**Canaryville Little League 2019 In-House Rules**

The Canaryville Little League strongly believes that the key to winning is having self-motivated athletes who take care for their actions and their development as individuals. Our goal is to instill in our young ballplayers the concept of good sportsmanship, honesty, loyalty, courage, team spirit and respect for others so that they may become good citizens who positively contribute to our society. Our main priority is for everyone to have fun and create lifelong memories. We thank all our coaches, families, community members and volunteers for creating a positive environment many to enjoy.

**Parking**

Parking is available along the streets, as well as the lot in the right field area (near the ‘Canaryville’ sign). There is no parking in the immediate center field area (south end of the street-near the fire hydrant) during Little League games. Please be mindful when driving, as there are many children throughout the area.

**Little League Ballpark**

The Little League games will be held at the Canaryville Little League’s Ballpark, located at 455 W. 45th Place. There is NO daily entry fee. In effort to keep the ballpark clean and safe, we would ask that you observe the following facility rules:

* No pets are allowed on the following ballpark areas: Fan deck area in right field, batting cage area, nor near the bleachers and hill along the first base side. Pets are allowed in left Field area only (near the scoreboard area).
* No smoking anywhere within the Ballpark fences. If you need to smoke, please go into the alley sections or outside the ballpark.
* No skates, roller blades, bikes, ect. are allowed on the grass areas nor on the fan deck in right field.
* Please throw away all trash into the garbage cans. If you have sunflower seeds, please put the waste inside of a cup. No gum or sunflower seeds are allowed on turf area(batting cage).
* There will be a concession stand open between 4:45pm-9:15pm during week days, and 8:45am-12:00pm on Saturdays. Please use our concession stand to help support the Little League.
* The gates to the ballpark open at 4:15pm during the week, and 8:30 am on Saturday’s.

For everyone’s safety, the Chicago Police Department and Little League volunteers will patrol the site periodically. We ask that everyone work together, especially in creating a nice atmosphere for all.

**Warm-Ups and Pre-Game Information**

* Teams should arrive at the Little League Ballpark at least 30 minutes prior to the scheduled game.
* Official line-ups should be exchanged with the opposing team at least 5 minutes before the game start time.
* Home teams will always occupy the “Home” dugout along the third base side, and the away team will always occupy the “Away” dugout along the first base side. The first team listed on the schedule is the Away team, and the second team listed is the home team.
* Teams must shake hands after each game to instill good sportsman.
* Each team is allowed to warm up before the game in the batting cages for 15 minutes. The away team will be allowed the batting cage 35 minutes before the start of the game, and the home team will be allowed to use the batting cage 20 minutes before game time.
* While a team is using the batting cage, the other team may use the grass area in right field area to warm-up, or infield/outfield if not being used or worked on by Little League.

**Game Guidelines**

* Playing rules will be governed by Official Little League Rules 2019 Edition, except as specifically modified in these “In-House” regulations.

**Rosters**

* A minimum of 8 players to a maximum of 13 players is permitted during a game. If a player is unable to compete during the season due to illness or injury, another player may be added to the roster with the approval of the league president provided the player meets the league requirements.

**Uniforms**

* All players must be in their complete Canaryville Little League uniform.
* Jerseys must be tucked in, and hats must be worn straight.
* No player is allowed to wear the hat of another team.

**Age Requirement**

* A player’s age is determined as of January 1st 2019. The player’s age on this date will determine his or her age for the remainder of the season. A player may play up a division by parent discretion. A player may play down a division by league discretion.

**Equipment**

* All male players must wear an athletic cup. All players must wear batting helmets when batting, in the on deck circle, and/or on the bases. Helmets must remain on the player until he or she has reached the dugout.
* The Canaryville Little League will supply all game balls and practice balls for each team, as well as batting helmets for game use.
* Bats: All bats must have the USA BASEBALL stamp and cannot have a barrel in excess of 2 5/8 inches. Any player caught using an illegal bat will be automatically called out.
* No metal cleats are allowed or any wooden bats. Jewelry nor metal necklaces cannot be worn by any player during a game.
* Pee Wee and Tee Ball use a soft style baseball; The Girls Minor use an 11 inch Fastpitch softball; The Girls Majors use a 12inch Fastpitch softball; The Boys Minor and Major Divisions use an official league ball.

**Pitching/Base Distance**

* Pitching mounts will be 46 feet for our Boys Major Division (10-12) and 40 feet for our Girls Major Division (10-13). The bases for these two divisions will be 60 feet.
* Pitching mounds will be 40 feet for our Boys Minor Division (7-9) and 35 feet for our Girls Minor League Division (7-9). The bases for these two divisions will be 55 feet.

**Ground Rules**

The umpires and managers of each team will cover the ground rules before each game, if needed.

1. It is up to the team playing to designate someone to control the scoreboard each game. Scoreboard panel will be in the concession stand prior to each game. Parent help is always greatly appreciated.
2. No new inning after 1 hour and 45 min, which will only end upon three outs or slaughter rule (both home and away teams must have the same opportunity).
	1. No inning can begin unless in the judgement of the umpire and league officials, the entire inning can be completed within the 2 hour game time limit.
3. If a game is stopped before becoming official (official game will consist of 3 completed innings) for any reason (curfew, weather, power failure, ect.) it will be suspended and picked up from exactly that point. The game will be rescheduled by the league ASAP.
	1. All playoff games will be required to complete the entire game. In the event the game needs to be stopped before completing all 6 innings, it will be suspended and resume again from that exact point when the game is rescheduled.
4. If a ball is ruled out of play by the umpire, the play will be treated as a “ground-rule double”.
5. Slaughter Rule: Any team leading by 15 or more runs after the 4th inning of play, 10 runs or more after 5 innings will be declared the winner after the full inning has been played.
6. In an effort to keep a good pace of games and maintain participant interest, the following run limits will apply:
	1. The maximum number of runs that may be scored by one team per inning is 6 runs.
		1. There is no run cap for the last inning and onward of a game.
		2. If runners are on base and a batter hits the ball, all runs will count as long as the play is not called dead, even if it raises the run count for the inning over 6.
	2. The maximum number of batters by one team is 9 per inning.
		1. There is no batter cap for the last inning and onward of a game.

**Conduct**

* Managers will be held responsible for the behavior of their own players and fans. The umpire and league officials, in the event of disruptive fan behavior, will give one warning to the offending team’s manager. If the behavior persists, ejections and forfeiture of the game may occur. If ejected, the person or persons must leave the enclosed park immediately and not return for the remainder of the day. If the problem persists with this individual, they will be banned from all Little League events, including games.
* Use of profanity, throwing of equipment, or physical acts against the umpires, league officials, or opposing team and fans, will lead to automatic ejection. Once a player, manager, or coach is ejected from the game, they must leave the enclosed park immediately and may not return that day and they will serve a one game suspension.

**Coaching**

* All coaches must coach from the dugout or from within the fenced playing area. Coaches are not permitted to coach from the stands or outside the dugout. A maximum of 2 coaches may be on the field while their team is at bat and must coach from the designated 1st or 3rd base locations. At all other times, all coaches must remain near their dugout and cannot be in the field of play. Coaches refusing to follow this rule will be ejected from the game.
* If you are not a coach, player, or league official, you cannot be in the dugout.
* A team cannot have more than 4 coaches on the field/in the dugout at any time.

**Additional Game Rules**

* Substitution of Players: Position players can re-enter the game at any time. Please see pitchers rules below.
* If a team has 10 players at a game, all 10 must bat as part of the original line up. However, if a team has more than 10 players attend a game, all can bat by coach discretion, but a minimum of 10 are required to bat in the original line up.
* All players must bat at least once during a game, and play at least two defensive innings on the field.
* Players are encouraged to slide feet first at all bases on close plays and must avoid contact on the base paths. If, in judgement of the umpire, a player maliciously forces contact on a play, he or she will be called out automatically.
* Head first slides are NOT allowed into a new base, however head first slides are allowed returning back to a base from which the runner came from. Any head first slides into a new base will result in runner being automatically called out.
* If the catcher of the next inning on base with 2 outs, he or she must be removed for a courtesy runner. The player who made the last out will be the runner unless it is the catcher of the next inning, then it would be the previous out.
* Dropped third strike does not apply. No balks will be called. No infield fly will be called.
* Base running; no lead offs are permitted. The ball must cross the plate before the runner can steal or take a secondary lead. One warning will be given per team. After any previous warnings during the game, all runners will be called out. No Stealing is allowed in the Girls Minor Division. Base stealing is allowed in the Boys Minor Division except for home. Stealing for the Boys Major and Girls Major Divisions is allowed at any base.
* All play will be considered dead when the pitcher has the ball on the mound area (Dirt Circle) for the Boys Major and Girls Major Divisions. If a base runner is more than half way to the next base when the umpire calls the play dead, he or she may proceed to the next base at his or her own risk. If the pitcher makes a play on the advancing runner prior to the umpire calling the play dead, the ball is live. Umpire Discretion only.
* All play will be considered dead when the ball enters the infield and is controlled or touched by an infielder for the Boys Minor and Girls Minor Divisions. If a runner is more than half way to the next base when the umpire calls the play dead, he or she may proceed to the next base at his or her own risk. If the player is not more than half way to the next base, the runner must go back. Umpire Discretion only.
* “Walk Through” is not allowed. This is defined when a batter receives a walk and then runs to first and continues onward to second base with no play being made on him or her or any other runner. The walked runner may advance if there is an active play on another runner and the ball is not secured on the pitcher’s mound.
* “Cat and Mouse” is not allowed. This is defined when runners dancing off a base, daring the pitcher or catcher to throw to the base or run at them.
* 10 minutes after Game Time is forfeit time if a team does not have a minimum of 8 players. Teams will be allowed to start and finish with 8 players. If you start the game with 8 players your 9th batter will become an automatic out. If anything happens and you drop down to 7 players, you will have to forfeit the game. However, if you start the game with 9 players and drop down to 8, you will not be penalized and forced to take an automatic out (you will just skip that batter and continue in the lineup).

**Pitching**

* Pitchers are limited to 9 outs per game.
* A starting pitcher may re-enter, but no relief pitcher may re-enter.
* A pitcher must be removed on the 2nd visit to the mound by the manager or coach in an inning, or the 3rd visit during the game with the same pitcher still on the mound. A manager or coach crossing the foul line constitutes a visit. Boys Minor League division only each Manager is allowed 1 mound visit per inning per player without penalty.
* A pitcher who hits either 2 batters in one inning, or 3 batters inone game must be removed from the mound.
* No pitcher will be allowed to wear white sleeved shirts or white batting glove while pitching.
* In the Boys Major Division pitchers are limited to players that are under the age of 13 prior to the start of the season. If a player turns 13 during the season, that player is still eligible to pitch for the remainder of the season.

**Protests**

There will not be any protests granted. All calls made by the umpires will be final. The league officials will clarify any rules, only if questioned by the coaches immediately. As soon as the next pitch takes place and the coach has not called time to clarify the rule, the game will continue and the next play cannot change from the umpires call.

**Specific Divisional Rules**

Pee-Wee and Tee-Ball Divisions:

* No score is kept, as these divisions are meant to be more instructional than competitive. Each team will bat twice, and play the field twice.
* Parent involvement is greatly encouraged.

Girls Minor Division:

* No players can advance on an overthrow to 1st or 3rd base. Only 1 base advance is allowed on regular play at 2nd base.
* Coaches will pitch the full inning with 4 total pitches per batter during the following innings: 3,4,5&6. If a player foul tips a ball, the coach will keep pitching. Coach will also pitch any extra innings of play.
* Players will pitch with a 0-0 count in 1 and 2
	+ On ball four, the coach of the batting team, or their designee (non-player), will pitch to the batter. The strike count will remain the same. Every coach pitch is a strike, but a foul ball with two strikes is pitched again.
* Walks are eliminated, however if a player is pitching and the batter gets hit by the pitch, the player gets first base.
* Coaches cannot field the ball when they are pitching to their batter.
* The ball is in play if it hits the coach.

Boys Minor Division:

* No player can advance on an overthrow to 1st or 3rd base. Only 1 base advance is allowed on a regular play at 2nd base.
* No player on any base can advance on an overthrow to 2nd base when the player is stealing (from 1st to 2nd base)

**GOOD LUCK AND HAVE A GREAT SEASON**