

**FINAL 2/23/21**  
**2021 Local Rules**

**1. Duration of Games**

A. Time Limits: In all divisions, each inning that is started must be completed.

Intermediate Baseball – 7 innings, no new inning after 2:15

Minor Baseball – 6 innings, no new inning after 1:45

Minor Softball – 6 innings, no new inning after 1:45

Coach Pitch Baseball – 6 innings, no new inning after 1:45

Rookie Softball – 6 innings, no new inning after 1:45

Rookie Baseball – 6 innings, no new inning after 1:20

T-ball – No new inning after 40 minutes

B. Extra Innings:

Intermediate Baseball - No Ties no matter the length of the game

Minor Baseball - If tied will play 1 additional inning above 1 hour and 45 minutes (**Game cannot go longer than 7 innings game ends in tie**)

Minor Softball - If tied will play 1 additional inning above 1 hour and 45 minutes (**Game cannot go longer than 7 innings game ends in tie**)

Machine Pitch Baseball - If tied will play 1 additional inning above 1 hour and 45 minutes (**Game cannot go longer than 7 innings game ends in tie**)

Rookie Softball - If tied will play 1 additional inning above 1 hour and 45 minutes (**Game cannot go longer than 7 innings game ends in tie**)

Rookie Baseball - No extra innings - games can end in ties

C. Tournament Games:

No Tournament Game will be shortened due to weather and can never end in a tie.

**2. Steel cleats:**

Steel cleats are forbidden for all divisions at South Oldham Little League.

**3. Scorekeeping & Official Scorebook:**

A. All divisions will keep score during the games, and all divisions, except for T-ball, will keep standings for seeding for the end of the year tournaments.

B. Except in T-ball and Rookie Machine Pitch, managers of each team will record their lineup in the Game Changer. In addition, managers will exchange lineup cards with the opposing team.

C. Except in T-ball and Rookie Machine Pitch, each team will provide one qualified scorekeeper, for a total of two people. The visiting team will operate the scoreboard and the home team will score the game in Game Changer. When there is no use of Game Changer, the home team will

qualified scorekeeper, for a total of two people. The visiting team will operate the scoreboard and the home team will score the game in Game Changer. When there is no use of Game Changer, the home team will keep score.

D. Managers and the umpire are ultimately responsible for making sure the game score is correct and will attest to the official score after each game.

#### **4. Preparation for games:**

Home Team – Stripes the field and keeps official score. Occupies 1<sup>st</sup> base dugout

Away Team – Operates the score board

#### **5. Conduct of Managers, Parents and Spectators:**

Through baseball, the South Oldham Little League (“SOLL”) seeks to enhance the physical, mental, and emotional well-being of every child that takes part. It is the league’s express goal that every player will be a better citizen, and have a greater chance for success in future endeavors, as a result of their Little League experiences. As such, the South Oldham Little League expects the highest degree of sportsmanship from its members.

In keeping with this philosophy, the following Code of Conduct has been adopted to better promote fairness, teamwork, good citizenship, sportsmanship, responsibility, and respect among the members of the South Oldham Little League.

Players will learn these values by the examples they see from those around them, and to this end, the following rules will be strictly enforced:

- Verbal abuse of an official, coach, player, or spectator, including obscene gestures, will not be tolerated. The offender may be removed from the SOLL fields at the discretion of an umpire or SOLL board member.
- Baseball is a game of interpretations, and as a result, disputes will occur from time to time. However, it is important that players learn respect. All disputes that are taken up with the umpire will be handled in a civil manner. Only coaches may initiate such discussions with an umpire. The coach(es) will conduct themselves with decorum and once the umpire has made his/her final ruling, the coach(es) will make no further field protest. Off-field protests may be lodged with the Board of Directors per league policy.
- Coaches will refrain from complaining about perceived bad calls to players and fans.
- All discussions will be held in conversational tones. Under no circumstances will a coach, fan, or player yell at an umpire, coach, fan, or player. The lone exception to this rule is when a coach or player shouts to another coach or teammate during the course of a play as part of that play.
- Profanity is expressly forbidden at all times at the South Oldham Little League complex.
- Alcoholic beverages and the use of illicit drugs are prohibited at all SOLL activities, including events outside the South Oldham Little League complex.
- Smoking is permitted in designated areas only.

Anyone removed from the SOLL fields must leave all fields and the access roads to the fields. Such persons may remain in the SOLL parking lot.

Any infraction of the above rules will result in a report being delivered to the South Oldham Little League Board for consideration of further action, as appropriate.

**First Offense:** Upon the reporting of a first offense by an individual, the Board of Directors, at a minimum, will provide a written warning to the offender, detailing the consequences of future infractions. Depending upon the severity of the infraction, nothing precludes the Board of Directors from banning a repeat offender from all South Oldham Little League activities, including, but not limited to practices and games, for a period of time deemed appropriate by the Board of

infraction, nothing prevents the Board of Directors from banning a repeat offender from all South Oldham Little League activities, including, but not limited to, practices and games, for a period of time deemed appropriate by the Board of Directors. Coaches ejected from a game by an umpire will serve a required one game suspension.

**Second Offense:** The Board of Directors may institute a wide range of penalties for repeat offenders, beginning with the second offense, as deemed appropriate by the Board. Such penalties include, but are not limited to:

- Suspension from all coaching activities for a prescribed period of time.
- A ban from participating in all SOLL activities for a set period of time or number of games.
- Severe violations can result in suspension from all SOLL activities for the remainder of the current season or tournament.

**Third Offense:** The Board of Directors may choose to apply any of the penalties prescribed for a second offense. In the most extreme of circumstances, the SOLL Board of Directors may hold a meeting to determine whether or not the individual should be permanently banned from all future SOLL activities. The individual in question must receive a certified letter of such a hearing at least one week prior to the meeting, and must be given the opportunity to speak at the meeting.

**Physical Abuse** - Physical abuse of an official, coach, player, or spectator will result in **immediate** expulsion from the SOLL fields at the direction of an umpire or a SOLL board member. Anyone expelled for this reason may not return to the SOLL fields or participate in any SOLL activity until the SOLL Board of Directors approves.

Any parent, coach, fan, player, or umpire who has been suspended or banned from league activities may petition, in writing, to the Board of Directors for a review of the penalty. The petition should be delivered to the league president, and the Board of Directors will meet as soon as reasonably possible to consider the petition. The aggrieved parties will have the opportunity at the meeting to present their appeal.

**The South Oldham Little League strongly encourages the following:**

- Applaud effort on the field, regardless of the score.
- Remember that the league exists for the players to learn and to have fun. Even though baseball is competitive in nature, winning is of secondary performance.
- Parents should be supportive of coaches. The coaches are volunteers giving of their time – and often, giving of their money – in order to coach. Parents should be a positive role model that fosters respect of the coaches among the players. Concerns about a player's role on a team should be expressed to the coach(es) in a private setting, never in public.
- Umpires are "in training" as well as the players. Coaches and parents should bear in mind that many of our umpires are youngsters learning the skills of umpiring. All umpires will make mistakes occasionally, but coaches and parents are expected to accord the umpires with the respect their position within the game deserves.
- Booming, taunting, refusing to shake another coach's and/or player's hands after a game, or ridiculing another player is not acceptable behavior.
- Teach players that they have a responsibility to learn and to try their best. Effort leads to achievement and respect.
- All children, regardless of race, creed, sex, or talent, will have an opportunity to play baseball and to learn.

**All participants in the South Oldham Little League programs, including coaches, managers, parents, players, Board Members, and umpires are bound by the above Code of Conduct, and, by their participation, agree to be bound by its contents.**

## **6. Managers / Coaches Protocol:**

- Unless specified in the division instructions when your team is on defense, you are expected to stay in the dugout and on the concrete pad.

## **6. Managers / Coaches Protocol:**

- Unless specified in the division instructions when your team is on defense, you are expected to stay in the dugout and on the concrete pad.
  - A warning may be issued by the umpire for failure to adhere
  - Multiple warning may result in an ejection
- Coaches should stay in coaches' box (virtual next to 1<sup>st</sup> /3<sup>rd</sup> base) while on offense
  - A warning may be issued by the umpire for failure to adhere
  - Multiple warnings may result in an ejection
- Except for Intermediate, there are no on deck batters
- Coaches should instruct in practice and reinforce in games that batters are to maintain 1 foot in the batters box at all times.
  - Continue failure to comply will result in an automatic strike being called by Umpire
- Coaches should verify that all catchers wear cups and that face mask include throat guards
- Headfirst sliding, except back to a bag, is prohibited in all leagues
- Charles Cooper is our Chief Umpire. Charles is committed to the continued development of our umpires, but it needs to be reinforced that many are "umpires in training". Please assure conduct and interactions are respectful.

## **6. Draft Procedures:**

- Draft will be conducted in accordance with LL guidance
- The Head Coach and one assistant may attend the draft
- Assistant coaches will be identified ahead of the draft
  - Only 1 assistant coach may be selected (zero exceptions)
  - A child, or children, of the assistant coach will be slotted into the appropriate round based on coach, player agent, and vice presidents rating, and drafted accordingly.
- Draft position will be established by selecting a number from a hat
- A serpentine draft will be used
- Coaches will select team names
- Coaches with son(s) will be drafted as follows:

<b>Baseball Draft Round</b>	<b>Little League</b>	<b>Intermediate</b>	<b>Junior</b>	<b>Senior</b>
5	9-10	11	12	13-14
4	11	12	13	15
3	12	13	14	16

  

<b>Softball Draft Round</b>	<b>Little League</b>	<b>Junior</b>	<b>Senior</b>
5	9-10	12	13-14
4	11	13	15
3	12	14	16

\*\* siblings will be drafted in the round PRIOR, to the age appropriate round unless specified otherwise by age

- Players not present at evaluation will be drawn from a hat based on draft order following the draft of all evaluated players
  - Game Changer Players (1<sup>st</sup> or 2<sup>nd</sup> round) will be identified and placed into the mix of the evaluated players
- Practice times will be selected and documented before the conclusion of the draft.

## **T-Ball Division Local Rules**

**Player Agent - Brennan Dale (502) 432-9446**  
**brennan.dale@ballardsvilfire.com**

1. **Game Length** - The game length is 40 minutes. No new inning will start after 40 minutes. Ties are allowed
2. A player will be allowed 3 swings (strikes) to put the ball in play. If the batter fails to do so, the batter will be out. If a batter has two strikes, a foul ball will not count as a strike.
3. Everyone plays defense. 6-players maximum will be located in the infield.
  - 2 players in the pitcher area
  - 1 player at 1<sup>st</sup> base
  - 1 player at 2<sup>nd</sup> base
  - 1 player at 3<sup>rd</sup> base
  - 1 player at shortstopThe rest will be spread out in the outfield. No catcher.
4. When teams have a different number of players, the team with the greater number will bat either once through their entire lineup or until 3 outs are recorded. The team with the lesser number will bat the same number of batters or until 3 outs are recorded.

Example: Team A has 10 players and Team B has 9 players. Both teams will have a maximum of 10 plate appearances per inning.
5. Time will be called when the play is stopped, or the ball is possessed by the defense inside the pitcher's circle.
6. The batter-runner shall not advance on an overthrow to first.
7. Bunts or half swings are not permitted.
8. 3 coaches are allowed on the field.
  - Offense – Coaches will be in the coach's box at 1<sup>st</sup> and 3<sup>rd</sup> bases and a coach to help with the batters.
  - Defense – Can be anywhere as long as they do not interfere with play.
9. Outs will be recorded, and player removed from bases. Once a team reaches 3 outs the half inning is completed and teams will switch offense/defense.

## **Rookie Division Local Rules**

**Player Agent – Scott Dillon (502)533-3901**  
**Daddydillon19@hotmail.com**

1. **Game Length** - The game length is six (6) innings or 1 hr 20 minutes. In

- ~~eddyjames@netman.com~~
1. **Game Length** - The game length is six (6) innings or 1 hr 20 minutes. In the event of a tie game, one additional inning may be played beyond the 1 hr and 20 minute time limit. In the event of a called game, four (4) innings will constitute a complete game.
  2. Manager or Assistant feeds the machine.
  3. There is no stealing allowed.
  4. Using a catcher is recommended, but not mandatory. There will be a maximum of 10 defenders aligned according to rule 8. If the defense fields a catcher, he will be considered a bonus player, and the defense will align players according to rule 8 PLUS the catcher for a total of 11 defenders.
  5. Runners may not advance on over-throws to second or third.
  6. Play will be called dead when the ball is returned to the circle or the defense stops the lead runner. The umpire shall call time and if base runners are not 2/3 of the way to the next base will be returned to the previous base. This rule will apply to the lead runner first, and then any runner "forced" back will return to the previous base. Example: Runner on first and second and the ball is hit and the runner that was on second is not half way home when the ball is returned to the circle, even if the runner on first was half way to third, he must return to second since third is now occupied.
  7. There will be a 5 run limit per team per inning.
  8. No infield fly rule.
  9. There will be 6-players maximum will be located in the infield.
    - 1 pitcher
    - 1 catcher (or a 2<sup>nd</sup> pitcher)
    - 1 player at 1<sup>st</sup> base
    - 1 player at 2<sup>nd</sup> base
    - 1 player at short stop
    - 1 player at third base
    - 4 players in the outfield in the grass
  10. Each batter will be given 5 hittable pitches to put the ball in play. After 5 hittable pitches, if the batter fails to make contact with the ball, the batter is out. If the batter hits a foul ball on the 5<sup>th</sup> pitch or beyond, the batter will continue batting. The plate appearance can only end with a fair ball or a swing and miss.
  11. Only the first baseman can make an unassisted out at first base, and the batter-runner shall not advance on an over-throw to first.
  12. There will be one umpire.
  13. The speed of the pitching machine will be set at 32 mph.
  14. The umpire is responsible for determining whether a pitch is hittable (if the player did not swing at the pitch). The other umpire will be placed on the field at the discretion of the SOLL Chief of Umpires. One of the coaches will feed the machine, but the umpire is still the only person authorized to approve an adjustment to the pitching machine and determine if a pitch

field at the discretion of the SOLL Chief of Umpires. One of the coaches will feed the machine, but the umpire is still the only person authorized to approve an adjustment to the pitching machine and determine if a pitch was hittable. At the discretion of the umpire, and as requested by the coach, but no more frequent than each half inning (top or middle) the umpire has the discretion to adjust the machine only if he feels the pitches are no longer in the strike zone. Coaches can adjust their batters location at the plate to help with the height of the pitch coming into the batter. As with any other division, the batter is allowed to take his position at the plate and then the catcher must adjust to the batter's location.

15. Two coaches are allowed in the outfield on defense and shall be no closer to the infield than the closest outfielder.

**Rookie Softball Division**

**Player Agent – Monty Larson (281)804-6296**  
**broknboat@gmail.com**

1. **Game Length** - The game length is six (6) innings or 1 hr 45 minutes. In the event of a tie game, one additional inning may be played beyond the 1 hr and 45 minute time limit. In the event of a called game, four (4) innings will constitute a complete game. After one extra inning the game can end in a tie.
2. Standings will be kept for tournament seeding during the regular season only.
3. Stealing begins with the first game. Teams are allowed 1 steal of 2<sup>nd</sup> base per inning and unlimited steals of 3<sup>rd</sup> base. Runners may not advance on overthrow during steal of 2<sup>nd</sup> or 3<sup>rd</sup>. No stealing of Home allowed. If a runner leaves the base prior to the ball reaching home plate, the umpire will return the runner(s) to their original base(s).
4. Runner may attempt to gain 1 additional base on an overthrow of 1st base. In no instance will a runner be allowed to gain more than 1 additional base on an overthrow of 1st base.
5. Maximum 5 runs per inning. (NOTE: Runs that come across the plate on the same play as the fifth run, but after it, will not be counted. Under no circumstances will a team score more than 5 runs per inning.)
6. A team may use 4 outfielders LF, LC, RC, RF. The outfield players must be positioned in the outfield grass.
7. Minimum players per game is 8. If a team cannot field 8 players, including subs, the game will be forfeited. In case of a forfeit, the winning team will loan the forfeiting team enough players to make the teams as equal in number as possible, and the teams will play a scrimmage game. There will be no automatic outs for batting a short lineup. Subs must bat at the bottom of the order and play in the outfield.
8. No infield fly rule.
9. No player shall sit for more than 2 innings. All players shall bat, whether playing in field or not. If any player sits more than 2 innings, that player must play the entire next game. If the same coach allows this to happen

playing in field or not. If any player sits more than 2 innings, that player must play the entire next game. If the same coach allows this to happen again, then that coach will be penalized by the Vice President and Player Agent.

10. Home plate umpire will call balls and strikes. The other umpire will be placed on the field at the discretion of the SOLL Chief of Umpires. One of the coaches will feed the machine, but the umpire is still the only person authorized to adjust the pitching machine. At the top of every inning the umpire has the discretion to adjust the machine, to try to get the perfect pitch, once the inning begins, the machine shall be adjusted at the discretion of the umpire, only if he feels the pitches are no longer in the strike zone. Coaches can adjust their batter's location at the plate to help with the height of the pitch coming into the batter. As with any other division, the batter is permitted to take her position at the plate and then the catcher must adjust to the batter's location.
11. Pitching machine will be placed at 35 feet and set at 35 mph on the digital readout.
12. Two coaches are allowed in the field with their team on defense. These coaches should be no closer to home plate than the deepest outfielder.
13. The home plate umpire will call balls and strikes. Each batter will get three strikes, called or swinging, to put the ball in play. There will be no base on balls.
14. All players bat in a continuous batting order.
15. Stopping Play – Play is stopped when the ball is possessed inside the circle, or once the lead runner has been stopped. If a runner isn't more than 2/3 of the way to the next base she must return to the preceding base. It is a judgement call by the umpire.
16. If a batted ball hits the machine (either off a defender's glove or directly) the play is called dead, and the batter is awarded first and only runners forced to move up are permitted to advance a base (treated just like a Hit Batter). Example – Runners on First and Third ball is hit and hits the machine – Batter is awarded first and runner on first is forced to second, runner on third must remain on third base. If the umpire determines that a collision with the machine by a player or ball has altered the machine's adjustment. He will (at his discretion) stop play and check the adjustment of the machine before the next pitch is dropped.
17. No Bunting is allowed.

**Coach Pitch Baseball Division Local Rules**  
**Player Agent - Kurt Riddell (502) 552-2020**  
**kurt.riddell.com**

1. **Game Length** - The game length is six (6) innings or 1 hr 45 minutes. In the event of a tie game, one additional inning may be played beyond the 1 hr and 45 minute time limit. In the event of a called game, four (4) innings will constitute a complete game. After one extra inning the game can end in a tie.

11 and 45 minute time limit. In the event of a called game, four (4) innings will constitute a complete game. After one extra inning the game can end in a tie.

2. A Pre-game meetings will be held at home plate prior to each game to discuss any special instructions. During this meeting, the rules should not be altered. This should address field conditions or special circumstances.
3. Standings will be kept for tournament seeding during the regular season only.
4. The Coach Pitcher must have at least one foot on the pitching rubber on release of the pitch. The pitching rubber will be 40 feet measured from the apex of home plate
5. The coach pitcher must remain in the diameter circle around the pitchers plate during the team's offensive play.
6. Two coaches are allowed in the field with their team on defense. These coaches should be no closer to home plate than the deepest outfielder.
7. The player pitcher must be beside or behind the coach pitcher until the ball has been pitched.
8. Maximum 5 runs per inning. (NOTE: Runs that come across the plate on the same play as the 5th run, but after it, will not be counted. Under no circumstances will a team score more than 5 runs per inning.)
9. Teams will field up to 10 players on defense with no more than 6 in the infield, 4 must start in the outfield grass. Minimum players per game is 7. Subs may be brought up from rookie to make ten. If a team cannot field 7 players, including subs, the game will be forfeited. In case of a forfeit, the winning team will loan the forfeiting team enough players to make the teams as equal in number as possible, and the teams will play a scrimmage game. There will be no automatic outs for batting a short lineup. Subs must bat at the bottom of the order and play in the outfield.
10. No player shall sit for more than 2 innings. All players shall bat, whether playing in field or not. Intentionally omitted. If any player sits more than 2 innings, that player must play the entire next game. If the same coach allows this to happen again, then that coach will be penalized by the Vice President and Player Agent.
11. Batters will receive a maximum of 6 pitches unless the last pitch is a foul ball.
12. A batter is out after 3 strikes (swinging or foul ball combination) or after 6 pitches.
13. There are no walks, bunting or infield fly
14. Stealing begins with the first game. Teams are allowed 1 steal of 2<sup>nd</sup> base per inning and unlimited steals of 3<sup>rd</sup> base. Runners may not advance on overthrow during steal of 2<sup>nd</sup> or 3<sup>rd</sup>. No stealing of Home allowed.
15. Runner must maintain contact with base until the ball is caught by the catcher.
16. All players bat in a continuous batting order.

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17. Until the umpire declares time, the ball will remain in play
18. When in the umpire's judgement, and lead runner has been stopped or scored, time will be called.
19. If a batted ball hits the Pitcher Coach, time will be called. The batter will be awarded first base by the umpire. Other runners will only advance if they are forced to advance.
20. Runner may attempt to gain 1 additional base on an overthrow of 1st base. In no instance will a runner be allowed to gain more than 1 additional base on an overthrow of 1st base.
21. Managers and the umpire must certify the official scorebook at end of each game or before leaving the park in a suspended game.

**Minor Softball Division**  
**Player Agent – Monty Larson (281)804-6296**  
**broknboat@gmail.com**

**Game Length** - The game length is six (6) innings or 1 hr 45 minutes. In the event of a tie game, one additional inning may be played beyond the 1 hr and 45 minute time limit. In the event of a called game, four (4) innings will constitute a complete game. After one extra inning the game can end in a tie.

1. There is a five (5) run limit per inning. (NOTE: Runs that come across the plate on the same play as the fifth run, but after it, will not be counted. Under no circumstances will a team score more than 5 runs per inning.)
2. All players will bat in a continuous batting order.
3. **Pitching Rules** – A player may only pitch 4 innings in a game. A pitcher may be subbed for another pitcher, and then return to the pitcher position given the 4-inning threshold is not exceeded. A pitcher delivering pitches to 4 or more batters during an inning, or completing an inning, is considered one (1) inning pitched.
4. **Base Stealing** - Stealing of bases will be permitted once the ball has reached the batter. \*\*If the runner leaves the base before the ball reaches the batter, the umpire will return the runner(s) to their original base.
5. When a runner is off the base while the pitcher has the ball within the circle, the runner must immediately attempt to advance to the next base or return to the base the runner is entitled to. **Penalty:** THE RUNNER WILL BE CALLED OUT. Note: If the pitcher has the ball within the circle and makes ANY attempt at a play this rule doesn't apply.
6. **Defensive Players** - There will be a maximum of ten (10) players used. One pitcher, one catcher, four infielders, and four outfielders on the outfield grass.
7. Minimum players per game is 8. Subs may be called up from MP Softball. If a team cannot field 8 players, including subs, the game will be forfeited. In case of a forfeit, the winning team will loan the forfeiting team enough players to make

7. Minimum players per game is 8. Subs may be called up from minor softball. If a team cannot field 8 players, including subs, the game will be forfeited. In case of a forfeit, the winning team will loan the forfeiting team enough players to make the teams as equal in number as possible, and the teams will play a scrimmage game. There will be no automatic outs for batting a short lineup. Subs must bat at the bottom of the order and play in the outfield.

8. **Infield Fly Rule** - The infield fly rule is in force.

**Minor Baseball Division Local Rules**  
**Player Agent – Mike Montgomery (502)836-0311**  
**mrmontgomery@twc.com**

**Game Length** - The game length is six (6) innings or 1 hr 45 minutes. In the event of a tie game, one additional inning may be played beyond the 1 hr and 45 minute time limit. In the event of a called game, four (4) innings will constitute a complete game. After one extra inning the game can end in a tie.

1. A pre-game meetings will be held at home plate prior to each game to discuss any special instructions. During this meeting, the rules should not be altered. This should address field conditions or special circumstances.
2. Infield fly rule will apply.
3. Minimum players per game is 7. Subs may be brought up from machine pitch to make 7. Teams will field up to 10 players on defense with no more than 6 in the infield. If a team cannot field 7 players, including subs, the game will be forfeit. In case of a forfeited, the winning team will loan the forfeiting team enough players to make the teams as equal in number as possible, and the teams will play a scrimmage game. Subs must bat at the bottom of the order and play in the outfield. There will be no automatic outs for batting a short lineup.
4. After 4 innings (3 ½ if home team is ahead) 15 run rule applies, after 5 innings 10 run rule applies.
5. No player shall sit for more than half of the game. All players shall bat, whether playing in the field or not.
6. A player cannot be called up to minor division unless minor team has less than 7 players. If called up, player must agree to move up. The call up would be for one game only. All call ups will be done through the Vice President or Player Agent (Coaches will not be allowed to pick who they call up)
7. Maximum 5 runs per inning. (NOTE: Runs that come across the plate on the same play as the 5th run, but after it, will not be counted. Under no circumstances will a team score more than 5 runs per inning.)
8. Defense will be allowed to play 10 fielders with 4 outfielders (must start in the outfield grass).
9. No fake bunting is allowed, once batters shows bunt, they must either bunt, or take the pitch, may NOT swing at pitch. If they do, the ball is dead and the batter is automatically out.
10. Batters are not allowed to wave bat in attempt to distract the pitcher/catcher.

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11. Catchers must wear cups and the coach/assistant coach are responsible for inquiring about compliance

**Intermediate Baseball Division Local Rules**  
**Player Agent – John Applegate (502)262-9292**  
**john.applegate@tbs.toshiba.com**

**Game Length** - The game length is seven (7) innings or 2 hr 15 minutes. No game shall end in a tie. In the event of a called game, four (4) innings will constitute a complete game.

1. A pre-game meetings will be held at home plate prior to each game to discuss any special instructions. During this meeting, the rules should not be altered. This should address field conditions or special circumstances.
2. Minimum players per game is 7. There will be no automatic outs for playing short-handed.
3. After 4 innings (3 ½ if home team is ahead) 15 run rule applies, after 5 innings 10 run rule applies.
4. All players bat in a continuous order.
5. No Fake Bunting is allowed, once batters shows bunt, they must either bunt, or take the pitch, may NOT swing at pitch. The player will automatically be out, and the pitch deemed a dead ball. (No runners may advance).
6. Catchers must wear cups and the coach/assistant coach are responsible for inquiring about compliance
7. No headfirst sliding except back to a bag
8. At the beginning of the year balks will first be a warning and then called a balk. By mid season the balk will be called without warning. This will be discussed with the umpire crew.