

2016 AVLL RULES AND BY-LAWS

IF NOT LISTED WITHIN THE FOLLOWING DOCUMENT PLEASE REFER TO THE LITTLE LEAGUE RULEBOOK

A. EQUIPMENT, UNIFORMS AND PLAYING FIELDS

1. EACH ORGANIZATION THAT WISHES TO PARTICIPATE IN THE AVLL MUST FOLLOW THE RECOMANDATIONS OUTLINED BELOW.
2. BATS - All bats must be 2-¼" in diameter and be stamped Little League Approved.
3. BATTING HELMET - All batters must wear protective helmets when at bat. All base runners must wear protective helmets.
4. CATCHER'S GEAR - Catchers must wear protective helmets with a mask, a throat protector, a chest protector and shin guards. Catchers are not required to wear a protective cup, but they are highly recommended.
5. ALL PITCHERS MUST WEAR A HEARTGUARD WHILE ON THE MOUND.
6. BALLS - Official game balls are Wilson 1074. Home team is responsible for supplying two (2) NEW Wilson 1074 balls per game. Additional balls may be requested during a game due to damage, dirt or for safety reasons. All requests for the use of an additional ball must be approved by both Head Coaches and the Head Umpire (if an umpire is on duty)
7. FOOTWEAR - All players must wear cleats. NO metal spikes are permitted.
8. UNIFORMS - All players must wear the following items in order to participate in league games:
 - a) Team baseball hat, team shirt with number, baseball pants (NO SHORTS), and cleats.
9. In order to host games an organization must have a facility which meets the following requirements:
 - a) Restroom facilities
 - b) Trash receptacles
 - c) Running water
 - d) Clean& Safe dugout area with seating
 - e) Bleacher area and Parking area
 - f) A properly anchored home plate
 - g) A properly anchored pitching rubber
 - h) securely anchored soft bases

10. All home teams are required to meet the following field requirements at least 15 minutes before the scheduled game start time:

a) Well groomed infield area as well as a well groomed grass areas

b) Properly lined field including baselines, foul lines, batters boxes, coaches' boxes, and in the instructional division a 10' diameter pitching circle.

11. The away team must be allowed a minimum 15 minutes of field time before a game may start. The visiting coach has the right to wave or to shorten the pre-game use of the field.

12. Games must start no later than fifteen (15) minutes after the scheduled starting time and no innings may begin after 8:15 p.m. Any team not on the field and ready to play within fifteen (15) minute after the scheduled time will forfeit the game. * Mutual agreement with both managers and umpires to start a game beyond the fifteen (15) minute grace period or to start an inning after 8:15 p.m. after daylight savings time must be relayed to the commissioner within 24hours of game completion. The umpires and both managers must sign the Scorebook.

B. AGE BRACKETS

1. MAJORS (11-12) - All MAJORS players must not turn thirteen (13) years of age before April 30th to be eligible to play at the MAJORS level.

2. MINORS (9-10) - All MINORS players must not turn eleven (11) years of age before April 30th to be eligible to play at the MINORS level.

3. INSTRUCTIONAL (6-7-8) - All INSTRUCTIONAL players must not turn nine (9) years of age before April 30th to be eligible to play at the INSTRUCTIONAL level. A player which will be five (5) years of age BEFORE April 30th may participate in the INSTRUCTIONAL level with the approval of the organization in which he or she is registered, parents and his or her head coach.

4. If it is determined that a player is ineligible according to rules B1-B3 the team with which they have participated will forfeit all games in which the ineligible player participated.

C. PLAYER ELIGIBILITY

1. No player may play for more than one (1) AVLL in-house organization during the season. Any player who is determined to be playing for more than one (1) in--house organization (AVLL) shall be declared ineligible. (Unless approved by AVLL Board).

2. All teams must submit a final team roster (provided by the league) on or before April 2ND. ALL ROSTER FORMS MUST BE ENTIRELY COMPLETED AND SIGNED BY THE TEAM MANAGER AND THE LEAGUE REPRESENTATIVE. A COPY OF EACH PLAYERS BIRTH CERTIFICATE MUST BE ATTACHED. NO TEAM SHALL PARTICIPATE IN ANY LEAGUE PLAY UNTIL THE ROSTER HAS BEEN SUBMITTED.
3. A birth certificate for every rostered player must be on file with the AVLL. All birth certificates will be due at the same time as the final roster sheets. If at any time a coach has a question regarding a child's age he or she should contact their league representative who will contact the AVLL Board members to determine eligibility.
4. If a roster player does not submit a birth certificate or if roster player is found ineligible to play with in the age division that he may be rostered with. Sanctions will be determine as follow:
 - a) NO BIRTH CERTIFICATE ON FILE- player will not be able to participate in any AVLL games until the board receives a copy of the certificate. If it is determined that a player participates in a game without their birth certificate on file the board reserves all rights to apply the following sanctions: all games will result in a forfeit in which the ineligible player participated;
 - b) INELIGIBLE PLAYERS- If a player is determined to be ineligible to play within the division that they are rostered the board reserves all right to apply the following sanctions: all games will result in a forfeit in which the ineligible player participated.
5. A Non-roster players may only be brought up from the next lower division to prevent a forfeit, A call-up is ineligible to play as a call-up if his rostered team has a game scheduled that conflicts with the game he is being called up to participate in. All call ups must adhere to the rules governing call-ups:
 - a) The call- up may not pitch or catch during any part of the game;
 - b) The call-up and may not start in place of a proper age player;
 - c) The call-up must play per division rules;
 - d) The call-up must bat at the end of the order;
 - c) No player being brought up shall play more than a player on the roster.

6. NO ROSTERED PLAYER MAY AT ANY TIME PLAY DOWN IN AGE DIVISION.
7. Any and all roster changes or additions made between April 9th and Opening Day must be voted upon and approved by a minimum favorable vote of 2/3 of the AVLL board.
8. There will be NO roster changes or additions made after Opening Day. NO EXCEPTIONS!
9. Teams will have a maximum of 15 rostered players. If a team must have more, a waiver may be requested from the AVLL Board. No more than 2 extra players per team will be waived per roster.
10. All teams' rosters will be posted on the AVLL League web-site. This roster must include each player's full name, birthdate and jersey number.
11. ALL PLAYERS MUST REGISTER WITH A LEAGUE WITHIN THE SAME SCHOOL DISTRICT THAT THEY RESIDE. Anyone requesting a waiver from this requirement must have written permission from his association of residence (forms provided by the league starting with 2015 season) and a 2/3 majority vote from the AVLL board. Any player who does not comply with this rule shall be ineligible.
12. WAIVER POLICY: Starting this year any player who request to move from one AVLL team to another AVLL team must be approved by the board and must have the AVLL waiver formed filled out and on file. At any time the AVLL board can deny a request to transfer a player.
13. If it is determined that a player is ineligible according to rules C1-C12 The AVLL board reserves all right to review each case and to sanction teams, coaches and players as follows:
 - a) If the use of said ineligible player is discovered by the sixth game of the season, the manager of the team shall be suspended for the remainder of the season. If the use is discovered after the sixth game, the manager shall be suspended for the remainder of the season and the following season;
 - b) All games that ineligible player participated in shall become a forfeit and 2 points for each game will be deducted off the team's final standing.

D. COACHES

1. ALL COACHES AND SCOREKEEPERS MUST TURN IN A COPY OF THEIR PA CRIMINAL AND CHILD ABUSE CLEARANCES. ANY COACH OR SCORE KEEPER WHO DOES NOT TURN IN PROPER CLEARANCES WILL NOT BE ABLE TO PARTICIPATE IN ANY PRACTICES OR GAMES. IF A COACH OR

SCOREKEEPER IS FOUND INELIGIBLY TO PARTICIPATE OR REFUSES TO TURN IN CLEARANCE THEN THE AVLL BOARD HAS THE RIGHT TO APPLY SANCTIONS WHICH COULD RESULT IN REMOVAL FROM THE AVLL.

1. Each Instructional team shall have 1- head coach, 3 assistant coaches and 1- scorekeeper in the dugout and backstop areas. If a team fails to comply with this rule, the offending team shall forfeit the game.

2. Each Minor and Major team shall have 1- head Coach, 2 assistant coaches and 1- Scorekeeper in the dugout and backstop areas. If after the Umpires request to clear the area of extraneous persons, a team fails to comply with this rule, the offending team shall forfeit the game.

3. While at bat the offensive team may have a First Base Coach and a Third Base Coach.

4. The First Base Coach and Third Base Coach must stay within the Coaches Box during all live ball play. If coach does not adhere to the rules the head umpire will handout penalties as follows: 1st offense-warning 2nd offense- batter out 3rd offense-coach ejected. If a coach gets ejected from game he is ineligible to coach the following game.

5. Head Coaches must have their Line-ups entered into their scorebooks and present them to the opposing Team and Head Umpire before a game may begin.

6. Any player not playing due to sickness, injury or disciplinary action must be reported to the opposing manager before the game.

7. PROTEST- IF A COACH NEEDS TO PROTEST A GAME FOR ANY REASON DURING REGULAR SEASON AND POST SEASON THEY MUST ADHERE TO THE FOLLOWING RULES:

- a) Instructional Division- since this division does not use umpires. the coach that is protesting the game must notified opposing coach that he is protesting the game or call at the time of the infraction. both coaches need to mark their scorebook noting who was up to bat, who was on base, what is being protested and the score at that particular time;
- b) Minors and Majors- must notify the head umpire that they are protesting the game at the time of the infraction. Both Coaches need to mark their scorebook noting who was up to bat, who was on base, what is being protested and the score at that particular time. Head umpire shall sign the book at this time;
- c) Head coach for instructional or head umpire must notify the league representative about the protest game. The league rep. will take this issue to

the AVLL board to be discussed and to determine what the outcome of this game shall be;

- d) if a protest is made during a post season playoff game or championship game the board needs to be notified immediately to handle such discrepancy so that it does not interfere with the bracketing;
- e) All protest must be made at the time of the infraction. once the game continues to play on you may not go back and protest the game at a prior point;
- f) Once a protest is made you may continue to play the remainder of the game but the score/ outcome of the game will not stand until it is reviewed by the AVLL board.

8. A Coach may make one trip to the mound per inning without removing his pitcher. A second trip to the mound during the same inning will result in the removal of the pitcher. When a Coach crosses the first or third baseline to address the pitcher it is considered a trip to the mound. When a Pitcher leaves the mound to engage in a discussion with a Coach it is considered a trip to the mound. It is not considered a trip to the mound if a Coach crosses the first or third baseline due to an injury to a player.

E. PLAYERS

- 1. Any player who arrives to play after the exchange of line-ups must bat at the bottom of the order, and may not enter the game until a new inning begins.
- 2. Any player who arrives after the start of the third inning is ineligible to participate.
- 3. ALL players bat in a continuous rotation.
- 4. Each player must play a minimum of 3 innings in the field on defense. The exceptions to this rule: late arriving players, games in which the Mercy Rule is applied, games in which the home team is leading after the first half of the final inning and they do not get to take the field for the bottom of the last inning.

The penalties for the violation of this rule is: 1st-game forfeit and -2 pts in the standings
2nd- suspension of the Head Coach for the remainder of the AVLL Regular Season and Post Season and the AVLL Board reserves the right to suspend the coach for the following session based on a final vote.

F. CONDUCT AND DISCIPLINARY ACTION

1. ALLEGHENY VALLEY LITTLE LEAGUE through its Board member, shall reserve the right to withdraw membership from any organization, team, player, adult volunteer, or spectator whose conduct, on or off the playing field, reflects in a manner that is detrimental to the best interests of ALLEGHENY VALLEY LITTLE LEAGUE.

2. Any Organization, Coaches, Players, adult volunteers, umpires, and spectators who engage in unsportsmanlike conduct, such as fighting, abusive language or similarly derogatory activity, may be suspended for one or more games.

Similar Derogatory Activity may include: foul or obscene language, indecent gestures, physical altercations of any kind, throwing equipment or other objects, harassment of umpires, arguing with or verbal abuse of opposing players, coaches or parents, belittling or intentionally embarrassing players, coaches, or other spectators.

3. Any organization, Teams, coaches, players, umpires, adult volunteers, or spectators in violation of the General Conduct policy may be refused entry, or may be removed from any or all remaining regular season or post season games.

4. Other than the four (4) Instructional and three (3) minor and major Coaches, one (1) Scorekeeper and the Rostered Players no one else is allowed in the dugout and backstop areas. The first offense of this rule will result in a warning. The second offense will result in the ejection of the Head Coach. The third offense will result in the offending team being docked two (2) points in the standings. If there is a head umpire they must notify an AVLL board member of this situation so that the Board can have record of this account.

5. Spectators may NEVER enter the field of play. If a spectator enters the field of play (other than to tend to an injured player) they will be ejected from the complex and the team which they represent will forfeit the game and be docked two (2) points in the standings. If there is a head umpire they must notify an AVLL board member of this situation so that the Board can have record of this account.

DISCIPLINARY ACTION:

1. The league officers shall have the authority to suspend, discharge or otherwise discipline any player, manager, coach, umpire, league officer, spectator, or a whole organization whose conduct is in violation of the Rules and Regulations of ALLEGHENY VALLEY LITTLE LEAGUE and/or is considered detrimental to the best interests of the ALLEGHENY VALLEY LITTLE LEAGUE.

A). Persons subject to such discipline shall have the right to a hearing before the league officers before such discipline is imposed;

b). In the event of such a hearing involving a player, or other person under the age of 18, that person's parents shall be invited to attend.

2. Any organization, player, manager, coach, umpire, league officer, spectator or other person who refuse to comply with the rules of ALLEGHENY VALLEY LITTLE LEAGUE, may be considered for disciplinary action.

3. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties may be used. League officers may impose the one which, in their opinion, appears to match the severity of the offense.

a). WARNING. The offending person, coach, team, player, parent, spectator or organization is to be advised, in writing, of the offense, and further advised that repetition of the offense shall result in a more severe penalty;

b).SUSPENSION. The offending person, coach, team, player, parent, spectator or organization is to be advised in writing that he or she has been suspended from all league activity for a specific

number

of games, or days;

c). DISMISSAL. The offending person, coach, team, player, parent, spectator or organization is to be advised in writing that he or she has been dismissed from the league for the remainder of the current year;

d). BARRED. The offending person, coach, team, player, parent, spectator or organization is to be advised in writing that he or she has been barred from present and future participation in the league, permanently, or for a specific number of years.

4. MEMBERSHIP

Eligibility/Categories: Participation in AVLL shall be open to any district or neighboring towns interested in the sport of baseball. All organization that want to play with in the AVLL must be voted on by the AVLL board. Participation in AVLL shall be reviewed and adjusted as necessary on a yearly basis and shall consist of the following categories, provided the criteria established for members in good standing are also achieved:

Voting Members. For purposes of voting at any AVLL organizational meeting, the following will be allowed to make motions and/or cast votes at any member meeting:

AVLL Board Members which must consist of 1 league representative from each organization involved in the AVLL and the Umpire Coordinator.

Voting Members must be present to vote. No proxy votes will be accepted. Only one vote will be allowed per Voting Member regardless of multiple positions held within AVLL. Any position held by two Voting Members as a “co-holder” position will be allowed only one vote. Only Voting Members in good standing are eligible to vote at AVLL member meetings.

5. **Suspension or Termination:** Membership of any organization may be terminated by resignation, voting by the Board Members adhering to AVLL's discipline policy, or any of the following:

a. The Board Members, by a 2/3 majority vote of a quorum of the AVLL Board of any duly constituted Board meeting, shall have the authority to discipline or suspend or terminate the membership of any Organization when the conduct of such organization, coach, player or parent is considered detrimental to the best interests of AVLL. The organization, coach, player or parent involved shall be notified of such meeting, informed of the general nature of the charges, and given an opportunity to appear at the meeting to answer such charges.

b. The Board Members shall, in the case of a player member, give notice to the coach of the team of which the player is a member. Said coach will notify the player and his or her parent/guardian of the pending meeting concerning suspension or termination. The coach and his or her parent/guardian, and player (at his/her parent's discretion) will be requested to attend said meeting. After considering all facts pertinent to the suspension/termination the Board Members will act in the best interest of AVLL.

c. The Full Voting Membership shall have full power to suspend or revoke any organization, coach, league representative, or Player Member's right to future participation.

5. The playing of all players for at least the required minimum number of innings is an absolute must. Failure of a team to comply with these Rules shall result in the offending team being assessed two points in the standings. Any subsequent offense shall result in the assessment of another two points in the standings and the suspension of the manager for the remainder of the season. The player's) involved shall start the next scheduled game, play and requirement not completed in the previous game and the requirement for this game before being removed. This rule shall apply to all regular and post-season games. This rule shall not apply in the event a game is shortened by rain or darkness provided all players would have been able to play the minimum time had the game been regulation.

6. Excessive rough play is forbidden. If a runner deliberately runs into another player in a rough or malicious manner, the runner shall be ruled out and ejected from the game. A player putting a rough tag on a runner shall be ejected from the game and the runner shall be ruled safe. Decision and enforcement of the rule will be left to the umpire's discretion. Runner must avoid contact.

G. PENALTIES

1. A thrown bat will result in a team warning. Any additional batters on the team who throw their bat will be called out.
2. No head first slides into a base. Any baserunner diving head first into a base will be called out. The exception is if a baserunner steps off a bag or overruns a base and has to get back quickly.
3. Baserunners must slide into home plate when there is a play attempted to be made on them. Any baserunner failing to do so will be called out.
4. There will be NO on deck batters. Any player swinging a bat other than the legal batter will be a team warning. All further violations of this rule will result in the current batter being called out.

H. CANCELLATIONS, RAIN-OUTS, RE-SCHEDULING

1. The home team's Head Coach is responsible for determining if their field is playable or non-playable. If the field is not playable it is his responsibility to do the following:
 - a) Contact the visiting team's Head Coach. Giving him or her as much notice as possible that the game will be cancelled;
 - b) Contact his team members to inform them that their game has been cancelled;
 - c) Present no less than two (2) re-scheduling options to the visiting team's head Coach within 48 hours of the originally scheduled date. You must give the visiting team rescheduling options that do not interfere with their league schedule. Once presented the visiting team's Head Coach must commit to a date and time to reschedule within 48 hours of being presented with the options;
 - d) Any game cancelled due to rain-out and/or field conditions must be made-up no later than one (1) day before the scheduled first game of the playoffs;
 - e) Any game cancelled due to rain-out and/or field conditions that is not

made up before the deadline will result in two (2) points being deducted from both teams in the standings;

- f) If the home or away team in a game cancelled due to rain-out and/or field conditions fails to follow the rules listed in rules G1 A-F it will result in two (2) points being deducted from that team in the standings, and the opposition will be awarded three (3) points for a win;
- g) Contact your League Rep. within 48 hours of cancellation to inform the league of the new date and time that game is rescheduled so the League Rep can contact the right person to update the AVLL website.

2. If either team in a game cancels for reasons other than weather within 24 hours of the scheduled game time it must be:

a) Agreed upon by both coaches.

b) Present no less than two (2) re-scheduling options to the visiting team's head Coach within 48 hours of the originally scheduled date. You must give the visiting team rescheduling options that do not interfere with their league schedule. Once presented the visiting team's Head Coach must commit to a date and time to reschedule within 48 hours of being presented with the options;

c) If any game that gets cancelled and the two (2) coaches cannot agree upon a day and time to rescheduled the game, then AVLL Board reserves the right to schedule the game within 48 hours of the first cancelations.

d) If there is a team who continually cancels their games, refuses to set up make up dates or who does not follow rules G2 a-c, the AVLL board may impose the one, in their opinion, appears to match the severity of the offense.

- 1. A forfeit issued- resulting a 2 point loss in standing per each game;
- 2. Reward a 3 point standing towards all or some of the opposing teams;
- 3. Team can lose their play-off spot

3. ANY GAME THAT IS NOT RESCHEDULED WITHIN 72 HOURS OF IT'S ORIGINAL START DATE AND TIME WILL BE SCHEDULED BY AVLL BOARD!

I. SCORING AND STANDINGS

All Head Coaches or Scorekeepers must text the final scores along with names of each pitchers and the number of innings they pitched of every game to be Theresa White. Text Messages are preferred. Send to 412-414-3796 or secondary sunshine8708@yahoo.com

1. A win earns 3 points
2. A tie earns 2 points
3. A loss earns 1 point
4. A forfeit deducts 2 points

J. PLAYOFFS

1. NEW FOR 2016, PLAYOFFS WILL BE SINGLE ELIMINATION THIS YEAR. ALL DATES, TIMES AND FIELD ADVANTAGE WILL BE SUBJECTED TO CHANGE DUE TO WEATHER!
2. All teams make the playoffs, unless your team is suspend by the AVLL, due to a misconduct.
3. The home team will be the higher seeded team. This does not mean that the higher seed has home field advantage. If a field is not playable due to weather conditions the AVLL board reserves the right to move the game to a playable field so it will not cause a delay in playoffs.

K. INSTRUCTIONAL DIVISION

1. Games are 6 innings, with a game being official after a completed 5 innings (4-½ innings with the home team leading).
2. 10 defensive players may take the field at one time. 4 outfielders, first baseman, second baseman, short stop, third baseman, pitcher and catcher.
3. The batting rotation shall consist of the entire team and every player must play at least three (3) innings on defense.
4. Each batter gets 7 pitches or three strikes, whichever comes first. If the batter foul tips or fouls off the third strike or the seventh pitch his at bat continues until the next passed ball, strike, or the ball is hit into play.
5. There is NO leading. Baserunners must stay on base until the batter makes contact with a pitch. If a baserunner leaves a base before the hitter makes contact his team will receive a warning. Any other baserunner on that team that leaves a base before a batter makes contact with a pitched ball will be called out.
6. No bunting

7. No base stealing
8. The infield fly rule does not apply.
9. There is a five (5) run scoring cap per inning. No continuation.
10. A team may score an unlimited number of runs in the last (sixth) inning.
11. A ten (10) run mercy rule applies to all games that reach five (5) full innings, or 4-½ innings if the home team is ahead.
12. If the mercy rule applies the final score will be reported as it stands at that moment. If both Head coaches agree to continue playing they can, but the scoring will be considered official at the point that the mercy rule applied.
13. The bases are set at 60 feet apart.
14. The pitching area is centered at a distance of forty-six (46') feet from the back of home plate.
15. A ten (10') foot diameter circle centered at the forty-six (46') foot distance will be lined. The player fielding the pitcher position must have at least one (1) foot within this circle at the start of each play. The coach pitching must also have at least one (1) foot within this circle at the start of each play.
16. While on defense there may be two (2) Coaches positioned in the outfield and one (1) Coach positioned out of bounds either along the first base or third base lines.
17. If at any time a hit ball makes contact with a the pitching coach the ball is dead, baserunners remain on the base which they were on and the pitch does not count against the batter's seven (7) pitches.
18. NO HALF-WAY MARKS WILL BE USED THIS YEAR!!
19. STOPPING PLAY: A ball hit into the outfield, must be thrown into an infield player and possessed by an infielder in the field of play to determine where the runners must stop. The play is live until the runner is out or reaches a base safely. The ball must be in fair territory. Fair territory is not considered possession in infield.
20. If a ball goes out of play then all runners is awarded 1 extra base.
21. Baserunners may not advance on an infield to infield overthrow.
22. The batter may only advance to first base on a hit that does not leave the infield.

23. Baserunners may only advance one (1) base on a hit that does not leave the infield.
24. A team may play without forfeiting with eight (8) players. On defense they must play three (3) outfielders and either no catcher or pitcher.
25. A team with 7 players or less is not eligible to play and must take a forfeit.
26. It is not required for the home team to have an umpire on staff, but they may if they choose to and the home team takes the sole responsibility for paying the umpire.
27. If no umpire is present the Head Coaches from each team will designate 2 coaches from each team who will act as umpires.
28. THERE WILL BE NO ON DECK BATTER AT ANY TIME DURING A GAME.
29. TIE GAME- NEW 2016 WE WILL ALLOW 1 EXTRA INNING AT THE END OF A REGULAR SEASON GAME TIME PERMITTING. THE EXTRA INNING MUST BE PLAYED AT THAT POINT AND CAN NOT BE RESCHEDULED FOR ANOTHER DAY. IF AT THE END OF THE EXTRA INNING AND THE GAME IS STILL TIED, IT WILL GO INTO THE BOOKS AS TIED. BOTH TEAMS GETS A CHANCE TO SCORE.
30. TAGGING UP IS PERMITTED IF THE BALL IS A FLYBALL TO OUTFIELD ONLY! So for example, a pop fly is hit INTO THE OUTFIELD. While the fly ball is in the air, a runner on 2nd base advances to 3rd. The ball is caught and thrown back to the 2nd baseman and he/she tags base before the runner can get back on base. The runner would be out. A runner may "tag up" however, and then safely run to the next base. "Tagging up" means the runner waits until after the fair-hit pop-fly ball is caught and then runs to the next base. So, if our 2nd base runner had waits until the ball is caught before proceeding to 3rd base, the runner would be safe, provided they did not get tagged out at 3rd base.

L. MINORS DIVISION

1. Games are 6 innings, with a game being official after a completed 5 innings (4-½ innings with the home team leading).
2. 10 defensive players may take the field at one time. 4 outfielders, first baseman, second baseman, short stop, third baseman, pitcher and catcher.
3. NO ROVERS ALLOWED
4. All players bat in a continuous batting rotation.

5. There is NO leading. Baserunners must stay on base until a pitched ball crosses the plate. Baserunner leaves a base before the hitter makes contact his team will receive a warning. Any other baserunner on that team that leaves a base before a pitch crosses the plate will be called out.
6. Baserunners are allowed to steal. Stealing is only permitted on a pitched ball. The baserunner may not leave the base until a pitched ball crosses the plate. Baserunners may only steal one (1) base at a time.

The baserunner may not advance if the throw to the stolen base is overthrow.

7. The only way for a runner to advance to home is if a play is made on him. (i.e. - the pitcher throws the ball to third in an attempt to get the runner out.)
8. The infield fly rule does not apply.
9. Bunting is permitted. No fake bunt Swing
10. A team may play without forfeiting with nine (9) players. On defense they must play three (3) Outfielders.
11. A team with 8 players or less is not eligible to play and must take a forfeit.
12. There is a FIVE (5) run scoring cap per inning. No continuation.
13. A team may score an unlimited number of runs in the last (sixth) inning.
14. A ten (10) run mercy rule applies to all games that reach five (5) full innings, or 4-½ innings if the home team is ahead.
15. Free substitution of players is permitted.
16. The bases are set at 60 feet apart.
17. The pitching rubber is set at a distance of forty-six (46') feet from the back of home plate.
18. Pitchers may pitch a maximum of 3 innings in a game. If a pitchers comes in and throws 1 pitch in an inning that will be consider a whole inning towards his 3 inning game. If participating in a double-header a pitcher may pitch maximum of 3 innings in 1 game and one inning in the other. A maximum of 6 innings a week!
19. Any violation of the pitching rules shall result in the offending team's forfeit of the game and suspension of the manager for one game. A second violation shall result

in another forfeiture and the suspension of the manager for the remainder of the season.

20. THE PITCHING WEEK WILL RUN SATURDAY TO FRIDAY. No rest is required in between games.
21. A pitcher who hits two (2) batters in one (1) inning must be removed from the pitcher position for the duration of that game.
22. BALK RULE - If the pitcher receives the return from the catcher with his foot in contact with the pitching rubber, a balk will be called and all runners will advance.
23. THERE WILL BE NO ON DECK BATTER AT ANY TIME DURING A GAME
24. TIE GAME- NEW 2016 WE WILL ALLOW 1 EXTRA INNING AT THE END OF A REGULAR SEASON GAME TIME PERMITTING. THE EXTRA INNING MUST BE PLAYED AT THAT POINT AND CAN NOT BE RESCHEDULED FOR ANOTHER DAY. IF AT THE END OF THE EXTRA INNING AND THE GAME IS STILL TIED, IT WILL GO INTO THE BOOKS AS TIED. BOTH TEAMS GETS A CHANCE TO SCORE.
25. TAGGING UP IS PERMITTED! So for example, a pop fly is hit. While the fly ball is in the air, a runner on 2nd base advances to 3rd. The ball is caught and thrown back to the 2nd baseman and he/she tags base before the runner can get back on base. The runner would be out. A runner may "tag up" however, and then safely run to the next base. "Tagging up" means the runner waits until after the fair-hit pop-fly ball is caught and then runs to the next base. So, if our 2nd base runner had waits until the ball is caught before proceeding to 3rd base, the runner would be safe, provided they did not get tagged out at 3rd base.
26. Both winner and loser of games must text or email final score results to Theresa 412-414-3796 or sunshine8708@yahoo.com, plus the pitchers used for this game and how many outs recorded within 24 hours of game completion.

M. MAJORS DIVISION

1. Games are 7 innings, with a game being official after a completed 5 innings (4-½ innings with the home team leading).
2. 9 defensive players may take the field at one time. 3 outfielders, first baseman, second baseman, short stop, third baseman, pitcher and catcher.

3. NO ROVERS ALLOWED
4. All players bat in a continuous batting rotation.
5. Leading will be allowed!
6. Baserunners are allowed to steal. Stealing is only permitted on a pitched ball. The baserunner may not leave the base until a pitched ball crosses the plate. Baserunners may only steal one (1) base at a time.

The baserunner(s) may advance as many bases as they can, if the throw to the stolen base is overthrown. Defense can still attempt to throw runner out. If ball is thrown out of play by defense during attempted steal of base or after hit ball, runner(s) can advance only one base.

7. Base runner can steal Home. But, only after the pitch crosses the plate. See Rule 22. For more details.
8. The infield fly rule DOES apply.
9. Bunting is permitted. No fake bunt swing
10. A team with 8 players or less is not eligible to play and must take a forfeit.
11. If a team is reduced to less than nine (9) players due to an earlier substitution and then an injury, the last player to leave the game shall be permitted to return and finish the game.
12. There is a five (5) run scoring cap per inning, with continuation.
13. A team may score an unlimited number of runs in the last (seventh) inning.
14. A ten (10) run mercy rule applies to all games that reach five (5) full innings, or 4-½ innings if the home team is ahead.
15. Free substitution of players is permitted.
16. The bases are set at 70 feet apart.
17. The pitching rubber is set at a distance of fifty (50') feet from the back of home plate. Pitching rubber shall be raised by a gradual slope to a height of six inches above the level of home plate and the base paths.
18. Pitchers may pitch a maximum of 3 innings in a game. If a pitchers comes in and throws 1 pitch in an inning that will be consider a whole inning towards his 3 inning

game. If participating in a double-header a pitcher may pitch maximum of 3 innings in 1 game and one inning in the other. A maximum of 9 innings a week!

19. THE PITCHING WEEK WILL RUN SATURDAY TO FRIDAY. No rest is required in between games.

20. A pitcher who hits two (2) batters in one (1) inning must be removed from the pitcher position for the duration of that game.

21. BALK RULE – ALL STANDARD BALK RULES APPLY UNDER THE DISCRETION OF UMPIRE

22. Play is stopped and no runners can advance once Pitcher steps on pitching rubber with ball in hand or glove. Unless runner is advancing to next base. (Umpires decision)

23. Dropped 3rd strike is allowed. On an uncaught 3rd strike with no runner on first base or with two outs, the batter immediately becomes a runner. The strike is called, but the runner isn't out. The batter may then attempt to reach first base and must be tagged out or thrown out (force). With two outs and the bases loaded, the catcher who fails to catch the third strike may, upon picking up the ball, step on home plate for a force-out or make a throw to any other fielder for force out.

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