



Medford Little League Baseball
P.O. Box 381, Medford, MA 02155
www.MedfordLittleLeague.com



By-Laws a.k.a. Ground Rules 2015

Both the Official Rules and Regulations and Operating Manual of Little League International govern Medford Little League Baseball. Please refer to the Little League Green Book for interpretations of the rules.

The League Regulation I

1. The Little League (Majors) Division is to accommodate participant's league age 9-12.
2. The AAA Minors Division is an extension of the local Little League to accommodate participant's league age 9-11. ***Exception: 12 Year Old players may participate in the AAA Minor League at the request of the parent and only after a waiver has been filed.***
3. The AA Minors Division is an extension of the local Little League to accommodate participant's league age 7-9.
4. The Little League (Farm) Division is an extension of the local Little League to accommodate participant's league age 6-9.
5. The TeeBall Division is an extension of the local Little League to accommodate participant's league age 4-6.
6. The League shall be governed by a Board of Directors elected from and by the membership, consisting of volunteer personnel. As a condition of service to the league, all Managers, Coaches, Board of Directors, Members and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must complete and submit an official **"Little League Volunteer Application" & "MA CORI Form"** to the local league president. Annual background screenings must be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed **"Little League Volunteer Application" & "MA CORI Form"** must result in the immediate dismissal of the individual from the local league.
7. The President, with the approval of the Board of Directors, shall appoint Managers, Coaches, and Umpires annually with the approval of the Board of Directors. Managers and Coaches do not have **TENURE**, and their service to the league expires at the end of the current season.

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The Teams Regulation III

1. Major League Division team rosters shall have a minimum of (12) twelve players and no more than (15). No team may have more than (8) players of the same Little League Age.
2. AAA Minor League Division team rosters shall carry a minimum of (12) twelve players.
3. AA Minor League Division team rosters shall carry a minimum of (11) eleven players.
4. Farm League Division team rosters shall carry a minimum of (10) ten players.
5. TeeBall Division team rosters shall carry a minimum of (8) eight players.
6. AAA Minor, AA Minor, Farm, and TeeBall Division teams must be dissolved at the end of the current season, with all players being returned to the player draft pool.
7. All teams in a particular division must carry the same number of players on their roster, unless a waiver is granted by Little League International.

Selection of Players Regulation V

1. The selection of players for the various teams within a league shall be in compliance with the Little League Draft Selection System as detailed in the Operating Manual. **Note:** All candidates who are league age twelve (12) must be drafted to a Major Division team. Exceptions can only be made with written approval from the **District Administrator**, and only if approved at the local league level by the **Board of Directors** and **the Parent** of the candidate.
2. All drafts are completed on the day they occur by a verbal declaration by the Player Agent that the draft is complete, with all managers, or acting managers, present. The verbal declaration of the completion of the draft by the Player Agent must be within 90 minutes of the last eligible player being selected in the draft, and after the Player Agent has asked all managers, or acting managers, whether they would like to consider any player exchanges. Managers may exchange newly selected players on the day of the draft with consent of the Player Agent, whose consent will not be unreasonably withheld. Such player exchanges before the completion of the draft are not considered trades, as the draft process has not been completed.
3. Player trades are not allowed in Medford Little League Baseball.

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4. Draft orders are private, sensitive documents of Medford Little League Baseball. Upon completion of a draft, the Player Agent will collect all draft cards (i.e., any list of the draft order, whether digital (which will be destroyed by the creating party) or printed), and destroy them, except for one official copy. Managers may make copies of their own drafted players. Draft orders should only be discussed amongst managers and Board Members and should not be discussed with other parties, such as parents or players.
5. Not less than 24 hours before the last tryout, a major league player who has previously played at least one year for their major league team may resign from the team and re-enter the draft. The resignation and intent to re-enter the draft must: 1) be in writing from the player's guardian; 2) state, inter alia, that there is an irreconcilable difference(s) with the team manager; and 3) can only be submitted after a good faith discussion of the irreconcilable difference(s) with the Player Agent, League President, and Major League Commissioner by the guardian and manager.
6. Only Managers are allowed to be present during the team selection draft. Coaches may only attend, when filling in for the team manager. This applies for all divisions of play.
7. **Major League Division Draft:** All returning players are the property of the team they were selected to the previous season. If a new player fails to attend 33% of the league tryouts, that player will not be eligible for the draft. *Exception:* If the parent presents a reason/excuse acceptable to the Board of Directors for missing the tryout, the player may still be eligible for the draft. The League Player Agent will preside over the Annual Draft. The last place team of the previous season will have first pick in every round of the draft.
8. **AAA Minors League Division Draft:** The minor league draft will be conducted in two phases. The selection of Returning AAA Minor League players who have attended at least 33% of the tryouts will be selected in the first Phase. The second phase of the AAA Minor League draft will be the selection of new age eligible players regardless of tryout attendance. Each team will randomly pick from a hat to determine their draft order. Once selected, the draft will operate in a snake draft. (Example 1-10, 10-1)
9. **AA Minors League Division Draft:** The minor league draft will be conducted in two phases. The selection of Returning AA Minor League players who have attended at least 33% of the tryouts will be selected in the first Phase. The second phase of the AA Minor League draft will be the selection of new age eligible players regardless of tryout attendance. Each team will randomly pick from a hat to determine their draft order. Once selected, the draft will operate in a snake draft. (Example 1-10, 10-1)
10. **Farm Division Draft:** There is no draft for the Farm League Division; the Farm League Commissioner shall place Farm League applicants on a team.

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- 11. TeeBall Division:** There is no draft for the TeeBall Division; the TeeBall Director shall place TeeBall applicants on teams.
- 12. Player Pool:** Each Division of play during the season shall have a player pool. A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of their players for a regular season game. The respective League Player Agent will create and run the pool. The respective Player Agent will use the pool to assign players to teams that are short of players on a rotating basis. When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game. Pool players that show up to play must fulfill the mandatory play time.

Pitchers Regulation VI

- Any player on a regular season team may pitch. **Note:** *There is no limit to the number of pitchers a team may use in a game.* A pitcher once removed from the mound cannot return as a pitcher.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below. The pitcher may remain in the game at another position.

League Age	11 – 12	85 Pitches per day
	9 – 10	75 Pitches per day
	7 – 8	50 Pitches per day

Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- The batter reaches base;
 - The batter is put out; or
 - The third out is made to complete the half-inning.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. A catcher who catches (4) complete or incomplete innings shall not pitch for the remainder of that day.
 - Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days rest must be observed.

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- If a player pitches 51 – 65 pitches in a day, three (3) calendar days rest must be observed.
- If a player pitches 36 – 50 pitches in a day, two (2) calendar days rest must be observed.
- If a player pitches 21 – 35 pitches in a day, one (1) calendar days rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Violation of any section of this regulation can result in protest of the game in which it occurs. Protests shall be made in accordance with Rule 4.19. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

5. A player who has attained the league age of (12) twelve is not eligible to pitch in the Minor League. (*See Regulation V Selection of Players in the LL Green Book*)

Schedules Regulation VII

1. The schedule of games for the regular season shall be prepared by Scheduling Coordinator and approved by the Board of Directors. The schedule must provide for not less than twelve games per team per regular season, exclusive of playoff and tournament games.
2. The schedule should provide for not less than two (2) games per week per team. The schedule shall be arranged so that at least one-half of the games are scheduled prior to June 15th.
3. **Majors League Division:** A team may play one (1) doubleheader in a calendar week. No team shall play three games in a day. *Exception: under condition of rule 4.12.*
4. **TeeBall:** (2) Two games per week will be played on both Saturday and Sunday mornings.
5. **Minor, Farm, and TeeBall Division:** No team shall be scheduled to play two games in one day. A local league may impose a time limit on games regardless of the number of innings played.

Tournament Play Regulation XVII

1. For selecting managers for Medford Little League Williamsport Tournament and State Tournament All-Star Teams, the following step-by-step process will be used to select the

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respective All-Star Team manager.

- a. Any manager/coach wishing to manage a sanctioned All-Star team must submit a written request to the Player Agent and Commissioner of the League. All applications must be submitted in writing to the Player Agent and Commissioner on or before May 30th. Any manager expressing interest after this date will not be considered.

***Note:** In order to be considered for the role of manager, the candidate must be a manager/coach in the division of play for the 2014 season. A manager/coach in a Minors division will not be considered for the Majors division and vice versa. Should a 10/11 and/or a 9/10 team be sent in any division, the manager may come from either the Minors or the Majors division.*

- b. The President, Vice-President, Major League Commissioner, AAA Commissioner and Player Agent will interview each manager/coach who has expressed interest in a Manager position. The intent of this interview is to be sure each candidate is fully aware of the responsibilities as an All-Star manager – practice commitments, travel time, finances, etc. In addition, the manager should be able to demonstrate knowledge of the skill level of the players in his/her division. This is necessary to insure the manager can field a well-rounded, non-biased team. At the time of the interview, the candidate needs to present a list of potential coaches who may assist him/her. The league officials mentioned above have the right to reject any coach selections.
- c. The President, Vice-President, Major League Commissioner, AAA Commissioner and Player Agent will all cast a vote for the candidate they deemed will be the best manager for the respective All-Star teams. The candidate receiving the most votes will be announced as the appointed manager for the respective All-Star team.

***Note:** Due to the “swing ages” at tournament time, the process may yield a manager who desires to manage the team immediately under the team they were originally selected as manager. If this were to arise, the selected manager can make that election known and will automatically be awarded the next team down and the manager earning the second place in vote count will become the manager of the team. (E.g. The vote process for the 11/12 All-Star team yielded Manager A, but after All-Star Player Selections his/her child did not make the 11/12 team but did make 10/11 team; then Manager A would automatically be named manager of the 10/11 team and Manager B would be awarded the 11/12 team.)*

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- d. The manager voting process will be completed by June 5, 2015 and the respective All-Star managers will be announced by June 12, 2015 after the Player Selection Process has been conducted. Player Selection cannot be publicly announced until June 15, 2015 per Little League policy.
 - e. The selected manager must submit his/her request for coaches to the Player Agent within two (2) days following his/her announcement as manager. The President, Vice-President and Player Agent will approve or reject, at their sole discretion, the requested coaches. This process will be completed within two (2) days of the manager submitting his/her request for coaches.
2. For selecting players for Medford Little League 12 Year Old Williamsport Tournament teams, the 10/11 Year Old State Tournament All-Star Team(s), and the 9/10 Year Old State Tournament All-Star Team(s) the following step-by-step process will be used for player selection:
- a. **12 Year Old Williamsport Tournament Team(s)** - The selection of players for the 12 Year Old Williamsport Team(s) will be determined by each major league manager nominating up to 5 players from his/her team. This will create a list of nominated players (maximum of 20) within each respective division. The major league managers from within each division, will meet and vote to narrow down the nomination list to 10 final players. The remaining 2-4 players will be selected by the 12 Year Old Williamsport Tournament Team All Star Manager.
Note: In the case of tie vote for the 10 slots, the 12 Year Old Williamsport Tournament Team All Star manager will decide which player involved in the tie is selected.
 - b. **10/11 Year Old State Tournament All-Star Team(s)** - The selection of players for the 10/11 Year Old State Tournament All-Star Team(s) will be determined by each major league manager nominating up to 5 players from his/her team. This will create a list of nominated players (maximum of 20) within each respective division. The major league managers from within each division, will meet and vote to narrow down the nomination list (up to 10 players). The AAA managers will also nominate up to 5 players from his/her team. The AAA managers will meet and vote to narrow down the nomination list to final players to fill any remaining of the allotted slots. The remaining 2-4 players will be selected by the 10/11 Year Old State Tournament All-Star Manager.
Note: Players in the Major League will be given preference to AAA minor players with AAA minor players being selected as necessary.

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- c. **9/10 Year Old State Tournament All-Star Team(s)** - The selection of players for the 9/10 Year Old State Tournament All-Star Team(s) will be determined by each major league manager nominating up to 5 players from his/her team. This will create a list of nominated players (maximum of 20) within each respective division. The major league managers from within each division, will meet and vote to narrow down the nomination list (up to 10 players). The AAA managers will also nominate up to 5 players from his/her team. The AAA managers will meet and vote to narrow down the nomination list to final players to fill any remaining of the allotted slots. The remaining 2-4 players will be selected by the 9/10 Year Old State Tournament All-Star Manager.

Note: Players in the Major League will be given preference to AAA minor players with AAA minor players being selected as necessary.

Rules Applying to all Divisions

1. Forfeits - Rule 4.16

This section shall be referred to the Board of Directors for a decision. Forfeits are not automatic.

2. Regulation Game - Rule 4.10

A regulation game consists of six innings, unless extended because of a tie score, or shortened because the umpire calls the game. If a game is called before it is a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off. A game becomes regulation if four innings have been completed. *Note: All records, including pitching, shall be counted.*

Any pitcher who is eligible to pitch that day may pitch in the resumed game. A player may not pitch in more than one game in a day. (Regulation VI (K))

If a game is called before the 1st inning is complete, all records including pitching records, batting records, etc shall be disregarded. (Regulation VI (k) Note 3)

3. Games Called on Account of Darkness or Weather - Rule 4.12

A called game ends at the moment the umpire terminates play. If the game is called during an **incomplete** inning, the game ends at the end of the previous completed inning in each of the following situations:

- (a) The visiting team scores one or more runs to tie the score in the incomplete inning and the home team does not score in the incomplete inning.

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- (b) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

A regulation game that is tied after four or more **complete** innings and halted by the umpire, shall be resumed from the exact point that play was halted. The game shall continue in accordance with rule 4.10 (a) and 4.10 (b).

4. The Umpire - Rule 9.00

The umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field. Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment decision.

5. Managers & Coaches - Rule 4.05

The offensive team shall station two base coaches on the field during its time at bat. One at first base and one at third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall:

- (a) Be eligible players in the uniform of their team; a manager and/or coach.
- (b) Be a manager or coach only if there is at least one other adult manager or coach in the dugout.

The defensive team's Manager and coaches must remain in the dugout at all time.
Exception: When a Manager or the Acting Manager is granted time to protest a call or speak with a defensive player.

6. Intentional Walk

A pitcher must pitch the four pitches to the batter. These pitches will count toward his/her pitch count.

7. Faking a Bunt and Swinging

Once a player squares up to bunt a pitched ball, they SHALL NOT pull back and swing at the ball. This is banned in Medford Little League for Safety purposes. The first and second offense will result in an automatic OUT. The third offense will result in an out and the player shall be ejected from the game and suspended from the next game played.

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Major Division Rules and Guidelines

1. Continuous Batting Order

Medford Little League has adopted a continuous batting order for its Major League Division.

2. Mandatory Minimum Playtime

Medford Little League requires each player to play six (6) consecutive Defensive Outs, and have one (1) at bat for its Little League (Major) Division.

3. Playoff Format

All teams will be seeded in the playoffs based on the regular season final standings within their respective division. Blue Seed 1 vs. Blue Seed 4; Blue Seed 2 vs. Blue Seed 3; White Seed 1 vs. White Seed 4; White Seed 3 vs. White Seed 4 in a best of three game quarterfinal round. The winner of each series will advance a best of three game semi finals series. The two division winners will play a best of three game series for the Medford Little League Championship.

Note: Tie Breakers will determine playoff seeding

- 1) Head to head record
- 2) Record against above & below
- 3) Least number of runs allowed
- 4) Most runs scores
- 5) Coin flip

AAA Minor Division Rules and Guidelines

1. Five Run Rule

A team may only score a maximum of five runs per inning. Once five runs have scored, the inning shall end. This is in effect for every inning except for the Sixth inning and any extra innings.

2. Pitching from the Rubber

Pitchers must pitch from the rubber on the pitching mound. The pitchers foot must be in contact with the pitching rubber throughout delivery of the pitch.

3. Pitching Rules

Refer to Pitching Regulation VI in the Little League Green Rule Book.

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4. Intentional Walk

Intentional walks are not permitted in the AAA Minor League.

5. Base Stealing

Base runners may steal any time after the pitched ball reaches the batter, unless the ball is declared dead by the umpire. The ball is live until the pitcher is on the pitching rubber with the ball facing the catcher and the catcher is behind the plate ready to receive the pitch.

6. Continuous Batting Order

The Minors Division shall have a mandatory continuous batting order. All players taking part in the game shall be placed in the batting order. This allows fielders to be substituted freely.

7. Mandatory Minimum Playtime

A mandatory minimum playtime of nine (9) Defensive Outs, and one (1) at bat for AAA Minors. Only (2) of these innings must be consecutive.

8. Slaughter Rule

There will be no Slaughter Rule enforced. If a team wishes to concede, that will be at the discretion of the Team Manager.

9. Field Positions

Each team shall field (4) outfielders giving the team total (10) players on defense. This is provided said team has (10) or more players in uniform present at the game. This will be re-evaluated with the Managers after one month. *Note: (10) defensive players may only be used in non-competitive minors.*

10. Dropped Third Strike

There will be no dropped third strike rule in effect.

10. Time Limit

There will be a two-hour time limit on regular season games, starting from when the first pitch is thrown. No new inning shall begin 10 minutes prior to the end of the two-hour time.

11. Playoff Format

All teams are seeded in the playoffs based on the regular season final standings.

Note: Tie Breakers will determine playoff seeding

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- 1) Head to head record
- 2) Record against above & below
- 3) Least number of runs allowed
- 4) Most runs scores
- 5) Coin flip

AA Minor Division Rules and Guidelines

1. Five Run Rule

A team may only score a maximum of five runs per inning. Once five runs have scored, the inning shall end. This is in effect for every inning except for the Sixth inning and any extra innings.

2. Pitching from the Rubber

Pitchers must pitch from the rubber on the pitching mound. The pitchers foot must be in contact with the pitching rubber throughout delivery of the pitch.

3. Pitching Rules

Refer to Pitching Regulation VI in the Little League Green Rule Book.

4. Intentional Walk

Intentional walks are not permitted in the AA Minor League.

5. Base Stealing

Base runners may steal any time after the pitched ball reaches the batter, as long as the catcher makes a clean catch. Base runners are not allowed to advance on a pass ball; nor are they allowed to steal home.

6. Continuous Batting Order

The Minors Division shall have a mandatory continuous batting order. All players taking part in the game shall be placed in the batting order. This allows fielders to be substituted freely.

7. Mandatory Minimum Playtime

A mandatory minimum playtime of nine (9) Defensive Outs, and one (1) at bat for AA Minors. Only (2) of these innings must be consecutive.

8. Slaughter Rule

There will be no Slaughter Rule enforced. If a team wishes to concede, that will be at the discretion of the Team Manager.

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9. Field Positions

Each team shall field (4) outfielders giving the team total (10) players on defense. This is provided said team has (10) or more players in uniform present at the game. This will be re-evaluated with the Managers after one month. *Note: (10) defensive players may only be used in non-competitive minors.*

10. Dropped Third Strike

There will be no dropped third strike rule in effect.

10. Time Limit

There will be a two-hour time limit on regular season games, starting from when the first pitch is thrown. No new inning shall begin 10 minutes prior to the end of the two-hour time.

11. Baseball

The AA Minor League Division will use the standard MacGregor 76C baseball during games and practices.

12. Playoff Format

All teams are seeded in the playoffs based on the regular season final standings.

Note: Tie Breakers will determine playoff seeding

- 1) Head to head record
- 2) Record against above & below
- 3) Least number of runs allowed
- 4) Most runs scores
- 5) Coin flip

Farm Division Rules and Guidelines

1. Pitching

The Coaches will pitch to the players and a pitching zone will be set up roughly half way between the mound and plate. There will be an eight (8) pitch limit per batter. If a batter does not put the ball in play or reach 4 strikes prior to the eight (8) pitches, he/she shall be called out. *Note: Pitching will continue if the ball is hit foul on the eighth pitch.*

2. Five Run Rule

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A team may only score a maximum of five runs per inning. Once five runs have scored, the inning shall end. This is in effect for every inning except for the last inning. (3) Outs will also end the inning.

3. Stealing

Base stealing in the Farm Division is prohibited.

4. Bunting

Bunting in the Farm Division is prohibited.

5. Infield Fly Rule

The Infield Fly Rule is not in effect in the Farm Division.

6. Fielding Positions

Ten (10) players in uniform shall play every inning. Only six (6) players may be in the infield (P, 1b, 2b, SS, 3b and C). All other players must be on the outfield grass. The player fielding the pitcher position during coach pitch should be even with the pitching rubber or behind it. Managers shall rotate players around the field. All players should get a chance to play infield and outfield. If you have (11) players present, you may field that player so he/she is not sitting out alone.

7. Continuous Batting Order

The Farm Division shall have a mandatory continuous batting order. All players taking part in the game shall be placed in the batting order with free substitutions on defense.

8. Mandatory Minimum Playtime

Mandatory minimum playtime of nine (9) Defensive Outs, and one (1) at bat has been adopted for the Farm Division. Only (2) of these innings must be consecutive.

9. Putting the Ball in Play

When the ball is hit to the infield, players may advance one base. If the ball is hit to the outfield, players may advance to the next base at their own risk of being put out.

10. Time Limit

There will be a two hour time limit for games. No new inning should begin if it can't be completed by the end of the two hours.

11. Baseball

The Farm League Division will only use a soft-core baseball during games and practices.

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TeeBall Division Rules and Guidelines

1. Pitching

The Coaches will pitch to the players and a pitching zone will be set up roughly half way between the mound and plate. There will be an eight (8) pitch limit per batter. If a batter does not put the ball in play prior to the eight (8) pitches, the tee shall be brought out.

2. Fielding Positions

All players in uniform shall play every inning. Players must be spread out in the infield evenly. There is no limit as to how many coaches and parents may help out. All volunteers must submit a Little League Volunteer Form and MA CORI Form, which must be approved prior to participation.

3. Batting Order

Each team will bat through their batting order (1) one time. All players will get the opportunity to bat.

4. Stealing

Base stealing in the TeeBall Division is prohibited.

5. Bunting

Bunting in the TeeBall Division is prohibited.

6. Infield Fly Rule

The Infield Fly Rule is not in effect.

7. Putting the Ball in Play

When the ball is put in play, players may advance one base.

8. Time Limit

All TBall teams will play a 45 minute practice followed by a 45 minute game on every Saturday and Sunday.

9. Baseball

The TBall League Division will only use a soft-core baseball during games and practices.

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www.MedfordLittleLeague.com



League Safety Policy

NO SMOKING WITHIN 100 FEET OF THE PLAYING FIELD, DUGOUT, OR STANDS!!!! This is per order of Little League Baseball. Managers, PLEASE remind all of your parents of this NO SMOKING policy at your next game, and any time you see a parent smoking near the field, dugout or stands. **Alcohol is prohibited** at the game site.

- Arrangements shall be made in advance of all games and practices for all emergency services.
- Managers, coaches, and umpires should have training in First Aid. First Aid Kits shall be available at the field at all times.
- No games or practices should continue if the field or weather conditions are unsafe, especially when lighting is inadequate.
- Fields shall be inspected frequently for holes, damage, stones, glass, and other foreign objects.
- Bat and helmet racks shall be positioned behind the fence.
- Only managers, coaches, players, and umpires are permitted on the field during a game or practice.
- Responsibility for keeping bats and loose equipment off the field shall be that of the managers and coaches.
- During games and practices, all players on the field should be alert and watching all activity on the field.
- During warm-up drills players should be spaced so that no one is endangered by wild throws or missed catches.
- Equipment shall be inspected regularly. No cracks in helmets, dents in bats, or missing safety apparatus.
- Batters must wear approved helmets during games and batting practice.

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- **Catchers must wear:** Catcher's mask with throat guard (must not hang less than $\frac{3}{4}$ of an inch), long or short model chest protector, shin guards, catcher's glove, and male catchers must wear a cup at all times **NO EXCEPTIONS**.
- Except when the runner is returning to a base, a head first slide is an automatic **OUT**.
- At no time shall "horse play" be allowed on the field, dugouts, or bullpens.
- Players shall not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. *Exception: Jewelry that alerts medical personnel to a specific condition is permissible.*

Catchers must wear a catcher's mask with throat guard while participating in warm-ups and warming up pitchers both on the field and in the bullpens.

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