

College Glen Little League

Local Playing Rules

Updated for 2021 Season

College Glen Little League shall be governed by the Little League Baseball Official Regulations, Playing Rules and Operating Policies hereinafter referred to as the National Rules. Additionally, the College Glen Little League Board of Directors in the best interest of the players, the league and fair play has approved the following Local Playing Rules:

Rule 1: Starting Time and Time Limits

A. Time Limit

1. All play shall cease five minutes after the published time of sunset. Nothing contained in these Local Playing Rules or National Rules shall be construed to allow play to continue after this limit.
2. Additionally, play shall cease as follows:
 - a. **T-Ball Division:** All play shall stop seventy minutes from the scheduled game time or after 6 innings (based on the new inning rule for 2020), whichever comes first.
 - b. **Farm Division:**
 1. No new inning shall start after ninety minutes from the time that play began.
 2. All play shall stop at two (2) hours.
 3. During Farm Tournament play, time limit does not apply if outcome of game is undecided.
 4. No time limit rules apply to the Farm championship game.
 - c. **Minor Division:**
 1. No new inning shall start after 2.25 hours of play.
 2. Games ending in a tie will not be continued and will be considered a tie in the league standings.
 3. During Minor Tournament play, time limit does not apply if outcome of game is undecided.
 4. No time limit rules apply to the Minor championship game.
 - d. **Major and Junior Division:** No time or inning restrictions apply.

An inning shall be adjudged to have started upon the third and final out of the prior inning.

Rule 2: Game Schedule & Make ups

All CGLL games shall be played as scheduled unless weather causes a game to be postponed, in which case the game will be rescheduled (except in the T-Ball and Farm division) as noted below.

All Minor division games that are postponed shall be made up. Minor managers must notify the CGLL Umpire in Chief (UIC) within 24 hours of game being postponed. The UIC will reschedule the game at the earliest open date (taking into account umpires and field availability). Any un-played regular season games will result in a double-forfeit; a loss for both teams and 6 runs allowed for tie-breaker purposes.

All Major division games that are postponed shall be made up. CGLL Major Managers must notify the CGLL UIC by 3pm the day of scheduled home games (so the paid umpires can be notified) and within 24 hours of road games being postponed. The UIC will reschedule the makeup game, to be played within 2 weeks of the originally scheduled game, or on the earliest open date (considering umpires and field availability). Any un-played games between two College Glen teams will result in a loss for both teams. Any un-played games between College Glen and our inter-league partner will be reviewed by a Committee made up of the President, Umpire in Chief, and Major Player Agent for an appropriate resolution.

All Junior division games that are postponed shall be made up. CGLL Junior Managers must notify the CGLL UIC by 3pm the day of scheduled home games (so the paid umpires can be notified) and within 24 hours of road games being postponed. The Junior manager will coordinate with the inter-league manager to reschedule the makeup game, to be played within 2 weeks of the originally scheduled game, or on the earliest open date (considering umpires and field availability). If CGLL has more than one junior team, the manager must make every effort to reschedule home games on their assigned practice day (or get approval from the President, UIC and other Junior managers to use a non-practice day). Any un-played games between two College Glen teams will result in a loss for both teams. Any un-played games between College Glen and our inter-league partner will be reviewed by a Committee made up of the President, Umpire in Chief, and Junior Player Agent for an appropriate resolution.

Rule 3: Managers and Coaches

- A. Within Junior, Major and Minor Division, managers and coaches may umpire their own division.

- B. Managers and coaches shall instruct their team and parents as necessary to ensure that all players fully understand and abide by the Local Playing Rules and National Rules.
- C. Managers and coaches must read and sign the CGLL Managers and Coaches Code of Conduct document prior to the start of season. Managers must agree to meet the requirements set forth in the Manager's Contract or they will not be allowed to manage a team.

Rule 4: Decorum, Disqualification, Suspension and Appeals

- A. Profanity, harassment, or any other conduct in the vicinity of any game or practice which may be considered harmful or detrimental to players is prohibited, whether such conduct is by any manager, coach, umpire, player or spectator. It is the duty of every manager, coach, and umpire to prevent any such conduct from occurring or continuing. Any manager, coach, umpire, or player who engages in such conduct may be ejected from the game and suspended additional games; any spectator who engages in such contact may be required to leave the facility and could be prevented from attending future games.
- B. Any manager, coach, player or spectator ejected from any game shall be suspended from the CGLL fields and complex for a minimum of one (1) additional game, with suspension beginning with the next game played.
- C. An ejected manager, coach, player or spectator may be required to appear before a Disciplinary Committee (consisting of the President, the Umpire in Chief of the league, the Player Agent) prior to participating in, or attending, their next game. The Vice-President may substitute for any league official.
- D. A manager, coach, player or spectator ejected from two (2) games in a single season shall be suspended for the remainder of the season. A manager, coach, player or spectator that is suspended may appeal such suspension before the Board of Directors at a special meeting prior to the suspension being upheld.
- E. No player shall intentionally throw any equipment in a display of anger or disapproval. Such player may be benched for the remainder of the game, at the discretion of his or her manager, coach, or an umpire.
- F. Games at any level at College Glen Little League cannot be protested. If a situation does arise where a rule is in question, the game will not move forward until a final decision is agreed upon by the opposing managers and umpire. If an agreement cannot be made the game will end at that point. The UIC, Vice President or President can be consulted to help resolve the situation.

Rule 5: Player Pool

Pursuant to Little League Baseball Official Regulations, Playing Rules and Policies, Regulation V, Alternate Method of Operation (c) – College Glen Little League will create separate Player Pools for use in the Junior, Major and Minor divisions if one or more teams has difficulty fielding the minimum of 9 players required for a pre-season or regular season game. Following the draft for each division and prior to the start of the season, the respective Player Agents will create and administer their Player Pools as follows:

Junior Division Player Pool:

- A. If there are multiple junior teams, the Junior Player Agent will create a list of available pool players.
- B. In addition, the Junior Player Agent will consult with the Major Player Agent to identify players drafted into the top 3 rounds of the Major division that possess the necessary skills to be able to compete safely and effectively in the Junior division if called upon as a replacement player. Those players will serve as a secondary Player Pool for the Junior division.
- C. In cases where there are no available pool players due to conflicting game schedules, the junior manager must notify the President and UIC immediately to review the situation for an appropriate resolution.

Major Division Player Pool:

- A. All players drafted in rounds 5-8 by each Major division team will form the eligible Major division primary Player Pool.
- B. In addition, the Major Player Agent will consult with the Minor Player Agent to identify players drafted into the top 3 rounds of the Minor division that possess the necessary skills to be able to compete safely and effectively in the Major division if called upon as a replacement player. Those players will serve as a secondary Player Pool for the Major division.
- C. The Major Player Agent will then form a randomized list of all eligible Major division players. The intent is when the Major Player Agent is called upon to find one or more replacement players, the Player Agent will start at the top of the primary Player Pool list and contact players in sequential order to determine their availability to participate as a replacement player. If a player indicates that they are unavailable, they will retain their same place on the randomized list for future contacts. Once a player confirms they are available to serve as a replacement player they will move to the bottom of their respective randomized contact list.
- D. The Major Player Agent will also form a separate randomized list of all eligible Minor division players. This list will only be used if there are no available players from the Major division primary Player Pool list. Again, the Player Agent will start at the top of the list and contact players in sequential order to determine their availability to participate as a replacement player. If a player indicates that they are unavailable, they will retain their same place on the randomized list for future contacts. Once a player confirms they are available to serve as a replacement player they will move to the bottom of their respective randomized contact list.

Minor Division Player Pool:

- A. All players drafted in rounds 5-8 by each Minor division team will form the eligible Minor division primary Player Pool.
- B. In addition, the Minor Player Agent will consult with the Farm Player Agent to identify players drafted into the top 3 rounds of the Farm division that possess the necessary skills to be able to compete safely and effectively in the Minor division if called upon as a replacement player. Those players will serve as a secondary Player Pool for the Minor division.
- C. The Minor Player Agent will then form a randomized list of all eligible Minor division players. The intent is when the Minor Player Agent is called upon to find one or more replacement players, the Player Agent will start at the top of the primary Player Pool list and contact players in sequential order to determine their availability to participate as a replacement player. If a player indicates that they are unavailable, they will retain their same place on the randomized list for future contacts. Once a player confirms they are available to serve as a replacement player they will move to the bottom of their respective randomized contact list.
- D. The Minor Player Agent will also form a separate randomized list of all eligible Farm division players. This list will only be used if there are no available players from the Minor division primary Player Pool list. Again, the Player Agent will start at the top of the list and contact players in sequential order to determine their availability to participate as a replacement player. If a player indicates that they are unavailable, they will retain their same place on the randomized list for future contacts. Once a player confirms they are available to serve as a replacement player they will move to the bottom of their respective randomized contact list.

Player Pool General Guidelines:

- A. All pool players will wear their own team jersey, not the jersey of the team they are playing for, so the player pool guidelines to be properly enforced by the umpire.
- B. Managers will only request a pool player from the Player Agent if they reasonably expect to not be able to field the required minimum roster size of 9 players for a game. If at the start time for the game, the team is able to actually field a team of 9 or more rostered players, then the pool player will not be allowed to play in that game.
- C. If after a game starts in which a pool player is playing, one or more of the team's rostered players arrives late, the late arriving rostered players may not enter the game in replacement of the pool player until the pool player has satisfied their minimum playing time of nine (9) consecutive defensive outs and at least one at bat. Once the pool player has met the minimum requirements above, the roster player enters the game and the pool player is no longer eligible to play in the game.
- D. Player Agents must set proper expectations with potential pool players and their parents/guardians that it is possible their player may not play if the team

in question is able to field 9 or more rostered players before the start of the game.

- E. When a pool player participates in a game on a team other than his/her own, such player will not be permitted to play the defensive positions of Pitcher and/or Catcher during the game.
- F. When a pool player participates in a game on a team other than his/her own, such player will bat at the end of the team's batting order.

Rule 6: Eligibility

- A. The names of the players on the roster whose names do not appear in the starting lineup shall be listed in the official score book as substitutes, or if ineligible, the reason for such ineligibility.
- B. At the start of the appropriate inning (4th for Minor and Major divisions and 5th for Junior division), the official scorekeeper shall inform the Head Umpire if a manager has failed to enter into the game any of all eligible substitute players into the game. The Head Umpire shall notify both managers.
- C. The official scorekeeper is to be notified of any player who is benched for disciplinary reasons, whether such player is benched before or during the game. The official scorekeeper shall notify the head scorekeeper of any player so benched. If any player is so benched twice during the season the head scorekeeper shall notify the divisional Player agent and the UIC of the league, who together shall review the matter with the Board.
- D. A player ineligible to play for disciplinary reasons may remain on the bench if in uniform. Such ineligibility shall be noted in the official scorebook.

Rule 7: CGLL Complex Rules

- A. Follow CGLL Guidelines for Field usage for COVID-19, which will be updated in accordance with County Guidelines and Social Distancing requirements.
- B. No smoking (e-cigarettes, vaping, etc.), alcohol, use of tobacco (in any form), weapons or firearms are allowed at the CGLL Complex or any other game site.
- C. Dogs are not allowed within the gated CGLL Complex. There is an adjoining dog park, which is accessible beyond the south end of the parking lot.
- D. Batting practice is not permitted on the field prior to a game.
- E. No pepper, soft toss or warm-ups on the playing field once the away team starts infield practice.
- F. Warming up and playing catch is prohibited in the common area of the complex.

- G. While a game is being played on the T-Ball field, batting practice is prohibited on the Minor field.
- H. Soft toss or ball and tee work against any fence within the complex is not allowed.
 - 1. Plastic balls are permissible.

Rule 8: Playing Field

A. Home team shall:

- 1. Prepare the field before the game as follows:
 - a. Drag the infield dirt on all fields.
 - b. Recondition the pitcher's mound and area around home plate on all fields.
 - c. Chalk the baselines.
 - d. Set the bases.
 - e. Water the infield if necessary.
 - f. Install the temporary outfield fence (T-Ball only).
 - g. Ensure safe playing conditions in the playing field.

B. Visiting ("Away") team shall:

- 1. Prepare the field following each game as follows:
 - a. Drag the infield dirt on all fields.
 - b. Recondition the pitcher's mound and area around home plate on all fields.
 - c. Brush the baselines.
 - d. Remove the bases (following last game of the day).
 - e. Water the infield if necessary.
 - f. Remove and roll the temporary outfield fence (T-Ball last game only).
 - g. Return and properly store all equipment in storage sheds after the last games of the day.

C. Both Home and Away teams shall:

- 1. Remove all trash and debris from the playing field, dugouts, bull pens, and nearby common areas and dispose in proper trash cans.
- 2. When playing a non-College Glen Little League team, our Home team shall assume all pre and post-game field duties.
- 3. The last College Glen team to leave the complex for the day shall ensure that ALL storage sheds and ALL gates are closed and locked.

Tee Ball Division

Games of the T-Ball Division shall be governed by the Minor League and Tee Ball Edition of the Original Regulations and Playing Rules of Little League Baseball, Inc. In addition, the following Local Playing Rules shall apply:

1. No score or scorebook shall be kept, no losses shall be recorded, and no league standings shall be determined. Home team tracks innings played.
2. All players shall hit once per inning.
3. An out shall cause a player to be removed from the base.
4. No strikeouts shall occur.
5. The manager may place all players on defense, but only one player is allowed on the pitcher's mound for defense.
6. The offensive coach at home plate shall not assist the batter in swinging the bat.
7. A fair ball that hits the fence (includes in flight, bounce, or roll) is a ground rule double, the ball is dead. A fair ball that is touched and then hits the fence is live and playable; runners may advance with liability to be put out. A fair ball, which passes beyond the fence in flight, is a home run, ball is dead.
8. Pitching by a player is prohibited.
9. A live ball shall travel a minimum of 15 feet to be considered in play.
10. Temporary outfield fence should be installed in the preset peg holders in the ground (approximately 100 feet from home plate).
11. On the last batter (of each half inning), the managers and coaches shall instruct their players to only make an out attempt on the baserunners or batter. The defensive player(s) cannot just run to home plate in attempt to tag out all runners. This is a safety issue.

Farm Division

Games of the Farm Division shall be governed by the National Rules. In addition, the following Local Playing Rules shall apply:

1. "Level 5" baseballs shall be used at all times.
2. A Pitching Machine will deliver all pitches. Each batter will be given a maximum of five pitches from the pitching machine. Strikes will be recorded for all swings and misses and foul balls (with less than 2 strikes). Three swings without making contact constitute an out. If no contact is made on the fifth pitch, the team will incur an out. A batter will not be declared out on a foul ball on or after the fifth pitch delivered by the machine. This includes all Farm Tournament games as well.
3. The pitching machine shall be operated by a coach or manager from the offensive team. The pitching machine shall be placed on the top of the pitcher's mound. The pitching speed and pitching angle shall be uniform for all batters and determined by the Coaching Coordinator. All balls placed in the machine shall be placed the same direction for every pitch. The pedal must be fully depressed for each pitch as well.
4. The coach placed behind the pitching machine is the Umpire. During Farm Tournament games an official Umpire will be assigned.
5. If the batter is hit by a pitch, the batter has the option to continue with the at bat or take first base.
6. In all innings, no more than five (5) runs shall be scored per team, per half inning. After the 5th run scores, play stops and the half inning is over.
 - a. No official score or scorebook will be kept during the regular season.

- b. The home team must operate the electronic scoreboard to track pitches, 3 outs and/or 5 runs, whichever is recorded first.
 - c. At the end of the bottom half of each inning, the “score” will be cleared for both the home and visiting team.
7. Stealing is prohibited.
8. A player may slide into any base other than 1st base, on any close play. A runner may only slide feet first. Head first sliding is prohibited. Any player who slides head first shall be called out.
 - a. Sliding while returning to 1st base is acceptable.
9. Managers are strongly encouraged to assure equal defensive playing time for all players. Players shall rotate through different defensive positions to build enthusiasm. However, the manager should recognize that the attention span and ability at this age varies and only allow players the opportunity to field the positions that they can safely play.
10. No player shall sit out more than two (2) innings per game unless requested by the player’s parent, due to illness, or injury.
 - a. All players must sit out one (1) inning before any player can sit out a second inning.
 - b. A new game does not reset the order.
11. All players shall play at least two (2) innings in the infield. If time does not permit a player to play their 2 innings of infield in the game, the player must then start and play the first four (4) innings of the next game in the infield.
 - a. Infield positions include Pitcher, Catcher, 1st Base, 2nd Base, Shortstop, and 3rd Base.
 - b. There will be no exceptions unless a player is injured and leaves the game.
12. A player may not play the same defensive position for more than three (3) innings in a game. This rule applies to all positions and to all players.
13. A team shall field a maximum of ten (10) players on defense, of which four (4) shall be outfielders.
 - a. If roster size is larger than 10 players all available players shall play defense for the first half of the season, as long as all extra players are positioned in the outfield
 - b. During the second half of the season, teams shall only play 10 players on defense.
 - c. The outfield is considered 10 feet from the infield dirt.
 - d. Outfield positions must be played in the outfield. Outfield players shall not be permitted to crowd into the infield, or to field a batted ball that would normally be handled by an infielder. Any out obtained by the defensive team in violation of this rule will result in the batter and/or runner being called safe.
14. The player who occupies the pitcher’s position must stand even with the pitcher’s plate, with one foot on the dirt portion of the mound, until the ball is hit.
 - a. The pitcher can stand on either side of the machine regardless of batters stance.
15. All eligible players shall be named in the batting order and will bat continuously.
16. Runners shall not advance on a passed ball, wild pitch or any return throw to the pitcher.

17. On an overthrow, the base runner may only attempt to advance one (1) base at the risk of being thrown out.
 - a. Runners may not advance more than one base on an overthrow. The defense is permitted to make a play on the runner advancing on the overthrow and then the play is dead. It is only possible for there to be one overthrow per batted ball.
 - b. Overthrown balls that hit a fence/backstop are considered dead. Play is halted and base runners are awarded one (1) base.
18. There shall be no infield fly rule declared.
19. The Umpire (as noted in #4 above) shall call time when the runners have effectively ceased to advance or the defense has returned/secured the ball to the infield dirt. Once the Umpire feels that the ball is controlled by one of the defensive team's infielders and they are not making an attempt to put out a runner then he/she shall halt play.
 - a. A secured ball must be in the hand or glove of the infielder with at least one foot on the infield dirt.
 - b. Runners may advance at their own risk if the ball is not secured in the infield. Once play is halted, runners must be at least half way to the next base to advance.
20. There will be no ten (10) run rule due to no score being kept, this includes during Tournament play.
21. Only managers shall communicate with the Umpire or each other during the game about questionable situations.
 - a. Defensive managers and coaches can be on the field during the 1st half of the season to help teach positioning and the game.
 - b. During the 2nd half of the season all defensive managers and coaches must be in the dugout.
22. Bunting is only allowed in the Farm Division during the first half of the season and each team is limited to a maximum of 4 bunts per game.

Farm Division Tournament Rules:

1. Official scoring rules apply.
2. An official Umpire will be assigned for all tournament games.
3. No one is allowed in the Score box except one (1) scorekeeper from each team.
 - a. Scorekeepers shall not cheer for either team or comment on any decision by the umpire.
 - b. The official scorebook will be kept by the home team.
 - c. The visiting team must operate the electronic scoreboard to track pitches, 3 outs and/or 5 runs.
 - d. The running score will be maintained on the scoreboard.
4. The five (5) run rule is not in effect during the last inning of play.
5. Farm time limit rules still apply (except in the championship game per Rule 1, Section B:
 - a. No new inning shall start after ninety minutes from the time that play began, unless the outcome of the game is undecided.
 - b. All play shall stop at two (2) hours, unless the outcome of the game is undecided.

Minor Division

Games of the Minor Division shall be governed by the National Rules. In addition, the following Local Playing Rules shall apply:

1. No more than 5 runs will be allowed per half inning. After the 5 runs, play stops and the half inning is over. The scorekeeper shall announce the fifth run. Continuation of scoring (past the 5 run rule) occurs only on a homerun (over the fence). In the sixth inning, extra innings or the last inning of play as designated by Umpire, if any, this 5 run limit shall not apply.
2. After the completion of a full inning, the Umpire may designate the next inning to be the last inning of play.
3. There will be no 10 run rule in the Minor Division.
4. The slash (fake bunt and hit) is not allowed in the Minor Division. This is a safety issue.
 - a. If a batter slashes and puts the ball in play, it will be ruled a dead ball/no pitch (not counted against the pitcher either) and used as a coaching opportunity during the pre-season. Any runner(s) would return to their original base(s) and the batter returns to the plate to resume their at bat).
 - b. If a batter slashes and does not put the ball in play (swing and miss or foul ball), the Umpire makes the call as if the batter did not slash.
 - c. If the same batter slashes twice during the pre-season (up to the manager to make the Umpire aware so they can enforce the out), or if any batter slashes during the regular season or Minor Division Tournament, that batter shall be called out.
5. The Minor Division schedule shall be comprised of 3 rounds of games and a post-season tournament. The 1st and 2nd rounds are pre-season games in which standings are not kept in order for teams to develop their players. The 3rd round of the minor schedule will be used to seed all teams for the CGLL Minor Tournament so standings will be kept.
 - a. A round is one time through the schedule where each team will play all other Minor Division teams. *(If there are 6 total teams, one round would be 5 games, if there are 7 total teams, one round would be 6 games, etc.)*
6. These shall be the tie-breakers used, in order as necessary, following the completion of the Minor Division regular season to determine seeding for the post-season CGLL Minor Division tournament:
 - a. Head-to-head result (from regular season only)
 - b. Lowest cumulative opponents runs scored (from regular season only)
 - c. Coin Flip
7. The top two teams from the CGLL Minor Division post-season tournament will represent CGLL in the District 5 TOC tournament.

Major Division

Games of the Major Division shall be governed by the National Rules. In addition, the following Local Playing Rules shall apply.

1. The Major Division schedule will be broken down into a pre-season and a regular season. During the pre-season schedule, CG teams will play all inter-league games (with surrounding Little Leagues), which will not affect their standings so teams can develop their players. After the pre-season, the regular season will be played and standings will be kept. The regular season will consist of 4 rounds of CGLL teams playing each other.
 - a. A round is one time through the schedule where each team will play all other CGLL Major Division teams. (*If there are 4 total teams, one round would be 3 games, if there are 3 total teams, one round would be 2 games, etc.*)
2. These shall be the tie-breakers used, in order as necessary, following the completion of the Major Division regular season to determine final standings for the District 5 TOC tournament berths.
 - a. Head-to-head result (from regular season only)
 - b. Lowest cumulative opponents runs scored (from regular season only)
 - c. Coin Flip
3. The top two teams in the CGLL Major Division standings will represent CGLL in the District 5 TOC tournament.

Junior Division

Games of the Junior Division shall be governed by the National Rules. In addition, the following Local Playing Rules shall apply.

1. In the Junior Division, all games will count towards interleague standings. The schedule is published by District 5 based on the number of Junior Division teams.
2. If CGLL has more than one Junior team, these shall be the tie-breakers used, in order as necessary, following the completion of the Junior Division regular season to determine final standings for the District 5 TOC tournament berths.
 - a. Head-to-head result (from regular season only)
 - b. Lowest cumulative opponents runs scored (from regular season only)
 - c. Coin Flip
3. If CGLL has more than one Junior team, the top team in the CGLL Junior Division standings will represent CGLL in the District 5 TOC tournament, except in years where District 5 allows more than one team per league.