



Cascade Little League Procedures

Title: Rules of League Play	Effective Date: January 1, 2009
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Purpose

To provide rules of play for each Little League Division.

Uniforms

1. The League shall supply all players with required team shirts and hats/visors.
2. Players are responsible to provide their own glove, shoes, uniform socks, sleeves and pants/shorts. Males are required to provide their athletic supporter and cup as well.
3. Players are responsible to provide a change of clothes and a large plastic bag at all practices and games in case clothing becomes bloodstained. Players in bloodstained clothing will not be allowed to participate.

Umpires

1. There shall be no tolerance for criticism or harassment of umpires from team members or spectators. Those who persist in harassing an umpire will be required, by request of a board member, to leave the facility. If necessary law enforcement officials will be contacted and the offender removed. The League Representative involved in the removal shall submit an incident report to the League President.
2. Three ejections per season for one individual will be sufficient for removal from any Cascade Little League Position.

Home Team Responsibility

1. Pre game field preparation which includes: lining batters box, pitching circle (softball), infield foul lines only-not outfield and securing bases.
2. Provide game balls.
3. A player to lead the Pledge of Allegiance.
4. Clean up of field on the Home team side after game.
5. Post game bases secure in designated location.

Visiting Team Responsibility

1. Post game field rake or drag.
2. Clean up field on Visiting team side after game.

Scorekeeping

1. Home team is the official scorekeeper.
2. Scorekeeper will not be allowed in the dug out to keep score during a game unless they are an approved manager/coach for that team.

3. Scorekeeper will record each player with last name and first initial in scorebook. Player's nickname or initials will not be accepted.

Mobility of Players

1. It is the intent of Cascade Little League that players will play in the division best suited to their abilities.
2. Before the season starts, players may be moved down to a lower level after approval by a three person evaluation committee appointed by the League President.
3. Eligible players, other than T-Ball players, may be moved to a higher level by being drafted up.
4. T-Ball players under consideration for movement to a higher level must have the approval of a three person evaluating committee appointed by the League President.
5. No manager can pull up a player within 14 days to the end of the regular scheduled season.
6. Replacement of player(s) in the case of a non-injured player(s), the manager has from board approved 5 days from the time it's reported to player agent. If the manager does not pick up a player in the allotted time then the player agent will assign a player.
7. No player trades shall be conducted without League approval.

Replacement of Players for Major Division

1. Injuries preventing a player from participation in an upcoming game shall be reported by the manager, or acting manager, to the player agent within forty-eight hours of the occurrence.
2. If nothing is heard from the parent(s) or guardian of the injured player after three days the player agent will contact the parent(s) or guardian for status of the injury. The parent(s) or guardian will be asked when the player will be able to return to the team. If the date is unknown, the parent(s) or guardian will be asked to secure a doctor's estimation of date of return. If the parent(s) or guardian refuses to have the player see a doctor the player will be dropped from the team. The Executive Board will resolve special or unusual circumstances.
3. If the player is able to return before the season ends, the player will remain a member of the team and no additional players will be brought up.
4. If a player is unable to return before the season ends the manager or acting manager will draft a 12 year old from the minor division. If no 12 year old is available, an 11 year old will be drafted. The draft must take place within three days of the player agent informing the manager or acting manager that the injured player is out for the season or has been dropped.

Specific Division Rules of Play

1. Managers, coaches, parents, etc. may be designated as the game's umpire if none has been commissioned.

T-Ball

1. Players 5 years old by April 30 through 7 years of age may enter the T-Ball division.
2. The League will assign T-Ball players to their teams.
3. 50 foot Basepaths.
4. Manager or coach is encouraged and may pitch to his or her team.
5. Only three pitches may be thrown. Otherwise, if the ball is not put into play after three pitches, the ball is placed on a tee. Balls and strikes are not counted.
6. Batting order – The batting order shall contain the entire roster of players present for the game. Each player shall have an opportunity to bat in each inning.

7. Bat – Throwing – Should a player throw the bat, he or she shall be warned for the first infraction. Upon second infraction the player shall lose his or her turn at bat and no run may advance.
8. Overthrows – On any play, runners shall advance at their own risk, and advance only one additional base on an overthrow. The ball will then be dead and the next player will bat. This rule includes the last batter.
9. Retiring the Side – The offensive team is retired only after all players in the battering order have batted. However, the bases shall be cleared after every three outs in an inning.
10. End of Batting Order – Once the defense has stopped the baserunners from advancing and the last batter has batted, the bases will be cleared and teams will trade field position. Do not clear bases by sending all baserunners home when last batter bats. (This will eliminate collision at home plate.)
11. Strike Outs – Batters may not strike out. If, after three swings, a player has not hit the ball fair they shall be aided by a coach to hit the ball.
12. Game score may be kept.
13. One coach will be responsible for keeping the ball on the tee for the batters. Defensive coaches will determine if and when there is an out. A liberal interpretation shall be applied.
14. Defensive Play – there should be no more than one player in each of the infield positions (first, second, third, shortstop and pitcher). The catcher shall remain against the back stop until the ball is hit. The remaining players shall position themselves in the OUTFIELD. For defensive purposes, ALL players shall rotate positions EVERY inning. No player should play more than 2 innings on the infield per game.
15. Each game will consist of no more than 4 innings or a total playing time of 1 hour and 30 minutes, whichever comes first.
16. PLEASE REMEMBER THAT T-BALL IS INSTRUCTIONAL AND ESTABLISHED TO ALLOW PLAYERS TO ACQUIRE SKILLS OF THROWING, CATCHING, HITTING AND RUNNING. LET'S MAKE T-BALL A POSITIVE EXPERIENCE FOR ALL PLAYERS AND PARENTS INVOLVED.

AA Minors

1. Players 7 through 10 years of age may enter the AA division. Other ages desiring this level will inform the Player Agent who will take it to committee pending board approval of committee recommendation.
2. Pitchers will pitch no more than 2 innings per game.
3. Pitching shall be performed by players with a normal pitch count. However, batters encouraged to swing at the ball and will not walk with 4 pitched balls.
 - a. Managers or coaches will pitch to the batter only 2 pitches (unless foul balls are hit on second and consecutive pitch) if batter does not contact second pitch, batter will be considered and out.
 - b. If batter is struck by player pitched ball, the batter will be given the option to walk or have manager or coach pitch two balls. If batter selects coach pitch option the rule 2a applies.
 - c. A batted or thrown ball that contacts a pitching manager or coach shall be considered live.
4. Batters will not be allowed to bunt when manager or coach pitches.
5. Teams will change from offensive to defensive or vice-a-versa after 5 runs or 3 outs whichever comes first.
6. Batting Order – The batting order shall consist of all players who show up for the game.
7. A strict 2 hour game limit will apply. The score at the end of the last full inning will constitute the final score.

AAA Minors

1. Players, league age 8 through 11 years of age may enter the AAA Division. (New rule applies 2008 for 12 year olds)
2. Players must try out to be drafted onto AAA teams.
3. No 12 year old players may pitch in AAA.
4. The five run rule shall apply in AAA (see AA Five Run Rule).
5. A strict 2 hour time limit will apply. The score at the end of the last full inning will constitute the final score.
6. AAA teams shall have a minimum of 11 players.

Majors

1. Players, league age 9 through 12 may enter the Major Division.
2. Players must try out to be drafted onto a Major team.
3. Player draft rule: Any changes regarding drafting status must be told to player agent prior to end of last tryout for division.

Inter-League Play

1. Rules established by District 7 shall be applied to all inter-league play.
2. Local Cascade Little League rules shall apply only where they are more restrictive than District 7 rules and when the involved leagues agree upon them.