

# University City Little League (UCLL)

## General Ground Rules

2020 Season

## Table of Contents

- A. Safety**
- B. Registration and Tryouts**
- C. Drafts**
- D. Replacing Players During the Season**
- E. Schedule and Games**
- F. Practices**
- G. Pre-Game Rules**
- H. Game Rules**
- I. Ejection From Game**
- J. Post-Game Rules**
- K. Play-Off Game**
- L. All Star Tournament Teams**
- M. Miscellaneous**

### Attachments

1. Tee Ball Division - Special Ground Rules
2. Maps Division – Special Ground Rules

## **Introduction**

These are the 2020 Ground Rules for the University City Little League (UCLL). These rules supplement the 2020 Little League Baseball “Green Book” Rules. Special Ground Rules for the Tee Ball and Maps Divisions are attached to these Ground Rules. All Managers and Coaches must read and become familiar with the Green Book rules and these UCLL Ground Rules before the start of the season. All Board Members, Parents and Players are encouraged to read these Ground Rules and the Green Book Rules. Questions related to these rules should be brought to the attention of the President of UCLL.

## **A. Safety**

### **Safety is the Manager/Coach Primary Responsibility**

A1. The manager is required to file a report if there is an injury to players, coaches or spectators. This report must be prepared within 24 hours of the accident and provided to the UCLL Safety Officer, President or the divisional VP. All managers and coaches must adhere to the ASAP guidelines distributed by the Safety Officer. Little League insurance applies after any group insurance coverage.

A2. Player safety is the top priority of UCLL. Unsafe acts and “horseplay” is not permitted on the playing field or in the dugout. The team manager or coach will warn a player when their behavior is unsafe. If the unsafe behavior continues, the Player Agent will be notified. The Player Agent will then observe the team at a practice or game to determine the necessary corrective action including notifying the parents of the player. If the behavior continues, the Vice President of the division along with either the Executive VP or the President will observe the player and determine what further course of action needs to be taken. A player may be suspended if their behavior continues.

A3. Managers and coaches shall not allow players to pitch or throw if they report a sore arm or shoulder.

A4. If an injury requires medical attention, a signed medical release must be provided to the team manager before the player can resume play or practice. The team manager must then forward the medical release to the UCLL Safety Officer, President, and division VP. Managers must keep player medical release forms in their possession at all times during games, practice or other team activities.

A5. Any player removed from a game due to an injury, must abide by the substitution rule. (LLB Rule 3.03)

A6. All managers and coaches must abide by the preceding safety rules. Failure to comply with these safety rules will result in a UCLL Board Review and possible disciplinary action for all parties involved including:

- a. Receiving a written warning by the Board of Directors about the infraction for first offenses.
- b. If a second infraction for a previous offense occurs, then the manager or coach will be suspended from the next regularly scheduled game.

## **Safety – Equipment**

A7. A fully stocked first aid kit will be provided to each team manager by the UCLL Safety Officer prior to the first practice. A fully stocked first aid kit with player medical release forms must be available at all practices and games. Replacement safety supplies may be obtained from the safety officer. It is the responsibility of the team manager to ensure that the kit is fully stocked at all times.

A8. Shoes with metal cleats are not allowed. Only rubber cleats are permitted (except juniors and seniors). Shoes will be checked by the umpire before the game.

A9. All players must wear helmets during practice and games while batting, on base, or coaching bases. Players who are base coaches are required to wear helmets in all divisions. Helmets with face guards are mandatory in the Tee Ball and Maps division. Face guards are encouraged but optional in Little League Minor, Major, Intermediate, Junior, and Senior division. Home plate child umpires must wear full protective gear including a face mask, chest protector, and cup.

A10. Any team member warming up a pitcher in a crouched position must wear a catcher's mask with a dangling throat guard and a protective cup. Only a properly equipped, UCLL registered player from the same division, can warm up, or catch for, a pitcher during a game. This rule is in conformance with Little League Baseball (LLB Rule 3.09).

A11. Any player catching the ball and feeding it to a coach that is hitting infield or outfield practice must wear a catcher's mask with a dangling throat guard.

A12. Wearing shorts at practice is to be discouraged. If a player arrives to practice in shorts, he/she will be allowed to practice, but shall not be allowed to slide. Players may not wear shorts during a scheduled game.

A13. Bicycles, skateboards, scooters, and rollerblades are not permitted in the dugouts or in the area between the backstop and fence. Managers, coaches, umpires, and board members are responsible for enforcement.

A14. A player with a cast or splint must not be on the field or participate as a player or base coach. They may be in the dugout but must remain behind the safety fence at all times.

A15. Batting donuts (weights) are not allowed in any division. Little League Baseball approved trade-marked batting sleeves are allowed. (LLB Rule 1.10)

## **Safety – Game Play**

A16. Bats are not allowed in the dugout. All bats must be kept behind the backstop cage.

A17. Any player who throws a bat while batting shall receive a warning from the umpire. Throwing a bat or any other piece of equipment in practice or game could be considered horseplay and should be treated as section A2 indicates.

A18. The on-deck circle is permitted in full for any division Juniors and above. For the Intermediate division, the on-deck batter may stand in the on-deck circle, but the player may not hold a bat. The on-deck circle is not permitted in Majors and all lower divisions. The on-deck batter must remain on the bench until his/her turn to bat. The only player permitted to hold a bat is the batter currently at bat. No player may have a bat in their hand unless it is their turn to bat and the umpire has called for the next batter. Umpires shall strictly enforce this rule.

A19. A head-first slide, while advancing towards a base or home plate, is not allowed in LL Major or all lower divisions. A player who does a head-first slide while advancing is automatically out. A head-first slide when returning to a base, for example in a run-down, pick-off play, or over-run, is permitted. (LL Rule 7.08a)

A20. Any player unable or unwilling to occupy his/her position (unassisted) must be removed from the field of play during a game or practice.

A21. Two adults must be present at all team practices and/or games. It is highly recommended that a cell phone be available at any team event.

## **B. Registration and Tryouts (Player Assessments)**

B1. Throughout these UCLL Ground Rules the term “Little League” applies to all divisions. The term “Junior” applies to the Little League Juniors (12-14 year old) division. The term “Intermediate” applies to the Little League Intermediate (11-13 year old) division. The term “Major” applies to the Little League Major (11-12 year old) division. The term “Minor” applies to the Little League Minor (7-10 year old) division.

B2. The division age breakdown in UCLL is as follows. UCLL utilizes the Little League Age Chart to determine individual player age.

<b><u>Division</u></b>	<b><u>League Age</u></b>
Tee Ball	4 – 6
Maps	6 – 8
Minors	7 – 10
Majors	11—12
Intermediate	11 – 13
Juniors	12 – 15
Senior Major	14 – 16
Big League	16 – 18
Challenger	4 – 18, or up to 22 if enrolled in high school

B3. Documented physical limitations or a player’s inability to adequately perform at a specific level where safety is an issue may necessitate pre-draft placement or placement during the season to a lower division. In this instance the age restriction may be waived. Each case will be reviewed by the

UCLL Board and district as required. Age waivers may require approval of the Charter Committee in Williamsport, PA.

B4. Times and locations for tryouts / assessments will be announced at least three weeks in advance of the event. Division VP's, Player Agents and all division managers and players must attend tryouts.

B5. All players who wish to be eligible for the draft must try out. Players who wish to be considered for the draft and who miss tryouts must arrange, in advance, through the player agent, a makeup tryout prior to the commencement of the draft. Injured players that cannot attend assessment due to their injury can enter the draft and will be placed on a team after consultation of a special committee consisting of the President, division VP, and Player Agent and division managers.

B6. Players, who sign up after the draft, will be placed on a waiting list. Player skill will be assessed before assignment to a division / team. Players will be assigned to a team by their respective Player Agent if and when an opening occurs. After a player participates in his/her first regular season game (which establishes player status) he or she is eligible for call-up to a higher division if and when an opening occurs, unless the player was "frozen" by parent request or as a result of having a parent as a Team Manager / Coach. The player may reject being called up to a higher division without consequence.

B7. Manager and Coaches Son Options must be presented in writing to the Player Agent prior to and again at the start of the draft. As a player, the son or daughter is required to try out. Refer to UCLL Ground Rules C5 and C6.

### **C. League Drafts**

C1. Only Managers and Player Agent's for the current level being drafted, the league President, and league and division Vice President are allowed at the draft. The player draft order is confidential and must never be revealed to players, parents, or others. The manner of the draft is subject to Board approval.

C2. The Junior League draft precedes the Intermediate draft. The Intermediate draft precedes the Majors draft and the Majors precede the LL Minor division draft. The drafts will follow LLB Draft Plan B. Draft order will be determined by a blind draw. The odd numbered rounds follow a 1-2-3-4. Order and the even round's a 4-3-2-1 order (snake) until all team rosters are filled. There is no draft for the Tee Ball or Maps division. These teams are established by the President, League VP, Division VP and Player Agent with a focus on a balanced team by skill and age.

C3. For all Little League divisions that draft players, the first 3 rounds shall be picked from a list of players previously compiled by the managers. This list shall consist of the top ranked 4 rounds worth of players as voted by the managers. For example if there are 6 teams, each manager will submit a list of their top 24 players in ascending order. The player agent will then compile points for each player from all managers to create one overall ranking for the top 24 players which will be handed to each manager in alphabetical order. For the first three rounds of the draft, managers must select players from the list of top 24 players. If a managers child should fall within the top ranked players, that player must be taken in the round where they were ranked. For example, if a manager's son was ranked 8<sup>th</sup> overall and

assuming there are 6 teams, then that player would be drafted in the second round. Otherwise a manager's children will be drafted according to C8 below. Players are to be ranked realistically by their skill level. The President, Divisional VP and Players Agent will adjust ranking if players are not evaluated accurately.

C4. C5. A parent may “freeze” their child to a lower division. However, a player that is “frozen” must abide by ground rule C15 for the remainder of the season. Parents should be encouraged to not freeze their children.

C6. A manager's child may be “frozen” (Manager's Son Option) and, if frozen, must be selected as stipulated in Section 3.

C7. When a manager is a legal guardian or mentor of a player (i.e. Big Brother or Big Sister program) they will be treated as the Manager's Son Option with approval of the UCLL Board and will be drafted according the rules stated in section C3.

C8. If the Manager's and Coach's Son / Daughter Option player is not drafted according to rule stipulated in Section C3, then the player must be picked in the round determined by league age as follows:

Round	Minors	Intermediate	Majors	Juniors	Senior
3	10	12	12	14	15
4	8,9	11	11	13	
5	7		10	12	
6	6		9		
7					

C9. There are two Sibling Options for drafting brothers and sisters:

- a. When the first sibling is drafted, the manager must declare, whether or not he or she wants to exercise the Sibling Option. If the option is exercised the sibling must be chosen in the next round.
- b. If exercising the Sibling Option on the returning division team member the manager must declare intent at the start of the draft and exercise the Sibling Option prior to the end of the third draft round.

C10. All returning players who registered by draft day must return to an equal or higher division. All 16 & 15 year olds must be drafted to the Senior Major division before any 13 year old is drafted. All available (after the LL Major / Intermediate draft) waived 11 and 12 year olds must be drafted to the LL Minors. Once drafted to a team, a player may not be moved to a lower division during the season subject to B3.

C11. There is a 3 minute time limit imposed on teams during the draft session. If a team does not announce its draft selection within the 3 minute time limit, the team loses its place in that round. They make their selection after all remaining teams have drafted in that round.

C12. The parent of a Minor Division player or above who becomes a team manager after their child has been selected by another team may not automatically claim their child but may trade for him/her.

C13. Free trading of the newly drafted players is allowed at the conclusion of the draft on draft day only. The Player Agent shall require trades at the conclusion of the draft, if necessary, to comply with UCLL Ground Rules C3 C4 and C10.

C14. All trades must be player for player. Minor League players may not be traded for Major / Intermediate League players. Trades involving players for draft choices are not permitted.

C15. If a player, when notified of their selection by an Intermediate or Major team, refuses being drafted, that player then forfeits all draft and call-up eligibility for the remainder of the season. The player cannot be placed on a Minor's team and cannot be wait-listed. The player's registration fee will be refunded less a \$25 processing fee.

C16. Requests for team selection are not honored. The purpose of the draft is to establish equity among the teams. Such requests restrict the fair draft options to all managers involved. If a player, once drafted, refuses placement on that team, that player forfeits all draft/playing eligibility and for the season and cannot be wait listed.

#### **D. Replacing Players During The Season**

D1. A player vacancy must actually exist before the manager is allowed to negotiate for a replacement of a team member. A vacancy is described as follows:

##### Voluntary:

- a. A player leaves the roster because he/she moves and no longer wishes to play baseball in UCLL.
- b. A player or his parents state that he/she wishes to quit the team and no longer wants to participate in UC Little League.
- c. Players missing more than 2 weeks of practices and games without written notice from a family member or physician will be considered to have quit thus creating a vacancy. This player will be considered no longer interested in participating in UC Little League. This does not apply to



players who are absent while playing high school baseball.

**Injury:**

- a. A player has an injury that will prevent him/her from playing for the remainder of the season.
- b. Any player who is absent for more than 2 weeks due to injury or illness must provide written documentation from a medical doctor to maintain his position on the team and to resume playing if the absence is medically documented.

D2. The team manager shall immediately inform the Player Agent as soon as it is known to him/her that a vacancy exists or may soon exist. After a Parent Conference the Player Agent advises the player in writing that he/she is being released from the team and thereby a vacancy is created.

D3. A replacement player shall be called up within 7 days after the vacancy is created. This complies with LLB Regulation III (d).

D4. Players shall be called up, in sign-up order, from the waiting lists. If no wait list exists, it will be left up to the Board of Directors and Division Player Agent as to how the vacancy will be filled. See UCLL Ground rule D10. (Waiting Lists)

D5. An Intermediate or Major (Senior Major) team shall not add or replace a player within the last 2 weeks (4 games) of the regularly scheduled season. The exception and restriction to this rule are:

- a. If the roster of a team that has a mathematical chance of winning any play-off spot falls below 10 players they may add a player.
- c. If a player(s) is replaced during this 2 week (4 games) period it must be replaced with a player from the waiting list.

D6. The UCLL Board recommends that the team managers consult with the Player Agents for advice regarding available and qualified players in the Minor division.

D7. The team manager shall notify the Player Agent of the name of the player he/she desires as the replacement. If the manager or coach contacts the player or parents the team loses all call-up rights to that player. Violation of this rule is cause for disciplinary action by the UCLL Board.

D8. The Player Agent then notifies the player, the player's parents and the managers involved regarding the players movement to a new team. If a player refuses a call up, then the player forfeits all call up eligibility for the remainder of the season (Note: LLB Regulation VIII-Minor Leagues)

D9. No more than one player may be called up from a team until all teams in that division have had one player called-up. Successive call-ups follow this same procedure.

D10. The following 4 Waiting Lists consist of those who signed up late and/or missed tryouts. Preference is by date order of sign-up (first in-first out). Waiting lists are maintained by the Player Agents. Maps and Tee Ball player late sign-ups are promptly assigned to a team.

Senior Major Waiting List (14 and 15 yr. olds only)

Junior League Waiting List (12 - 14 yr. olds only)

Intermediate League List (11 - 13 yr. olds only)

Little League Major Waiting List (11-12 yr. olds only)

Little League Minor Waiting List (7 – 10 yr. olds only)

### **E. Schedules and Games**

E1. Schedules created by either Divisional Vice Presidents or the Scheduler must be reviewed by the Board before given to managers or posted on the league website.

E2. For the Intermediate division and below teams must have a minimum of 9 players to start and finish the game. If, for any reason, a team does not have 9 players present at the start of the game, that team forfeits the game. At that time, the game may proceed as a practice game with the team with less than 8 players borrowing one or more players from the opposing team if mutually agreed to by the opposing manager.

E3. Games suspended due to darkness, time limit, or inclement weather (after a 30 minute wait) for which a regulation or official game has not been established shall resume at a later date to the exact point at which the game was suspended. Suspended and tie games must be resumed on the next date the teams are scheduled to play each other or an earlier date. Resumed games are played the normal number of innings. The scheduled game follows the resumed game. The normal and minimum number of innings in a regulation game is listed below. Refer to LLB Rules 4.10 and 4.11 for definitions of a regulation game.

**Minor League Only:** There is a maximum of 5 runs per team, per inning. The half-inning ends when the 5th run scores, even if less than 3 outs. However, the last inning of a game shall be an open inning and the 5 run rule shall not apply. No inning shall begin two hours after the first pitch. Any inning beginning 1 hr. 45 minutes after the first pitch will be deemed the open inning. The two hour time limit shall not apply to the local year-end playoff games.

#### **Regulation Game**

<b>League</b>	<b>Normal # Innings</b>	<b>Minimum # Innings</b>
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Little League	6	4
Intermediate	7	5
Junior League	7	5
Senior League	7	5

E4. If a manager wants to postpone a game, they:

- 1.) must have the consent of the opposing manager,
- 2.) state the reason for postponement, and
- 3.) request approval from the Divisional Vice President.

The Divisional Vice President will consult with the Umpire Coordinator and both managers and then reschedule the game. All regular season rules apply to the make-up games. Games postponed during the last two weeks of the season, must be rescheduled prior to the end of the season. No games will be made up or resumed after the end of the regular season. Tie games or make-up games not finished by the end of the season will be determined by the toss of a coin by the Divisional Vice President and Player Agent.

E5. When a tie game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest when the game is resumed. Games resumed due to protests being upheld shall be considered similar to suspended and tie games with respect to scheduling, pitcher, and player eligibility. (LLB Rules 4.11(e) and 4.12).

E6. The outcome of all games will be recorded in the official scorebook. Final pitch counts for each pitcher will be recorded in the official scorebook permanently in ink and initialed by the official scorekeeper. Overall team standings will also be tracked in the Minors division and above. Overall team standings will be used to seed post- season play according to the following description below. See section K for details on post season play.

**Minor, Major and Intermediate Division** – The first round of games (each team playing each other once) will not count towards standings. The remaining games of the season will count towards standings. Regular season standings are used to seed the end-of-season tournament. The Divisional Vice President will determine the date when game standings will count toward seeding post-season play.

Minor, Major and Intermediate Division Trophies will be awarded to the first and second place teams at the end of the local tournament play (Playoffs). The team winning the local tournament (Playoffs) advances to the District Tournament of Champions (TOC).

**Junior/Senior Division** – All regular season play, including inter-league play will count toward standings. Regular season standings will be used to seed the end-of-season tournament. No trophies will be awarded at this level for either first or second place.

E7. Managers in the Minor’s division and above are required to keep a team scorebook. Each game must be recorded in the team scorebook as well as the official scorebook. The team scorebook will be used at the end of the season to determine player eligibility for All Stars. The team and official score books will be reviewed from time to time by the Head Score Keeper for compliance with minimum play,

pitch count, batting order and substitutions.

## **F. Practices**

F1. Fields cannot be reserved or used for practice unless a manager or coach with an equipment bag, first aid kit, player medical releases, and a minimum of 4 players and 2 adults are present. This applies to all divisions.

F2. Practice games shall only be with other UCLL teams within the same division.

F3. Many of our practice fields are part of the San Diego School System and therefore school safety rules must be followed. School fields may not be used during school hours.

F4. Managers and/or coaches are responsible for:

- a. Being in attendance during practice.
- b. Starting and ending practice on time.
- c. Cooperation in sharing fields with other teams or groups.
- d. Notifying the school of any breakage or damage.
- e. Clean up after practice.
- f. Bicycles are not allowed on school fields.
- g. Coaches may not leave a player at the field without a parent or guardian.
- h. Coaches must have medical release forms and first aid kits in their possession at all times during practices or other team activities.
- i. Ensuring that fields are properly dragged and watered, with all equipment returned and securely locked in the correct storage location, following each practice and game.

F5. Standley Park Recreation Department activities may supersede your activities. Communication and cooperation with the recreation department staff will prevent misunderstandings.

## **G. Pre-Game Rules**

G1. The home team occupies the first base dugout and is listed second on schedule. This applies to all divisions.

G2. The visiting team will take the field one half-hour before game time for a 10 minute warm-up. The home team takes the field 10 minutes prior to game start time for their warm-up. The umpire will conduct pregame activities beginning 10 minutes before game time and will start the game at the scheduled time. Batting practice on the playing field must cease one hour prior to game time in the interest of player and spectator safety. No adult may warm-up a player during game time. Adults may conduct infield practice during warm-ups.

G3. Each manager will provide 4 copies of the starting line-up, including substitutes and eligible pitchers. The copies are for the team manager, opposing manager, umpire, and Official

Scorekeeper.

G4. Each team is responsible for providing a qualified scorekeeper for the game. The scorekeepers should be present 15 minutes before game time. The home team scorekeeper is the Official Scorekeeper.

G5. Except for disciplinary reasons, all rostered team members are eligible to participate in the game even if a player was initially listed as a non-participant on the line-up sheet for that game. A player arriving after the first pitch will be added to the bottom of the lineup.

G6. The opposing managers will review the Basic Ground Rules applicable to their field with the umpire before the game.

G7. Home teams shall be responsible for the playing field set-up, including marking the fields, and setting up the fences and bases.

G8. During warmups when a team has the field they shall be granted the entire field including the infield and outfield inside the fence. The opposing team must remain off the playing field.

## **H. Game Rules**

H1. Umpires are responsible for starting the game on time. Tee Ball and Maps have specific game time limits in their divisional ground rules that must be followed. There is no time limit for Majors division and above. An inning officially starts when the last out is made in the previous inning.

H2. All divisions, Minors and below will bat the entire roster during the regular season and have every player on the team roster participate in each game for a minimum of 9 defensive outs except as stated in H2c below.

- a. The second half of the last inning, not played because the game ended with the home team ahead, will be credited as 3 of the 6 consecutive defensive outs (one defensive inning) for the visiting team.
- b. If a player does not fulfill the above requirements, that player will start the next game and play continuously until, at a minimum, the defensive outs for both the previous and current games are fulfilled.
- c. For the Intermediate Division, teams will be in a continuous batting order for the first half of the season. Intermediate Division teams may bat in a 9-player batting order starting at the second half of the season but no later than the 3<sup>rd</sup> to last game of the regular season. 9-Player batting order applies to local tournament play (Playoffs). District rules will supersede this rule in the event of interleague play. When the switch is made to a 9-player batting order, the minimum number of defensive outs a player is required to play will be reduced from 9 outs to 6 outs.
- d. Green Book rules apply for Juniors Division minimum play.

Note: Three defensive innings need not be consecutive however, no player may sit two consecutive innings on the bench. While not required for minimum play, in order to develop players and achieve fairness, managers are encouraged to attempt to achieve the following during the season: a) to have each

player play more than one inning in the infield for each game. And b) to have each player play at least one outfield position every other game.

- e. Pool players will be coordinated by the Division Player Agent. Pool players that are used in any division must bat 9<sup>th</sup> in the batting order and may play any position except pitcher and catcher. No pool players will be allowed during local tournament play (Playoffs).
- f. Pool player process:
  - 1. Managers will contact their team and ask for players who are willing to go on the pool player list. Managers then provide a list of names to the Division Player Agent whom then creates the pool player list.
  - 2. The list will be created by random selection from the total list of players submitted. Once a pool player has played a game, his/her name goes to the bottom of the list. If a pool player is requested to play a game, but cannot play, that pool player stays at the top of the list to be asked for the next game. The Division Player Agent is the only person who knows the order of the list, and who will be the next available pool player.
  - 3. When a manager knows they will only have 8 players for a game, he/she contacts the player agent to ask for a pool player. The player agent will contact the player to see if the pool player can play.
  - 4. Once confirmed, the manager will be told who the pool player is.
  - 5. If you have any extra jerseys, keep them in your equipment bag to have the pool player wear them. Otherwise, they can wear their own uniform.

f. MAPS Division Only: Because the MAPS division is an instructional division and is not intended to be competitive, emphasis is placed on getting all children as much playing time as possible at all positions, safety permitting, and in different spots in the lineup. All requirements listed below apply to players who are present at the game at its beginning unless stated otherwise.

1. Defensive Requirements.

- a. All players must play a minimum of two innings at an infield position in each game. One of these two innings must be at an infield position other than catcher. This requirement must be fulfilled before the end of the fifth inning. If not enough innings are played, this requirement drops to one infield inning for the game.
- b. All players must play a minimum of one inning at an outfield position.
- c. For teams with more than 12 players, it may be difficult to fulfill these requirements without playing a child who is not ready at first base or pitcher. In this situation, a manager will not be held to the minimum two infield innings requirement if it is impossible to fulfill the requirements AND keep a child who is not ready away from first base or pitcher. In no situation shall a player play less than one inning at an infield position. By the midpoint of the season, every child should at least be ready to play pitcher if needed to fulfill minimum infield play requirements.
- d. The catcher position shall not be used repeatedly to fulfill the two inning requirement.
- e. Players arriving late to a game must play at least one infield inning before the end of the fifth inning.
- f. For teams with 10 players present, all 10 will play defense and no one will sit on the bench. For teams with 11 or 12 players present, no player shall sit for more than 1 defensive inning. For teams with 13-15 players, no player shall sit for more than 2 defensive innings (and not consecutively). Players arriving late will not be counted as having been on the bench for the innings they were not present.

- g. No player shall play catcher for more than two innings in a game. Each player should play at least three innings at catcher at some point in the year. If the child is genuinely afraid to play catcher, even by the end of the season, an exception can be made and should be communicated to the league VP. If a manager is worried about the safety of a child completing the minimum play requirements, he/she should bring the matter to the attention of the parents of the child and to the division player agent and VP to ensure that the parents are aware that a child may not meet minimum play requirements and that they and the division VP agree with the decision. Any exceptions made should be kept as short-term as possible in order to get all children comfortable with playing as many defensive positions as possible.
2. Batting Order Requirements
    - a. The batting order shall be changed for each game.
    - b. Each player shall bat in the top third of the lineup at least three times, and in the bottom third of the lineup at least three times during the season.
  3. Recommendations:
    - a. Less experienced players may not be ready to play pitcher or first base early in the season (or even late in the season). While first base could be too difficult for a less experienced player, by the midpoint of the season, there should be no child who cannot play the pitcher position. If they need to, they can play further back in the infield.
    - b. All players in their 8-year-old (or higher) seasons should be taught to play first base before the end of the season and should play at least several innings there.
    - c. Children who are hesitant to play catcher should be encouraged to play as far back as they feel comfortable, and if necessary, off to the side. Eventually, these children should at least be moved back in line with the pitch, if not closer to the batter.

H3. Violation of the Mandatory Play Regulation for Minors and above will result in the following penalties (LLB Regulation IV (i)).The manager shall for the:

First Offense-receive a written warning

Second Offense-a suspension from the next scheduled game

Third Offense-a suspension for the remainder of the season

For Divisions MAPS and T-Ball, league player agent and/or VP will work with the manager found in violation to develop practices that will ensure fairness to all players on the manager's team. If the manager chooses not to comply following player agent and/or VP intervention, the league president, player agent and VP will impose the First Offense or Second Offense penalty referenced above if they determine appropriate in their discretion.

H4. All players must be in full uniform (including Cap and Jersey) during the game. If a hat is lost the player should contact the Uniform Coordinator who will attempt to supply a replacement hat at a nominal cost to the player. Any player who loses a jersey must pay for the replacement..

H5. There shall be no harassment of players. Players on opposing teams should not be called by name in a distracting manner. Cheers and comments should encourage team members. There shall be no yelling of any derogatory remarks to the players, managers, coaches, or umpires. This also applies to

spectators yelling from the stands, behind the backstop, and along the fences. Managers should speak to their players parents if this occurs.

H6. If an unruly spectator disrupts the game the umpire may suspend play until such time as the disruption is resolved. Both team managers will report the incident to the League Vice President.

H7. Dugouts and fields will be kept free of litter by the teams using the fields for practice and games. Tobacco is not allowed on the field, in the dugouts, score booth, or snack bar. Alcoholic beverages are strictly prohibited in all areas (e.g. the dugouts, field, spectator stands, or snack bar).

H8. Fences and Cones – Fences and/or cone shall be used to mark to the outfield fence line in the Maps division games and above. Distances and type of barrier used for each division are described below.

<b>Division</b>	<b>Type</b>	<b>Distance from home plate</b>
Maps	Cones/Fence	125
Minors	Fence	195
Intermediate	Fence	225
Juniors/Seniors	Fence	275

### **H9. Regular Season Pitching Regulations**

#### **Regulation VI - PITCHERS**

##### Pitch Count for Majors, Intermediate and Juniors

###### Division League Age

17-18	105 pitches per day
13-16	95 pitches per day
11-12	85 pitches per day

##### Pitch Count for Minors Division

###### League Age pitches per day

11 & 10	65 pitches per day
9	55 pitches per day
8	50 pitches per day

**Note 1: If a manager violates the pitch count rules the game can be protested and will result in forfeiture.**

**Note 2: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.



If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1 – 30 pitches in a day, no (0) calendar day of rest is required.

There is no “automatic” intentional walk. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck by the batter, and are called balls by the umpire. All such pitches will count in determining that pitcher’s count.

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is retired
3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

Any Minors pitcher who hits three batters in a game must be removed from the pitchers position for the game.

H10. Year End Ties Tournament Seeding-Ties will be broken based on the following for determination of the seeding for the year end tournament; 1st head to head games, 2nd runs allowed (entire season of games that count toward standings) and 3rd a coin flip for seeding. If two or more teams tie for first or second place at the end of the regular season Head to Head games will be reviewed if the tie is not broken based on this review then both (all) teams with the same record will awarded the first or second place trophies.

H11. Special Rules for UCLL Intermediate Division Regular Season and Play Off Games - Regular season Green Book rules apply except: No metal cleats, head first slides are OK after a clinic is given, on deck hitter is allowed only without bat in hand ( Rule A18), first balk per pitcher is a warning, if youth umpires are used on bases, the adult ump behind the plate makes all balk calls.

- a. The balk warning is only during regular season and shall be confirmed by both managers and umpire prior to start of game. No balk warning will be given during local tournament (Playoffs).

H12. When playing Interleague, the District 32 Interleague Play Guidelines must also be followed.

### **I. Ejection From Game**

I1. The Umpire-in-Chief has complete control of the game. If the conduct of a team, manager, coach, player, or spectator is unsatisfactory, after a previous warning, the umpire has the right to suspend the game.

I2. When a participant or spectator behaves in a manner detrimental to the game the umpire may eject that person from the remainder of the game. The umpire will then notify the other umpire(s), both managers, and the Official Scorekeeper of the ejection along with the nature of the infraction. Umpires have the option of giving a prior warning (either individual or blanket) before ejecting a participant from the game.

I3. The Official Scorekeeper records the ejection and the infraction in the official scorebook.

I4. If a player is ejected during a game the team manager must notify the Divisional Vice President after the game. The Divisional Vice President, at his/her discretion may bring the matter to the attention of the UCLL Board. When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended from a game of their next physically played game and may not be in attendance at the game site from which they are suspended. Failure to comply shall result in the forfeiture of the game. The manager must immediately notify the Divisional Vice President of their ejection. If any player, manager, or coach is ejected on 3 occasions, they will be suspended from the team for the remainder of the season.

### **J. Post-Game Rules**

J1. Teams are responsible for the field clean up on their side of the field after each game. This includes both sides of the fence, backstop to outfield.

J2. The Umpire-in-Chief and Official Scorekeeper are required to sign the scorebook after each game.

J3. The Official Scorekeeper is responsible for ensuring the return and safe storing of the divisions official scorebook. The official scorebook is kept at the field. The official score keeper should send pitch count totals for each player who pitched to the head scorekeeper.

J4. Visiting teams shall be responsible for the playing field break-down, including dragging, watering and storing of fences, bases and field equipment.

### **K. Playoff (Local Tournament) Games**

K1. The Senior, Junior, Intermediate and LL Minor divisions hold play-off games following regular

season play. Play-off dates are scheduled by the League Vice Presidents and UCLL Board.

K2. The format of the Local Tournament is determined by the number of teams in the league. If there are two teams, they will play a “best of 3 game” tournaments. If there are three teams, teams seeded 2 and 3 will play a one game playoff to earn the opportunity to play the 1 seed in a one game playoff. If there are four teams, teams seeded 2 and 3 will play a one game playoff. Teams seeded 1 and 4 will play a one game playoff. The winner of these 2 games will play against each other in a one game playoff.

K3. The winners of the division playoffs represent UCLL in the District 32 TOC.

K4. Seeding of the tournament for all divisions will be done according to the outcome of the regular season. See section E6 for details.

K5. The structure of the local tournament will be as follows:

1. For Minor, Majors and Intermediate divisions:
  - a. Green book Regular Season rules apply
  - b. Green book pitching rules apply
  - c. 10 run mercy limit applies
  - d. In the Minors division last inning is an open inning
2. For the Junior Division:
  - a. Tournament rules apply (T section of the Little League rule book)
  - b. 10 run mercy limit applies

K6. Managers must show up 45 minutes before the start of the game to help set up the field. Both teams, during tournament play are responsible for setting up the field and then putting equipment away.

K7. The home team will occupy the first base dugout. The higher seeded team will be the home team.

K8. 30 minutes prior to the start of the game the visiting team will be entitled to take infield practice for a duration of no more than 10 minutes. Then, the home team will be entitled to take the field for infield practice for 10 minutes. At no time shall the team not taking infield practice be on the field while their opponent is taking infield practice.

K9. The umpire will conduct pregame activities beginning 10 minutes before game time. Teams are expected to line up on their respective foul lines 5 minutes prior to the start of the game for the Little League Pledge. All games will start on time.

K10. Managers are expected to play each player the minimum amount of play according to National Little League or local rules whichever applies. Managers who fail to either play a player their minimum play or get each player their minimum play will be disciplined as follows:

First Offense: written warning.

Second Offense: suspension from the next scheduled game.

Third Offense: suspension for the remainder of the season and all tournament play. There will be no exceptions to this rule. This rule applies to both local league and All-Star tournament play.

### **L. All Star Tournament Teams**

The format for all-star selection will be determined by the Board of Directors and will include the input from Managers and players.

L1. There are 6 UCLL All Star teams which may enter the District 32 All Star Tournaments. These six teams are:

Big League All Star (16-18 year old players)  
Senior Major All Star (14-16 year old players)  
Junior League All Star (12-14 year old players)  
Intermediate League All Star (11-13 year old players)  
Majors League All Star (11-12 year old Majors/Intermediates players)  
Little League 10-11 year old All Star (10-11 year old minor/major players)  
Little League 9-10 All Star (9-10 year old players)

Note - District 32 may allow a special 11 year old All Star team. Guidelines will be provided by District 32.

L2. In order to be eligible for an All Star team a player must have participated in at least 60% of his/her regular season Little League games. An exception is made in Senior and Junior League if a player is playing High School baseball. To be eligible for post season play (All Star and/or TOC), he/she must participate in at least 60% of his/her UCLL games that remain after high schools final game. If a player does not play in the required number of games he/she is ineligible for post season play. In order for an 11 year old minor/major player to be eligible for the 10-11 year old All Star Team, an 11 year old Majors player must register for the Majors All Star Team. If an 11 year old Majors player is selected for the 11-12 year old All Star Team and refuses placement on that team, that player forfeits eligibility for the 10-11 year old All Star team as well.

L3. All players signing-up for All-Star's, are required to sign a contract stating that they are willing and able to make the commitment to play in the tournaments. This means that they are available for all practices and games. Any time off needed must be noted on the form and will be taken into consideration when drafting the team.

L4. The All Star managers will be elected by the players from among the regular season managers and coaches. Prior to the election, a manager that would like to be considered for selection, must give written notice to the President and Division VP. The UCLL Board will give the final approval of the manager. All Star managers choose their coaches from among the other managers and coaches. It is strongly encouraged that the manager selects coaches with prior tournament play experience from any divisional level. The Board has final approval of the selection of All Star coaches. The 10-11 year old All Star Manager shall be selected by the Board from the list of managers that submitted their name for consideration. The manager may nominate coaches, who are subject to Board approval. All Board approvals pursuant to this rule shall be conducted in an announced Board Meeting and the results shall be noted in the minutes.

L5. All Star tournament teams are also governed by District 32 tournament and Little League National rules.

L6. Players will vote for 9 players for their division's All Star team. Players may vote for eligible members of any team on the ballot and for themselves. The 4 players receiving the most votes will automatically be elected to the All Star team. The next 8 players are selected by a vote of the respective league managers. Once made, this selection cannot be altered without the approval of the other managers in that respective division. The All Star manager may elect to add up to two additional players at his own discretion and without the approval of the other league managers.

L7. Each team must be represented at All Star player selection by their manager, coach, or, with prior Board approval, an alternate representative. Only one representative per team is allowed.

L8. Minimum play - Please see Ground Rule K5.

L9. There are several local tournaments hosted by other leagues for 7, 8 and 9 year olds. The Board encourages participation in these tournaments as they are good training for the future. The manager and coaches for these teams require Board approval. Players are selected by the Manager with input from the coaches.

#### **M. Miscellaneous**

M1. Each year the League President nominates manager applicants (new and returning) for review and approval by the UCLL Board. The Board shall consider factors such as past experience, adherence to the Little League National and UCLL rules, and ability to deal with players, parents, and umpires in the spirit of the Little Leagues Mission Statement. This is to ensure that those who are chosen to guide our Little League players are not only capable managers but good role models as well. There is no tenure for Managers or Coaches.

M2. Players in Tee Ball through Junior League shall wear baseball pants as part of their uniform. The team may choose white or colored baseball pants. Baseball pants for all divisions are not furnished by UCLL and must be purchased separately.

M3. Each player's family will be responsible for 3 hours of Board approved volunteer or snack bar duty per player to be fulfilled during the season. Exceptions are those being opting to "buy out" the requirement, team managers and UCLL Board Members.

M4. Each team must have one coach or manager who attended a coach's clinic in the current calendar year.

## Attachment 1 – Tee Ball Division Special Ground Rules

### Introduction

These are the special ground rules for the Tee Ball Division of University City Little League (UCLL). These rules supplement the UCLL General Ground Rules and the 2015 Little League Baseball “Green Book” Rules. All Managers and Coaches must read and become familiar with the Green Book rules, the UCLL General Ground Rules and these Tee Ball Division Ground Rules before the start of the season. Questions related to these rules should be brought to the attention of the President of UCLL.

### Objective of the UCLL T-Ball Division

The purpose of the Tee Ball Division is to provide training and instruction for players that are 4 – 6 years old (with an option for 7 year olds) who want to learn the fundamentals of hitting and fielding. The primary goals of Tee Ball are to have fun, to instruct children in the fundamentals of baseball and to allow them to experience the value of team work. The team manager and coaches will focus on training and instruction and will emphasize the teaching of basic skills and ensure that all players receive equal opportunity to safely play all defensive positions.

### Ground Rules

1. **Safety** - Safety is the highest priority of the manager and coaches. All players who are *League Age 4* (who turn age 4 by December 31, of the year that they participate) must have a parent or responsible guardian present at every game. “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 or behind the back stop fencing. Spectators must stay at a safe distance from the baselines and playing field. There is no catcher in Tee Ball. The batter shall not throw the bat. The first time a batter throws a bat a warning is given. The second time the batter throws a bat they are called out. There is no on-deck circle in Tee Ball. Batters must wear a cage helmet while batting and running the bases.

All players must be toilet-trained, and will not be allowed to participate if they wear a pull-up or diaper to practices or games.

Candy, food, sunflower seeds, chewing gum, soft drinks and coffee are not allowed on the playing field or in the dugouts. Water and sports drinks are permitted in the dugouts. Tobacco is not allowed on the field, in the dugouts, score booth or snack bar. Alcoholic beverages are strictly prohibited in all areas (e.g. the dugouts, field, spectator stands or snack bar).

2. **Regulation Game** – A regulation Tee Ball game is four (4) innings or one hour hour-long, whichever occurs first. A new inning cannot begin after one hour. There are no exceptions.
3. **Batting Tee** - The ball is hit off of the batting “tee” which is set on top of home plate. It is the responsibility of the manager or coach to remove the tee from home plate should a play involve a runner scoring. The player who occupies the defensive position of the pitcher must stay in that position until the ball is hit.
4. **Batting Order** - All Players bat. The batting order shall be rotated throughout the season giving every player equal opportunity to be the leadoff hitter, the last batter, and running the bases. Both teams bat once through their order each inning.

5. **Hitting** - Each team will only have one bat available during a game. Prior to hitting the ball, the batter must be in a batting stance. The batter is allowed to take only one step forward to hit the ball after a manager has placed the ball upon the tee and has informed the defensive team that, "*the ball is on the tee.*". The batter is not allowed to bunt, take half swings, or a swinging bunt. If in the manager's or coach's judgment, the batter did not take a full swing, the batter will be called back to the plate to hit again. A batted ball is considered a 'hit' when it travels at least 10 feet from home plate in fair territory.
6. **Foul Ball** – Same rules as conventional baseball except that a ball which travels less than 10 feet from home plate is called a "foul ball". (An arc of a radius of 10 feet should be drawn (chalked) from the first base line to the third baseline).
7. **Strike Outs** – There are no strike outs in Tee Ball. A batter continues to bat until he or she hits a fair ball.
8. **Base Running** - Runners must stay in contact with the bases until the ball is hit. Runners may advance to first base and no further if the batted ball does not go past the infield. Runners may advance to second base if the batted ball is hit into the outfield. Runners that are called "out" return to the dugout. When all defensive players are back to their proper positions, the manager calls "play ball" and the next player takes his/her turn at bat. The last batter in the order shall clear the bases, and the defensive team shall stay in the field until all runners have touched home plate. There shall be no attempt to put out the runners after the last batter has touched first base.
9. **Fielders** - There is a maximum of 6 infielders allowed within the infield. All other players must play their position at least 15 feet beyond the baselines.
10. **Coaching** - Managers and coaches may stand near their batters or fielders to give encouragement and advice but must not interfere with play. The manager or coach must request a "time out" before attempting to demonstrate a technique or explain a play to the players during the progress of the game.
11. **Scoring/Standings** - Scoring or team standings is not kept in the T-Ball division, neither by inning or game.
12. **Protests** - There are no protests allowed in Tee Ball. Any question of rules interpretation should be submitted to the Tee Ball Division Vice President after the game.
13. **Pitching** - After the second round of games coach/manager pitching at the mutual agreement of the managers at game time is encouraged. If pitching is used, the manager or coach shall pitch 3 pitches to the batter. If the batter fails to hit the ball into play, the Tee shall be placed on home plate and the batter shall hit from the tee. Pitching is not mandatory but strongly encouraged.
14. **Sliding** - Sliding is permitted only after a sliding clinic has been given to the team. Sliding is allowed into any base or home plate. Headfirst slides are not allowed when advancing to the next base.
15. **Equipment** - The Home team is responsible for setting up and putting away the batting tee, outfield cones, and all bases.

**16. Rotation of Positions** - Each player shall be rotated to various defensive positions during each game. Over the season, each player should have played every defensive position.



## Attachment 2 – Maps Division Special Ground Rules

### Introduction

These are the 2015 Ground Rules for the MAPS Division of University City Little League (UCLL). These rules supplement the UCLL General Ground Rules and the 2015 Little League Baseball “Green Book” Rules. All Managers and Coaches must read and become familiar with the Green Book rules and these MAPS Division Ground Rules before the start of the season. Questions related to these rules should be brought to the attention of the President of UCLL.

### Objective of the UCLL MAPS Division

The UCLL MAPS division is a machine pitch Little League Minor’s division open to players who have completed at least one year of Tee Ball and who are not less than 6 years old. The purpose of the MAPS Division is to provide additional training and instruction for those players who age or other factors do not qualify for selection into UCLL Minor’s.

The team manager and coaches will focus on training and instruction and will emphasize the teaching of basic skills and ensure that all players receive equal opportunity to safely play all defensive positions. Players should be encouraged to learn all positions including the catcher position.

### Ground Rules

**1. Safety** - Safety is the highest priority of the manager and coaches. “Horseplay” is not allowed on the playing 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 MAPS.

Batters must wear a caged helmet while batting and running the bases. Catchers must be properly equipped with chest protector, mask, throat guard, cup and shin guards. Before games begin, all players shall receive catcher training on the proper use of safety equipment and techniques.

**2. Regulation Game** - A regulation Maps game is 6 innings, or a maximum of 2 hours. A new inning cannot begin after one hour and forty five minutes.

**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 meet Little League specifications and standards. Refer to Green Book Rule 1.10. Any illegal bat must be removed from any game or practice.

**Fielders** - The normal MAPS defensive lineup consists of 10 players, 6 in the infield and 4 in the outfield. A catcher must be used in all games. 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 MAPS 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. Substitutions** - All substitutes must be in the game by the start of the fourth inning. Maps division allows liberal substitutions. Over the season, all players shall receive playing time at all positions. Maps is a training division, all players should be trained at all positions. 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.
- 10. Pitching** - The pitching machine will be used for all games of the season. The batter will get a maximum of 5 hittable pitches from the pitching machine. 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 speed of the pitching machine shall be set to a speed of 40 miles per hour.
- 11. 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. 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 1<sup>st</sup> 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 5<sup>th</sup> pitch included.
- 12. Bunting** - Maps players are allowed to bunt, but only during the second half of the season, and only after a bunting clinic is held.
- 13. 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.
- 14. Base Running – In MAPS there are no** lead-offs, stolen bases, nor advancing on passed balls or wild pitches. Before every game the opposing managers should decide ground rules related to overthrows and communicate the rules to the players and coaches.

- 15. 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.
- 16. Ending the Play** - After the initial play is attempted or made, any attempt to return the ball to the pitcher ends the play.
- 17. 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.
- 18. 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).
- 19. 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.
- 20. Protests** - There are no protests in MAPS. Any questions regarding rule interpretations should be submitted to the UCLL Maps Division Vice President after the game.
- 21. 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 OR MAKE A SCENE BY THROWING THEIR HANDS UP OR SHOUTING OUT COMPLAINTS!!!. 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.

-End-