

# COLLEGE GLEN LITTLE LEAGUE LOCAL PLAYING RULES

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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 I. 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. Tee Ball Division: All play shall stop 60 minutes from the time that play began.
  - b. Farm Division:
    - i. No new inning shall start after 90 minutes from the time that play began.
    - ii. All play shall stop at 2 hours.
    - iii. During Farm Tournament play, b(i) (no new inning after 90 minutes) still applies, but b(ii) (hard stop at 2 hours) does not. If the outcome of the game is undecided, play shall continue.
    - iv. During Farm Championship game, neither b(i) or b(ii) apply, the game shall go 6 innings. If the outcome of the game is undecided after 6 innings, play shall continue.
  - c. Minor Division:
    - i. No new inning shall start after 2 hours, 15 minutes from the time that play began.
    - ii. Games ending in a tie will not be continued and will be considered a tie in the league standings.
    - iii. During Minor Tournament play, time limit still applies unless the outcome of the game is undecided.
    - iv. During Minor championship game, no time limit rules apply.
  - d. Major and Junior Divisions: No time restrictions apply.
  - e. An inning shall be judged to have started immediately upon the third and final out of the prior inning.
  - f. Any delay in the game due to weather shall not be counted as game time for time limit purposes.

### **B. Mercy Rule**

1. Major Division games shall be called if one team has a lead of 10 runs or more after 4 innings (3 ½ innings if the Home team leads).
2. Junior Division games shall be called if one team has a lead of 10 runs or more after 5 innings (4 ½ innings if the Home team leads).

## **RULE II. GAME SCHEDULE & MAKE UPS**

A. 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 Tee Ball and Farm Division) as noted below.

B. 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.

C. 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 interleague partner will be reviewed by a Committee made up of the President, Umpire in Chief, and Major Player Agent for an appropriate resolution.

D. 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 interleague 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 interleague partner will be reviewed by a Committee made up of the President, Umpire in Chief, and Junior Player Agent for an appropriate resolution.

### **RULE III. MANAGERS AND COACHES**

A. Within the 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 IV. 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 (outlined in Article VI, Section 2 of the CGLL Constitution) prior to participating in, or attending, their next game.

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 V. 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:

### **A. Junior Division Player Pool:**

1. If there are multiple Junior teams, the Junior Player Agent will create a list of available pool players.
2. 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.
3. 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.

### **B. Major Division Player Pool:**

1. All players drafted in rounds 5-8 by each Major Division team will form the eligible Major Division primary Player Pool.
2. 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.
3. 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.
4. 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.

### **C. Minor Division Player Pool:**

1. All players drafted in rounds 5-8 by each Minor Division team will form the eligible Minor Division primary Player Pool.
2. 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.
3. 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.

4. 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.

**D. Player Pool General Guidelines:**

1. All pool players will wear their own team jersey, not the jersey of the team they are playing for, so the player pool guidelines may be properly enforced by the umpire.

2. 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.

3. 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 6 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.

4. 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.

5. 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.

6. 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 VI. 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 scorebook 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 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 VII. CGLL COMPLEX RULES**

A. 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.

B. 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.

C. Batting practice is not permitted on the field prior to a game.

D. No pepper, soft toss or warm-ups on the playing field once the away team starts infield practice.

- E. Warming up and playing catch is prohibited in the common area of the complex.
- F. While a game is being played on the T-Ball field, batting practice is prohibited on the Minor field.
- G. Soft toss or ball and tee work against any fence within the complex is not allowed.
  - 1. Plastic balls are permissible.
- H. Use of hard balls, including against the mural wall, in the common area is prohibited.

#### **RULE VIII. 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 the 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, bullpens, and nearby common areas and dispose of them 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.

#### **RULE IX. PLAYING RULES, TEE BALL DIVISION**

A. Games of the Tee 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 an attempt to tag out all runners. This is a safety issue.

## **RULE X. PLAYING RULES, FARM DIVISION**

A. 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 shall 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 5 runs shall be scored per team, per half inning. After the fifth 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 (when available) to track pitches, 3 outs, and/or 5 runs, whichever is recorded first.
  - c. After the end of each complete 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 ensure 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 2 innings per game unless requested by the player's parent, due to illness or injury.
  - a. All players must sit out 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 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 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 3 innings in a game. This rule applies to all positions and to all players.
13. A team shall field a maximum of 10 players on defense, of which 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 the batter's 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.
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 halfway to the next base to advance.
20. 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 first half of the season to help teach positioning and the game.
  - b. During the second half of the season all defensive managers and coaches must be in the dugout.
21. 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.
22. Farm Division Tournament Rules:
- a. Official scoring rules apply.
  - b. An official Umpire will be assigned for all tournament games.
  - c. No one is allowed in the score box except one scorekeeper from each team.
    - i. Scorekeepers shall not cheer for either team or comment on any decision by the umpire.
    - ii. The official scorebook will be kept by the home team.
    - iii. The visiting team must operate the electronic scoreboard to track pitches, 3 outs and/or 5 runs.
    - iv. The running score will be maintained on the scoreboard.
  - d. No new inning shall start after 90 minutes from the time that play began, unless the outcome of the game is undecided.
  - e. The 5-run rule is not in effect during what the Umpire, keeping an eye on the game time per the above rule (d) and discussing with the Managers, proclaims to be the last inning of play.
  - f. In the Championship Game, rule (d) shall not apply, and the game shall last 6 innings.

## **RULE XI. PLAYING RULES, MINOR DIVISION**

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

1. The Minor Division schedule will be broken into a pre-season, regular season, and post-season Minor Tournament. During the pre-season schedule, standings will not be kept so teams can develop their players. After the pre-season, the regular season will be played where each team

will play all other teams once, and standings will be kept. Regular season standings will determine seedings for the Tournament.

2. Little League Rule 5.07 states that an inning shall be ended before three outs are made (a) once 5 runs have scored, or (b) when all players on the team have batted in the half-inning.

NOTE: (b) does not apply in seasons where teams within the Division have an unequal number of players. The scorekeeper shall announce the fifth run or the lineup completion. Continuation of scoring past 5 runs only occurs on a Home Run over the fence.

3. The 5-run rule is not in effect in the 6th inning and beyond, or in any inning that the Umpire, keeping an eye on the game time and discussing with the Managers, proclaims to be the last inning of play.

4. There will be no 10-run rule in the Minor Division.

5. These shall be the tie-breakers used, in order as necessary, following the completion of the Minor Division regular season to determine seedings for the post-season CGLL Minor Division Tournament:

a. Head-to-head result (from regular season only)

b. For ties involving multiple teams: lowest cumulative runs allowed in regular season head-to-head games among tied teams

c. For ties involving multiple teams: lowest cumulative runs allowed in all regular season games

d. Dice Roll

6. The top two teams from the CGLL Minor Division post-season Tournament will represent CGLL in the District 5 TOC tournament.

## **RULE XII. PLAYING RULES, MAJOR DIVISION**

A. 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, a regular season, and a post-season Tournament. During the pre-season schedule, CGLL teams will play inter-league games that will not affect their standings so teams can develop their players. After the pre-season, the regular season will be played where each team will play all other teams twice, and standings will be kept. Regular season standings will determine seedings for the Tournament.

2. These shall be the tie-breakers used, in order as necessary, following the completion of the Major Division regular season to determine seeding for the post-season CGLL Major Division Tournament:

a. Head-to-head result (from regular season only)

b. Lowest cumulative runs allowed in regular season head-to-head games among tied teams

c. Lowest cumulative runs allowed in all regular season games

d. Coin Flip if 2 teams, Dice Roll if more than 2 teams

3. The top two teams from the CGLL Major Division post-season Tournament will represent CGLL in the District 5 TOC tournament.

## **RULE XIII. PLAYING RULES, JUNIOR DIVISION**

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

1. The Junior Division schedule will be broken down into a pre-season, a regular season, and a post-season Tournament. After the pre-season, the regular season will be played where each team will play all other teams twice, and standings will be kept. Regular season standings will determine seedings for the Tournament.

2. These shall be the tie-breakers used, in order as necessary, following the completion of the Junior Division regular season to determine seedings for the post-season CGLL Junior Division Tournament:

a. Head-to-head result (from regular season only)

b. Lowest cumulative runs allowed in regular season head-to-head games among tied teams



- c. Lowest cumulative runs allowed from all regular season games
  - d. Coin flip if 2 teams, Dice Roll if more than 2 teams
3. The top two teams from the CGLL Junior Division post-season Tournament will represent CGLL in the District 5 TOC tournament, unless the district allows more than two teams.