

2010 Shadow Mountain Little League By-Laws



Shadow Mountain Little League Local Implementations & Rule Clarifications

Shadow Mountain LL follows the guidelines and rules established by LITTLE LEAGUE BASEBALL.
This manual addresses those guidelines and rules left to the discretion of the individual league.

Current as of January 1, 2010

Table of Contents

| | |
|---|----------|
| 1. TEAM MANAGERS AND COACHES..... | 4 |
| A. Selection Process | 4 |
| B. Team Manager Duties..... | 4 |
| Safety Program Compliance | 4 |
| Practices..... | 4 |
| Umpiring Duty | 4 |
| Monitor Player / Parent / Volunteer Behavior..... | 5 |
| Contest Calls at Games | 5 |
| Comments / Grievances..... | 5 |
| Information On Hand | 5 |
| Coaching Skills Development | 5 |
| C. Coach / Assistant Coach Duties | 5 |
| D. Managers, Coaches and Umpires Review | 5 |
| E. Penalties for Non-compliance / Failure to Adhere to Rules / Policies..... | 5 |
| 2. UMPIRES | 5 |
| 3. SAFETY OFFICER..... | 6 |
| 4. PLAYER ELIGIBILITY AND SELECTION..... | 6 |
| 5. GENERAL DIVISION GAME RULES | 7 |
| Section 1 - Field/Game Setup and Cleanup (All Divisions) | 7 |
| 6. ALL STAR TEAM SELECTION AND RULES | 8 |
| Little League All-Stars Selection..... | 8 |
| 9-10 Year Old All-Stars Selection..... | 8 |
| 10-11 Year Old All-Stars Selection | 8 |
| Additional Tournament Team Selection..... | 8 |
| ADDENDUM A..... | 8 |
| 2009 SMLL DIVISION PLAYING RULES | 8 |
| MAJOR DIVISION RULES CLARIFICATIONS | 9 |
| Section 1 - Field/Game Setup and Cleanup | 9 |
| Section 2 - Games Rules..... | 9 |
| Section 3 - Playing Rules - Defense | 9 |
| Section 4 - Playing Rules - Offense..... | 9 |
| MINOR DIVISION RULE CLARIFICATIONS..... | 9 |
| Section 1 - Field/Game Setup and Cleanup | 9 |

| | |
|---|-----------|
| Section 2 - Game Rules..... | 9 |
| Section 3 - Playing Rules - Defense | 9 |
| Section 4 - Playing Rules - Offense..... | 9 |
| Section 5 – Major League Call Ups..... | 10 |
| FARM DIVISION RULE CLARIFICATIONS..... | 10 |
| Section 1 - Field/Game Setup and Cleanup | 10 |
| Section 2 - Game Rules..... | 10 |
| Section 3 - Playing Rules - Defense | 10 |
| Section 4 - Playing Rules - Offense..... | 10 |
| Section 5 – Pitching Machine/Coach Pitch | 11 |
| MODIFIED COACH PITCH DIVISION RULE CLARIFICATIONS..... | 11 |
| Section 1 - Field/Game Setup and Cleanup | 11 |
| Section 2 - Game Rules..... | 11 |
| Section 3 - Playing Rules - Defense | 11 |
| Section 4 - Playing Rules - Offense..... | 11 |

Definition of Terms Used

“SMLL” - Shadow Mountain Little League

‘Board’ – The Board of Directors of Shadow Mountain Little League

‘Area of Control’ – The area under control of the League as defined by the School District as the area inside the perimeter fences of Shea Middle School and Gold Dust Elementary School (also known as the Cholla Field). This area includes the concession area and the track and soccer areas.

‘LLB’ - Little League Baseball, Inc.

‘Regular Members of SMLL’ – Participants / Volunteers in SMLL as defined in the Constitution.

1. Team Managers and Coaches

A. Selection Process

1. The President will submit names to the Board of Directors for approval as Managers of all divisions.
2. If a Managers Committee exists, the President will develop a list of candidate Managers for submission to the Board.
3. There are three phases in the selection process –
 - 3.1. **Volunteer Application / Approval** – Completion of the LLB Volunteer Application and passing of the required background check.
 - 3.2. **Approval to the slate of Manager Candidates** – This places the candidate in a list of eligible candidates, but does not assure appointment to a team. Appointment will be made dependant upon player registration and input from the Managers Committee.
 - 3.3. **Appointment to Division / Team** – This is made as far in advance as possible, but may be as late as the night before the Division Draft. It is directly related to the number of players registered and number of teams expected to be established in a Division.
4. Appointment of the managers and coaches is at the discretion of the President and the Board.
 - 4.1. Appointments may be “conditional” as specified in writing.
5. Appointments are made on an annual / seasonal basis.
 - 5.1. Assignment / approval as a Manager is not an assurance that appointment will be made in subsequent years
6. Unsuccessful or “conditional” Manager Candidates may NOT appeal but are encouraged to continue participation as a Coach, Assistant Coach or volunteer assistant.

B. Team Manager Duties

Safety Program Compliance

1. The Manager must comply with SMLL Safety Program guidelines at all times. This specifically includes (among others items provided in the Policy Manual)
 - 1.1. Verify the prep of the field 30 minutes prior to the start of a game.
 - 1.2. Warming up players with stretching exercises prior to the start of a game.
 - 1.3. Inspecting & maintaining player equipment and assuring it is in good repair.
 - 1.3.1. Bring any needed repairs to the attention of the Equipment or Fields Manager.
 - 1.4. Having first aid kits in the dugout at all times.
2. Other program requirements as detailed by the League Safety Officer and detailed in the Policy Manual.

Practices

3. The managers will conduct a minimum of two practices per week prior to the start of the games and a minimum of one per week after the start of games; time and scheduling permitting. Any deviation from the minimum shall require the approval of the Player Agent or Coaching Coordinator.

Umpiring Duty

4. Any manager may be asked to umpire games as scheduled by the League.
 - 4.1. A Manager may provide a qualified substitute for scheduled games and must notify the Chief Umpire in advance of the game.
 - 4.2. If applicable, the Manager will be responsible for any disciplinary action determined warranted by the league if a representative from their respective team fails to fulfill umpiring assignments scheduled by the league.
 - 4.3. If applicable, the Manager will be responsible for any fees associated with this substitute.

Monitor Player / Parent / Volunteer Behavior

5. The manager is responsible for the behavior, safety and welfare of the players and spectators during practices and games.
 - 5.1. Any person causing disruption of any practice or games or by creating a hazard in the Area of Control may be asked to cease such action by a manager, umpire or member of the Board.
 - 5.2. A failure to comply with the request may result in the removal of the offender and/or criminal action initiated by the Board. The offender may be barred from entry to the premise under control of the League by the Board for the remainder of the season.

Contest Calls at Games

6. Decisions of the umpire are final. Protests and appeals will be handled in accordance with LL Rules.

Comments / Grievances

7. The manager may submit written comments about any umpire, player, coach, manager or spectator to the Player Agent for violation of the rules, misconduct or neglect of duty for possible disciplinary action by the Board.

Information On Hand

8. The manager must have a copy of player's registration forms with medical release information at all practices, games and any official functions.

Coaching Skills Development

9. Managers are required to attend coaching clinics as designated by the Coaching Coordinator and President.

C. Coach / Assistant Coach Duties

1. The Coach / Assistant Coach are responsible for such duties as designated by the manager.
2. In the manager's absence, the Coach shall assume the same responsibilities as the manager.

D. Managers, Coaches and Umpires Review

1. Managers, coaches and umpires will be subject to evaluation through Parent survey, Coaching Coordinator and division Player Agent during / at the end of the season.
2. Any written comments received during the season regarding managers, coaches, and umpires will be included in the review.
3. Evaluations, comments and recommendations received regarding managers, coaches and umpires will be used during the evaluation for assignment for the next season.
4. Review of managers, coaches and umpires are considered public record to all Regular Members of SMLL and available on a request basis.

E. Penalties for Non-compliance / Failure to Adhere to Rules / Policies

1. Sanctions or restrictions may be imposed as outlined in LLB Official Regulations, Playing Rules and in the SMLL Constitution, or as deemed appropriate by the Board.
2. If any disciplinary action is deemed warranted under the Rules and Regulations of the League, the President will conduct a hearing at a regularly scheduled or special meeting of the Board.

2. Umpires**A. Professional Umpires**

1. Professional Umpires may/will be used when the League deems necessary and justifiable.

B. Volunteer Umpires

1. Play will be in accordance with LL Rules.
2. A separate Umpire manual will be provided to Volunteer Umpires to clarify local League Policy and reinforce LL Rules.
3. Participation at clinics is expected.

3. Safety Officer

A. Selection

1. The President, with the approval of the Board, will appoint a Chief Safety Officer for the League.

B. Duties

1. The Safety Officer will act as an advisor to each team manager, coach and umpire. They will periodically attend practices and games to assure safe practice habits and that the team / league equipment is issued / maintained in safe condition.
2. The Safety Officer will maintain a comprehensive Safety Plan in accordance with the guidelines of Little League Baseball.
3. The Safety Officer will instruct suitable safety precautions to each manager and coach as an important part of his/her duties.
4. The Safety Officer will arrange for the prompt reporting and investigation of accidents, with a definite follow-up for the prevention of further accidents of a similar nature.
5. The Safety Officer will ensure that the League has coverage of insurance.
6. The Safety Officer will review the reporting of claims as well as follow up on the prompt payment of medical bills, as needed.
7. The Safety Officer will make available these claim forms and assist the parents of injured players in completing the forms.

4. Player Eligibility and Selection

1. Selection of players shall be in accordance with the Official Little League and Senior League Rules.
2. Any candidate must attain the specified Little League age as listed below, for the division to which they are assigned or drafted (age as of April 30th, of the year they'll play):
 - Modified Coach Pitch (MCP)** Little League age of 5, 6, and 7
 - Farm** Little League age of 6, 7, 8, 9 and 10
 - Minor** Little League age of 8, 9, 10 and 11
 - Major** Little League age of 10, 11 and 12
 - Junior** Little League age of 13, 14, and 15
 - Senior** Little League age of 14 and 15
 - Big** Little League age of 16, 17 and 18
 - Challenger** Little League age - any
3. The Player Agent, with the concurrence of the manager, parent / guardian and the approval of the Board may place the player in MCP, Farm or Minor / Major divisions after the start of the season, as deemed prudent based on skill level of the player. Players cannot move down from previous year's division of play, excluding fall ball season.
4. All players registering prior to the deadline and attending at least ONE tryout session will be eligible for draft.
 - 4.1. Players registering late may be placed on a team by the Player Agent, on a first come basis, to the next scheduled team.
 - 4.2. If teams are filled, the player may be placed on a waiting list and/or then placed on teams that have lost players.
 - 4.3. Managers must accept these players as assigned by the Player Agent
5. Any candidate failing to attend at least ONE of the tryouts shall forfeit eligibility for draft.
 - 5.1. Players in all divisions other than the Major division who do not participate in at least ONE of the tryouts shall be placed on a team via a Blind Draw at the conclusion of the draft.
 - 5.2. Players not trying out cannot be drafted. They will be subject to a blind draw prior to the end of the draft to fill the rosters of that division.
 - 5.3. Players that register after the draft are placed on a waiting list for approximately 10 days and drafted via blind draw following the waiting period.
 - 5.4. If a returning Major player is not registered within 72 hours of the last tryout, he/she is in-eligible to play. A returning Major player who does not try out must be selected via blind draft prior to the end of the "Returning Major" portion of the draft.

6. In the event a player becomes ineligible for whatever reason, another player can be obtained to replace the player lost, per LLB guidelines.
 - 6.1. No player may be drafted up from the Minor Division during the last three (3) weeks of the regular season.
 - 6.2. The Manager of an affected team must trade players electing to change teams because their parent/guardian has become a manager or coach of another team for another player - draft choices are not allowed.
 - 6.3. Managers must have the approval of the Player Agent for all releases and trades and may be appealed to the Board.
7. Physically Disabled players may be placed on specific teams by the President, providing the parent/guardian submits this request prior to player draft.
8. Player selection to specific teams shall be conducted in accordance with LLB Guidelines and in the following manner in a process supervised / managed by Player Agent –
 - Modified Coach Pitch** No tryouts - placed by Player Agent
 - Farm** Tryouts and draft by Manager
 - Minors / Majors** Tryouts and draft by Manager
 - Major Division select first
 - Minor Division select second
 - Farm Division select third
 - Junior / Senior** Tryouts and draft by managers.
 - Softball** Tryouts and draft by managers.
- 8.1. Drafts are NOT open to public attendance.
- 8.2. Major's player selection in drafts will be conducted for all returning major players and all 12 year olds during the first round. The second round of the Major's draft will consist of all players not 12 years old.
- 8.3. Total 10 year olds allowed to be drafted or called up (due to loss of a player) to Majors shall not exceed the total number of Major teams.
- 8.4. Only Board members, other persons named by the Player Agent to help conduct a draft session, participating Division Managers are authorized to attend the draft.
- 8.5. Managers are allowed up to 90 seconds to make their draft selection. After that time, the Player agent will assign the next player in order from the average of the independent ratings.
- 8.6. If there is an injury, change of address or other reason that renders the player gone for the remainder of the season, the Player Agent must replace such player on the Major team as authorized under this or other applicable rules.

5. General Division Game Rules

1. All divisions shall play in accordance with the Official Little League/Senior League Rules and as modified in these Shadow Mountain Little League Rules and Regulations.
2. See Addendum 'A' for Division specific playing rules. If not specified, Official LL Rules will govern.
3. All Managers, Coaches and Assistant Coaches will use this as Section 1 of the portion of the Addendum pertaining to their Division.
Section 1 - Field/Game Setup and Cleanup (All Divisions)

1. The **Home Team** -

- 1.1. Responsible for field setup, including chalking, as necessary.
 - 1.1.1. It is suggested that parents be recruited to assist with field prep duties
- 1.2. Will occupy the third base dugout

2. The **Visiting Team** -

- 2.1. Responsible for field take down and proper storage of all equipment.
- 2.2. Will occupy first base dugout.
3. Each team shall supply one (1) new baseball and a good backup baseball for each game.
4. Use of the field for warm up prior to each game shall be split evenly among both teams based on availability so that the game shall begin at its' scheduled time.
 - 4.1. Under ideal conditions, each team shall have exclusive use of the field for a 10-minute period for warm-up prior to the start of the game.
 - 4.2. Games are to begin at their scheduled start time regardless of the amount of warm up time per team.
5. Pitchers may throw eight (8) on-field warm up pitcher per inning.
6. Each team is responsible for cleaning up their dugout after the game.
7. Both teams are responsible for general cleanup of all spectator areas.

6. All Star Team Selection and Rules

Little League All-Stars Selection

1. Up to 3 All Star Team Manager candidates from the Major division will be nominated by a committee elected by the Board. The All Star Manager will be selected by the Board from these nominees.
 - 1.1. The coaches shall be chosen by the All Star Manager, and then approved by the Board.
2. Selection of All-Star Managers / Coaches should be completed at the end of the regular season.
3. Managers of the Major division shall nominate All Star candidates from their team based on availability (Application letter).
 - 3.1. All Managers from the Major division shall rate available candidates based on a scale of 25 to 1 (25 being the highest rating available) with the top rated players comprising the All Star team.
 - 3.2. The 11 year olds who are not selected are eligible for the 10-11 year old All Star team.
 - 3.3. The number of players selected to the All Star team roster is at the All Star Manager's discretion.

9-10 Year Old All-Stars Selection

1. Up to 3 All Star Team Manager candidates from the Major, Minor or Farm division will be nominated by a committee elected by the Board. The All Star Manager will be selected by the Board from these nominees.
 - 1.1. The coaches shall be chosen by the All Star Manager, and then approved by the Board.
2. Selection of All-Star Managers / Coaches should be completed at the end of the regular season.
3. Managers of the Minor division shall nominate All Star candidates from their team based on availability (Application letter).
 - 3.1. All Managers from the Minor division shall rate available candidates based on a scale of 25 to 1 (25 being the highest rating available) with the top rated players comprising the All Star team.
 - 3.2. All 10-year-old Major division players are nominated for the 9-10 year old All Star Team unless they are commitment ineligible.
 - 3.3. The number of players selected to the All Star team roster is at the All Star Manager's discretion.

10-11 Year Old All-Stars Selection

1. Up to 3 All Star Team Manager candidates from the Major or Minor division will be nominated by a committee elected by the Board. The All Star Manager will be selected by the Board from these nominees.
 - 1.1. The coaches shall be chosen by the All Star Manager, and then approved by the Board.
2. Selection of All-Star Managers / Coaches should be completed at the end of the regular season.
3. The roster for the 10-11 All Star team will be comprised of the top rated available players from all remaining eligible 10 & 11 year old players not selected to the 11/12 or 9/10 All Star team rosters.
 - 3.1. The number of players selected to the All Star team roster is at the All Star Manager's discretion.

Additional Tournament Team Selection

1. If additional All-Star Tournaments are created at the Local or District Level, similar or identical selection criterion and procedures will be used.

ADDENDUM A

2009 SMLL Division Playing Rules

Official rules are covered in the green handbook entitled "OFFICIAL REGULATIONS AND PLAYING RULES" for all divisions of Little League Baseball.

All Managers and Coaches will have been provided these handbooks and are required to become knowledgeable in the rules.

MAJOR DIVISION RULES CLARIFICATIONS

Section 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above,

Section 2 - Games Rules

1. Games will not have a time limit.
 - 1.1. Maximum number of innings is 6.
 - 1.1.1. If the score is tied at the end of 6 innings, additional innings may be played per LLB Guidelines section 4.10 (b)
 - 1.2. City / State curfews for minors will govern ending times.
2. In the event there is a subsequent game scheduled to follow
 - 2.1. The game must have completed a specified number of innings within the time limit of one hour and forty-five minutes (one-hundred and five minutes total time).
 - 2.2. If the Home Team is ahead at the end of three and one half (3 ½) innings, it may be considered a legal game.
 - 2.3. If the Visiting Team is ahead at the end of three and one half (3 ½) innings, the Home team will receive one more at bat, but not to exceed four (4) innings in length.
 - 2.4. Once the time limit is reached, no new inning may be started after one hour and forty-five minutes.
 - 2.5. Once the time limit is reached, any inning started shall be completed.
3. A half-inning shall consist of 3 outs.
 - 3.1. If a team is ahead by 10 runs after 4 innings (3.5 if the home team) the game will be called complete.
4. Base coaches will consist of two adults or one adult and one player with protective gear.
5. Each team MUST have one (1) adult in their dugout at all times.

Section 3 - Playing Rules - Defense

1. Rules will be administered in accordance with LL Rules.

Section 4 - Playing Rules - Offense

2. Rules will be administered in accordance with LL Rules.
3. All games played will bat all players on the roster.

MINOR DIVISION RULE CLARIFICATIONS

Section 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above.

Section 2 - Game Rules

1. Games will have a time limit of no new inning after one hour forty-five minutes; no new inning may be started. Any inning already started shall be completed.
 - 1.1. Maximum number of innings is 6.
 - 1.1.1. If the score is tied at the end of 6 innings, additional innings may be played per LLB Guidelines section 4.10 (b)
 - 1.2. City / State curfews for minors will govern ending times of games.
2. A half-inning shall consist of 3 outs.
3. There is a limit of five (5) runs scored per inning.
 - 3.1. If a team is ahead by 10 runs after 3.5 innings, the game will be called complete.
4. Base coaches consist of two (2) adults or one (1) adult and one (1) player with protective gear. The following rule, however, will have precedence.
5. Each team MUST have one (1) adult in their dugout at all times.

Section 3 - Playing Rules - Defense

1. A defense shall consist of nine (9) players:
 - 1.1. Pitcher, catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman, left-fielder, center-fielder, and right-fielder.
2. No player shall sit out two consecutive innings unless extenuating circumstances require it. The Minor Player Agent needs to be notified prior to the next scheduled game.

Section 4 - Playing Rules - Offense

1. All games played will bat all players on the roster.

Section 5 – Major League Call Ups

1. When a Minor Division player is “Called Up” to a Majors Division team, it will be governed by the following –
 - 1.1. Only Major Division eligible players may be called up from the Minor division.
2. A Manager may **not** contact any player being considered for draft up to the Majors.
 - 2.1. If a violation of the this rules occurs, disciplinary action by the Board will result and the player in question will not be eligible to play for the offending Manager or team and there may be punitive action taken against the offending Manager.

FARM DIVISION RULE CLARIFICATIONS

Section 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above.

Section 2 - Game Rules

1. Maximum number of innings is 6.
 - 1.1. The game time limit is no new inning after 1:30 min. The inning started must be completed.
 - 1.2. Once the time limit is reached, no new inning may be started.
2. A half-inning shall consist of 3 outs or a limit of five (5) runs scored.
3. Base coaches consist of two (2) adults.
 - 3.1. Each team MUST have one (1) adult in their dugout at all times.
4. The pitching machine operator will assume the role of Umpire
 - 4.1. The umpire’s decision is final on all calls.
 - 4.2. Appeals and protests at the field are not permitted.
5. The Infield Fly rule shall not be enforced.
6. If a team is unable to field the minimum of 9 players, and both coaches agree to play the game, then the game counts as a game played in regulation.

Section 3 - Playing Rules - Defense

1. A defense shall consist of ten (10) players.
 - Pitcher, catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman, left-fielder, left center-fielder, right center-fielder and right-fielder.
2. Players must play at least one (1) inning at an infield position within the first four innings of play. For purposes of this rule, the infield positions are pitcher, 1st base, 2nd base, 3rd base and shortstop.
 - 2.1. The pitcher must have one foot inside the pitching mound circle.
 - 2.2. The pitcher must stand on the first base side of the circle.
3. No player shall sit out two (2) consecutive innings unless extenuating circumstances require it. The Farm Player Agent needs to be notified prior to the next scheduled game.
4. Outfielders must remain at least forty-five (45) feet behind the baselines, until the ball is hit.

Section 4 - Playing Rules - Offense

1. All players on the roster shall bat. If a player arrives late, he/she shall be placed at the bottom of the batting order.
2. A batter shall have six (6) hittable pitches or three swinging (3) strikes, whichever occurs first, to put the ball in play.
 - 2.1. An at bat cannot end on a foul ball. The batter shall be declared out after sixth (6) pitches, unless the 6th pitch is hit into foul territory.
3. A batter may **NOT** bunt the ball.
4. Base sliding is permitted, and proper technique is encouraged with in accordance with LL rules.
5. Base stealing is not permitted.
 - 5.1. Base runners shall not advance on an overthrown ball
 - 5.2. Base runners may not advance on a passed ball.
 - 5.3. Base runner cannot advance more than two (2) bases on any hit ball, excluding a home run over the fence.
6. Any ball hit on the fly past the outfield fence and/or cones shall be declared a home run.
7. Any hit ball that touches the playing field or a defensive player and then continues past the outfield fence and/or cones shall be declared a ground rule double.

Section 5 – Pitching Machine/Coach Pitch

1. The pitching machine may be operated by a volunteer or coach from the team that is at bat.
2. The pitching machine speed dial shall be set at approximately 40 to 44 MPH, or enough speed to deliver a flat, hittable ball flight. This is typically a setting of "6" on machines without digital speed indicators.
 - 2.1. The offensive team may adjust the location of the delivery from the pitching machine prior to the start of their half inning.
3. Any time a batted or thrown ball comes in contact with the pitching machine, the will immediately be declare a 'dead ball'. Each runner shall be awarded the next base.
 - 3.1. For purposes of this rule, the pitching machine operator and power cord shall be considered part of the machine.
4. The pitching machine operator shall declare a "NO PITCH" any time the pitching machine delivers a pitch that is unable to be hit, provided that the batter has not swung at the pitch.
5. If a coach is operating the pitching machine, he cannot coach the batter or base runners while in the playing field.
6. If the pitching machine encounters a malfunction and becomes inoperable, the manager and umpire may agree to continue the game with a coach pitching the ball for the batter.

MODIFIED COACH PITCH DIVISION RULE CLARIFICATIONSSection 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above.

Section 2 - Game Rules

1. Games shall be six (6) innings in length or no new inning may be started after 1 hour. Any inning started shall be completed. The game will end after 1½ hours.
2. A half inning shall conclude once the entire roster has batted once.
3. The infield fly rule shall not be enforced.
4. A ball is foul if it is not hit off of a coach pitch, or off the tee, and out of the batters arc. A batted ball will be considered fair and in play only if hit past the 15 foot arc.
5. Score will not be kept for the purpose of determining a game winner or loser.
6. Base coaches may consist of two adults, as long as a third coach is in the dugout.
7. One (1) adult is required in the dugout at all times.

Section 3 - Playing Rules - Defense

1. A defense shall consist of ten (10) players:
 - 1.1. Pitcher, catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman, left-fielder, left center-fielder, right center-fielder and right-fielder.
2. No player shall sit out more than one consecutive inning
3. Outfielders must remain at least forty-five (45) feet behind the baselines, until the ball is hit.
4. Except in cases of injury, illness or disciplinary action, defensive players will play one set position per inning (i.e., defensive players may not switch positions during an inning).
5. The pitcher must have 1 foot in contact with the pitcher's line until the ball is hit.
6. The catcher, in full protective equipment, shall stand at a location in a safe distance behind the batter and shall remain there until the ball is hit off the tee.
7. While on defense, each team may station up to two (2) coaches in the field. The outfield coach shall assist in positioning the outfielders only. Neither coach shall enter the playing surface of the field between the foul lines and the forty-five (45) foot minimum distance behind the baselines that must be maintained by the outfield coach, at any time during an inning.

Section 4 - Playing Rules - Offense

1. All players on the roster shall bat. If a player arrives late, he/she shall be placed at the bottom of the batting order.
2. When all defensive players are in position only, the offensive coach shall pitch no more than five (5) balls to the batter, after which time the ball will be placed on the tee and advise all defensive players that the ball is on the tee. The batter may then hit the ball.
 - 2.1. An at-bat cannot end on a foul ball. A foul ball is considered a ball that does not travel a predetermined distance, usually 10-15 feet

3. A batter may NOT bunt the ball.
4. Batters and/or base runners may only advance two bases on a hit baseball, unless the batted ball is hit on the fly over the cones/fence in the outfield and declared a homerun.
 - 4.1. Example: A runner on first base may only advance to third base on a hit baseball. Play shall stop and the ball be declared dead by the umpire, when the base runners have advanced two bases.
5. Base stealing is not permitted.
6. Base runners shall not advance on an overthrow.
7. Any ball that hits the coach making the pitch is a dead ball with the batter and any base runners, if applicable, advancing one base.
8. Any ball hit on the fly past the outfield cones/fence shall be declared a home run.
9. Any hit ball that touches the playing field or a defensive player and then continues past the outfield cones/fence shall be declared a ground rule double.