

## Little League (Majors) Division

Majors games shall be played per the rules and regulations as published in the Little League Rules and Regulations for Baseball Divisions – 2013 (the 2013 “Green Book”) with the following local modifications. (Note: Underlined italicized items indicate ALL changes to the Green Book. *Italicized* items indicate ALL additions to the Green Book.)

### Regulation IV – THE PLAYERS

[Add the following to section (a) under the heading “**Little League (Majors) Division**”.]

(a) *Pursuant to the ALL Board of Directors' Majors Division alignment policy, any child that will be 10 years old on April 30 or earlier may play in the Majors Division only by consent of the League President, the Majors Commissioner and the Player Agent. Any child that will be 10 on May 1 or later is not eligible to play in the Majors Division.*

(i) Every rostered player present at the start of a game will participate in each game for a minimum of nine (9) defensive outs and bat at least one (1) time. (See Rule 4.04 for ALL batting order policy.) (See Rule 4.01 (d) for late arrivals.)

**PENALTY:** Refer to the 2013 Green Book, Regulation IV (i) for the applicable penalties.

### Regulation VII – SCHEDULES

(Replace section (f) with the following.)

(f) **Regular Season** Regular Season final standings will be used to seed the Albany Little League Tournament. Seeding will be determined on the actual games played. Rainouts will not be rescheduled unless needed to meet the required minimum number of regular season games [see Regulation VII (a)]. (Also see Rule 4.16 regarding “no contest” games.)

**League Championship** A double-elimination tournament will be held after the Regular Season to determine the league championship and the representative to the District 4 Tournament of Champions.

[Add the following to section (h) under the heading “**Little League (Majors) Division**”.]

(h) *Exception 2 (the “sunset” clause): No new inning may commence less than 10 minutes prior to sunset and all play must cease no later than 15 minutes following sunset. Local sunset times shall be posted with the game schedule on ALL's website. Per Rule 4.01 (d), the umpires may call the game prior to these times if local conditions warrant ending play. However, the umpires shall consult with each team's manager (or coach as designated by the manager) prior to making the call to end play.*

## 3.00 - GAME PRELIMINARIES

[Add the following prior to section 3.01]

- (a) *The home team shall occupy the first base dugout.*
- (b) *Thirty minutes before game time, the home team takes pre-game outfield/infield*

*practice; 20 minutes before game time, the visiting team takes outfield/infield practice. Ten minutes before game time, both teams are in their dugouts and managers meet to confer with the umpires.*

**NOTE:** *Both courtesy and safety dictate that all opposing players and coaches leave the field while the other team takes its pre-game outfield/infield practice.*

(c) *After the final game of the day, the home team removes the bases to storage.*

**3.17** [Add the following after the first sentence.] *Players may leave the dugout to use the rest room.*

*[Add the following after the last sentence.] Players may bring a light snack (granola bar, power bar or the like) into the dugout, however 'meals' may not be eaten in the dugout during a game. Additionally, the Snack Shack shall not serve players in uniform while their game is in progress.*

#### **4.00 - STARTING AND ENDING THE GAME**

**4.01** (d) [revision to Note 2] *Rostered players who arrive at the game site after the game begins may be inserted in the lineup, if the manager so chooses, at the bottom of the order when the continuous batting order is used or substituted into the order per Rule 3.03 when the '9-man' batting order is used. This applies even when a suspended game is resumed at a later date.*

**4.04** [Insert the following at the beginning of section 4.04] *The continuous batting order shall be used for regular and post season games.*

**4.16** [Add the following to the end of section 4.16.] *In the event that either or both teams cannot field nine players, the game shall be played as a "no contest" game with substitute players and not count in the final standings. Substitute players shall be selected thus:*

- a) *If either team or both teams know in advance that they shall have less than nine players, then they may use substitute players selected from a pool of players from any of the other Majors Division teams with the exception of the opposing team. The pool for such substitute players, as determined by the Player Agent, shall consist of those players drafted in the 5<sup>th</sup> round or below. Substitute players selected from this pool shall play on offense and defense, but shall not pitch. The Manager of the short-handed team shall notify the opposing Manager at least 24 hours in advance that they shall be short-handed and who the substitute players will be. In the event a team is able to field nine rostered players after having made arrangements for substitute players, they shall play the game with only the rostered players and the substitutes shall not play.*
- b) *If either or both teams find themselves at game time unexpectedly short of nine players, then the substitute players may come from the pool as*

*described in 4.14 (a) if possible or they may come from the opposing team. Substitute players from the opposing team shall only play on defense, and shall not pitch or play catcher. Substitute players shall be selected thus: In the first inning, the player(s) at the bottom of the batting order of the batting team shall play in the field. If a substitute player's turn comes up in the batting order, then the player who made the last out, or scored the last run if there are no outs, shall take their place in the field. In subsequent innings, the player(s) who made the last out(s) shall play in the field until their turn comes up in the order, at which time they shall be replaced as noted above.*

*Note: If both teams know in advance that a significant number of players shall be absent, then the respective Team Managers may mutually make a request to the Majors Commissioner and League President to either not play the game or play the game as an unofficial scrimmage at a later date.*

## **6.00 - STARTING AND ENDING THE GAME**

**6.05** [The 'dropped-third-strike' rule is in effect for all Majors games, so Rule 6.05 (b) stands as written in the Green Book.]

## **10.00 - THE SCOREKEEPER**

**10.01** *For each game, the home team shall provide the official scorekeeper, who shall:*

- (a) Keep track of both batting orders, and*
- (b) Tally runs scored on offense, and*
- (c) Note the names, ages, and number of pitches pitched by each pitcher. The pitch counts recorded by the official scorekeeper shall be considered the official pitch counts.*

**10.02** *After the game, each manager shall report the names, ages, and official pitch counts within 24 hours via email (cc: the opposing manager) to the League Scorekeeper.*

**10.03** *Teams are encouraged to document the innings and positions each player plays while on defense in order to monitor progress toward achieving equal playing time over the season and minimum playing time during each game.*

## Minor League Division AAA ('3A' or 'Triple A')

AAA games shall be played per the rules and regulations as published in the Little League Rules and Regulations for Baseball Divisions – 2013 (the 2013 “Green Book”) with the following local modifications. (Note: *Underlined italicized* items indicate ALL changes to the Green Book. *Italicized* items indicate ALL additions to the Green Book.)

### Regulation IV – THE PLAYERS

(i) Every rostered player present at the start of a game will participate in each game for a minimum of *nine (9)* defensive outs and bat at least one (1) time. (See Rule 4.04 for *ALL* batting order policy.) *At least six (6) of those defensive outs shall be played at an infield position. (Infield positions include all positions except the three outfield positions.) (See Rule 4.01 (d) for late arrivals.) (The League ideal is that all rostered players should play at least four (4) defensive innings in a full six-inning game. Even though managers are free to reset their batting order after each game, care should be taken to insure that all rostered players get more or less an equal number of plate appearances.)*

**PENALTY:** Refer to the 2013 Green Book, Regulation IV (i) for the applicable penalties.

### Regulation VII – SCHEDULES

[Replace the text in section (h) under the heading “Minor League and Tee Ball” with the following.]

(h) *When a Minors game is followed by another game (regardless of Division), no new inning may start 1 hour and 50 minutes after the official start of the game. The plate umpire shall declare the official start time at the beginning of the game. Additionally, the “sunset” clause is in effect: No new inning may commence less than 10 minutes prior to sunset and all play must cease no later than 15 minutes following sunset. Local sunset times shall be posted with the game schedule on ALL's website. Per Rule 4.01 (d), the umpires may call the game prior to these times if local conditions warrant ending play. However, the umpires shall consult with each team's manager (or coach as designated by the manager) prior to making the call to end play.*

### 3.00 - GAME PRELIMINARIES

[Add the following prior to section 3.01]

- (a) *The home team shall occupy the first base dugout.*
- (d) *Thirty minutes before game time, the home team takes pre-game outfield/infield practice; 20 minutes before game time, the visiting team takes outfield/infield practice. Ten minutes before game time, both teams are in their dugouts and managers meet to confer with the umpires.*

**NOTE:** *Both courtesy and safety dictate that all opposing players and coaches leave the field while the other team takes its pre-game outfield/infield practice.*

*After the final game of the day, the home team removes the bases to storage.*

**3.17** [Add the following after the first sentence.] *Players may leave the dugout to use the rest room.*

[Add the following after the last sentence.] *Players may bring a light snack (granola bar, power bar or the like) into the dugout, however 'meals' may not be eaten in the dugout during a game. The Snack Shack shall not serve players in uniform while their game is in progress.*

## **4.00 - STARTING AND ENDING THE GAME**

**4.01** (d) [revision to Note 2] Rostered players who arrive at the game site after the game begins may be inserted in the lineup, if the manager so chooses, at the bottom of the order. This applies even when a suspended game is resumed at a later date.

**4.04** [The continuous batting order is in effect for all Minors games, so Rule 4.04 stands as written in the Green Book with the following addition.] **Note 3:** *The League ideal for Division AAA is that the players should bat in all positions in the order over the course of the regular season.*

**4.16** [Add the following to the end of section 4.16.] *In the event that either or both teams cannot field nine players, the game shall be played as a "no contest" game with substitute players and not count in the final standings. Substitute players shall be selected thus:*

a) *If either team or both teams know in advance that they shall have less than nine players, then they may use substitute players selected from a pool of players from any of the other AAA Division teams with the exception of the opposing team. The pool for such substitute players, as determined by the Player Agent, shall consist of those players drafted in the 7<sup>th</sup> round or below. Substitute players selected from this pool shall play on offense and defense, but shall not pitch. The Manager of the short-handed team shall notify the opposing Manager at least 24 hours in advance that they shall be short-handed and who the substitute players will be. In the event a team is able to field nine rostered players after having made arrangements for substitute players, they shall play the game with only the rostered players and the substitutes shall not play.*

b) *If either or both teams find themselves at game time unexpectedly short of nine players, then the substitute players may come from the pool as described in 4.14 (a) if possible or they may come from the opposing team. Substitute players from the opposing team shall only play on defense, and shall not pitch or play catcher. Substitute players shall be selected thus: In the first inning, the player(s) at the bottom of the batting order of the batting team shall play in the field. If a substitute player's turn comes up in the batting order, then the player who made the last out, or scored the last run if there are no outs, shall take their place in the field. In subsequent innings, the player(s) who made the last out(s) shall play in the field until their turn comes up in the order, at which time they*

*shall be replaced as noted above.*

*Note: If both teams know in advance that a significant number of players shall be absent, then the respective Team Managers may mutually make a request to the Majors Commissioner and League President to either not play the game or play the game as an unofficial scrimmage at a later date.*

## **5.00 – PUTTING THE BALL IN PLAY – LIVE BALL**

**5.07** [The the 'five-run rule' is mandatory for all Minors games, so Rule 5.07 stands as written in the Green Book with the following clarification.] *The 'five-run rule' shall be suspended in the last half-inning for either team. If the game continues into extra innings, the 'five-run' rule shall remain suspended. In the event that a game must be ended early due to a time constraint and it meets the requirements for a 'regulation' game per Rule 4.10 (c), the 'five-run' rule shall be suspended for the "last inning" as declared by the umpire. The managers shall be notified by the umpire prior to the start of the last inning that the 'five-run' rule is suspended.*

## **10.00 - THE SCOREKEEPER**

**10.01** *For each game, the home team shall provide the official scorekeeper, who shall:*

- (a) Keep track of both batting orders, and*
- (b) Tally runs scored on offense, and*
- (c) Note the names, ages, and number of pitches pitched by each pitcher. The pitch counts recorded by the official scorekeeper shall be considered the official pitch counts.*

**10.02** *After the game, each manager shall report the names, ages, and official pitch counts within 24 hours via email (cc: the opposing manager) to the League Scorekeeper.*

**10.03** *Teams are encouraged to document the innings and positions each player plays while on defense in order to monitor progress toward achieving equal playing time over the season and minimum playing time during each game.*

## Minor League Division AA ('2A' or 'Double A')

**AA games shall be played per the rules and regulations as published in the Little League Rules and Regulations for Baseball Divisions – 2013 (the 2013 “Green Book”) with the following local modifications.** (Note: *Underlined italicized* items indicate ALL changes to the Green Book. *Italicized* items indicate ALL additions to the Green Book.)

### Regulation IV – THE PLAYERS

(i) Every rostered player present at the start of a game will participate in each game for a minimum of *nine (9)* defensive outs and bat at least one (1) time. (See Rule 4.04 for ALL batting order policy.) *At least six (6) of those defensive outs shall be played at an infield position. (Infield positions include all positions except the three outfield positions.) (See Rule 4.01 (d) for late arrivals.) (The League ideal is that all rostered players should play at least four (4) defensive innings in a full six-inning game. Even though managers are free to reset their batting order after each game, care should be taken to insure that all rostered players get more or less an equal number of plate appearances.)*

**PENALTY:** Refer to the 2013 Green Book, Regulation IV (i) for the applicable penalties.

### Regulation VII – SCHEDULES

[Replace the text in section (h) under the heading “Minor League and Tee Ball” with the following.]

(h) *When a Minors game is followed by another game (regardless of Division), no new inning may start 1 hour and 50 minutes after the official start of the game. The plate umpire shall declare the official start time at the beginning of the game. Additionally, the “sunset” clause is in effect: No new inning may commence less than 10 minutes prior to sunset and all play must cease no later than 15 minutes following sunset. Local sunset times shall be posted with the game schedule on ALL's website. Per Rule 4.01 (d), the umpires may call the game prior to these times if local conditions warrant ending play. However, the umpires shall consult with each team's manager (or coach as designated by the manager) prior to making the call to end play.*

### 3.00 - GAME PRELIMINARIES

[Add the following prior to section 3.01]

- (b) *The home team shall occupy the first base dugout.*
- (e) *Thirty minutes before game time, the home team takes pre-game outfield/infield practice; 20 minutes before game time, the visiting team takes outfield/infield practice. Ten minutes before game time, both teams are in their dugouts and managers meet to confer with the umpires.*

**NOTE:** *Both courtesy and safety dictate that all opposing players and coaches leave the field while the other team takes its pre-game outfield/infield practice.*

*After the final game of the day, the home team removes the bases to storage.***3.17** [Add the following after the first sentence.] *Players may leave the dugout to use the rest room.*

[Add the following after the last sentence.] *Players may bring a light snack (granola bar, power bar or the like) into the dugout, however 'meals' may not be eaten in the dugout during a game. The Snack Shack shall not serve players in uniform while their game is in progress.*

## **4.00 - STARTING AND ENDING THE GAME**

**4.01** (d) [revision to Note 2] Rostered players who arrive at the game site after the game begins may be inserted in the lineup, if the manager so chooses, at the bottom of the order. This applies even when a suspended game is resumed a later date.

**4.04** [The continuous batting order is in effect for all Minors games, so Rule 4.04 stands as written in the Green Book with the following addition.] **Note 3:** *The ALL ideal for Division AA is that the players should bat in all positions in the order over the course of the regular season..*

**4.16** [Add the following to the end of section 4.16.] *In the event that either or both teams cannot field nine players, the game shall be played as a "no contest" game with substitute players and not count in the final standings. Substitute players shall be selected thus:*

- a) *If either team or both teams know in advance that they shall have less than nine players, then they may use substitute players selected from a pool of players from any of the other AA Division teams with the exception of the opposing team. The pool for such substitute players shall be determined by the Player Agent. Substitute players selected from this pool shall play on offense and defense, but shall not pitch. The Manager of the short-handed team shall notify the opposing Manager at least 24 hours in advance that they shall be short-handed and who the substitute players will be. In the event a team is able to field nine rostered players after having made arrangements for substitute players, they shall play the game with only the rostered players and the substitutes shall not play.*
- b) *If either or both teams find themselves at game time unexpectedly short of nine players, then the substitute players may come from the pool as described in 4.14 (a) if possible or they may come from the opposing team. Substitute players from the opposing team shall only play on defense, and shall not pitch or play catcher. Substitute players shall be selected thus: In the first inning, the player(s) at the bottom of the batting order of the batting team shall play in the field. If a substitute player's turn comes up in the batting order, then the player who made the last out, or scored the last run if there are no outs, shall take their place in the field. In subsequent innings, the player(s) who made the last out(s) shall play in the field until their turn*



*comes up in the order, at which time they shall be replaced as noted above.*

*Note: If both teams know in advance that a significant number of players shall be absent, then the respective Team Managers may mutually make a request to the Majors Commissioner and League President to either not play the game or play the game as an unofficial scrimmage at a later date.*

## **5.00 – PUTTING THE BALL IN PLAY – LIVE BALL**

**5.07** [The the 'five-run rule' is mandatory for all Minors games, so Rule 5.07 stands as written in the Green Book with the following clarification.] *The 'five-run rule' shall be suspended in the last half-inning for either team. If the game continues into extra innings, the 'five-run' rule shall remain suspended. In the event that a game must be ended early due to a time constraint and it meets the requirements for a 'regulation' game per Rule 4.10 (c), the 'five-run' rule shall be suspended for the "last inning" as declared by the umpire. The managers shall be notified by the umpire prior to the start of the last inning that the 'five-run' rule is suspended.*

## **10.00 - THE SCOREKEEPER**

**10.01** *For each game, the home team shall provide the official scorekeeper, who shall:*

- (a) Keep track of both batting orders, and*
- (b) Tally runs scored on offense, and*
- (c) Note the names, ages, and number of pitches pitched by each pitcher. The pitch counts recorded by the official scorekeeper shall be considered the official pitch counts.*

**10.02** *After the game, each manager shall report the names, ages, and official pitch counts within 24 hours via email (cc: the opposing manager) to the League Scorekeeper.*

**10.03** *Teams are encouraged to document the innings and positions each player plays while on defense in order to monitor progress toward achieving equal playing time over the season and minimum playing time during each game.*

## Minor League Division A ('1A' or 'Single A')

**1A games shall be played per the rules and regulations as published in the Little League Rules and Regulations for Baseball Divisions – 2013 (the 2013 “Green Book”) with the following local modifications.**

1. Diamond dimensions: 60' bases, 40' pitching mound.
2. Field:
  - a. Nine players in the field.
  - b. One coach from the batting team will be on the mound calling balls and strikes (coaching and umpiring).
  - c. One coach from the fielding team will be placed in the outfield.
  - d. Two adults will serve as base coaches.
3. Game time: Two hours or six innings, whichever occurs first.
  - a. The first 20 minutes of the two hour slot will be reserved for warm-ups:
    - a.i. each team to warm-up down their respective foul lines (5-10 minutes)
    - a.ii. visiting team to take an infield/outfield (7-8 minutes)
    - a.iii. home team to take infield/outfield (7-8 minutes)
    - a.iv. home team to stay in the field to begin the game
4. The first two innings, coach-pitch (batting team coach). Balls and strikes are called. No walks. A kid's at-bat ends with three strikes or a ball put in play. The “three out, bat through the line-up, five run rule” is in effect for the first two innings. However, if each player has not had a plate appearance by the end of the second inning, the hitting team will clear the bases after the defense makes three outs and the second inning will continue until the last player in the lineup bats.
5. Starting in the third inning, the players will pitch. All players in 1A are eligible to pitch. All players interested in pitching shall receive a fair opportunity to pitch. There will be NO pitching changes mid-inning. If a player cannot finish an inning, the batting player's coach will pitch the remainder of the inning. The 1A division will follow the 2013 Green Book for pitch count with two exceptions: (a) a player shall pitch no more than 40 pitches in a game; and (b) a player who pitches 1-20 pitches in a day must have one calendar day of rest.
6. No walks. After four “balls,” the batter's coach (who will be on the field calling balls and strikes) will step in and throw until the kid's at bat ends with three strikes or a ball put in play. If a kid pitcher HITS a batter, the batter has the OPTION to take first base or to continue hitting. If the kid continues to hit, the pitch will be a ball.

7. The coaches, 1A commissioner and Minors Commissioner shall constantly evaluate the pitching progress to determine whether to modify any of the pitching rules.
8. No league umpires. The batter's coach will be behind the mound working with the pitcher and will call balls and strikes. The batter's coach, the outfield coach, and the base coaches will call outs around the bases. This is expected to be a collaborative process. However, in the event of a dispute, the call of the batter's coach behind the mound is final.
9. Three outs, batting through the entire lineup, or five runs scored ends a team's at bat, except for the second inning as described in Rule 4 above and the sixth inning (or final inning in a shortened game) where the five-run-rule doesn't apply.
10. No keeping score.
11. No stealing.
12. Each team's batting order is set at the beginning of the season and is "running" throughout the season. So, whoever bats last in Game 1 . . . the next kid in the lineup leads off Game 2. Any players who miss the previous game should drop to the bottom of the lineup for the next game.
13. All players should get equal playing time. Kids should get equal exposure to infield and outfield positions. Not everyone wants to pitch or catch, so they shouldn't be "forced" to. However, any kid that wants to pitch should be taught the skills to acquire to get a chance on the mound.

## Rookie Division

1. A team's game field time starts at the scheduled time. The first 30 minutes of the time slot will be reserved for warm-ups. Warm-ups shall be:
  - a. each team to warm-up down its respective foul line in the outfield: 10-15 min
  - b. visiting team to take an infield/outfield warm-up: 7-10 minutes
  - c. home team to take an infield/outfield warm-up: 7-10 minutes
  - d. home team then stays in the field to begin the game
2. Each team will bat 6 batters per half inning. The traditional rule of 3 outs, or 5 runs, or batting the entire line-up is not in effect.
3. Teams are to switch after every 6 batters. Games will last 6 full innings. However, games may proceed longer until such time as the coaches agree the kids have had enough. If kids are having fun, continue to play. No new inning will begin within 20 minutes of the expiration of your game time slot. Your team and equipment should be completely removed by the end of your time slot so the next 2 teams can begin warm-ups. At this age, it is O.K. to end things before your time slot expires. It is also O.K. to play 7,8 or 9 innings if things are moving right along.
4. Coaches will pitch to all batters. After 5 pitches, the coach will give the player the option of hitting off the tee. If the player declines, they get one last "good" pitch. If they don't hit a ball into play, they are to return to the dugout.
5. During the course of the season, all players must play half of their time in the infield. Simply, be sure to rotate your players to multiple positions.
6. You will set your line-up for the season. So, whomever bats last in Game 1...the next kid in the lineup leads off the next game.
7. Coaches will take extra balls to the mound. If the catcher misses a ball, tell him to leave it and keep the game moving along. Have the catchers throw the ball back after a batter is done with his/her at bat. Coaches, stay on the mound so that the catcher can practice their throws.
8. There will be only one extra base allowed to the runner on an overthrow. However, the runner can still be tagged out if the ball is recovered and a play is made before the runner reaches the extra base.
9. When the pitcher (the kid player playing the position) receives the ball or there is an attempt for the pitcher to receive the ball, all play stops. If there is a play, players should be encouraged to attempt to make the play and not throw it to the pitcher.

10. No score will be kept.

11. 9 players will play defense. A player will only sit for not more than 2 innings per 6 inning game.

## **Tee-Ball Division**

**The Rules** generally follow the 2013 Official Rules of Little League Baseball with these exceptions:

### **1. HAVE FUN!**

### **2. THE FIELD:**

1. Bases shall be set in the customary manner, but the distance between them shall be 50 feet.
2. The front edge of the pitcher's plate shall be set between 33'-4" and 40' from the back corner of home plate.
3. If not provided, the team managers shall mark a circular arc with a radius of approximately 15 feet, measured from the back corner of home plate, that extends from the first baseline to the third baseline. This arc shall be considered a foul line.

### **3. GAME PLAY:**

1. Games should start promptly at top of the hour with the first game starting at 10am on the dirt field at Ocean View Park.
2. Each team shall meet in an outfield corner of Ocean View Park one hour before game time for practice. (For example, the two teams that play at 10a meet separately at 9a. The two teams that play at 11a meet separately in the outfield at 10a while the 10a game gets under way and so on thru the day.)
3. Full innings shall be played, i.e. both teams shall hit in each inning, regardless of who is home or away, time permitting.
4. Games shall end promptly. Please do not start a new inning after 10 minutes before the hour.
5. No keeping score. (Your players will probably keep score on their own, but managers and coaches should not encourage it.)
6. Coaches and parents are encouraged to cheer for all players, regardless of which team they play on.

### **4. BATTING:**

1. Every player on the batting team shall have an at bat in each inning. Three outs does not end a team's at bat. After three outs, the bases are cleared and the batting team shall continue to bat.
2. All batters and base runners shall wear a helmet.
3. No coach pitch until authorized by the Commissioner.
4. The batter shall hit from the tee. The ball shall be placed on the tee by a batting team coach. (Coaches, please feel free to offer brief instructions, but let the batter hit by him or herself.)
5. There are no strike outs or walks. Every batter should put the ball in play. If the batter strikes the tee and the ball simply falls to the ground, that swing shall be considered a foul ball.

6. The hitting team will supply two adult base coaches that will also act as umpires in the field.

**5. FIELDING:**

1. The fielding team shall field all their players in each inning. (Set your players at the standard infield positions, one up the middle, and the rest in the outfield.)
2. Every player shall play at least 2 innings in the infield as time permits. Players shall field a variety of positions during the course of the season. The ideal is that every player plays every position at least once, but preferably more than once.
3. The fielding team shall have a player fielding the pitcher's position. The player fielding the pitcher's position shall wear a batting helmet, preferably one with a face mask if available.
4. The fielding team shall have a player fielding the catcher's position. The player fielding the catcher's position shall attempt to wear the full catcher's protective gear: catcher's helmet and face mask; chest protector; and shin guards. However, if the chest protector and/or shin guards prove to be too large and present a safety hazard, the catcher shall wear the catcher's helmet and face mask as a minimum. If a catcher's glove has been provided, the catcher shall use it unless it is the wrong "hand".
5. The fielding team may station two coaches on the field to instruct their players on where to play, who to throw the ball to, etc. However, the coaches shall not interfere with or enable the play in any way.

**6. BASE RUNNING:**

1. Base runners shall wear a batting helmet at all times.
2. NO STEALING. Base runners must remain on base until the ball is put in play by the batter.
3. Once the batter has put the ball in play, he/she is considered a base runner. Base runners may be put out according to standard base ball rules. However, there is no infield fly rule.
4. Base coaches (supplied by the batting team) shall double as umpires and call base runners out or safe.
5. Home Runs are only allowed if the batter hits the ball past the outfielders on the fly and is able to score while naturally running the bases. In the event the fielding team is struggling fielding, catching, throwing the ball, etc. The base runners shall be held to one extra base, but not advance home, i.e. they should be held at third base. (Coaches, please use good judgment. Runs should be "batted in", not scored on errors.)
6. Feet first sliding is allowed. Head first sliding is not allowed, except for cases where the runner is "diving back to the bag".
7. Running into a fielder or the catcher is not allowed. The base runner shall either slide or attempt to avoid a collision with the fielder/catcher.