

NORTHWEST 45 LITTLE LEAGUE GROUND RULES



GENERAL GROUND RULES

LEAGUE GAMES SHALL BE PLAYED IN ACCORDANCE WITH THE RULES OF LITTLE LEAGUE BASEBALL, INC., AND NORTHWEST 45 LITTLE LEAGUE GROUND RULES. THESE RULES ARE INTENDED TO CLARIFY PLAY IN OUR LEAGUE. IF THERE IS A DISCREPANCY BETWEEN THE RULES OF LITTLE LEAGUE BASEBALL, INC. AND THESE GROUND RULES, THESE GROUND RULES WILL APPLY.

IT IS THE POLICY OF NORTHWEST 45 LITTLE LEAGUE THAT ALL PERSONS INVOLVED IN OUR LEAGUE ADHERE TO A STRICT CODE OF CONDUCT. PERSONS WHOSE BEHAVIOR BECOMES OUT OF LINE WITH THE IDEALS AND PHILOSOPHY OF LITTLE LEAGUE, INTERNATIONAL AND NORTHWEST 45 LITTLE LEAGUE WILL BE SUBJECT TO REVIEW AND PUNISHMENT OF THE NORTHWEST 45 LITTLE LEAGUE BOARD OF DIRECTORS. PUNISHMENT COULD INCLUDE SUSPENSION AND/OR EXPULSION OF NORTHWEST 45 LITTLE LEAGUE ACTIVITIES.

UMPIRES ARE INCLUDED IN PERSONS INVOLVED IN NORTHWEST 45 LITTLE LEAGUE. IT IS THE POLICY OF NORTHWEST 45 LITTLE LEAGUE, THAT ANY THREATENING BEHAVIOR TOWARD UMPIRES OR HARRIS COUNTY EMPLOYEES WILL BE INSTRUCTED TO CONTACT HARRIS COUNTY PRECINCT 4 CONSTABLES. OFFICERS RESPONDING WILL BE ASKED TO FILE CRIMINAL CHARGES AND TO REMOVE SAID INDIVIDUAL(S) FROM THE PARK.

PRACTICES

- I. A practice is defined as any meeting of five (5) or more players with the manager, a coach, or coaches of the team for a practice, "skill session", practice game, and/or team usage of batting cages. Any meeting, as defined by this rule held on any day either within or outside of Bayer Park fences shall constitute a practice, with the exception of one (1) hour before game time.
- II. Managers or coaches are not to discipline players by physical activities (i.e. running laps, push-ups, sit-ups, etc.)
- III. Violation of practice rules may result in disciplinary action against the team manager.
- IV. Four practices a week (Mon. - Sun.) will be allowed before the season starts and two practices per week will be allowed after the season starts.
- V. The following are **maximum** practice durations for each division.

Tee Ball	1 hr 15 min
CP6 & CP7/8	1 hr 45 min
Minors, Majors & 50/70	2 hrs
Jr/Sr	2 hrs 30 min

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MINIMUM PLAY, CONDUCT, AND DISCIPLINE

- I. Each player in Northwest 45 Little League (TB4-Seniors), ready and able to play, will play at least six (6) defensive outs. All team members on the team roster will be listed in the batting order and bat through the lineup. If a player arrives after play begins, he/she will be placed at the end of the batting order.
- II. Any Player that arrives after the 1st full inning of play will be ineligible to play in that game.
- III. Both teams must have at least nine (9) players on the roster available when the umpire states "Play Ball". – If a team has 9 rostered players, they may begin a game with 8 players with an out being recorded for the 9th spot in the lineup when it comes up. (THIS APPLIES ONLY IF A TEAM HAS 9 PLAYERS).
 - a. For TB4/5 and CP6 ONLY – Games will be played out, regardless of the number of eligible players at any time during the game, including the start, without penalty of outs. If at any time the number of eligible players on any team is 6 or below, the game will be recorded as a forfeit at the conclusion, but the game will be played as usual.
- IV. If a team is going to be short (less than nine players), the team may pick up a player from within the same age group/division to get to the required minimum or up to the ninth player.
 - a. If the Players Agent has a 'pick-up pool' of players, the head coach may notify the Players Agent at least 24 hours in advance for a pick-up player.
 - i. If the pick-up player is received from the pickup pool, that player would be allowed to play any defensive position except pitcher and bat anywhere in the batting order.
 - b. The pick-up player MUST be a registered player for the current season at Northwest 45 Little League.
 - c. At no time is a team allowed to pick up more than TWO players to reach their minimum number of players required to play a regulation game
 - d. The pick-up player must play the outfield the entire game and they must bat at the end of the lineup unless the player is picked up from the pick-up pool.
 - e. This pick-up player rule will be suspended for the end of season tournament. Teams that can't field the minimum number of players (8) during the end of season tournament will forfeit the game
- V. A team member may lose his/her playing rights for a game if:

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- a. The team members' conduct is such as to require disciplinary action.
 - b. If the manager chooses to discipline a player during a game for an incident during the game. Manager is responsible to notify their respective commissioner to inform them of disciplinary action taken. It is the responsibility of the manager to notify both the official game scorekeeper and the opposing team manager, prior to the start of the game, of the name and the reason of any player who has lost his/her playing rights for that game. Failure to notify either party will reinstate the players' minimum play requirement.
- VI. Fall Ball only - Teams with official league rosters of nine (9) total players will play games with seven (7) players as if there were nine (9). There will be no penalty of outs during offensive innings. Penalties of outs will begin at (7) players and down, in accordance with Little League Rules.
- a. *It is the responsibility of the shorthanded teams' Manager to make the umpire and scorekeeper aware PRIOR to the first pitch of the game in this situation. Those managers should carry printed, completed rosters for validation.

GAME RULES

- I. The home team and visitor team side are indicated by the scoreboard.
- II. Home team is in responsible for:
 - a. Chalking the field of play
 - b. Dragging the infield before and after the game
 - c. Providing a scorekeeper to keep the official scorebook
- III. Visitor team is responsible for:
 - a. Provide an adult to run the scoreboard for the game.
- IV. The manager will report all substitutions and position changes to the official scorekeeper prior to making any change (or before play resumes).
- V. Time permitting, each team will be allowed a maximum of ten (10) minutes of pre-game warm up, with the home team going last.
- VI. The manager will be responsible at all times for the conduct of their players, coaches, and parents.

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- a. Umpire abuse or unsportsmanlike conduct will not be tolerated. Such conduct will result in warnings and/or ejection of the offending parties and/or the manager.
- b. In the event that a Parent is ejected from the game, the Head Coach will be referred to the Disciplinary Committee for possible further disciplinary action.
- c. In the event that a Coach or Player is ejected from the game the team's head coach will also be ejected and the head coach and the individual that was ejected will be prohibited from remaining at the field for not only the game where the ejection occurred, but also the next game and any team event until after the next game. (NO EXCEPTIONS)

VII. Catchers will wear a catcher's helmet with ear covers and protective cup during a game or when warming up a pitcher on or off the field. It is mandatory that runners and player base coaches wear protective helmets at all times as well as all batters.

VIII. There will be no more than one (1) offensive timeout per half inning.

IX. If a game is ended due to weather, darkness, or curfew, the score will revert back to the last complete inning, unless the home team is batting, and the home team is ahead or unless the home team has tied the score.

Note: If a game is ended to above and six (6) complete innings have not been played and the time limit has not expired, then a game is considered a complete game if:

- a. CP 7/8 - Minors Four (4) innings completed if the home team is behind, or three and a half (3 1/2) innings if the home team is ahead.
- b. 50/70 - Juniors/Seniors Five (5) innings completed if the home team is behind, or four and a half (4-1/2) innings if the home team is ahead.

X. There is no penalty for games starting past their original starting time, the next game will start at a reasonable time pass the completion of previous game and played in its entirety

XI. If a game is suspended due to a Sun delay, the amount of the delay will be added to the official game time.

XII. A courtesy runner may, in CP7/8 - Seniors, be used for the catcher when there are two (2) outs. The courtesy runner must be the player who made the last out. And the catcher must be the catcher of record.

XIII. If a field cannot be made playable after twenty (20) minutes from the scheduled game time, the game will not be played. *See Rule 3.10 in the Little League Book.* Managers and coaches, along with team volunteers are responsible for making their fields playable and need to arrive early on rainy days to get their fields playable.

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GROUND RULES



- XIV. FALL SEASON ONLY – Any player reaching an age of 16, or will be a League Age 17 at the beginning of the following Spring Season are prohibited from pitching or catching during interleague games.
- XV. Intentionally Walk - Minors - Jr/Sr: The defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. A player may only be intentionally walked by announcing such a decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game. NOTE: The Ball is dead and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the walk will be added to the pitch count of the pitcher.
- XVI. For Minors through 50/70 Divisions, a team may score a cumulative of 5 runs per inning. (Spring Season Only)
- For example: If a team scores 3 runs in the first inning they can score 7 runs in the second inning. If they score 0 runs in the first inning, they can score 10 runs in the second inning. A team may have a max of 5 runs after the first inning, 10 runs after the second inning, 15 runs after the third inning, etc.***
- a. A team can score an unlimited amount of runs in the final inning.
 - i. CP 7/8 and up ONLY
 - b. If a game is tied after 6 innings and time has expired, the game will end in a tie. If a game is tied after 6 innings and time has not yet expired, the game will go to extra innings. The visiting team will start with one out and the bases loaded (the players who recorded the three previous outs will be placed on base – most recent out on 1B, second most recent out on 2B, third most recent out on 3B). The home team will follow the same rules
 - c. In the event the game is still tied and there is time remaining, an additional extra inning will be played with the same rules as above. If time has expired after the first extra inning, the game will end in a tie
- XVII. Any person under the age of eighteen (18) on the field as a coach, assistant coach, base coach, or non-player, must wear a batting helmet with ear protection for both ears during play. If the ball is dead and there is no active play, no helmet is required.
- XVIII. No Coach, assistant coach, player, or parent will be allowed to coach on offense or defense from behind the backstop of any game.

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GAME TIME LIMITS

I. Time limits only apply if a game is not completed.

Division	Complete Game	Max Innings	Game Time Limit	Limit Type
Tee Ball	None	None	1 Hour	Drop Dead
CP6	Two (2) Innings	Four (4) Innings	1 Hour 15 Minutes	Drop Dead
CP 7/8	Four (4) Innings	Six (6) Innings	1 Hour 30 Minutes	Finish the inning
Minors	Four (4) Innings	Six (6) Innings	1 Hour 45 Minutes	Finish the inning
Majors	Five (5) Innings	Six (6) Innings	1 Hour 45 Minutes	Finish the inning
50/70	Five (5) Innings	Six (6) Innings	1 Hour 45 Minutes	Finish the inning
Jr/Sr	Five (5) Innings	Six (6) Innings	1 Hour 50 Minutes	Finish the inning

- II. A complete game is (a) minimum number of innings played and game called for darkness or weather, (b) time limit reached regardless of innings played, or (c) maximum number of innings completed.
- III. Time limits for the Fall Season can be reduced by no more than fifteen (15) minutes per division.
- IV. No new inning will start after time has expired / NO new inning will start after 10pm.
- V. Games that end in a tie will count as a tie. Each team will receive a half (1/2) win and a half (1/2) loss added to their record.
- VI. If a game is rained out, Northwest 45 Little League will make every effort to make up the game, but a make-up is not guaranteed.
- VII. Managers are responsible and will designate a person to coordinate cleaning trash from bleachers, Dugouts, around areas at the playing field prior to, during, and especially after games. NO EXCEPTIONS!

MERCY RULE LIMITS

- I. In an effort to promote sportsmanship, fairness, respect, and enjoyment, Northwest 45 Little League will employ a mercy rule where if a team is leading by a minimum number of runs following a set number of innings, game play will be discontinued and the team in the lead will receive the win. If the Mercy Rule is employed, play will conclude immediately, and teams will

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leave the field with the team that has scored the lower number of runs conceding the game. The game will be counted as a complete game if the mercy rule is employed.

Division	Run Lead	Home Team Lead	Visitor Team Lead
7/8-Jr/Sr	15 Runs	3 ½ Innings	4 Innings
7/8-Jr/Sr	10 Runs	4 ½ Innings	5 Innings

PROTEST

- I. Protests **must** be noted in the scorebook before the next play begins to be considered by the executive board. **THERE ARE NO PROTEST IN TBALL OR CP6.**
 - a. For other divisions, a Check for \$75.00 made out to NW45LL must be submitted to your division commissioner along with a written description of the rule that was misinterpreted by the umpires.
 - b. If the executive board honors your protest, you get your check back. If not, the proceeds of the check will go to NW45LL operating fund.
- II. JUDGMENT CALLS CANNOT BE PROTESTED.

DIVISION SPECIFIC RULES

The following rules are specific to each division. It is the responsibility of each manager to ensure that they have read and understand the rules and how they will apply to their team.

TEE BALL

- I. All players on the roster will bat if present.
- II. NO strikeouts
- III. Wins and losses will NOT be recorded.
- IV. NO Umpires - Home team will be in charge of time.
- V. Coaches
 - a. 1 Coach/Parent MUST be in dugout at all times

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- b. Defense: 3 coaches in the outfield but they must be behind the defensive outfield and cannot interfere during a live play
 - c. Offense: 1 coach at the Tee and 1 coach at each base
- VI. NO player can play the same position twice in any one game. ALL players must rotate from positions.
- VII. Runner may only advance 1 base at a time.
- VIII. 1st baseman can ONLY tag runner coming from home to 1st, or runner going from 1st to 2nd.
- IX. 2nd baseman can ONLY tag runner going from 1st to 2nd, or 2nd to 3rd.
- X. 3rd baseman can ONLY tag runner going from 2nd to 3rd base, or 3rd to home.
- XI. Short stop - can ONLY tag 2nd base and or runner going from 2nd to 3rd base.
- XII. The pitcher may not tag any base and or runner and they must make an assisted throw to any base.
- a. *If a live ball is fielded by the pitcher, which carries the pitcher into the path of the runner without giving chase, the pitcher can make the unassisted out.
- XIII. All players must play infield position - Catcher does not count in this division
- XIV. Managers are responsible and will designate a person to coordinate cleaning trash from the bleachers, Dugouts, around areas at the playing field prior to, during and especially after games. NO EXCEPTIONS!

COACH PITCH 6

- I. 5 run limit per each half inning
- II. If a player hits it over the fence on the Lone Star field ALL runs will count
- III. Wins and Losses will be recorded
- IV. Three (3) pitches will be allowed, if the batter is not able to make contact with the ball within three (3) pitches the batter will be given two (2) opportunities to hit the ball from the tee.
 - a. The batter must make contact with the ball and not the tee

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- b. If the batter does not make contact with the ball in those two (2) opportunities then the batter is out even if it's a foul ball.
- V. Manager/Coach will throw overhand from a mark no less than thirty (30) feet nor more than forty (40) feet from the plate either from a knee, or from a standing position
- VI. If the tee must be employed, the pitching coach will set the Tee and move away from the batter.
- VII. If Manager/Coach intentionally interferes with a batted ball (Umpires Call) the batter will be called out.
- VIII. If the batter contacts a pitched ball, the batter and the base runners may advance multiple (open) bases.
- IX. If the batter contacts a ball placed on the tee, the batter and the base runners may only advance one (1) base.
- X. No leads off, no steals
- XI. The umpire at his/ her discretion will call time once the runner(s) have stopped advancing.
- XII. Rotation of players while on Defense
 - a. No player can play the same position in consecutive innings
 - b. All players must play infield position for at least one inning
 - i. Infielder shall play infield only (Dirt area / positional boundary will be enforced)
 - c. Outfielders must make an assisted throw - Outfielders cannot tag a base or runner
 - i. The outfielder shall play in their outfield grass areas only. (Positional boundary will be enforced)
 - d. 1st baseman - Can ONLY tag runner coming from home to 1st, or runner going from 1st to 2nd
 - e. 2nd baseman - Can ONLY tag runner going from 1st to 2nd, or 2nd to 3rd
 - f. 3rd baseman - Can ONLY tag runner going from 2nd to 3rd, or 3rd to home
 - g. Short Stop - Can ONLY tag 2nd base and or runner going from 2nd to 3rd

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- h. Pitcher - MUST wear helmet - Pitcher cannot tag any base or runner they must make an assisted throw to any base

*If a live ball is fielded by the pitcher, which carries the pitcher into the path of the runner without giving chase, the pitcher can make the unassisted out. THIS IS THE UMPIRES JUDGMENT AND CANNOT BE CHALLENGED

- XIII. Coaches - Defense: Only one coach allowed outside the dugout and must be within arm's length of the dugout. ALL other coaches must remain inside the dugout

- a. *1 Defensive coach will stand behind the catcher, at the fence, to field missed pitches in the interest of maintaining faster pace of play

- XIV. Coaches - Offense: You are allowed first and third base coach and coach pitching

- XV. The pitcher shall play from 1 of 3 painted mounds.

IMPORTANT: The pitching coach must make every attempt to vacate the field of play immediately once the ball has been put in play. Umpires' discretion, if the coach is in any way interfering or coaching the base runners the umpire can remove the coach from pitching position and/or eject him from the game.

- XVI. Managers are responsible and will designate a person to coordinate clean trash from bleachers, Dugouts, around areas at the playing field prior to, during and especially after games. NO EXCEPTIONS

COACH PITCH 7/8

- I. 5 run limit per each half inning
- II. Wins and Losses will be recorded
- III. 5 pitches will be allowed to each batter.
 - a. If the batter swings at any pitch, it will count as a strike. 3 strikes is an out.
 - b. The batter will continue to bat if they foul off the 5th pitch until the batter strikes out or puts the ball in play.
 - c. Foul bunt on the 5th pitch is an out.
- IV. Manager/Coach will throw overhand from a mark 42 feet from home plate (1ST pitching rubber) in a standing position.

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- V. If Manager/Coach intentionally interferes with a batted ball (Umpires Call) the batter will be called out and a dead ball will be called. No runner may advance.
- VI. Any batted ball that hits the pitching coach will be a dead ball and a no pitch. If the pitching coach intentionally (umpires' judgment) allows the ball to hit him, the batter will be out, and a dead ball called. No runner may advance.
- VII. The pitching coach must attempt to leave the field of play and try to pick up the batter's bat. The pitching coach that does not attempt to get off the field and interferes with the defensive player to keep him from making a play will cause the batter to be out. No runner advances.
- VIII. After a coach's pitch is batted into play, the pitching coach may not remain on the field in an attempt to coach base runners. The pitching coach cannot attempt to coach players batting or base running.
- IX. Coaches cannot touch base runners while the ball is in play. If a coach touches a runner, the runner will be out.
- X. One coach may stand directly outside the dugout area. No defensive coaches in the outfield allowed. Only exception is when picking up a bat after the play.
- XI. Each team is allowed 1 warning if a batter throws the bat, after which any batter who throws a bat will be declared out. The defensive team has the choice to take the out or the outcome of the result of play.
- XII. The umpire at his/her discretion will call time once the lead runner has stopped advancing.
- XIII. Ball must roll past the grass to be considered a fair ball. If the ball is touched while rolling inside the arc it will be considered a foul ball.
- XIV. Sliding is allowed. Headfirst slides are **NOT** allowed and will result in the offending runner being called out.
- XV. A player running the bases who deliberately removes their headgear/helmet is out.
- XVI. No lead offs, no steals
- XVII. No drop 3RD strike
- XVIII. There will be a normal infield with 6 infielders and 4 outfielders
- XIX. The outfield will be required to stand at least 10 feet into the outfield grass

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NOTE: Coaches must begin to expect that players make baseball plays. The following will outline typical expectations but interpretation by the umpire will determine if a baseball play has been accomplished.

- XX. Infielder must make an assisted overhand throw to first base in order to record an out at first base. Only exception is when the fielding pitcher picks up a batted ball along the first base line.
- XXI. The fielding pitcher must stand within 1 foot of the pitching circle when the pitching coach is pitching. The fielding pitcher cannot advance towards home plate until the ball is hit.
 - a. If the pitcher moves towards home plate before the ball is hit, the offensive team gets their choice of the play or walk.
- XXII. Outfielders cannot chase and tag runners out. All outfields must throw the ball to a base to record an out. (Umpire's judgment)
- XXIII. 1st baseman - Can ONLY tag runner coming from home to 1st, or runner going from 1st to 2nd
- XXIV. 2nd baseman - Can ONLY tag runner going from 1st to 2nd, or 2nd to 3rd
- XXV. 3rd baseman - Can ONLY tag runner going from 2nd to 3rd, or 3rd to home
- XXVI. Short Stop - Can ONLY tag 2nd base and or runner going from 2nd to 3rd
- XXVII. Pitcher - cannot tag any base or runner they must make an assisted throw to any base

*If a live ball is fielded by the pitcher, which carries the pitcher into the path of the runner without giving chase, the pitcher can make the unassisted out. THIS IS THE UMPIRES JUDGMENT AND CANNOT BE CHALLENGED.
- XXVIII. Coaches
 - a. You are allowed 4 coaches max: 3 for the field and 1 for dugout. One adult coach must be in the dugout
 - b. Defense: Only one coach allowed outside the dugout and must be within arm's length of the dugout. All other coaches must remain inside the dugout.
- XXIX. Offense: You are allowed first and third base coach and pitching coach
- XXX. Managers are responsible and will designate a person to coordinate clean trash from bleachers, Dugouts, around areas at the playing field prior to, during and especially after games. NO EXCEPTIONS!

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MINORS

- I. In the event that there are interleague games, you must make sure to attend all interleague games at other parks or give at least 24 hours advance notice of issues.
- II. Teams will have one (1) manager and two (2) coaches.
- III. Teams will be allowed to play with 8 players if no substitutes can be found but the team will start with an automatic out for the number 9 batter.
- IV. Offense team may provide a courtesy runner for catcher at any time but **must** provide a courtesy runner with (2) outs to speed up the transition between innings. The courtesy runner must be the player who made the last out. The Catcher must be the catcher of record
- V. ONLY 1 offensive timeout per half inning.
- VI. A manager or coach may come out twice in one inning to visit with the pitcher, but the second time out in the same inning, or the third time in any game, the player must be removed as a pitcher.
- VII. Drop 3rd Strike in effect
- VIII. No metal Cleats allowed
- IX. No Balk rule in effect. No lead offs allowed.
- X. Stealing allowed (NO LEAD OFFS ALLOWED); Base runners can only leave the base after the pitched ball reaches the catcher's glove
- XI. Little League Rule Book will govern all other rules
- XII. Managers are responsible and will designate a person to coordinate clean trash from bleachers, Dugouts, around areas at the playing field prior to, during and especially after games. NO EXCEPTIONS!

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50/70

- I. In the event that there are interleague games, you must make sure to attend all interleague games at other parks or give at least 24 hours advance notice of issues.
- II. Teams will have one (1) manager and two (2) coaches.
- III. Teams will be allowed to play with 8 players if no substitutes can be found- but the team will start with an automatic out for the number 9 batter..
- IV. Offense team may provide a courtesy runner for catcher at any time but must provide a courtesy runner with (2) outs to speed up the transition between innings. The courtesy runner must be the player who made the last out. The Catcher must be the catcher of record
- V. A courtesy runner may be substituted for the pitcher at any time during the game. The courtesy runner must be the player that made the last out. The pitcher must be the pitcher of record.
- VI. Infield fly rule is in effect.
- VII. Drop 3rd strike is in effect.
- VIII. Stealing and lead offs allowed
- IX. NO METAL cleats allowed.
- X. No Balk warnings during the Spring Season, however during the Fall Season one (1) Warning will be given per pitcher per game.
- XI. The Little League Rule Book will govern all other rules.
- XII. Managers are responsible and will designate a person to coordinate clean trash from bleachers, Dugouts, around areas at the playing field prior to, during and especially after games. NO EXCEPTIONS!

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JUNIOR / SENIOR

- I. In the event that there are interleague games, you must make sure to attend all interleague games at other parks or give at least 24 hours advance notice of issues.
- II. **NO METAL CLEATS ON TURF MOUNDS**
- III. Teams will have one (1) manager and two (2) coaches.
- IV. Teams will be allowed to play with 8 players if no substitutes can be found- but the team will start with an automatic out for the number 9 batter each at bat.
- V. Offense team may provide a courtesy runner for catcher at any time but **must** provide a courtesy runner with (2) outs to speed up the transition between innings. The courtesy runner must be the player who made the last out. The Catcher must be the catcher of record
- VI. A courtesy runner may be substituted for the pitcher at any time during the game. The courtesy runner must be the player that made the last out. The pitcher must be the pitcher of record.
- VII. Infield fly rule is in effect.
- VIII. Stealing and lead offs allowed
- IX. Drop 3rd strike is in effect.
- X. No Balk warnings during the Spring Season, however during the Fall Season one (1) Warning will be given per pitcher per game.
- XI. The Little League Rule Book will govern all other rules.
- XII. Managers are responsible and will designate a person to coordinate clean trash from bleachers, Dugouts, around areas at the playing field prior to, during and especially after games. **NO EXCEPTIONS!**

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