

- Player is league age eleven (11) or twelve (12) and played on an “A” level summer baseball team or is at the equivalent talent of a summer “A” player.

SECOND ROUND

- Player is league age ten (10) and played on an “A” level summer baseball team. Player Agent may adjust up or down if warranted.

THIRD ROUND

- Player is league age eleven (11) or twelve (12) and did not meet the criteria above.

FOURTH ROUND

- Player is league age ten (10) and did not meet the criteria above.

**The Major League Player Agent can adjust the draft rounds with the sole purpose of creating league parity or where he feels the slotted round is not appropriate.

1.3.3.2 Drafting Brothers/Sisters for the First Time

When there are two or more family members eligible for the draft, Managers shall take them in consecutive rounds. Managers shall declare their intent prior to the draft that if they take one family member, they intend to take all family members, or all the remaining family members are eligible to be drafted by another Manager. All efforts should be made to insure family members play on the same team. Under no circumstance shall League eligibility guarantee that a Brother or Sister will be drafted to a Major League Team unless they are League age twelve (12) years old.

1.4 THE SEASON

Each team shall play a regular season schedule and participate in a double elimination tournament at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, but shall be at least twelve (12) games in accordance with the regulations and playing rules of Little League Baseball. Playoff Tournament pairings shall be determined by the Major League Player Agent either based on regular season standings, by lottery, or combination of standings and lottery. . . TBA. (This will be discussed during Managers' meeting and set prior to regular season)

1.5 POOL PLAYERS:

In the event a manager has knowledge that he will not have enough players to field a team, the use of a pool player will be allowed. The following conditions must be implemented when it comes to the selection of a pool player:

1. Any player from another Canton Major League team will be allowed to be used as a Pool Player, provided that player does not have a scheduled game that time period for his regular team. Permission of manager is required before pool player is used
2. Pool Player will not be allowed to pitch or catch under any circumstances
3. Only one Pool Player per team per game will be allowed. (should a manager have knowledge of only 7 players showing up at a game, he cannot have the use of 2 pool players, he must instead reschedule the game)
4. Once a player has been used as a Pool Player, he may not be used again as a Pool Player by this same team.
5. The Manager who chooses a Pool Player must notify the Player Agent within 24 hours after the completion of the game.
6. Should a manager have knowledge of only 9 players available for a game, he does have the option of adding a Pool Player if so desired.

Replacement Players:

All Major League Teams must carry a full roster of 12 players. In the event that a player: a) does not return as a registered player b) quits during the season, or c) gets injured, a replacement player must be chosen from the Minor Leagues. Certain criteria must be followed when choosing a replacement player.

1. No League Age 9 year old player will be allowed to be used as a replacement player.
2. Only League Age 10 year olds who have made himself (or herself) “draft eligible” by the parents at the time of registration can be considered as a replacement player.
3. All League Age 11 year olds are eligible to be considered as a replacement player unless they requested to be in the Minor League at the time of registration.

2.0 PLAYING RULES

The Major League in Canton shall play games in accordance with the regulations and playing rules of Little League Baseball as highlighted and amended below.

2.1 PLAYING TIME

All roster players shall play a minimum of three (3) full innings in the field and at least bat once in every game. All substitutions shall enter the game no later than the start of the fourth inning. For the regular season, each team shall establish a roster rotation such that every player plays one full game in every three games that the player attends. This rule is subject to player attendance and discipline. Players may re-enter a game in accordance with the regulations and playing rules of Little League Baseball provided the player he or she is replacing has played the minimum of three full innings.

2.2 PITCHING RULES FOR 2011

Canton Rules:

For Canton Major League;

Prior to the start of every game the manager of each team will provide the umpire and the opposing team's manager an updated roster that includes eligible pitchers for that game.

Pitch Count Rule

The number of pitches allowable under the new regulation is based on the pitcher's age. Specific rest periods are in place when a pitcher reaches a higher threshold of pitches delivered in a day.

In accordance with the national little league rules, the table below provides the number of pitches that will be allowed per day for each age group during the regular season in 2011.

League Age	Pitches allowed per day
17-18	105
13-16	95
11-12	85
10 and under	75

The rest periods required during the 2011 regular season are listed below.

- If a player delivers 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player delivers 51- 65 in a day, three (3) calendar days of rest must be observed.
- If a player delivers 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player delivers 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player delivers 1-20 pitches in a day, no calendar day of rest is required before pitching again.

The Manager is responsible for knowing the pitch count of his players. It is not the responsibility of the Scorer/Umpire to notify the Manager as the pitch count limit is approaching or has been exceeded.

A pitcher shall be removed from the mound after hitting three batters in a game.

2.3 EXTRA HITTER

If a team has ten (10) or more players present, the Manager shall utilize an extra hitter. The player shall be the extra hitter for ****a minimum of three innings**** unless a player leaves and there are only nine (9) players available. In that case, the extra hitter shall go into the field and bat in the same spot, skipping over the batting spot of the player that left. A team does not get penalized with an out if a player has to leave and that spot is skipped in the batting order.

****** A player may not become the extra hitter again until all members of the team have served as the extra hitter. In other words, a player can only be the extra hitter every six (6) games. Each team will select two players to serve as the extra hitter in current game and identify their selection to the opposing team's manager and the umpire. The player who is selected as the starting extra hitter for the first three (3) innings must play in the field the fourth through the sixth innings. The extra hitter will be replaced with a member of the team who has already played in the field in the first three (3) innings. The extra hitters will maintain their same spot in the batting order.

For regular substitution of players, the player substitution rules require that the new player in the field will assume the place in batting order of the player he/she is replacing. Prior to any substitution the Manager shall notify the opposing team's Manager and the Umpire of the intended changes in the field. An exception to the rule shall allow the Manager to freely substitute any of the nine (9) players in the field with the extra hitter without disrupting the batting order provided the substitution is consistent with the rules governing playing time in rule 2.1******

If a team only has nine (9) players, the team shall play the game without an extra hitter for the entire game. If a player comes late, the player must play in the field in accordance with Canton Little League playing rules specified in paragraph 2.1.

2.4 BASE COACHES

Managers and Coaches may coach first and third base provided a third coach is with the players in the dugout/ bench.

2.5 ON DECK BATTER

In accordance with the regulations and playing rules of Little League Baseball, no on deck batters are allowed.

3.1 ALL-STAR GAME SELECTION PROCESS

An All-star game shall be played every year, All-Stars should be voted by players and can vote for any members of their respective team only (not including themselves). The top 3 vote getters on each team will make the All-Stars.

4.1 WILLIAMSPORT TEAM SELECTION PROCESS

- Each Major League Manager shall nominate to the Major League Player Agent any player on his/her team that he/she feels is qualified to play on the Canton Little League Williamsport Team.
- The Major League Player Agent shall generate a ballot from the names provided.
- Each Major League Manager shall vote for no more than ten (10) players on the ballot. It is hopeful that all Managers will meet and vote at once together. That way any questions on players can be answered with his/her respective Manager in attendance.
- A Major League Manager is allowed to write in any name not on the ballot.
- The Top Nine vote getters will be asked to become members of the Williamsport Team. (The Major League Player Agent can make the 10th placed vote getter automatic if he feels it is appropriate given the voting results.)
- The remaining roster spots shall be filled by the current year Williamsport Manager with approval of the Major League Player Agent. Particular attention shall be paid to players receiving the majority of votes.

4.2 MANAGERS AND COACHING STAFF SELECTION PROCESS

After the Williamsport Team has been selected, the Major League Player Agent, with approval of the Canton Little League Vice President and President shall select the Williamsport Manager.

Manager criteria shall include:

- Team play during the regular season including but not limited to: team preparation before a game, demonstration by the team of good fundamental baseball knowledge, team sportsmanship.
- Knowledge of Little league Rules
- Major League coaching experience.

Once the Manager is selected, he/she shall select two assistant coaches with the approval of the Major League Player Agent.

0.0 JUNIOR LEAGUE

1.0 THE SEASON

Each team shall play a regular season schedule and participate in two double elimination tournaments, one in mid season and one at the conclusion of the regular season. The number of regular season games shall be determined at the start of each season, but shall be at least twelve (12) games in accordance with the regulations and playing rules of Little League Baseball. Standings shall be kept for the season for the purpose of deciding the draft order for the following year and determining which team represents the town in the District 8 Play-offs. Pairings for the tournament shall be decided by lottery.

- Weekday games are scheduled to start at 5:45 pm to avoid conflicts with High School Games. All games are to start promptly at 5:45 pm; the game takes precedent over warm up.
- Weekend games are played to conclusion unless darkness, weather or umpire conflicts prohibit the conclusion with a winner. There is no pre-established maximum time.

2.0 PLAYING RULES

The Junior League in Canton shall play games in accordance with the Regulations and Playing Rules of Little League Baseball 2006 for the Jr/Sr. League and as highlighted and amended below. Big League Rules do not apply to this League.

1. **Playing Time:** All roster players shall play a minimum of six (6) consecutive outs in the field and bat at least once in every game.
2. **Player Substitution:** A Player in the starting line-up may re-enter a game in accordance with the Regulations and Playing rules of Little League Baseball provided the player he /she is replacing has played the minimum of six consecutive outs and has had at least one at bat. Only starters may re-enter the game unless due to injury or reasonable conflict the team cannot field nine (9). Should this occur the opposing manager will select the player that will return to the game as a substitute for player. All player substitutions must be announced to the umpire and opposing manager.
3. **Pitcher Substitution:** A pitcher remaining in the game but moving to another position in the field may return anytime during the remainder of the game, but only once in the same inning that he was removed. One pitch constitutes an inning pitched.
4. **Pinch Runner:** When utilizing a pinch runner, you must observe the playing time and player substitution rules outlined above. The exception is when a player is injured during the game but remains in the game, a substitute pinch runner may take his place once he reaches first base. Only a bench player may be used as a pinch runner in this instance. If the injured player continues to play in the game

and a pinch runner is required a different bench player must be utilized with each successive at bat.

5. **Third Strike Batter turned Runner:** The batter becomes a runner if the third strike called by the umpire is not caught by the catcher, provided (1) first base is unoccupied or (2) first base is occupied with two out, the batter becomes a runner until he is legally put out by force at first base or is tagged prior to reaching first base. A batter forfeits his opportunity to advance to first base when he enters the dugout or other dead ball area.
6. **On Deck Batters:** On deck batters are allowed only if the umpire determines the conditions safely permit.
7. **Extra Hitter:** If a team has ten (10) or more players present, the Manager shall utilize an extra hitter. The player shall be the extra hitter for the duration of the game unless a player leaves and there are only nine (9) players available. In that case, the extra hitter shall go into the field and bat in the same spot, skipping over the batting spot of the player that left. A team does not get penalized with an out if a player has to leave and that spot is skipped in the batting order.

***** A player may not become the extra hitter again until all members of the team have served as the extra hitter. *****

8. If a team only has nine (9) players, the team shall play the game without an extra hitter for the entire game. If a player comes late, the player must play in the field in accordance with Canton Little League playing rules specified above.
9. **Designated Hitter:** There are no designated hitters.
10. **Base Coaches:** Managers and Coaches may coach first and third base provided a third coach is with the payers in the dugout/ bench. If a third coach is not available a uniformed player may be used as a base coach provided they are wearing a batting helmet. At least one coach must be present in the dugout with the players at all times.
11. **Regulation Game:** A regulation game consists of seven innings, unless extended because of tie score or shortened (1) because the home team is ahead in its half of the seventh inning or fraction of it if the umpire calls the game. If a game is called after five (5) complete innings or four and one half (4 ½) innings with the home team ahead due to weather, darkness or at the umpires discretion it will be recorded as a regulation game. If the game is called by the umpire before it is a regulation game, play will resume where it left off at the rescheduled time determined by the Player Agent. There will be no ties unless darkness prevents continuing the game. In the event that a game is started and does not reach regulation before it has to be stopped, then the game will resume where it left off at a time to be determined by the Player Agent.

12. **Mercy Rule:** If after five (5) complete innings, or four and one half (4 ½) innings with the home team ahead, if one of the teams has a lead of 10 runs the game is called.
13. **Field Conditions:** If the forecast calls for rain, the Chief Umpire and Player Agent will contact the team managers if the game is to be cancelled. If no call is made the game is on pending the two managers reviewing the field just before the start of the game. If it is agreed that the playing conditions are not acceptable the game will be called and the Player Agent notified to reschedule the game. Once the game has started the Umpire becomes the sole judge in determining the condition of the field.
14. **Rainouts:** Any make up game conducted on a Sunday will count as if it were played in its original scheduled time slot. Therefore as it pertains to pitchers you must not exceed the number of innings pitched in the original scheduled week when completing the make-up game. Also you do not start the next calendar pitching week until Monday even though you will be required to follow the standard rules pertaining to days rest for pitching.
15. **Rescheduling Games:** The Player Agent will reschedule all games cancelled or delayed. Managers are not permitted to reschedule games. The Player Agent will endeavor to make up the game on the upcoming Sunday. Games always take precedence to practices.
16. **Disputes:** The call of the umpire governs unless you present evidence to the contrary prior to continuing on. Only the Managers may discuss rules with the umpires. No one can dispute balls and strikes. There will be no game protests, if the issue cannot be resolved with evidence at the field the umpires ruling stands.
17. **Game Protests:** There will be no game protests. If the issue cannot be resolved with evidence at the field the umpires call rules.
18. **Zero Tolerance Policy:** Canton Little League has a zero tolerance policy that pertains to players, coaches, managers, parents, family members and spectators of any kind. If anyone is verbally assaulting the umpires the game will be stopped until the person or persons are removed from the complex. The umpires can end the game at anytime for any reason.

2.1 PITCHING RULES

Pitching rules shall be in accordance with the regulations and playing rules of Little League Baseball as highlighted and modified below:

1. Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
2. Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13 -14	95 pitches per day
11-12	85 pitches per day
10 and under	75 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out. Note 1. Intentional Walk: Before a pitch is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.

- If a player delivers 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player delivers 51- 65 in a day, three (3) calendar days of rest must be observed.
 - If a player delivers 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player delivers 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
 - If a player delivers 1-20 pitches in a day, no calendar day of rest is required before pitching again.
4. Each Team must designate the scorekeeper or another game official as the official pitch count recorder.
 5. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 6. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of

his/her responsibility to remove a pitcher when that pitcher is no longer eligible
Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.(c)

7. A player may not pitch in more than one game in a day.

***NOTES:** The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately. 2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. 3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.*

Example 1: A league age 13 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required four days of rest.

Example 2: A league age 13 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required four days of rest.

Example 3: A league age 13 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

8. No more than five (5) pitchers shall be used in a single game.
9. A pitcher shall be removed from the mound after hitting three batters in an inning or five batters in a game.
10. There is no limit to the number of pitchers of a particular age group that can be used in a calendar week
11. Balks will not be called in the first two weeks of play. The umpires will however stop play to instruct the pitcher as to why a balk was called. Refer to Page 82 Section 8 of the Regulations and Playing Rules of Little League Baseball for the

definition of legal pitch delivery. Refer to Page 84 Rule 8.05 for the penalty associated with an illegal pitch/balk.

2.2 TOURNAMENT AND PLAYOFFS

All teams will participate in the mid season tournament and playoffs. Pairings for the tournament shall be decided by lottery. The format will be a double elimination tournament. All regular standard rules will remain in effect except as follows:

Tournament Pitching Rules:

1. If a player pitches in less than five (5) innings in a tournament game, then no rest is required. One pitch constitutes an inning pitched. A pitcher who takes warm-up pitches must pitch to a least one batter in the inning.
2. If a pitcher pitches in five (5) or more innings, then that pitcher must have a one (1) game of rest before pitching again.
3. Each Pitcher may pitch up to eleven (11) innings in a tournament weekend.
4. For the purpose of the mid season tournament a new pitching week starts at the beginning of the tournament and ends after the game on Sunday. The same pertains to the second week of the tournament.

For the play-offs normal pitching rules and calendar weeks apply.

Field Ground Rules

1. Ponkapoag Field

Out of Play line:

First Base: From the backstop to the protective screen to the furthest end of the bench to the bleachers and then straight out.

Third Base: From the backstop to the protective screen to the furthest end of the bench straight down the outer edge of the basketball court to the fence second post from yellow marker.

Note: Any ball that bounces over fence or is lost in the high grass will be ruled a double.

2. Ruane Field

Out of Play line:

First Base: From the protective fence to the corner of the batting cages and then straight down. (Note if spectator stands are present, then the line goes from the protective fence to the spectator stands and then the batting cages.

Third Base: From the protective screen, straight down to the side hill and then straight down

3. Sullivan

Everything is in play inside the fenced playing field. All fences are live. Any ball rolling into dugout is dead. Any ball that goes through the opening in right field that is considered a fair ball will be a double.

4. Crawford

Everything is in play inside the fenced playing field. All fences are live. Any ball rolling into dugout is dead. Any ball that goes through the opening in left field that is considered a fair ball will be a double.

5. Duggan

Out of play line

Everything is in play inside the fenced playing field. All fences are live. Any ball rolling into third base dugout is dead. Any ball that goes through the opening in left field that is considered a fair ball will be a double. Any ball that rolls through player access openings is dead.

Note: Any ball hitting overhanging branches in the outfield will be considered a home run.

6. Tilden Field

Out of play line:
 First Base: From the backstop to the protective screen to the further most end of bench. From the bench to the second post from the yellow post marking the foul line in right field
 Third base: From the backstop to the protective screen to the end of the bench- back to the bleachers and straight to the left field fence.

7. Memorial Field

Out of Play line:
 First base: From the backstop to the bench diagonally to the bleachers from the bleachers diagonally to the fence post. That would be the end post on the short section of fence creating the opening to the field.
 Third Base: From the backstop to the bench, from the bench to the orange cone in left field.
 Note: Any ball landing fair along the third or first base line and going beyond the out field fence will be declared a ground rule double.

8. Reebok

Out of Play Line:
 Everything is in play inside the fenced playing field. All fences are live. Any ball rolling into any dugout is dead.

Umpire Equipment and bases

Umpire equipment and bases will be stored at the following locations:

Devoll Field:	Concession Building.
Ruane Field:	Shed next to field.
Sullivan	Storage container behind Crawford Home Plate area
Crawford Field:	Storage container behind Crawford Home Plate area
Duggan Field:	Storage room next to First base dugout.
Reebok Field:	Storage room next to First base dugout. (Duggan) ^{1,2,3}
Ponkapoag Field:	Storage building at field.
Tilden Field:	Storage building at field.

1. Home Team Managers are responsible for picking up and returning umpires equipment and bases before and after each game.
2. Reebok early game Home team manager picks up equipment at Duggan, late game home team manager returns it to Duggan.
3. Do not borrow equipment from any of the other designated locations.
4. If Umpires do not show up for your games, please notify Umpire in Chief.