

UCLL CAPS DIVISION GROUNDRULES

2010 SEASON

1. **Safety** First and foremost safety will be stressed. "Horseplay" is not allowed in the field or on the bench. A designated coach or team parent will be responsible to enforce safety rules in the dugout areas. Spectators must stay at a safe distance from the base lines and playing field. All offensive players, except the batter, must remain on the bench, behind the protective fence. All defensive substitutes must also remain on the bench behind the fence. There is no on-deck circle in CAPS. Batters must wear a caged helmet while batting and running the bases. Please refer to the safety manual for a more complete listing of safety rules and regulations.
2. **Regulation Game** A regulation Caps game is 6 innings, or a maximum of 2 hours. A new inning cannot begin after two hours, no exceptions.
3. **Fences and Cones:** Fences and/or cones shall be used to mark the outfield fence line. The distance from home plate shall be 125 feet.
4. **Bats:** The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards. It shall not be more than thirty-three (33) inches in length, nor more than two and one-quarter ($2 \frac{1}{4}$) inches for Little League, and $2 \frac{3}{4}$ inches for wood, and if wood, not less than fifteen-sixteenth ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30") at its smallest part. Wood bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. mark. All divisions: White bats are prohibited. An illegal bat must be removed. (LLB Rule 1.10)
5. **Fielders:** The normal caps defensive lineup consists of 10 players, 6 infield, 4 outfield. If a team roster drops to less than 9 players at any game, they should temporarily borrow a player(s) from the opposing team so that the game may be played.
6. **Scoring:** No official standings or game scorecard is kept in the CAPS division. There is a maximum of five (5) runs per team per inning **including the last inning**. The half-inning ends when the fifth run scores, even if less than 3 outs.
7. **Warm-Ups** All players, manager, and coaches should be at the field 30 minutes prior to game time for warm-ups. Batting practice **must** cease 30 minutes before the game in the interest of safety. Therefore if a team wants to take batting practice they must arrive even earlier and complete BP 30 minutes prior to game time.
8. **Batting Order/ Fielders** The full team roster batting order will be followed in each game. All players, including substitutes, bat consecutively. Randomizing the batting order from game to game is highly recommended. However, defensively, only 10 players (6 infielders maximum) are allowed on the field at a time.

9. **Mandatory Play** Defense - Each player must play a minimum of 3 defensive innings. Each player shall play a minimum of 3 consecutive outs in the outfield, and 3 consecutive outs in the infield. The defensive innings played do not have to be consecutive. If, for some reason such as darkness, a player does not receive the mandatory playing time, he or she must start the next game and play a minimum of 4 consecutive defensive innings.
10. **Substitutions** All substitutes must be in the game by the start of the fourth inning. Caps division allows liberal substitutions. Over the season, all players shall receive playing time at all positions. Caps is a training division, all players should be trained at all positions. The only exception is catcher. Each player should play an infield position every game. Prior to daylight saving time, managers should be aware that you may only be able to complete 4 innings and therefore substitutions should be made even earlier in the game.
11. **Pitching** The pitching machine will be used for all games in the first two rounds of the season. The coaches will pitch to their own teams after the second round of the season. The batter will get a maximum of 5 hittable pitches from the pitching machine or 5 (hittable) pitches from the coach before being called out. The umpire determines whether the pitch is hittable, however, any pitch that is swung at is considered a strike or a hittable pitch. Only adults are allowed to operate the pitching machine. The pitching machine may be used on damp ground only when powered by a UCLL generator (Not plugged into an electrical outlet at the tennis court). The pitching coach shall pitch the ball approximately at the speed of the minors level or speed of the pitching machine.
12. **Hitting** The batter must hit one of the five balls into fair territory or he/she will be called out. Errant (misadjusted) pitches from the pitching machine do not count as a “pitch”. In “coach pitch,” foul balls hit off of the coach do count as a pitch, but 5th pitch foul balls do not count as a pitch. A ball that hits the umpire is a live ball and play continues. For safety reasons a batted ball that hits the pitching machine, operator, coach, or generator is a dead ball, but the batter is awarded 1st base. If the batter is hit by a pitch thrown from a coach, they are not awarded first base. Base runners maintain their position, and do not advance. The batter continues to hit, 5th pitch included.
13. **Bunting** Caps players are allowed to bunt only during the second half of the season, and after a bunting clinic is held.
14. **Throwing The Bat** The batter must not throw the bat. If the batter throws the bat, one warning shall be given. If that batter throws the bat a second time he/she will be called out, play is dead, and there will be no base runner advancement.
15. **Base Running** No lead-offs or stealing bases in Caps. No advance on a passed ball or wild pitch.
16. **Sliding** Sliding is permissible after the clinic on sliding has been given to the team. Sliding is allowed into any base or home plate. However, headfirst slides are not allowed when advancing from one base to the next. Any player sliding head first into base while advancing will be automatically called out. Diving back head first to a base is permissible.
17. **Ending the Play** After the initial play is attempted or made, any attempt to return the ball to the pitcher ends the play.

18. **Ground rule double/Homerun** A batted ball that bounces or rolls past the outfield boundary cones is a ground rule double if an outfield boundary has been established prior to play. A ball that goes over the cones on the fly is a home run. If an outfield boundary has not been established, then play is considered live and any runner attempting to take another base is permitted to do so at his or her own risk.
19. **Coaching** Managers and coaches are allowed to coach the bases. Although not mandatory, managers and coaches that are coaching the bases are encouraged to wear helmets. When coaching batters, the coaches may not enter the field of play (i.e. the batters area). On defense, up to 4 adults per team will be allowed in the game (2 in the outfield and 2 in the dugout).
20. **Equipment** The **home** team is responsible for setting up and putting away the pitching machine, generator, outfield cones, and all bases. On Saturdays, the last game's **home** team must return all of the above equipment to the UCLL storage shed. Games played at Jim Carl field require that both teams work together after the game to drag and water the field and store all field equipment and bases properly when their game is the last game played on the field that day.
21. **Protests** There are no protests in Caps. Any questions regarding rule interpretations should be submitted to the UCLL Caps Division Vice President after the game.
22. **Umpiring** - UCLL utilizes players from the minor league level to umpire CAP division games. This allows minor division players to refine their understanding of the game. While the umpires, on occasion, may make bad calls, all calls stand. **AT NO TIME IS A MANAGER OR COACH ALLOWED TO ARGUE A CALL.** It is encouraged, however, that the manager or coach discuss the play with the umpire after the inning is over. This is for educational purposes only as to help the umpire gain a better understanding of the rules. Judgment calls should not be discussed.