

## CLL Local Supplemental Rules

These local supplemental rules shall apply to regular season play, *only*, and are supplemental to the "Green Book" published by Little League, International. Post-season tournament play shall be governed entirely by the "Green Book."

### For ALL Divisions

- Practices
  - Managers, coaches, and their teams will adhere strictly to the time slots provided them for ending their practices if another team is assigned to the same field as of the end of that practice.
  - To the extent possible, at the end of each practice, each team will drag and water the infield as appropriate.
    - If another team is taking the field immediately after another team's practice, then the amount of field work to be done by the earlier team will be understandably limited.
    - If, once a team finishes its practice, no other team will be using the field, then field dragging and watering and general field work should be in conformity with league standards.
  - On Bradley field, black mats should be used by batting practice pitchers and hitters.
    - Black mats should be used any time an activity will otherwise cause excessive wear in isolated spots on the grass infield or outfield.
  - Please use best efforts to retrieve balls that leave the field during practice. Baseballs are expensive!
  - Please use best efforts to avoid balls hitting cars on the street and in the parking lot.
- Games
  - Official scorekeeper shall be provided by the home team.
  - Adults may not warm up or play catch with any player(s) during pre-game.
    - **Exception:** A coach may hold a bat in one hand and have a glove in the other to take throws from players during pre-game infield/outfield practice.
  - Managers are responsible for controlling parents/friends behavior in the viewing areas. Direct communications with players should be discouraged, and abusive language or behavior will not be tolerated.
  - Managers are responsible for controlling players leaving the dugout for restroom trips. **Players are not allowed at the snack bar or in the stands or anywhere else other than direct trips to and from the restroom.**
  - There shall be no eating or gum chewing in the dugouts. Water and Gatorade (or similar) shall be permitted in the dugout.
  - At least one umpire must be an adult or, if an adult umpire is not present, a CLL Board of Director member (**see** "BMOG" in CLL By Laws) must be present throughout the game.
  - At the end of each game, Managers are to confirm that his/her team's dugout is clean and without trash.
- Opposing players/catchers may not be used to warm up the pitcher between innings.

### For AA:

#### **A. The pitching machine**

- The pitching machine will be used for the entire season. It must be aligned so the pitch exits the machine on an exact line between home and second base (alignment only, not distance), and is set up 46 feet from the back tip of home plate.
- The pitching machine must be operated by an adult manager/coach, *only*, and must be unplugged when not in use. The machine must be set to 38 MPH for games.
- If a ball is hit in play and (1) hits the pitching machine, (2) goes through the legs of the pitching machine, (3) hits the ball bucket, or (4) hits the coach loading the machine, it is a dead ball. The batter is awarded first base and all runners are advanced one base.

### **B. Batting and baserunning**

- All players shall be in the batting order and shall bat in turn. Little League approved bats and helmets are required and must be in good condition (no dents or cracks in bats, no missing or deteriorated padding in batting helmets, no stickers or paint on helmets that were not applied at the factory).
- No "special pinch runners" shall be allowed unless there is injury or when the hitting team's next inning catcher is on base with two outs (in which case, that catcher may come off the bases to get "geared up" for the next inning).
- There are no called strikes. Three swinging strikes is an out. Foul balls count for strikes one and two. Players are allowed a maximum of 7 pitches, unless the 7th pitch results in a foul ball in which case the at bat continues. The at bat cannot end on a foul ball.
- Bunts are allowed if it aids a player's hitting instruction and development. Managers should keep in mind one of the main purposes of the machine pitch league is to develop batting skills without fear of pitch location.
- No advancing home on a wild pitch or, after a pitch is made, the catcher attempts to throw out any baserunner on any base, including a runner at third base.

### **C. Defense**

- Managers may play 10 players in the field, four positioned on the outfield grass. At the discretion of the Division Director, more than 10 players may be permitted to play at a time on defense. Free substitution on defense. No player shall sit out on defense for two or more consecutive innings.
- Managers shall allow for all players to play some infield and some outfield in every game. However, player safety is paramount and should be taken into consideration in determining where in the infield a given player should be stationed.
- The defensive team may position manager/coaches in the outfield to assist in positioning players and coaching defense. The manager/coaches may not come in contact with the ball or a player.
- If a play (throw) is made on any baserunner, none of the baserunners may advance on any late or dropped throw, or on any overthrow. The intent of this rule is to keep Managers and Coaches from

coaching defensive players to simply and hurriedly throw the ball to the pitcher to freeze runners and keep them from advancing. With this local supplemental rule, players can be coached to attempt to make plays on baserunners without fear that a bad or mishandled throw will result in baserunners advancing.

- No infield fly rule.

#### **D. Length of games and innings and scoring**

- Games shall last 6 innings. However, no inning shall start after 1 hour 30 minutes from the start of the game.
- A half inning is over when (1) 3 outs are made, (2) 5 runs are scored, or (3) the batting team bats once through its entire roster. The last inning, however, shall be an open inning. In situations where a game does not go 6 innings, the umpires will notify both managers when the inning at hand is to be the open inning.
- The 10-run "mercy rule" does not apply to AA.

#### **E. Safety issues**

- All (male) players must wear an athletic supporter or supportive underwear. Male catchers MUST wear a cup.
- Catchers must wear the catcher's mask during infield practice or any other time a player or coach is using a bat.
- Any time a player is holding a bat, he must be wearing his helmet.
- Players will remain in the dugout until their time at bat. There is no on deck circle, and no swinging of bats in the dugout.
- At least one adult (manager, coach, team parent or substitute) MUST be in the dugout with the players at all times.
- Batboys are not permitted. No one other than players, coaches and Team Parent are allowed in the dugout.

#### **F. Administration of the game**

- Scorekeeper responsibilities are limited to (a) keeping score, (b) tracking number of outs, (c) announcing when the offense has scored five runs, and (d) announcing when a team batted through its line up.
- If an umpire is provided, he/she will be positioned in the short outfield behind second base. If no umpire is provided by CLL, the base coaches shall be responsible for calls at their respective bases, and the coach at the pitching machine shall be responsible for calls at second base and home. Any disputes

shall be discussed amicably and if unresolved shall defer to the coach/umpire with the primary responsibility for making the call.

### **For AAA:**

- A half-inning ends with (1) three outs, (2) five runs scored, or (3) one complete rotation through the batting order, whichever occurs **first**.
  - EXCEPTION: The sixth inning shall be an open inning (i.e., the “five run” rule and the “one complete rotation through the batting order” rule do not apply).
    - If, in the judgment of the umpire, diminishing daylight and/or expiration of the time limit will likely cause the game to end before completion of six innings, the umpire will designate an inning other than the 6<sup>th</sup> inning as an “open inning,” thereby nullifying the five run maximum and batting through the line up limits on the length of that inning.
    - If, contrary to the expectation of the umpire, the designated “open inning” (other than the sixth) is completed, and daylight and the time limit will permit further play, then the game will continue to conclusion or until it is ended because of darkness and/or the time limit.
- For weekday games, no new inning shall start after 1 hour, 45 minutes from the start of the game. A new inning begins immediately upon the third out (or, per the rule immediately above, scoring of the fifth run or completion of the last hitters at-bat in a bat-around of the line up). Once a new inning begins, there shall be no time limit on its completion.
  - To the extent possible, the goal is always to play a full six inning game.
- No advancing home on a wild pitch for the first half of the season.
  - The Division Director will notify all managers and umpires when this rule will change and permit advancing to home plate on a wild pitch.
- No runner may advance to home plate after a pitch is made and the catcher attempts to throw out any baserunner on any base, including a runner at third base.
- Free substitution is permitted.
  - No player shall sit out on defense for two or more consecutive innings.
- Regarding Rule 8.05 and illegal pitches, umpires will issue warnings for first offense and then call an illegal pitch per rule 8.05 if there is a second violation of the same nature as the one previously warned about.
- Managers will not be charged a visit when on the field talking to pitcher during his warm-up pitches at the beginning of an inning. These visits shall not delay the warm-up pitches in any way.
- Games may end in ties and will be recorded in the standings that way. They will not be completed at a later date.

### **Applicable to AAA and Intermediation Divisions**

#### **Pool players**

- In the event that a manager is caused to believe that he/she will not have at least nine players for an upcoming game, that manager may request of the Player Agent enough players from other teams in the division (“Pool Players”) to result in his/her team having nine players for that upcoming game.
  - Such requests should be made as early as possible.
- The Player Agent will assume that all players in the division are eligible and willing to serve as Pool Players. At the beginning of the season, each manager should poll his/her players to confirm that all are willing to serve as Pool Players. If a player categorically refuses to ever serve as a Pool Player at any time

in the season and/or player's parent refuses to let the player to serve as a Pool Player at any time in the season, the manager shall inform the Player Agent of that refusal before CLL regular season games begin.

- Before regular season games begin, the Registrar will provide the Player Agent with every player's telephone number and e-mail address.
- Upon receipt of the list of all players in each division, the Player Agent will blindly scramble all player names from all teams, then list all Pool Players from Pool Player number 1 ("PP1") to the end of the list. Only the Player Agent and the Executive Committee shall have access to that list.
- When a pool player is requested by a manager, the Player Agent will contact the next Pool Player in order on the Pool Player list and ask whether that player is willing to play in the requested game.
  - If the Pool Player is willing to play, he/she will be designated the Pool Player for the team in need for that game; and, the next time a Pool Player is requested, the next player on the list will be offered that opportunity to play.
  - If the Pool Player first contacted by the Player Agent cannot or will not play in the requested game, the Player Agent will contact the next player on the eligibility list and offer the playing opportunity to that player...and so forth.
- Once a player has been offered an opportunity to play—and regardless of whether that player accepts or rejects that offer—the Player Agent will proceed down the list of eligible Pool Players, and a player who was offered an opportunity to play shall not be offered a second playing opportunity until all others on the list have been offered an opportunity to play.
  - EXAMPLE: A pool player is requested. The Player Agent asks PP1 whether she/she wants to play. PP1 responds, "no." PP2, PP3, and PP4 also respond "no." PP5 agrees to play. When the next request for a Pool Player is made, that next playing opportunity shall be offered to PP6 on the list, and **not** to PP1, PP2, PP3, or PP4.
- The Player Agent will be vested with absolute discretion as to how long he/she will wait for an unequivocal "yes" response from any player offered an opportunity to play as a Pool Player.
  - EXAMPLE: If a Pool Player request is made three days before the subject game, the Player Agent may be willing to wait a matter of hours or even a day or two for a player to respond to the playing opportunity.
  - EXAMPLE: However, if the request for a pool player is made very close in time to the start of the subject game, an unanswered phone call or unanswered e-mail may be deemed by the Player Agent a "no" for purposes of moving on down the list to find an available player.
- Pool Players will promise to give best efforts on behalf of the team to which they have been assigned as Pool Players. Managers, coaches, and others affiliated with a CLL team shall attempt to influence a player not to serve as a Pool Player for any particular game or at all.
- Pool players:
  - Shall play all of every inning of every game on defense.
  - Shall not pitch or play the position of catcher.
  - Shall bat at the end of the batting order and shall not be susceptible to being pinch-hit for in the event the team that requested the pool player has nine or more regularly rostered players arrive ready to play in the game.

### **Extending time limits on games**

- On occasion, games, once started, are delayed for a variety of possible reasons, e.g., rain delay, consulting to rule book as to a rule or interpretation, or tending to an injury.
  - Such non-play-related delays should not be considered when applying the time limit for that game.

- Once the non-play-related cause of the delay has been concluded/resolved, the umpire will note the length of the delay and inform the managers for each team as to the length of time the game time will be extended.
- This extension time is subject to daylight.

### **Questioning an umpire's call or rule interpretation**

- In the event that a manager (only) wants to question or challenge an umpire's call, and umpire's interpretation of a rule, or whether the umpire who made a call should confer with the other umpire to determine whether the other umpire had a better view of the play, the manager (only) should ask for time out, have that request for time acknowledged by an umpire, thereafter, calmly approach the appropriate umpire to discuss the issue. Managers and coaches should **not** use raised voices; nor should they in any way address or incite spectators. Further, managers should **not** make any appeal to the BMOG. The issue is to remain between the umpire(s) and the manager and should be ruled upon at that level. Should the manager believe that the umpire's ruling or rule interpretation is an appropriate subject for protesting the game, he/she should follow Green Book protocols for registering that protest.
  - Behavior that is not in conformity with the guidelines above may be grounds for ejection of the manager and/or any other offenders.
  - This rule derives from experience and from recognition that managers and coaches are expected to demonstrate the utmost in civility for the benefit of the players, the spectators, and CLL.

### **For Intermediate:**

- **Game time limits** – With regard to games played Monday through Thursday, no new inning shall commence more than two hours from the start of the game. With regard to Friday, Saturday, and Sunday games, no new inning shall commence more than 2 hours 15 minutes from the start of the game.
  - NOTE: An inning "commences" immediately upon the third out of the previous inning.
  - The goal is to play all seven innings or a regular Intermediate game, if at all possible.
- **Minimum Play requirements**
  - Continuous Batting Order (CBO) and Free Substitution (FS) shall be used for the first part of the season to promote maximum playing time for all players on all teams.
    - During this portion of the season, no player shall sit on the bench for two or more consecutive innings.
    - Managers and umpires will be notified when CBO and FS shall end.
  - When the CBO and FS portion of the season has concluded, teams will use a 9-player batting order and will manage substitutions in accordance with the Green Book, except as follows:
    - NOTE: For only this portion of the CLL Local Rules, an "inning" shall refer to three outs made by the defense.
      - Thus, for example, if the home team wins a game that ends after six-and-a-half full innings, for Minimum Play purposes, that will mean that the home team played seven innings (seven sets of three outs on defense), and the visitors played only six innings (six sets of three outs on defense).
    - For any game that lasts three innings (**see** 15-run rule, farther below), Minimum Play is one defensive inning for all players.

- For any game that lasts four, five, or six defensive outs, Minimum Play shall be six defensive outs and one at bat.
- For any game that lasts seven or more defensive outs, Minimum Play shall be nine defensive outs and one at bat.
  - When a player does not achieve Minimum Play in a game, the policies and procedures for such shortfall are set forth in the Green Book.
  - These Minimum Play rules shall pertain to any intra-league tournaments played in CLL.
- The on-deck batter may be in the caged area outside the covered dugout, but may not have a bat in his/her hands and must be wearing a helmet.
- No metal cleats may be worn at Bradley Field.
- A manager of a team losing by 15 runs or more after three or four innings may opt for the mercy rule (thereby ending the game), or opt to continue to play. The Green Book 10 run "mercy rule" after 5 innings shall apply without any manager option to continue the game.
- At least one umpire must be an adult.

### **For Juniors**

- On-deck batter is allowed in the on-deck area.
- Managers/coaches must remain in the dugout during play. They are not permitted to sit in the on-deck area.