



## **Chaires-Capitola Little League, Inc. Local League Rules**

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### Local League Rules

1. The manager may, for discipline reasons (i.e., unexcused missed practices or unsportsmanlike conduct) "sit" a player down for not more than one game (per incident) with the prior approval from the Player Agent and one additional Board Member prior to the start of a game. If a discrepancy exists the Board will make the final decision.
2. If a manager, coach, or player is ejected from a game by an umpire, the League will follow rule 4.07 with the following player exception. If his/her parents are present, a player will leave the park for the remainder of the game; if the parents are not present, the player will sit on the bench until the parents arrive (this sitting does NOT count as their suspended game). They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they are suspended.
3. Unsafe acts like bat slinging, helmet throwing and pushing of players will be addressed by the coach, manager or umpire for disciplinary action. If warranted the official addressing the act may choose to give a verbal reminder as the first disciplinary action.
4. There will be no on deck hitter in the tee ball, minor and major divisions. Only in the junior division is an on deck hitter permitted. In Minor & Major baseball and Major Softball, the first batter of every inning will be permitted out of the dugout to swing the bat. He/She must stay close to the dugout.
5. All trash must be removed from dugouts and surrounding areas after games. The manager is responsible for ensuring this is done.
6. Each team is responsible for providing one volunteer concession worker for each game. However, if one of the teams is from a visiting park, the Chaires team will be required to provide two concession workers

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### TeeBall Ground Rules

1. All players on the roster will play a defensive position for the entire game. There will be no catcher position. 5 players in the infield. pitcher, first, second, third and short. All other players must be in the outfield grass.
2. There will be no more than three defensive coaches allowed on the playing field for instructional purposes and umpiring the bases.

3. Two (2) adult base coaches may be utilized.
4. A game will consist of two complete innings.
5. Every player hits every inning
6. The last batter is a home run
7. There is no limit to the number of outs in an inning and players do not have to leave the base if they are put out.
8. There will be NO sliding into bases.
9. No base stealing or leading off is permitted
10. No score will be kept for TeeBall games
11. An adult volunteer coach MUST be in the dugout at all times.
12. No barrel bats are allowed.
13. Teams must clean out dugouts after each game
14. If there is a dispute during the game that cannot be worked out during the game, continue play, make clear that you will protest and then contact player rep after game.

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## Machine Pitch

1. All games will be played with one of the new Chaires machines
2. Machine speed:
  1. That rule requires the speed to be set at 38-44 mph and the machines to be placed 46 feet from home.
  2. All machines have been calibrated and labeled them for which field they should be used on and where they should be positioned on the field. Two machines for the upper field and one for the dreams field were set at 38 mph. Those machines are to be placed at the rubber. Two machines were set for the lower field at 36 mph, but those two machines are to be placed in front of the mound at the base of the mound (40 ft from home).
  3. The actual settings on the machines may look different from machine to machine because of varying spring strengths, but they are all set to the same speed.
  4. The machines should not need to be adjusted except for the screw adjustment near the ball to accommodate batter height.
3. Length of games: Each game will be 5 complete innings or 90 minutes long, whichever comes first. A new inning cannot be started after 90 minutes; but a game can not last longer than 1 hour and 45 minutes. If the visiting team is up to bat when the game reaches the 1 hour and 45 minute mark, the score reverts back to the last complete inning and the game is over. The game time will start at the published starting time.
4. If there is an overthrow at first base, base runners can advance one base at their own risk.
5. The first four innings of each game are capped at 5 runs. The fifth inning has unlimited runs.
6. There is a 10 run rule after the completion of 3 1/2 innings if home team is winning by 10 or more runs, the game is over. If the visiting team is winning by 10 or more runs after 4 innings, the game ends
7. Home team is in charge of chalking, scorebook, setting up the machine and providing balls.
8. An infielder can only play the infield for two consecutive innings. Positions may alternate between outfield and infield every inning. We strongly suggest a regular rotation that gives all players an opportunity to play both infield and outfield, taking into consideration skill level and safety concerns. Here is a rotation example:
9. Players are divided into 3 groups of 4. 1st inning group 1 plays the infield( 1st, 2nd,ss,3rd). Group 2 plays the outfield and group 3 plays pitcher and catcher with 2 kids on the bench.

2nd inning group 1 moves to outfield, group 2 to pitcher and catcher and group 3 to the infield. Each inning the coach should rotate the groups.

10. Each batter will get five hittable pitches.
11. When there is a bad pitch and the batter does not swing, the coach manning the machine raises his hand and calls no pitch. If the batter swings at the bad pitch the play will continue using normal baseball rules.
12. If there is a dispute, the coach who is running the machine is the umpire for that half inning and they make the out calls.
13. If there is a dispute during the game that cannot be worked out during the game, continue play, make clear that you will protest and then contact player rep after game.

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## Minor League Baseball

1. Games will be played using a continuous batting order.
2. There will be unlimited substitutions, except for pitchers, as long as each player gets 6 consecutive outs in the field
3. If a player plays 4 defensive innings at catcher, that player cannot pitch.
4. Length of games: Games will last 6 innings or 1 hour and 45 minutes and they will have a drop dead time of 2 hours. A new inning cannot be started after 1 hour and 45 minutes. If the visiting team is up to bat when the game reaches the two hour mark, the score reverts back to what it was at the end of the previous inning. If the home team is up to bat at the 2 hour drop dead time and has tied the game, the contest will be ruled a tie. If the home team takes the lead any time after the 1:45 minute mark, the game will be considered complete. Otherwise the score will revert back to the previous inning.
5. The first 4 innings of each game are capped at 5 runs. There are unlimited runs in the 5th and 6th innings.
6. The pitcher is done pitching once they are removed from the mound during the game.
7. Male catchers must wear a protective supporter and cup at all times.
8. The home team is responsible for chalking the field, setting up the scorer's box, turning on the score board, assigning an adult to operate the score board, keeping the game scorebook and getting 3 game balls from the concession stand and giving them to the umpire.
9. The visiting team is responsible for getting the pitch count form from the concession stand, maintaining the pitch count and turning it back to the concession stand at the end of the game.
10. If there is a dispute during the game that cannot be worked out during the game, continue play, make clear that you will protest and then contact player rep after game.
11. Catcher's Courtesy Runner: when there are two (2) out and the catcher is on base, a courtesy runner is allowed. However the substitute runner must be the player who made the 2nd out in that inning.
12. During the Spring season, the only coaches permitted on the fields during live play are the batting team's first and third base coaches.

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14. The Umpire shall enforce Rule 8.03 related to warmup pitches and the one (1) minute time limit is to be imposed between half innings.
  - o 8.03 (BASEBALL) -- When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the

catcher or other teammate acting in the capacity of catcher, during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

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## Major League Baseball

1. Games will be played using a continuous batting order.
2. Catcher's Courtesy Runner: when there are two (2) out and the catcher is on base, a courtesy runner is allowed. However the substitute runner must be the player who made the 2nd out in that inning.
3. Length of games: Games will be 6 innings long. No new innings can begin in any game after the 1 hour 45 minute mark, and there is a two hour drop dead stoppage time for all Majors games that have another game waiting to be played afterward. The game time will start at the published starting time.
4. The Umpire shall enforce Rule 8.03 related to warmup pitches and the one (1) minute time limit is to be imposed between half innings.
  - 8.03 (BASEBALL) -- When a pitcher takes a position at the beginning of each inning, that pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher or other teammate acting in the capacity of catcher, during which play shall be suspended. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.