

# San Ramon Valley Little League

## **Standard Game Rules**

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<u>Dugouts</u>. Home teams shall use the 1st base dugout and away teams shall use the 3rd base dugout.

<u>Coaches and Players</u>. A maximum of three coaches (adults) are allowed within the field of play (which includes the dugout) during a game. One adult must be in the dugout at all times. If only two adults are at the game, then a Player must coach one of the bases. Coaches (except base coaches) and Players (except the batter, base coaches and runners on base) must stay in the dugout at all times during play. Coaches may leave the bench or dugout only with advanced permission granted by the umpire.

<u>Base Coaching</u>. Managers, coaches and Players may be base coaches. When coaching during play, base coaches must stay in base coach boxes. If a Player is coaching a base they must wear a batting helmet.

<u>Defense</u>. A team must have a minimum of eight (8) players in the field (maximum nine (9)) at any time during the game.

<u>Defensive Substitutions</u>. No defensive substitutions utilizing a bench Player are allowed during an inning unless due to injury, pitching change or Player departure.

<u>Courtesy Runner</u>. A "courtesy runner" may be substituted for a Player who will be playing the position of Catcher in a subsequent half-inning. This may only occur after there are 2 recorded outs.

<u>Batting Order</u>. Teams will use a continuous batting order throughout the game. Little League Rules regarding batting order will apply (e.g., if a team bats out of order, on appeal by the opposing team, the batter shall be ruled out). Players who arrive after the game has officially begun must enter at the end of the lineup.

<u>Stealing/Leading Off.</u> Runners cannot leave the base until the pitched ball is crossing home plate. The runner must return to the base when the pitcher engages the rubber and the catcher is ready to receive the pitch. There is no limit to the number of steals allowed in an inning or in a game. (See Division rules for clarification) The ball is "live" at all times unless the umpire grants time out.

Bunting. Bunting is allowed

Slashing. Slashing is not allowed.

<u>Infield Fly Rule</u>. The infield fly rule is in effect. (See Division rules for clarification).

## **Health and Safety**

<u>Helmets</u>. Players must wear helmets any time they are using a bat, whether at practice or at games, and even if the balls are plastic. The batting team must wear batting helmets during games at all times outside the dugout.

<u>Batting Preparation</u>. There is no on-deck circle. No bats may be in Players' hands or swung in the dugout. Batting donuts are not allowed. Warm-up swings are allowed only when it is the batter's turn to bat and they are at the plate. Players shall retrieve bats, not the coaches. Players must have a helmet on to retrieve a bat.

<u>Sliding</u>. If a base runner slides head first while advancing forward to a base, the runner shall automatically be declared out. This rule does not apply when returning to a base (e.g., from a run-down or in a pick-off situation).

<u>Home Plate Contact Avoidance</u>. When a play is made at home plate (defined as the ball arriving at the same time or slightly ahead of the runner and in a manner playable by the catcher), the runner must slide (feet first) or avoid contact with the catcher. Any failure by the runner to slide (feet first) or avoid contact with the catcher shall result in the base runner being automatically called out.

<u>Pitcher Warm-Ups</u>. One pitcher may warm up with one catcher, outside of the fenced playing field area. Only a Player (wearing all applicable catcher's equipment) may warm up a pitcher during the game.

<u>First Aid Kits</u>. At least one (1) first aid kit must be present between the two teams for a game to begin. First aid kits must also be present at practices. First aid kits should be kept in the dugouts at all times in a place that is easily located.

<u>Communicable Disease</u>. Any player who sustain an injury that results in an open wound must have the wound covered and all bleeding must be stopped before to returning to the game. Excessive blood on the uniform shall necessitate removal of the uniform, but the player may return to the game with a suitable t-shirt or sweatpants, (but no shorts).

#### **Fields**

<u>Field Setup Before Game - Home Team</u>. The home team will drag the infield (including areas outside the base paths and behind home plate), set up bases, water the dirt, fill and tamp holes on pitcher's mound, chalk the lines, and provide umpires with three (3) new game balls at the start of each game.

<u>Field Take-down After Game - Visitors</u>. The visiting team will drag the infield (including areas outside the base paths and behind home plate), take down the bases, water the dirt, fill and tamp holes on pitcher's mound and securely put away all bases and other equipment (locking all boxes and containers).

General Clean-Up. Players and parents of both teams will pick-up all trash in the dugouts, stands and blacktop.

### **Scoring**

<u>Scorekeeping</u>. For Divisions that keep game scores, each team shall have a scorekeeper who works in coordination with the opposing team's scorekeeper. Prior to the start of a game, Managers shall exchange scorecards and each provide one to the home plate umpire. The scorecard shall indicate each player's name, uniform number and place in the batting order. Changes during the game shall be allowed with notification to the opposing Manager and umpire. The <u>home team</u> scorekeeper shall keep the official pitch count record during the game and shall report the number of pitches thrown in the game for the pitchers of both teams. The GameChanger mobile app is the preferred method for scoring.

#### **Uniforms and Equipment**

<u>Uniforms</u>. Players shall wear uniforms (including hats) supplied by SRVLL during a game. Plastic or rubber cleats only are to be worn (no metal spikes are allowed). Coaches should wear only SRVLL-issued hats.

<u>Catchers Gear</u>. Catchers must wear a hard (male)/soft (female) protective cup, catcher's mask with helmet, throat protector, chest protector with neck collar and shin guards during games, practices, or when warming up a pitcher (whether on or off the playing field).