ORWALL

LOCAL LEAGUE RULES

Spring 2019_R05

Oak Ridge Woodlands Area Little League

Contents

Revised 27 April 2019

Revision 2019_05 (27 April 2019)

- Provided language which prohibits "rolling" or "bowling" of the ball by defensive players for the purpose of putting-out a runner in Tee Ball or 7/8 Machine Pitch. See "Throwing the Ball" in T-Ball and 7 & 8 MP Defense.

Revision 2019_04 (21 April 2019)

- Provided End of Season (EoS) rules and tiebreakers in Annex D.
- Adjusted language to reflect mathematically possible maximum innings allowed for players on bench during defensive half-innings in Defensive Minimum Play - General

Revision 2019_03 (27 March 2019)

- Added language to Subsection Defensive Minimum Play - General which clarifies that a player may sit on the bench in no more than two (2) total defensive innings in a single game (All Divisions).
- Added a note to Subsection Defensive Minimum Play - General which provides guidance on disciplinary removal of a player from a game.
- Added language to Jersey section of Uniform (Rule 1.11) which provides context to pre-season jersey sizing and further defines the uniform for ORWALL games.

Revision 2019_02 (7 March 2019)

- Created Subsection Player Age Chart in Section I - Pre-Season
- Created Subsection Formation of Teams in Section I - Pre-Season
    - Note: this includes the Draft Process
- Revised pitching note in Intermediate and Junior-Senior Divisions for a pitcher removed from the mound based on visits to: "**Note:** A pitcher removed on "visits" is ineligible for re-entry at the position of pitcher for that game."
- Defined courtesy runner requirements in Subsection Courtesy Runner in Section VII - The Runner (Rule 7.00).
- Transcribed language from previous seasons regarding runner from 3B stealing home in open base divisions in Illegal Action – Runner from 3B Stealing Home (Open Bases), Section VI - The Batter.

Revision 2019_01 (19 February 2019)

- Added language from Fall 2018 rules, as approved, clarifying Tee Ball Batter positioning in new subsection: <u>Tee Ball Batter</u>, in <u>Section VI - The Batter</u>.
- Corrected *Rulebook* reference in subsection <u>Batting Order</u> regarding placement of player who is late to the game in the batting order.
- Copied pitching limit charts and excerpt regarding thresholds from <u>Player-Pitch Divisions – Daily Limits (Regulation VI)</u> to <u>Quick Reference for Thresholds and Days Rest</u> for clarity on preparing the Pitch Count
- Added <u>Player Pool</u> subsection to <u>Section I - Pre-Season</u> based on approved language from previous seasons.
- <u>Advancing Bases MP 7-8 Divisions</u> subsection added in <u>Section VII - The Runner (Rule 7.00)</u> based on approved language from previous seasons.
- <u>Thrown Baseball that Hits a Pitching Machine (MP 7-8)</u> subsection added in <u>Section VII - The Runner (Rule 7.00)</u> based on approved language from previous seasons.

Welcome to ORWALL!

Mission Statement

Little League Baseball, Incorporated is a non-profit organization whose mission is to "promote, develop, supervise, and voluntarily assist in all lawful ways, the interest of those who will participate in Little League Baseball and Softball."

Through proper guidance and exemplary leadership, the Little League program assists children in developing the qualities of citizenship, discipline, teamwork and physical well-being. By espousing the virtues of character, courage and loyalty, the Little League Baseball and Softball program is designed to develop superior citizens rather than superior athletes.

Little League® uses baseball and softball to help teach life lessons learned through good sportsmanship, teamwork, dedication, commitment, and personal pride in contributing to a common goal.

Oak Ridge Woodlands Area Little League, "ORWALL", is headed by an all-volunteer Board of Directors whose sole purpose is to keep the League enjoyable for our area youth who choose to play here. Perhaps most importantly, we're all neighbors here to enjoy a great season of Little League baseball!

About this Document

Honoring the game begins with playing by the rules. Most of the rules in this document mirror the *Little League Baseball Rulebook* for the current year. However, there are Local amendments which provide a balanced approach to playing time and enhance safety. In an effort to improve the ORWALL experience, this document will be updated regularly.

This document is intended to supplement the official *Rulebook* for the current year. Where a Local amendment and the *Rulebook* conflict, the Local amendment shall take precedence.
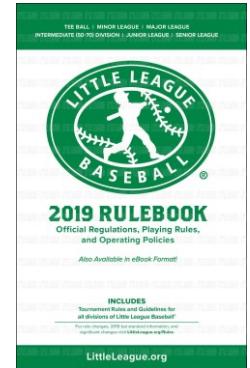
Park Rules - Posted

Basic park rules are posted at the North and South main entrances. While common sense should prevail in all instances, the following are posted and must be followed by everyone.

- No Player warm-up in the common areas
    - Swinging bats and throwing baseballs must be done:
        - On the field of play
        - On the ORWALL practice field (old SCFL football field)
        - In a batting tunnel
            - Batting tunnel pitchers **must** use L-Screen
- No unauthorized vehicles inside the park
- No skateboards, rip sticks, roller blades (this includes hover boards)
- No bicycles or scooters (this includes jet packs, ATVs, and pterodactyls)
    - Basically, anything outside of natural bi-pedal propagation is prohibited unless medically necessary
- No age < 7 year old children permitted in score boxes

- No pets – this includes "emotional support" animals.
  - Bona fide service animals are permitted IAW Texas Human Resources Code
- No tobacco or alcohol –
  - this includes vaporizers ("vaping" is prohibited at the park)
- No abusive language
- No firearms or fireworks

Abiding by these rules makes the park enjoyable for everyone. Thank you for choosing ORWALL and playing it safe around the park!

Section I - Pre-Season

The pre-season consists of online player registration which identifies division appropriation by player age, skills assessment, formation of teams (draft), team practices at ORWALL, and the formation of player pools.

This section is a work-in-progress and shall be updated as necessary

Player Age Chart

2019 Little League® Age Chart
FOR BASEBALL DIVISION ONLY

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	4
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	5
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	6
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	7
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	8
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	9
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	10
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	11
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	12
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	13
2005	2005	2005	2005	2005	2005	2005	2005	2004	2004	2004	2004	14
2004	2004	2004	2004	2004	2004	2004	2004	2003	2003	2003	2003	15
2003	2003	2003	2003	2003	2003	2003	2003	2002	2002	2002	2002	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2019.

Formation of Teams

Teams shall be formed as described in this section for each respective Division.

Note: K-Ball and Tee Ball teams are not subject to any conditions regarding a "Draft." See K-Ball & Tee Ball Divisions in this subsection.

Secrecy

Players shall never be told the position in which they were drafted. ORWALL Drafts are private and confidential in nature. Draft order shall not be communicated beyond the confines of the Draft to anyone, including parents. Photographs of the Draft Whiteboard are **strictly** prohibited by any team representative. Outside communication during the Draft is **strictly** prohibited. Only the ORWALL League President, Vice President of Operations, Information Director, Registration Director, and respective Division Director are authorized to capture the Draft Whiteboard for recordkeeping purposes.

Draft Order

Teams shall blindly draw numbers to establish both draft the order and the draft League, ORWALL American or ORWALL National. Teams shall be divided as evenly as possible between ORWALL American and ORWALL National Leagues. The team which has the last pick in the first round shall have the first pick of team names/uniforms for the respective League. Team name/uniform selection shall continue in an ascending order until all teams have been identified by name. Team uniforms shall be issued to the Manager at the Draft.

Team Representation in the Draft

Only the team Manager, or his/her designated representative, shall represent the team in the Draft. Under no circumstances shall a team have more than one (1) representative in the Draft. Where a team has Co-Managers, only one (1) shall represent the team in the Draft. Where a team cannot physically commit a person to the Draft; or, an allocated team does not yet have a manager, an ORWALL Board Member shall draft that Manager's team in absentia based on the rankings of players from the ORWALL Skills Assessment.

ORWALL Representation in the Draft

Only the respective Division Director, Information Director, and League President shall be present for any draft. Where additional Board Members are required to assist with the Draft, they shall be identified by the League President. Board Members who are not actively managing a team shall not be present for any Draft which involves their child(ren).

Collusion

ORWALL strives to provide a "level playing ground" for teams being formed during the preseason. In an effort to protect against talent disparity in the League, teams shall be drafted according the Draft Plans described herein. Where there is sufficient reason to suspect that collusion amongst managers exists for the purposes of "stacking teams" during the Draft, the ORWALL President, at his/her discretion, may take any measure necessary to ensure the integrity of the Draft is not violated up to and including re-draft or reassignment of teams. Additional disciplinary action against any manager or coach may be considered by the ORWALL competition committee pending a review of the circumstances.

K-Ball & Tee Ball Divisions

Players shall be pre-assigned to rosters by the Division Director. Roster assignments shall be grouped based on the school attended by local players, when possible.

7-8 MP, 9-10 KP, Intermediate, and Junior-Senior Divisions

Teams shall be formed in accordance with "LOCAL LEAGUE DRAFT METHODS," **Plan A – Serpentine Draft Plan** per the Little League® Operating Policies in the *Little League® Baseball Official Regulations, Playing Rules, and Operating Policies* for the current season.

Player Availability for Draft Selection

Players must complete an ORWALL skills assessment to qualify as an eligible draft pick during any ORWALL Plan A – Serpentine Draft Plan. Players which do not complete a skills assessment shall be assigned to a team in accordance with Hat Picks in this subsection.

Hat Picks

Any player which did not complete an ORWALL skills assessment shall be assigned indiscriminately (blindly) to teams in the established order of the Draft Plan by the ORWALL Board Member conducting the Draft. Hat picks shall only be issued after all available draft picks have been selected.

Hat pick players are ineligible for ORWALL Premier Division selection during the Draft. See Player Availability for Draft Selection.

Selection to Premier Division

Where a "Premier" Division is offered for a particular age group, only players which complete an ORWALL skills assessment (formerly known as a "try-out") shall be eligible for being drafted to a Premier Division team.

Assignment Round of Manager's Child(ren)

Manager's child(ren) shall be assigned to each manager's respective team in the following draft rounds, based on the league age of the player(s):

- Player's age is the oldest offered in the Division: 3rd Round
- Player's age is the next oldest offered in the Division: 4th Round
- Player's age is the next oldest offered in the Division: 5th Round
- Where Manager has more than one (1) child participating **and** are the same league age, the children shall be assigned in consecutive rounds beginning at the designated round for league age and descending toward the next (later) round.

Example 1: League age ten (10) player is manager's child for 9-10 Elite Division. League age ten (10) is the oldest age offered in this Division. Therefore, Manager's child shall be assigned to the Manager's team in the third (3rd) round.

Example 2: Manager of a Junior-Senior team has two (2) league age fourteen (14) children. League age sixteen (16) is the highest age offered in this Division. Therefore, the Manager's children shall be assigned in the fifth (5th) and sixth (6th) rounds.

Sibling Options

When requested by a parent, siblings, step-siblings, or players residing at the same residence shall be selected in consecutive rounds. Draft eligibility is subject to the procedures established herein. See Player Availability for Draft Selection.

Timed Draft Rounds

Each team shall be subject to the following time limits for draft rounds as follows:

- Rounds one through six (1 – 6): One (1) minute
- Rounds seven and beyond (7+): Two (2) minutes

In the event that the Manager or team representative does not make a pick during the allotted time, the pick shall be forfeited for that round. The forfeited pick shall be forwarded to the next available round where the Manager shall be required to make a pick for both the current round and the forfeited round within the time limit established for a single round as described above. At no time shall a manager be afforded additional time in any round, regardless of the number of accumulated picks due to forfeited rounds.

A break of not more than five (5) minutes shall be permitted after completion of the sixth (6th) Draft round, schedule dependent. All eligible players shall be drafted to a team before hat picks are assigned.

Player Trades

Upon completion of the Draft, including the assignment of Hat Picks, a two (2) minute period shall be allotted for the trading of players between teams. Any player on any team may be traded for any other player on any other team when **all** of the following criteria are met:

- Managers of each team involved in the trade and the Division Director agree to the trade, subject to approval by the ORWALL President; and,
- The players being traded were selected within one (1) Draft round of each other
  - **Exception**: Hat Pick players may be traded freely with other hat picked players, subject to the conditions above.

Majors Division Draft

The Majors Division teams shall be assembled in accordance with an ORWALL-modified version of "LOCAL LEAGUE DRAFT METHODS," **Plan B – Team Draft Plan** per the Little League® Operating Policies in the *Little League® Baseball Official Regulations, Playing Rules, and Operating Policies* for the current season.

Player Availability for Draft Selection

There are no player skills assessment for the Majors Division. All registered players shall be available for the Draft.

Team Draft Plan – ORWALL-Modified

The Division Director and all Managers shall identify all available players by age and anecdotal skill level, particularly those players who are pitchers and/or catchers. The Managers and Division Director shall then assign players to teams by perceived skill level beginning with pitchers and catchers. Unless otherwise demonstrated, league age twelve (12) players shall be understood to be the most talented players in the group, followed by the younger players in descending league age (11, 10, etc.). The most talented players shall be distributed so that each team, and each League, has an equal amount of pitchers, catchers, and skilled players in an effort to achieve talent parity between teams and Leagues. Where there are registered players who are teammates on other non-ORWALL teams, those players shall be distributed as evenly as possible between ORWALL American and ORWALL National Leagues. Sibling options, when requested by parent(s), shall be honored.

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 rostered players for a regular season game within their respective division. (**Regulation V**)

<u>NOTE</u>: Players may not be "borrowed" from an opponent. They must be assigned by the player agent/Division Director.

- The Division Director shall create and administer the pool.
- The league's player agent shall use the pool to assign players within their respective division to teams that are short of players on a **rotating** basis.
    - "Rotating" shall be understood to mean that a player who plays in a pool game shall not be used again until all other players who have not played in a pool game have been contacted and given the opportunity to respond.
- Managers and /or coaches shall **not** have the right to randomly pick and choose players from the pool within their respective division.
- 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 are called and show up at the game site must play at least nine (9) consecutive defensive outs and bat once.

Section IIa: Equipment for Players

Bat (Rule 1.10)

Bat rule 1.10 of current year *Official Rulebook* shall be followed as written. **Exception:** K-Ball and Tee-Ball divisions may use any 26" or shorter bat which is marked "APPROVED FOR TEE BALL USE" and meets the barrel dimensions specified by rule 1.10. Please refer to the chart below as a quick reference. Additional information may be found in Annex C - ORWALL Approved Bats.

Division	Single-Piece Continuous (non-composite) Wood Bat	USA BASEBALL	Approved Tee-Ball Bat (1)	BBCOR CERTIFIED .50	uSSSA 1.15 BPF
K-Ball & Tee-Ball	YES	YES	YES	NO	(1)
7-8 Machine Pitch	YES	YES	NO	NO	NO
9-10 Kid Pitch	YES	YES	NO	NO	NO
Intermediate & Junior (11-14)	YES	YES	NO	YES	NO
Senior (15-16)	YES	NO	NO	YES	NO

(1) ORWALL permits any bat which is marked "**APPROVED FOR TEE BALL USE**" in K-Ball and Tee-Ball Divisions ONLY. NOTE: Tee-Ball bats are **not** permitted for use in divisions other than K-Ball and Tee-Ball.

Uniform (Rule 1.11)

Jersey

All players shall wear the ORWALL-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.

Note: ORWALL jerseys are not custom-ordered for each individual player. A range of sizes are provided to each team and managers are strongly encouraged to issue jerseys based on

the size of the player versus the size of the jersey, and not the "number" on the back of the jersey. Where a jersey size is extremely large (as can be the case when a late-registrant is assigned to a team), it is permissible to tailor the jersey for fit (at the player's/parent's expense) in a manner which preserves the ORWALL-issued design. At no time is it permissible for an ORWALL player to wear a jersey inconsistent with Rule 1.11 (a) (1) of the *Official Rulebook* to any ORWALL regulation or tournament game.

Cap

The ORWALL-issued baseball cap is the defacto standard for game play. ORWALL-issued caps may be embroidered to include the player's name and uniform number. Caps shall be worn as intended to provide maximum cover for the eyes (visor forward, centered on player's facial symmetry).

Jewelry

Jewelry (rings, watches, necklaces, wrist bands) or other fashion appurtenances (buttons, pins, etc.) are **not** permitted to be worn during by players during games. Medical I.D. bracelet is permitted.

Prescription Glasses and Sunglasses

Sunglasses are permitted to be worn by any defensive player and must be worn as intended to shield the eyes or removed completely. Prescription glasses with corrective lenses are permitted to be worn by all players. ORWALL encourages parents to provide safety-style sports glasses to their player for use during baseball events, but conventional prescription glasses are permitted. Transition-style lenses (which darken upon exposure to sunlight) are permitted for use by any player wearing corrective-vision glasses, including the pitcher.

Exception: Mirror-finish sunglasses are **not** permitted on the field of play.

Pitchers Attire (Divisions League Age 9 and Above)

Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt. A pitcher may not wear any items on his/her hands, wrists, or arms which may be distracting to the batter. The pitcher's glove, exclusive of piping, shall **not** be white or light gray in color, or, in the opinion of the umpire, distracting to the batter. A pitcher may wear a batting glove on his/her non-throwing hand that is not white, gray, or optic yellow.

Helmet (Rule 1.16)

Each batter, runner, and base coach must wear a protective helmet which meets NOCSAE specifications and standards and is marked as such on the exterior of the helmet. Helmets must have a non-glare surface and cannot be mirror-like in nature. **Note**: helmets are optional for adult base coaches and defensive players. **Warning:** altering the helmet in any way, including painting or adding decals, may void the helmet warranty. Modification of any helmet must be approved in writing by the helmet manufacturer or authorized dealer.

Athletic Supporter – All Male Players (Rule 1.17)

All male players are **required** to wear an athletic supporter (**no** exceptions). ORWALL strongly encourages all players at all positions to wear a protective cup.

Catcher Protective Equipment (Rule 1.17)

In additional to the required athletic supporter mandate for all players, any male catcher **must wear a protective "cup"** made from metal, fiber, or plastic. Additionally all catchers must wear the following protective equipment:

- long- or short-model chest protector with neck collar
- baseball-style shin guards
- catcher face mask
- catcher helmet which meets NOCSAE standards
    - **Note:** skull caps are not permitted
- *dangling* throat protector attached to face mask (must hang freely)
- Catcher's mitt (**Rule 1.12**) **Exception:** Tee Ball catcher may wear a fielder's glove

Catchers may wear the ORWALL-issued equipment; or, may opt to wear their own equipment which meets the minimum-required safety standards as outlined in the *Official Ruleboook*.

Footwear

Traditional baseball footwear for natural surfaces, i.e., "cleats," are approved for use at ORWALL in the following capacities:

- Flexible rubber cleats are approved for use in All Divisions

- TPU and Hard Plastic (non-flexible) cleats are approved for use in All Divisions.
  - **Exception:** Pitchers pitching from a synthetic mound (Major Field, Minor Field, and Junior Field) may **not** wear TPU or non-flexible (hard) molded cleats.
- Metal spikes are permitted in the Intermediate and Junior/Senior Divisions **only**.
  - **Exception:** Intermediate Division pitchers may **not** wear metal cleats when pitching from a synthetic mound (Minor & Junior Fields).
  - **Exception:** Metal spikes are not permitted for use on synthetic batter's box mats located in ORWALL batting cages.

Cleat Type	K-Ball	T-Ball	7-8 MP	9-10 KP	11-13 Int.	14-16 JR-SR	ORWALL Restrictions
Rubber (Natural Grass/Clay Field Use)	Y	Y	Y	Y	Y	Y	None
TPU/Hard Plastic Molded	Y	Y	Y	R	R	Y	**NOT FOR USE ON:** Synthetic Pitching Mounds (9-10, Intermediate)
Metal Spike	N	N	N	N	R	R	**NOT FOR USE ON:** Synthetic Pitching Mounds, Batting Cage Mats (Intermediate, JR-SR)
Rubber (Artificial Turf Field Use)	Y	Y	Y	Y	Y	Y	None

LEGEND		
Y	Approved - No Restrictions	
N	Not Approved	
R	Approved - Restrictions Apply	

Section IIb – Manager/Coach Equipment

Volunteer Badge

All on-field non-player personnel must possess and display the ORWALL volunteer badge for the **current** season at all times while on the field of play, dugout, or batting cages. No manager or coach may take the field with his or her team without this badge.

Game-Use Baseballs

Each manager shall provide the home plate umpire with one (1), new ORWALL-issued game ball prior to the start of the game. It is strongly encouraged for managers to have a reserve of new or gently-used baseballs of the same brand and model for game use to preserve game continuity. ORWALL-issued game use baseballs shall be:

- K-Ball and Tee-Ball: Rawlings *Official T-Ball*
- Machine Pitch Divisions: Rawlings *Little League* RLLB1
- Majors and League Age 9 & 10 Divisions: Rawlings *Little League* RLLB1
- Intermediate, Junior, Senior Division: Rawlings *Senior Little League* RSLL1

Note: ORWALL shall provide each manager with one (1) brand new game ball for each scheduled regular season game. These shall be issued to the manager prior to the start of League play. It shall be the responsibility of the team manager to provide additional game use baseballs of the type specified above in the event of lost baseballs or accelerated wear-and-tear of ORWALL-issued baseballs during game use. Wet field conditions can contribute to baseballs becoming unusable if the baseballs are not continually cared-for during the course of a game. Managers are strongly encouraged to have a towel at their disposal to remove water and debris from baseballs during a game, as necessary.

Game Day & Practice Attire

Managers and coaches *must not* wear conventional baseball uniforms at *games* (**Exception**: Managers and coaches in the Intermediate and Junior-Senior Divisions *may* wear conventional baseball uniforms at games). Caps with bills, if worn, must be adorned as intended with the bill facing front, centered with the symmetry of the head (no "rally cap" or fashion slants). Managers and coaches in any division may **not** wear shoes with metal spikes at practice or games. Open-toed shoes are **not** permitted at practices or games, on the field or in the dugout. Clothing displaying profanity or themes which are inappropriate in nature for a Little

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League event are also prohibited. All on-field managers or coaches may not wear attire which promotes other, non-ORWALL, youth baseball organizations.

ORWALL Board Members who Coach or Manage at Games

See Board Members section in the Field Decorum Section.

Other Team-Issued Equipment

Managers (Tee Ball Divisions and older) are responsible for procuring ORWALL-issued catcher's protective gear (if needed). K-Ball and Tee Ball division managers are responsible for procuring an ORWALL-issued batting tee.

Pitching Machines - General

Managers and coaches of Pitching Machine Divisions are responsible for the setup and removal of pitching machines from both batting cages and the field of play. **Important:** synthetic leather baseballs are prohibited for use in any ORWALL pitching machine at any time.

It is the responsibility of **both** teams to setup and remove machines during ORWALL-scheduled practices and games. Teams using the machines first shall setup the game-use-only machine on the field and the other two machines in the respective field's batting tunnels.

- **DO** use the ORWALL-provided manufacturer's 2-wheeled dolly to transport the machine to and from the field and batting tunnels
- **DO** observe the pitching speed for your respective division during games and BP
- **DO NOT** transport the machine without the dolly (please!)
- **DO NOT** use synthetic leather baseballs in ANY machine at ANY time.
- **DO NOT** use game-use-only machines for anything other than games

Synthetic-covered baseballs (non-genuine leather) ruin the surface of our pitching machine wheels resulting in inconsistent pitch delivery to batters. Additionally, machine damage has occurred when the transport dolly is not used to move the machines.

Managers found to be in violation of these rules shall constitute a penalty pending a review and recommendation by the respective ORWALL Division Director to the ORWALL Competition Committee. See Unbecoming Conduct in the Field Decorum section of this document.

Section III - Game Preliminaries

Manager Responsibilities

It shall be the responsibility of each manager to ensure that the duties identified in this section are executed by his/her respective team's adult members (coaches, parents, guardians, etc.). Additionally, the manager shall ensure that all equipment has been removed and trash has been eliminated prior to dismissing his or her team after the game. ORWALL encourages managers to develop a duty roster for the purpose of successfully executing the duties identified herein.

Preparing the Field

It shall be the responsibility of **both** teams to prepare the field for game use, including:

- Raking the infield
- Marking foul lines using marker paint and ORWALL-supplied equipment
    - Note: Caustic lime must **not** be used (Rule 1.04)
- Marking outfielder arc on K-Ball, Tee Ball, and 7 & 8 MP fields
- Identifying and correcting any safety-related issues that could affect the game

Visiting Team Responsibilities

Scoreboard Operator

Visiting team shall designate one (1) adult to run the field scoreboard. Scoreboard instructions are posted in each field's scorebox.

Pitch Counter

Visiting team (as well as Home team) shall be responsible for providing one (1) pitch counter to track pitchers for both teams. This person may also serve as the scoreboard operator. More information is provided in Annex A – Pitch Count Verification.

Home Team Responsibilities

Official Scorekeeper

Home team shall keep the official scorebook. Scorebook may be traditional (pencil/paper score sheets) or digital (GameChanger™, iScore™, etc.). The GameChanger™ scorebook app is designed to integrate with the GC Team Manager app.

Pitch Counter

Home team (as well as Visiting team) shall be responsible for providing one (1) pitch counter to track pitchers for both teams. This person may also serve as the official scorekeeper. More information is provided in Annex A – Pitch Count Verification.

Joint Team Responsibilities

In addition to both teams preparing the field for play, it is *strongly* encouraged that **both** teams designate persons to track minimum-required defensive play (Tee Ball and above Divisions) as well as pitch counts (League Age 9 and above Divisions).

Batting Tee Setup (K-Ball and Tee Ball Divisions)

The batting tee shall be placed in the middle of home plate. After the batter has hit the ball, the batting coach must remove the tee from the plate so that base runners and fielders can safely make a play.

Pitching Machine Setup (MP 7 & 8 Divisions)

The "Game Use Only" pitching machine shall be the designated pitching machine setup on the field of play, located within the pitching circle directly between the two (2) pitching plates. Pitching machine stands shall be configured so that the "Juggs" logo is facing home plate. **Important:** Transport the pitching machine portion using only the ORWALL-provided two-wheeled pitching dolly; and, use genuine leather-covered baseballs **only**. Teams playing the first game of the day shall setup both the game-use machine as well as the batting practice tunnel machines. Teams playing the last game of the day shall remove the game-use and

batting tunnel machines, transporting the machines using only the ORWALL-provided dolly, and store all machines in the respective field scorebox after the conclusion of their game and prior to team dismissal.

DO NOT USE SYNTHETIC LEATHER BASEBALLS IN ANY PITCHING MACHINE. Use only game-use baseballs for ORWALL games (see Game-Use Baseballs section of this document). Use only genuine leather-covered baseballs for BP machines.

Pitching Machine Speed

Pitching machine speeds shall be set accordingly for the respective divisions:

- 7/8 Elite – **42 mph**
- 7 Premier – **42 mph**
- 8 Premier – **45 mph**

Additional rules regarding pitching machine operator are identified in the Machine Pitch 7 & 8 Pitching Machine Operator subsection of The Pitcher (Rule 8.00) of this document.

Post-Game Responsibilities

- Remove all baseball equipment

- Ensure dugout and field are trash-free

- Keep post-game meetings short after late games so that the park can be secured

- Any lost items can be turned-in to the Board Member on duty

- Last game of the day on each field must:

    o **7-8 MP Division:**

        ▪ Transport and store game machine from field to score box

        ▪ Transport and store BP machines from tunnels to scorebox

    o **Junior-Senior Division:**

        ▪ Repair Pitching Mound

        ▪ Repair batter and catcher boxes

- Tarp pitching mound and home plate area after repairs

Post-Game Score and Pitch Count Entries - General

It is the responsibility of both teams' managers to ensure that the score entered is accurate. Home team manager shall be responsible for posting the final game score to the ORWALL website. For Divisions with players pitching, the pitch counts for each pitcher shall be entered by the respective team's manager to the pitch count areas for that game. Include any notes which indicate the pitcher did not cross a pitch threshold, if applicable.

Post-Game Score and Pitch Count Entries - Deadline

Scores and pitch counts shall be entered to the ORWALL website no later than 2:00 P.M. the following calendar day. Managers experiencing technology issues must communicate with their Division Directors prior to this time so that a contingency course of action can be implemented.

Penalty for Late or Fraudulent Score or Pitch Count Entries

Missing the deadline for posting scores/pitch counts shall constitute a penalty pending a review and recommendation by the respective ORWALL Division Director to the ORWALL Competition Committee.

Managers who are suspected of fraudulently manipulating pitch counts and/or using ineligible pitchers or catchers in a game shall be subject to a conduct review by the ORWALL Board of Directors. See Unbecoming Conduct in the Field Decorum section of this document.

Section IV - Field Decorum

General

The actions, on or off the field, of players, managers, coaches, umpires, and league officials must be above reproach. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to disciplinary action by the local league Board of Directors. (Regulation XIV, Field Decorum, (a)).

For purposes of this regulation, ORWALL considers Regulation XIV(a) extended to parents and guardians of players as well as spouses/partners of managers or coaches.

Unbecoming Conduct

Unsportsmanlike or other unbecoming conduct brought before the ORWALL Board of Directors shall be reviewed by the ORWALL Competition Committee, minimally comprised of the Division Director, VP of Operations, Umpire in Charge, and League President or substitute member designated by the League President if there is a conflict of interest. Conduct determined to be detrimental to the League may include punishment up to and including removal as a manager or coach for the duration of the current season and prohibition from managing or coaching for future ORWALL seasons.

Board Members

Any ORWALL Board Member participating in an official ORWALL game as a Manager or Coach shall **not** wear clothing which identifies him or her as an ORWALL Board Member (i.e., ORWALL-issued shirts which state "ORWALL Board Member"). ORWALL Board Members who are coaching or managing are issued a separate volunteer badge marked "Coach" or "Manager," appropriately, and shall wear these volunteer badges when participating on the field in the respective capacity.

Managers & Coaches Allotted

All on-field personnel shall possess and display in plain view an ORWALL-issued volunteer badge for the current season for the entirety of the game. A minimum of one (1) adult *must* remain in the dugout **at all times**. In all divisions, one (1) Manager and two (2) base Coaches

are permitted. Additionally, Managers and Coaches shall be permitted in the following capacities for the respective divisions:

K-Ball Managers and Coaches

One (1) Manager and four (4) coaches are permitted. Two (2) coaches for the defensive team are permitted and shall be positioned in the outfield, behind the outfield arc, for the purpose of placing players back in their assigned positions after a defensive play. Coaches may not interfere with a play in progress.

Tee Ball Managers and Coaches

One (1) Manager and four (4) coaches are permitted. One (1) Coach for the defensive team is permitted and shall be positioned in the outfield, behind the outfield arc, for the purpose of placing players back in their assigned positions after a defensive play. Coaches may not interfere with a play in progress.

League Age 7 & 8 Machine Pitch Divisions

One (1) Manager and three (3) Coaches are permitted. A Manager or Coach of the offense shall be designated as the pitching machine operator. Duties and responsibilities of the pitching machine operator are identified in the Machine Pitch 7 & 8 Pitching Machine Operator subsection of The Pitcher (Rule 8.00) of this document.

League Age 9+ Divisions (Including: Majors, Intermediate, Junior/Senior)

One (1) Manager and two (2) coaches are permitted on the field of play.

Location and Expectations of Base Coaches (Rule 4.05)

Base coaches shall be situated in foul territory within the base coaches' boxes during the time their team is on offense. Base coaches may not physically interfere with any players or the baseball for the duration of the game and may not talk to players on the opposing team. Coaches must vacate the coaches' box to provide ample room for a fielder attempting to field a batted or thrown ball. Base coaches shall not steal the defense's signs and relay that information to their batters, nor may they perform any calculated action to distract the opposing players.

When not in the coaches' box, managers and coaches shall remain within one (1) arm's length of the dugout. **Note:** chairs, buckets, or other non-essential player equipment is not permitted on the field of play for safety purposes.

Base coaches, other than the team manager, may not confer with an umpire regarding any on-field ruling. Additional expectations are identified in Rules 4.05 and 4.06 of the *Official Rulebook*. See also Interference (Rule 7.09) in The Runner (Rule 7.00) section of this document.

Defensive Coaches (K-Ball and Tee Ball Divisions)

The same expectations for offensive coaches as outlined in this document and Rules 4.05 and 4.06 of the *Official Rulebook* shall apply. Defensive Coaches shall be located as identified above for the respective Division.

Conferring with an Umpire

Only the team manager may confer with an umpire regarding the interpretation of a playing rule, only after being granted a permission by the umpire. Umpire calls involving judgement may not be challenged (fair/foul, ball/strike, safe/out, etc. – See rule 9.02(a)).

Conferring with a Player - Offense

A manager or coach shall not leave the dugout area to confer with a player or unless granted permission by an umpire. A manager or coach is permitted one (1) "time out" request per inning to confer with an offensive player (Rule 5.10 (d), NOTE), subject to approval by the umpire.

Conferring with a Player – Defense

A manager or coach who is granted a time out to talk to any defensive player shall be charged with a visit to the pitcher (Rule 8.06 (c)) When a manager or coach requests a timeout to make a pitching change, it shall not be considered a visit to the pitcher, provided that the manager makes the pitching substitution prior to talking to any defensive player. For Intermediate and Junior/Senior Divisions, this applies when a pitcher moves to another position and returns to the position of pitcher later in the same game (A.R.1., Rule 8.06 (c)). A conference with the pitcher or any other defensive player to evaluate the player after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference (A.R.2., Rule 8.06 (c)).

The On-Deck Position

There is no on-deck position in Little League (Majors Division and below). K-Ball, Tee Ball, MP 7 & 8, KP 9 & 10, and Majors Divisions shall not position an on-deck batter outside of the dugout. Intermediate and Junior-Senior Divisions are permitted to use the on-deck circles positioned nearest their team's dugout. **Exception:** Minor Field on-deck circle shall be the on-deck circle positioned directly behind the current batter, irrespective of team dugouts.

Caution: The Minor Field on-deck areas are located in close proximity to the batter's box. The time required to avoid a foul ball in this area is significantly reduced and present's a safety concern. Therefore, on the Minor Field, the on-deck circle *located directly behind the batter* as positioned in the batter's box shall be the on-deck circle for any team's on-deck batter.

Division	On-Deck Position
K-Ball	None
Tee Ball	None
Machine Pitch 7 & 8	None
Kid Pitch 9 & 10	None
Majors	None
Intermediate [Minor Field]	On-Deck Circle *Behind Batter*
Intermediate [Junior Field]	On-Deck Circle Nearest Own Dugout
Junior/Senior	On-Deck Circle Nearest Own Dugout

Caution: The traditional batting donut is not permissible.

Ejections (Rule 4.07)

Any manager, coach, or player ejected from a game must leave the game site immediately for the duration of that game and may not sit in the stands or be recalled. Any ejected manager, coach, or player may not be present for his/her team's next physically played game, including

pre- and post-game activities. Note: for purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players, and is scored as an official game due to forfeit, it shall be considered a physically played game.

A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred. Exception: one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, one (1) adult with an ORWALL volunteer (manager/coach) badge may be placed in the dugout to complete the game.

The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.

Protests (Rule 4.19)

In the spring season, protests shall follow the protocol set forth by the *Rulebook* for the current year. In the fall, protests shall be addressed directly by the ORWALL competition committee. Note: There are no protests in Tee Ball or K-Ball.

Spectators

Parents of players are expected to abide by the ORWALL Code of Conduct. Guests of parents and players are expected to behave in a manner consistent with park policies and common social decency. Noisemakers (including music), abusive language, clothing with adult themes or vulgarities are unacceptable.

Umpires may order both teams into their dugouts and suspend play until such time as league officials deal with unruly spectators (Rule 9.01 (g)).

Section V – Game Start & End + The Players

Start Time

Each game is understood to start at the scheduled time unless both managers and the umpire agree to begin earlier. In the event of a late start due to a previous game running longer than expected, the originally scheduled start time shall prevail and the allotted game time shall be reduced accordingly.

Late Starts

Only the ORWALL Director on duty may change the scheduled start time in the event of an anticipated or known delay. Such a decision must be made within 30 minutes of the actual start time, and must then be communicated immediately to the home plate umpire and managers of both teams.

Official Time

The umpire shall keep the official time on the field. Where the scoreboard clock has malfunctioned or does not coincide with the official time, the umpire shall communicate the official time to the managers of both teams.

Allotted Time

No inning may start after the allotted game time has expired. It shall be understood that a new inning begins the moment the 3rd out is made against the home team. Any inning started shall be completed unless it is mathematically impossible for the losing team to tie or surpass the run total of their opponent (see Maximum Runs per Inning). Games played the full-allotted time limit will be considered a complete game regardless of the number of innings completed.

Division	Allotted Game Time
K-Ball	60 Minutes (1 Hour)
Tee Ball	70 Minutes (1 Hour, 10 Minutes)
Machine Pitch 7 & 8	90 Minutes (1 Hour, 30 Minutes)

Division	Allotted Game Time
Kid Pitch 9 & 10	105 Minutes (1 Hour, 45 Minutes)
Majors	90 Minutes (1 Hour, 30 Minutes)
Intermediate [Minor Field]	110 Minutes (1 hour 50 Minutes)
Junior/Senior	110 Minutes (1 hour 50 Minutes)

Note: No inning may begin after 9:00 P.M. for the Tee Ball Division. No inning may begin after 10:00 P.M. for 7 & 8 MP, 9 & 10 KP, and Majors Divisions. No Inning may begin after 10:30 P.M. for Intermediate and Junior-Senior Divisions (Regulation X, Night Games).

Note: In the K-Ball Division, managers are encouraged not to start an inning when there is another game scheduled to begin within fifteen (15) minutes.

Number of Players

Teams must start with a minimum of nine (9) players [eight (8) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [eight [8] players in the fall] at any time during the game shall constitute a forfeit. **Exception:** K-Ball is not bound to a minimum number of players.

Offensive Players

Every ORWALL Division shall use a continuous batting order which includes every player present at the game (Rule 4.04). At no time shall a player be removed from the continuous batting order unless he/she sustains and injury which prevents him/her from continuing play; or, the player is removed for disciplinary reasons. **Note:** A batter removed from the lineup due to absence, injury, illness, disciplinary, or other just reason shall simply be skipped in the lineup without penalty (no out recorded). Players arriving after the official game start shall be moved to the bottom of the lineup.

Note: K-Ball shall change the batting order every inning.

Defensive Players - General

Starting in Fair Territory

When a ball is put in play, all defensive players, except for the catcher, shall begin in fair territory (Rule 4.03). A fielder is on fair ground when **both** feet are touching fair ground.

Note: If a fielder has one (or more) foot entirely outside of fair territory (i.e., open-base divisions when corner infielders are holding runners), the umpire shall warn the offending player to bring his/her feet into fair territory. Subsequent offenses may result in a penalty up to and including ejection. This shall not be considered a balk in Intermediate and Junior-Senior Divisions.

Defensive Position Descriptions & Locations

Infield positions shall be defined as pitcher, catcher, first baseman, second baseman, third baseman and shortstop. Outfield positions are the remaining left, center, and right outfield positions. In divisions with four (4) outfielders, the center field position is divided between left center and right center fielder positions. K-Ball shall **not** position a catcher on the field of play at any time.

Free defensive substitution is permitted. Pitchers shall abide by the mandatory pitch maximums per game and/or day as well as days rest required per Regulation VI of the *Rulebook*. Pitchers that become catchers; and, catchers that become pitchers in the same game and/or on the same day shall also abide by Regulation VI of the *Rulebook*.

K-Ball Defense

Infield: traditional infield minus catcher (P, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc," from the axis at home plate between the foul lines.
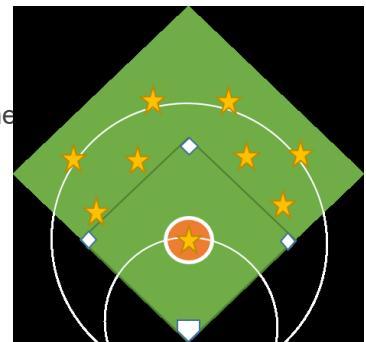
Outfield: unlimited outfielders may be positioned no closer to the infield than midway between the back of the infield and the outfield fence when a batter is at the plate. Outfielders may not tag advancing baserunners or bases in force-out situations.

T-Ball and 7 & 8 MP Defense

Infield: traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc," from the axis at home plate between the foul lines.

The pitcher shall maintain both feet on the pitcher's plate (rubber) until the baseball is either struck (T-Ball) or reaches the batter (7 & 8 MP). See additional requirements in The Pitcher section of this document.

Outfield: Four (4) outfielders (LF, LC, RC, RF) may be positioned no closer to the infield than midway between the back of the infield and the outfield fence and may not cross that line until the ball is put in play.

Throwing the ball: Defensive players may not "roll" or "bowl" the ball to another defensive player in an attempt to put-out a runner or batter-runner in lieu of the natural and commonly accepted throwing mechanics associated with the game of baseball. If, in the umpire's judgment, a defensive player rolls (instead of throws) a ball to another defensive player for the purpose of putting-out a runner or batter-runner, the umpire shall call or signal "Obstruction" and Rule 7.06 of the *Official Rules* shall apply. For purposes of this rule, the obstructed runner shall be the first runner against whom the put-out was attempted after the ball was rolled, even if a throw was attempted after receiving the rolled ball (prevents rolling the ball to a "relay" thrower).

9 & 10 KP, Majors, Intermediate, Junior-Senior Defense

Infield: traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS).

Outfield: traditional outfield (three [3] outfielders – LF, CF, RF).

Defensive Minimum Play - Foreward

Minimum defensive play is ORWALL's effort to provide players with ample playing time at a variety of positions while helping to develop their overall baseball IQ. Each position presents its own unique challenges and opportunities to the individual player throughout the course of the season. Coaches are entrusted with preparing the players for situational awareness while offering instruction, motivation, and encouragement. Ultimately, the situations won or lost over the course of the game provide impetus to the life lessons learned on the baseball diamond. Coaching at ORWALL includes positively motivating players to responsibly "own" their position

on the team through a process of continuous improvement. Improving focus, effort, attitude, teamwork, responsibility, courage, respect, and a host of other attributes while applying them consistently throughout the game must be the primary focus of the ORWALL manager and coaching staff.

Managers are *strongly* encouraged to designate someone to track minimum defensive play. Where it become imminent that a violation could occur within the next inning, the defensive tracker should inform his/her manager of the situation for verification and immediate remediation prior to becoming a violation.

Defensive Minimum Play - General

Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game. No player in any Division may sit out two (2) consecutive innings unless ill, injured, or removed for disciplinary reasons.

Note: At no time shall a player's physical/psychological limitations or athletic ability be considered grounds for removal due to disciplinary reasons when a reasonable effort to play the game to the best of his/her abilities is being made by the player. Managers are strongly encouraged to exercise restraint from removing a player due to disciplinary reasons except in the most extreme of cases (fighting, communicating threats, abusive language, blatant rebellion to authority, or other just cause).

To satisfy the requirements of minimum infield defensive play, the player must start and finish the same inning at any infield position. Likewise, minimum required outfield play is based on an inning started and finished in the outfield. A player does **not** satisfy these minimum requirements from the sum of outs recorded over various partially-played innings.

Where a minimally-required defensive play rule cannot be met due to the inability to achieve the minimum innings played, based on time expiring or run rule, no penalty shall be assessed.

Minimum play rules apply to the players present at the start of game time.

Bench Players – Divisions with Six (6) Inning Games

In Divisions that play a maximum of six (6) innings (T-Ball, 7/8 MP, 9/10 KP, Majors) where the team has less than fourteen (14) players, no player may sit on the bench in more than two (2) defensive half-innings.

Bench Players – Divisions with Seven (7) Inning Games

In the Intermediate and Junior/Senior Divisions of play, the following stipulations apply:

- Teams with twelve (12) players or less present at game time may not bench a player for more than two (2) defensive half-innings.
- Teams with thirteen (13) or more players present at game time may not bench a player for more than three (3) defensive half-innings.

Defensive Minimum Play – Violation and Penalties

Managers who violate the Defensive Minimum Play rules shall be subject a penalty pending a review and recommendation by the respective ORWALL Division Director to the ORWALL Competition Committee. See Unbecoming Conduct in the Field Decorum section of this document.

Defensive Minimum Play – Division Specific

In addition to the minimum defensive play requirements mandated in Defensive Minimum Play - General, defensive rotations by division for minimum infield (and outfield, where specified) play are required as follows for each Division:

K-Ball Minimum Defensive Play

- All players shall play defense every inning (no limit to the players on the field)
- Each player shall play a maximum of one (1) inning at each position per game
- Each player must play a minimum of one (1) complete inning at an infield position (P, 1B, 2B, 3B, SS) by the end of the 3rd inning and 2 complete innings by the end of the 5th inning. **Exception:** for teams with 13 or more players – the required second inning of infield play may be fulfilled by the end of the 6th inning.

T-Ball Minimum Defensive Play – General

- Each player must play a minimum of one (1) inning in the outfield by the end of the 4th inning

- A player may only play the position of catcher one (1) inning per game

T-Ball Minimum Defensive Play – 12 Players or Less

- Each player must play **two (2)** complete innings in the infield (P, 1B, 2B, 3B, SS, C) by the end of the **4th inning**

- A player may only sit out one (1) inning per game

T-Ball Minimum Defensive Play – More than 12 Players

- Each player must play **one (1)** complete inning in the infield (P, 1B, 2B, 3B, SS, C) by the end of the **3rd inning** and a second complete inning in the infield by the end of the **5th inning**

- A player may sit-out more than one inning in a game, but not before all other players have sat-out at least one inning. No player shall sit-out in consecutive innings. No player shall sit-out two innings per game in two (2) consecutive games.

7 & 8 Machine Pitch Divisions Minimum Defensive Play – 12 Players or Less

- Each player must play a minimum of **two (2)** innings at an infield position (P, C, 1B, 2B, 3B, SS) by the end of the fourth **(4th) inning**.

7 & 8 Machine Pitch Divisions Minimum Defensive Play – 13 Players or More

- Each player must play a minimum of **two (2)** innings at an infield position (P, C, 1B, 2B, 3B, SS) by the end of the fifth **(5th) inning**.

9 & 10 Kid Pitch Minimum Defensive Play – 11 Players or Less

- Each player must play a minimum of **two (2)** innings at an infield position (P, C, 1B, 2B, 3B, SS) by the end of the fourth **(4th) inning**.

9 & 10 Kid Pitch Minimum Defensive Play – 12 Players or More

- Each player must play a minimum of **two (2)** innings at an infield position (P, C, 1B, 2B, 3B, SS) by the end of the fifth **(5th) inning**.

Intermediate Minimum Defensive Play

- Each player must play a minimum of **one (1)** complete inning at an infield position (P, C, 1B, 2B, 3B, SS) by the end of the **third (3rd)** inning.

Majors and Junior-Senior Minimum Defensive Play

- Observe the general requirements in Defensive Minimum Play - General, only. There is no minimally-required infield play.

Number of Innings Played per Game

The maximum number of innings played shall not exceed six (6) for Tee Ball, 7 & 8 MP, 9 & 10 KP, and Majors Divisions; or, seven (7) for Intermediate and Junior-Senior Division. In all cases, no new inning may begin after the official allotted time has expired. In the event of a tie game after the allotted time has expired and the home team has completed their at-bat; or, the maximum number of innings has been played, the game shall be recorded as a tie in the official scorebook.

Division	Maximum Number of Innings
K-Ball	N/A - Game is played for one (1) hour
Tee Ball, MP 7 & 8, KP 9 & 10, Majors Divisions	Six (6) Innings, Time Dependent
Intermediate, Junior-Senior Divisions	Seven (7) Innings, Time Dependent

Maximum Runs per Inning

For Tee Ball, 7 & 8 MP, and 9 & 10 KP Divisions, a team is permitted a maximum of five (5) runs per inning before three (3) outs while on offense for the first five (5) innings. If the game advances to the 6th inning, each team is permitted to score up to ten (10) runs. Note: K-Ball does not keep score and shall bat the entire lineup regardless of the number of outs recorded. Majors Division is permitted an unlimited number of runs per inning.

Division	Maximum Number of Runs permitted per Inning
K-Ball	N/A – Score is not kept. Game is played for one (1) hour
Tee Ball, MP 7 & 8, KP 9 & 10	Five (5) runs through the 5th inning; Ten (10) runs in the 6th
Intermediate, Junior-Senior Divisions	Five (5) runs through the 6th inning; Ten (10) runs in the 7th
Majors	Unlimited runs in any inning

Run Rule (Rule 4.10 (e))

In Tee Ball, 7 & 8 MP, 9 & 10 KP and Majors Divisions, if after three (3) innings [2 ½ innings if home team is ahead] a team is up by fifteen (15) runs, the manager of the team with the least runs shall concede the game. If after four (4) innings [3 ½ innings if home team is ahead] a team is up by ten (10) runs, the manager of the team with the least runs shall concede the game. In Intermediate and Junior-Senior Divisions, if after four (4) innings [3 ½ innings if home team is ahead] a team is up by fifteen (15) runs, the manager of the team with the least runs shall concede the game. If after five (5) [4 ½ innings if home team is ahead] a team is up by ten (10) runs, the manager of the team with the least runs shall concede the game.

Division	Run Rule
K-Ball	N/A
Tee Ball, MP 7 & 8, KP 9 & 10, Majors Divisions	15 runs after **3rd** Inning; 10 runs after **4th** Inning
Intermediate, Junior-Senior Divisions	15 runs after **4th** Inning; 10 runs after **5th** Inning

Section VI - The Batter

Approved (Legal) Bats (Rule 1.10)

Refer to the chart below for each respective division. Additional information can be found in Annex C - ORWALL Approved Bats. It shall be the responsibility of the Manager to prove that the bat is legal, if challenged.

Division	Single-Piece Continuous (non-composite) Wood Bat	USA BASEBALL	Approved Tee-Ball Bat (1)	BBCOR CERTIFIED .50	USSSA 1.15 BPF
K-Ball & Tee-Ball	YES	YES	YES	NO	(1)
7-8 Machine Pitch	YES	YES	NO	NO	NO
9-10 Kid Pitch	YES	YES	NO	NO	NO
Intermediate & Junior (11-14)	YES	YES	NO	YES	NO
Senior (15-16)	YES	NO	NO	YES	NO

(1) ORWALL permits any bat which is marked "**APPROVED FOR TEE BALL USE**" in K-Ball and Tee-Ball Divisions ONLY. NOTE: Tee-Ball bats are **not** permitted for use in divisions other than K-Ball and Tee-Ball.

Illegal Bats

When an illegal bat is discovered, it must be removed immediately and may not be used or remain in the dugout. Any bat that has been altered shall be removed from play. The use of pine tar or any other similar substance is prohibited at all levels of Little League Baseball. Use of these substances shall result in the bat being declared illegal and removed from play.

Penalty – Game Play: See Rule 6.06(d) regarding game play penalties after discovery.

Penalty – Team Staff: First offense – team shall lose one (1) adult base coach. Second offense – team manager shall be ejected. Subsequent offenses shall cause the newly designated manager to be ejected (Rule 6.06 (d)(2) and (3)).

Batting Order

All teams at ORWALL shall use a continuous batting order comprised of every player on the team. Each offensive team shall bat in the order in which their names appear in the batting order. Players who are not present at the beginning of the game but show-up during the course of the game shall be placed at the bottom of the lineup. (Rule 4.04, Note 2)

Batting Out of Turn

Batting out of turn is an "appeal" play by where the manager of the defense appeals to the home plate umpire of this error by the offense. The lineup recorded by the official scorekeeper shall serve as the official batting order for such an appeal. Rule 6.07 of the *Rulebook*, including penalties, shall apply.

Remaining in the Batter's Box (Rule 6.02 (c))

After a batter enters the batter's box, one foot must remain in the batter's box for the duration of the plate appearance. Exceptions:

1. On a swing, slap, or check swing.
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt."
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called by an umpire
7. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball; or, the catcher leaves the catcher's box.
8. On a three ball count pitch that is a strike but the batter thinks is a ball.

Penalty: if the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. **Tee Ball, 7 & 8 MP, 9 & 10 KP, and Majors Divisions:** No pitch has to be thrown, the ball is dead, and no runners may advance. **Intermediate and Junior-Senior Divisions**: No pitch has to be thrown and the ball is live.

Bunting

When the pitcher begins his/her delivery movement and the batter shows bunt, the batter may not swing the bat (otherwise known as "slash bunt"). The batter must either attempt the bunt or take the pitch. **Penalty:** In the event that the batter squares to bunt and then attempts to swing the bat during the delivery of a single pitch, the batter shall be declared out, all runners return to their original bases, and the manager of the offense is ejected. See Ejections (Rule 4.07) regarding additional penalties surrounding ejections.

Note: The bunt is not permitted in K-Ball and Tee Ball Divisions.

Illegal Action – Runner from 3B Stealing Home (Open Bases)

Intermediate, Junior-Senior Divisions

In addition to the batter being declared out for illegal action per 6.06 of the *Official Rules*, in the event of a runner stealing home, a batter must take the pitch or bunt the ball. **Penalty:** If the batter swings at the pitch, the batter will be called out and the manager will be ejected from the game. The ball will be considered dead and the runners must return to their original base.

Infield Fly (Rule 6.05 (d))

The infield fly rule shall be enforced for all divisions at ORWALL. **Exception:** The infield fly rule shall not be enforced for K-Ball, Tee Ball, and 7 & 8 Machine Pitch Divisions.

Intentional Walks (9-10 KP, Majors, Intermediate, Jr-Sr)

The manager of the defense may elect to intentionally walk a batter by being granted "time" and announcing such decision to the home plate umpire prior to a pitch being delivered to the batter. At such time the batter shall be granted first base and four (4) pitches shall be added to the pitch count.

Note: Base on balls (walks), intentional or otherwise, are not permitted in K-Ball, Tee Ball, or 7-8 Machine Pitch Divisions.

Machine-Pitched Baseballs

Umpire shall call balls and strikes on the batter of 7 & 8 Machine Pitch divisions. Machines shall be calibrated for accuracy at the designated speed during the one-minute transition time

between half-innings. Discretion rests with the umpire regarding any machine adjustment at any other time during the game.

A batted ball which strikes the pitching machine or pitching machine operator is a dead ball. Batter shall be awarded first base. All other runners shall be awarded one base, if forced.

On Deck Batter

See The On-Deck Position in the Field Decorum section of this document.

Strikeouts

K-Ball and Tee Ball Divisions

K-Ball and Tee Ball batters shall be afforded the opportunity to put the ball in play without penalty.

MP 7 & 8 and KP 9 & 10 Divisions

The batter is out whether or not strike three is caught by the catcher.

Majors, Intermediate, and Junior-Senior Divisions

The batter is out when strike three is legally caught by the catcher; or, when first base is occupied with less than two outs and strike three is caught or not caught by the catcher. See Uncaught Strike Three in The Runner section for more information.

Throwing a Bat

If, in the umpire's judgement, a batter has demonstrated a propensity to release the bat during his/her swing that could result in injury from the bat striking a player, the umpire shall issue a "throwing the bat" warning to the offending player and his/her manager. This warning shall serve as the team warning for "throwing the bat." A subsequent thrown bat instance shall result in the offending player being removed from the game by the manager of the offending team.

Note: removal from the game by the manager in this instance shall be understood as "benching" the player for the duration of the remainder of the present game and *not* an ejection.

Tee Ball Batter

o A batting coach shall place the ball on the tee for the players. **ALL BATTERS must be set up "Square" with home plate.** Physical Positioning is allowed (including drawing lines, pointing or otherwise directing) to "Square" the batter up appropriately with home plate. **"Square" is defined as positioning the batter within the Batter's Box with the Batter's feet parallel with the front and back lines of the Batter's box.** If no Batter's box is visible, the Batter's feet shall be parallel with the front and back of home plate. The Coach shall **NOT** be allowed to position a player's feet at any angle within the box other than parallel with the front and back lines of the box or home plate.

o **Penalty:** If, in the umpire's judgement, the batter hits the ball when not originally set up Square within the Batter's Box, the opposing team shall be awarded an out for that batter and runners may not advance.

Tee Ball Bats

Any bat designated as a Tee Ball bat by virtue of its manufacturer-applied marking shall **only** be permitted for use in K-Ball and Tee Ball Divisions. Tee Ball bats are **prohibited** for any division that does not use approved tee balls. (Bat Rule 1.10).

Tee Ball bats are not necessarily constructed to meet the same requirements of bats constructed to hit official Little League baseballs ("hardballs"). Anecdotally, Tee Ball bats have been known to deform (bend/bow) after striking pitched baseballs. Once the integrity of the bat has been compromised, it is no longer safe for use. Hence, the requirement to use only approved Tee Balls with Tee Ball bats.

ORWALL understands that the requirement to shed the Tee Ball bat when moving to the Machine Pitch Divisions could lessen the level of comfortability for players who find using an approved bat more difficult (due to increased weight and length of the new bat). However, we strongly encourage managers, coaches, and parents to embrace this challenge with your little ones, using it as a teaching opportunity to improve mechanics and build confidence. With regular practice both with and away from team events, and your positive encouragement, players will transition more effectively.

USSSA Bats

Prior to 2018, Little League permitted 2 ¼" bats certified to the USSSA Bat Performance Factor (BPF) 1.15 standard for various divisions. Since 2018, Little League has replaced the USSSA BPF 1.15 standard with the USA Baseball bat standard. Therefore, USSSA-approved bats are **prohibited** for use in any Division at ORWALL. **Exception:** USSSA BPF 1.15 certified Tee Ball bats which were purchased prior to the January 2018 implementation of this rule and do not exceed the physical dimensions of Bat Rule 1.10 are permitted for use in the K-Ball and Tee Ball Divisions when marked "approved for Tee Ball use," or equivalent manufacturer marking.

Section VII - The Runner (Rule 7.00)

Advancing Bases MP 7-8 Divisions

If the lead runner is not advancing, time may be called at the umpire's discretion.

Avoiding the Tag (Rule 7.08 (a)(3))

When a runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag, the runner shall be declared out. **Note:** the runner does not need to slide, but must avoid a collision with the player who has the ball and is waiting to make the tag. There is no "must slide" rule in Little League. (*Rulebook*, 7.08(a)(3) A.R.)

Caution: base runners may jump over the extended limb of a defensive player to avoid the tag, but may **not** jump over the head or torso of the defensive player for safety purposes. Base runners jumping over the head or torso of a defensive player in possession of the ball waiting to make a tag shall be declared out.

Careful, Superman!

Warning: Base runners who, in the umpire's judgement, willfully and deliberately contact a defensive player with the ball waiting to make the tag with the intent to harm, the runner shall be declared out for interference **and** a penalty up to and including ejection of the player may result.

Baseline (7.08 (a)(1))

A runner's baseline is established when the tag attempt occurs and is a straight line from the *runner* to the base to which he/she is attempting to reach. Running more than three (3) feet away from this baseline to avoid a tag shall result in the runner being declared out (unless the runner is attempting to avoid a fielder fielding a batted ball). **Note:** The runner's baseline is not necessarily the straight line projected between bases unless the runner establishes it as such.

Courtesy Runner

If the catcher of record reaches base as a runner, a "courtesy runner" may be provided for the catcher of record at any time. The catcher of record shall be understood as the player who last played the defensive position of catcher in the last defensive half inning for his/her team.

Exception: If a new player will assume the position of catcher in that team's next defensive half-inning, the player or manager may declare a new catcher of record during that player's plate appearance, but before a pitch has been delivered to that player. **Example:** Next inning's catcher is on deck and did not catch the previous inning. Previous batter is retired and next inning's catcher approaches the batter's box as the next batter. As the batter approaches the batter's box, the batter declares to the plate umpire that he/she is the new catcher of record; or, the manager declares that this new batter will be catching in the team's next defensive outing.

Head-First Slides – Illegal (Rule 7.08 (a)(4))

Base runners are **not** permitted to slide head-first when *advancing* to the next base in:

- K-Ball
- Tee-Ball
- MP 7 & 8
- KP 9 & 10
- Majors

Head-First Slides – Legal

Intermediate and Junior-Senior Division base runners may slide head-first when advancing. **Note:** Head-first slides are permitted in any division when returning to a previously gained base to avoid a putout attempt from any defensive player.

Interference (Rule 7.09)

Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. Interference by the runner or batter-runner shall result in the offender being declared out per the situational penalties of Rule 7.09 of the *Rulebook*. **Note:** base coaches who, in the judgement of the umpire, physically assist the runner (by holding, pushing, etc.) in advancing or returning to a base shall cause the runner or batter-runner to be declared out for interference.

Closed Base Divisions (Rule 7.13)

K-Ball Division

The pitcher must have both feet in con tact with the pitcher's plate. Base runners must remain in contact with the base until the ball is hit. Each runner may be permitted to advance only one

base at a time. In the event of a ball hit over the fence, a child may be awarded a home run or ground rule double, whichever is applicable. Stealing bases is not permitted.

Tee Ball

The pitcher must have both feet in contact with the pitcher's plate and the catcher must be positioned safely in foul territory near the catcher's box. Base runners must remain in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired, the umpire shall call "time" and place the ball on the tee.

- Runners shall advance one base at a time on a batted ball in fair territory.

- On a batted ball which passes the outfield arc, runners may advance up to two (2) bases at their own risk.

- Stealing bases is not permitted. Runners may only advance on a batted ball.

Machine Pitch 7 & 8, Kid Pitch 9 & 10, Majors Divisions

When a pitcher is in contact with the pitcher's plate and in possession of the ball (**Note: 7 & 8 MP Division:** pitching machine operator is in possession of the ball and pitcher has both feet in contact with the pitcher's plate) and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

If the lead runner is not advancing, time may be called at the umpire's discretion.

Penalty for Base Runner Leaving Early: See Rule 7.13 in the *Rulebook.*

Stealing Bases

In addition to the rules identified for Closed Base Divisions, the following Division-specific rules shall apply:

K-Ball Runners

Base stealing is not permitted in K-Ball

Tee Ball Runners

Base stealing is not permitted in Tee Ball

7 & 8 Machine Pitch Base Runners

Stealing bases is permitted as follow:

- Base runners are permitted to steal one (1) base at a time.
- Base runners are not permitted to steal home.
  - Base runners may only advance to home on a batted baseball.
- Defensive errors do not entitle base stealers extra bases on balls not put into play by the batter (i.e., base runners are not entitled to steal an extra base when the baseball is not hit by the batter and the catcher overthrows the intended target). **Note:** baseballs put in play by the batter entitle baserunners to advance as many bases as they wish at their own risk when not forced.

9 & 10 Kid Pitch Base Runners

Stealing any base is permitted, including home. Base runners may advance after stealing a base to the next base at their own risk (i.e., on an errant throw). A batter may **not** advance to first base on strike three not legally caught by the catcher at any time (the batter is always out on strike three).

Majors Division

Same as 9 & 10 Kid Pitch **except** that the batter may advance on an uncaught strike three under certain conditions. See Uncaught Strike Three in this section.

Open Base Divisions

Leading-off and stealing bases is permitted in Intermediate and Junior-Senior Divisions, at the base runner's own risk. A batter may advance on an uncaught strike three under certain conditions as identified below in Uncaught Strike Three.

Thrown Baseball that Hits a Pitching Machine (MP 7-8)

A thrown ball hitting the pitching machine or pitching machine operator is a dead ball. All runners may advance one base at the time of the throw.

Uncaught Strike Three

In the Majors, Intermediate, and Junior-Senior Divisions, the batter becomes a runner on an uncaught strike three when:

- Less than two are out and first base is unoccupied; or,

- There are two outs, regardless of any base's occupancy

Note: When a batter becomes a runner on a third strike that is not caught, and starts for the bench or his/her position, that batter may advance to first base at any time before entering the dugout or any other dead ball area. To put the runner out, the defense must tag the batter or first base before the runner touches first base. (*Rulebook*, 6.05 (b)(2), A.R.)

Section VIII - The Pitcher (Rule 8.00)

K-Ball Pitcher

- The pitcher shall wear a batting helmet for safety.
- The pitcher shall have both feet in contact with the pitcher's plate until the batter hits the baseball.
- The pitcher, after fielding a ball in the pitcher's circle, shall not tag the batter runner or first base in an effort to put out the batter runner (must throw the ball to the first base defensive player to record the out there).
- The pitcher, may tag any runner or base if he/she fields the baseball outside of the pitcher's circle.

Tee Ball Pitcher

- The pitcher shall wear a batting helmet for safety.
- The pitcher shall have both feet in contact with the pitcher's plate until the batter hits the baseball. **Penalty:** If, in the umpire's judgment, the pitcher leaves the pitcher's plate early to make a play, the batter-runner or runners shall be awarded one base without liability to be put out.
- The pitcher, after fielding a ball in the pitcher's circle, must throw to a base to record an out. The pitcher may not tag a runner or a base to record an out.
- The pitcher, may tag any runner or base if he/she fields the baseball outside of the pitcher's circle.

Machine Pitch 7 & 8 Pitcher

- The pitcher shall wear a batting helmet for safety.
- The pitcher shall have both feet in contact with the pitcher's plate until the batter hits the baseball. **Penalty:** If, in the umpire's judgment, the pitcher leaves the pitcher's plate early to make a play, the batter-runner or runners shall be awarded one base without liability to be put out.
- The pitcher may use either pitching plate on either side of the pitching machine.

Machine Pitch 7 & 8 Pitching Machine Operator

The pitching machine operator is permitted to issue verbal and visual instruction to a batter for purposes of adjusting the batter in the batter's box. This includes moving a batter for both safety purposes and coordinating the batter's strike zone with the trending pitch location.

The pitching machine operator shall:

- Be an adult member of the offensive team's staff (Manager or Coach)
- Display his/her ORWALL volunteer badge for the current season in plain view
- Ensure that the machine speed is set accordingly for the respective divisions:

    o 7/8 Elite – **42 mph**

    o 7 Premier – **42 mph**

    o 8 Premier – **45 mph**

- Use only ORWALL-supplied (or approved) game balls (See Game-Use Baseballs)

- Indicate when a pitch is ready for delivery by showing the baseball in either hand above the machine and in plain view of the batter and catcher

- Place the ball in the machine using the **two-seam method**:

    o Index + middle finger on opposite seams as shown in the picture to the right

- Adjust the machine to throw strikes before the game and in-between half-innings

- Ensure that the catcher is positioned within the catcher's box directly behind home plate and is ready to receive a pitch

- Use verbal and/or visual commands to ensure batter safety
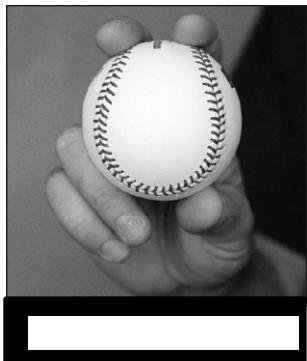
The pitching machine operator shall **not**:

- Instruct any other offensive player except for the batter.
    - o **Penalty:** The umpire shall warn the operator for a first offense. Subsequent violation shall result in ejection (See Ejections (Rule 4.07))
- Wear a fielding glove
- Wear mirrored sunglasses
- Interfere with a batted or thrown ball, including a ball thrown by the catcher intended to put-out the base runner stealing second base.
    - o **Penalty:** the ball shall be declared dead, and the umpire will have the discretion to award an out to the defensive team when, in his judgment, a batter or runner would have been out if not for the interference of the pitching machine operator
- Adjust the machine during the game except as instructed by the umpire
    - o **Note:** When adjustment is required and permitted by the umpire during a player's at bat, the batter's count shall be reset to zero balls and zero strikes (0-0 count), post-adjustment.

Player-Pitch Divisions – General

Little League's pitching requirements are but a small part of the USA Baseball® Pitch Smart program designed to reduce arm injuries. Winning at the expense of damaging a pitcher's arm is unacceptable. Therefore, as with all League rules, these pitching rules below are intended to be followed with the strictest compliance. **Managers who fail to comply with these rules shall be subject to review and subsequent action by the ORWALL Competition Committee.** For more information, see Unbecoming Conduct in the Field Decorum section of this document.

Caution: It is imperative that parents communicate to managers their player's involvement in pitching and catching for other teams. Likewise, managers should regularly communicate with players and parents to determine the status of a player's arm when being considered for future games as a pitcher or catcher. While the Little League pitching rules do not apply to organizations outside of ORWALL, we *strongly* encourage managers and parents to err to the side of caution and not over-work a pitcher or catcher who is playing on multiple teams.

Note: When a player is playing for multiple teams at ORWALL (i.e., Intermediate and Majors), these rules shall apply for all ORWALL play, regardless of where the player pitched.

Pitch Count Verification

Each manager from both the home team and visiting team shall be responsible for appointing one (1) volunteer to track pitch counts for *all* pitchers. Pitch counts shall be verified by the pitch counters at each half-inning. Upon removal of a pitcher from the mound (or, completion of the game), the pitcher's name, jersey number, total pitch count, and required days rest shall be entered into the *ORWALL Game Day Pitching Certificate.* **Note:** See Required Days Rest (Regulation VI) to determine number of days rest, paying attention to the number of the first pitch delivered to the last batter faced by a pitcher.

Upon completion of the game, the *ORWALL Game Day Pitching Certificate* shall be signed by each team's pitch counter and the manager at the conclusion of the game. Home team manager shall have the responsibility of depositing the worksheet in the designated drop-box located at the North and South Concessions.

See Annex A – Pitch Count Verification for instructions and example documents.

Warming-up a Pitcher during a Game (Regulation XIV)

Managers and coaches shall not warm up pitchers during games. This shall be understood to include on the field of play, in a bull pen, or anywhere else during pre-game or in-game activities.

Player-Pitch Divisions – Daily Limits (Regulation VI)

Daily Pitching Limits

Any player on a regular season team may pitch. The manager must remove the pitcher from the position of pitcher when the limit of daily pitches has been reached. **Exception:** See Threshold Exceptions for Pitchers in this section.

League Age ▼	Maximum Pitches per Day ▼
13 - 16	95
11 - 12	85
9 - 10	75

Warning: Any player that has played the position of catcher in four (4) or more innings may is **not** eligible to pitch on that calendar day. A pitch caught in any inning after the umpire declares "play" shall constitute as an entire inning for purposes of this rule. There is no "threshold" exception to this rule.

Required Days Rest (Regulation VI)

Pitchers are required to observe the required days rest as shown below. The rest period shall begin at the stroke of midnight *after* the pitcher's outing (i.e., the following day)

League Age 14 and Under		League Age 15-16	
Number of Pitches ▼	Required Days Rest ▼	Number of Pitches ▼	Required Days Rest ▼
66+	4	76+	4
51-65	3	61-75	3
36-50	2	46-60	2
21-35	1	31-35	1
1-20	0	1-30	0

and shall last for the number of twenty-four (24) hour periods (days), each beginning at midnight on consecutive calendar days. **Exception:** See Threshold Exceptions for Pitchers in this section.

Note: Under no circumstance shall a pitcher pitch in three (3) consecutive days.

Pitchers moving to Catcher

Any pitcher that delivers forty-one (41) or more pitches shall not play the position of catcher for the remainder of that day. **Exception:** See Threshold Exceptions for Pitchers in this section.

Threshold Exceptions for Pitchers

If a pitcher reaches any limit imposed in Daily Pitching Limits, Required Days Rest, or Pitchers moving to Catcher, the pitcher may continue to pitch, without penalty, until:

1. That current batter reaches base; or,
2. That current batter is retired; or,
3. The third out is made to end the half inning

The threshold exception is understood to be applied as follows to the various scenarios:

Daily Pitching Limits – Threshold Applied

If the maximum number of daily pitches is reached by any pitcher while pitching to a particular batter, the pitcher may finish pitching to that batter; or, if while pitching to that same batter the defense records the third out to end the half-inning before the batter ends his/her at bat, the pitcher shall not be penalized for exceeding the maximum number of daily pitches. The pitcher shall observe the required number of days rest prior to pitching in his/her next game.

Required Days Rest – Threshold Applied

If the pitcher reaches the upper limit for pitches thrown requiring a specific days rest while pitching to a particular batter, the pitcher may finish pitching to that batter; or, if the defense makes the third out, whichever is first, the pitcher shall not be considered over the upper limit of the range by where the batter was started and if removed from the mound prior to delivering another pitch to a subsequent batter.

Example: On Tuesday, a league age 14 or younger player pitches thirty-four (34) pitches before a new batter enters the batter's box for his/her plate appearance. Pitcher's first pitch to the batter is pitch number thirty-five (35), which is the upper limit for one (1) day rest. Pitcher continues to pitch five (5) more pitches to the batter before the batter hits a single. Pitcher pitched a total of forty (40) pitches, but began the last batter at 35, the upper limit for one (1) day rest. If the pitcher is removed from the game at this point, the pitcher must rest one (1) day

before pitching again, becoming eligible to pitch on the following Thursday (Wednesday, beginning at midnight, is the rest day).

If the pitcher remains in the game as pitcher and pitches to another batter, this becomes pitch forty-one (41) and enters the pitcher into the next range of pitches which require additional days rest.

Pitchers moving to Catcher – Threshold Applied

If a pitcher, which has not previously played the position of catcher that day, reaches the forty (40) pitch limit while pitching to a particular batter, the pitcher may finish pitching to that batter; or, if while pitching to that same batter the defense records the third out to end the half-inning, the pitcher shall remain eligible to enter the game at the position of catcher if removed from the mound prior to delivering another pitch to a subsequent batter.

Example: Pitcher starts a batter at thirty-three (33) pitches. The same batter works his way to a full count and fouls off several pitches before putting ending his plate appearance with a walk. The pitcher was removed by the manager immediately after this batter and ended-up pitching forty-three (43) total pitches for the game. However, since the pitcher began the last batter faced below forty-one (41) pitches, the pitcher remains eligible to play the position of catcher.

Note: If the pitcher played the position of catcher that same calendar day prior to becoming a pitcher, see the Catcher that Becomes a Pitcher section below.

Removing the Pitcher from the Mound

9 – 10 KP and Majors Divisions
A pitcher once removed from the mound cannot return to the position of pitcher.

Intermediate and Junior-Senior Divisions
A pitcher removed from pitching but remaining in the game defensively may return to the position of pitcher once per game.

Note: If a player returns to the position of pitcher in the same game, he/she shall retain the number of visits previously charged to him/her.

Note: If a player who has pitched in a game and sits out (is benched) any part of any defensive half-inning, that player may not return as a pitcher.

Note: A pitcher removed on "visits" is ineligible for re-entry at the position of pitcher for that game.

Number of Visits to a Pitcher (Rule 8.06)

- A manager or coach who is granted a time-out to confer with a defensive player shall be charged with a visit to the pitcher. A manager or coach may confer with any defensive player during a visit to the pitcher.
- A manager or coach may come out once in one inning to visit with the pitcher, but the second visit with the same pitcher in the same inning shall require that player to be removed as pitcher.
- A manager or coach may come out twice in one game to visit with the pitcher, but the third time out to visit with the same pitcher in a game, that player shall be removed as pitcher.
- If a manager requests time-out to make a pitching change, it shall **not** be considered a visit to the pitcher provided that the manager makes the pitching substitution prior to speaking with any defensive player.
  - **Example:** Manager requests time from the umpire and declares his intent to change the pitcher prior to entering fair territory and speaking with any defensive player on the field; and, the umpire grants time and acknowledges his request to make this change. Assuming that the pitching change occurs immediately after the umpire's acknowledgement, no visit shall be charged to either pitcher.
- An incoming pitcher shall not be charged with a visit when a coach or manager is present during a new pitcher's preparatory pitches.

Pitching in Multiple Games in a Single Calendar Day

9 – 10 KP, Majors, and Intermediate Divisions
A player may not pitch in more than one (1) game in a calendar day.

Junior-Senior Division
A player may pitch in up to two (2) games in a day as long as the pitcher does not pitch more than the maximum number of pitches for zero (0) days rest based on the pitcher's age.
Exception: Threshold Exceptions for Pitchers apply when delivering pitch number twenty (League age 15-16: thirty (30)) to a particular batter.

Pitches from the first game shall be summed with the pitches delivered in the second game to determine both the number of daily pitches and required days rest.

Catcher that Becomes a Pitcher

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers twenty-one (21) pitches or more (League age 15-16: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. **Exception:** If a pitcher reaches the 20-pitch limit (League age 15-16: 30-pitch limit), the pitcher may continue to pitch maintain eligibility to re-enter the game as catcher until, while facing a particular batter, any one of the following occurs:

1. That same batter reaches base;
2. That same batter is retired;
3. The third out is made to complete the half-inning or the game.

Example: A league-age thirteen (13) catcher, after catching one (1) inning, moves to the pitcher position and begins delivering pitches to batters. A batter enters the batter's box after this pitcher delivered nineteen (19) pitches total to his/her previously faced batters. This same pitcher delivers pitch twenty (20) to this new batter and throws three (3) more pitches before this same batter strikes out. Although the pitcher delivered twenty-three (23) total pitches, the upper limit of twenty (20) pitches was reached while pitching to that batter. Therefore if the pitcher is removed from the mound before delivering another pitch to a new batter, the pitcher shall remain eligible to catch.

Hand-Mouth Contact

A pitcher shall not bring the hand in contact with the mouth or lips while in contact with the pitcher's plate.

Exception: The pitcher may bring the hand in contact with the mouth or lips while within the pitching circle provided that he/she completely wipes-off the pitching hand before contacting the baseball.

Penalty: If observed by the umpire prior to the pitch, the umpire shall immediately call a ball and warn the pitcher that repeated violations may result in the pitcher being removed from the game. **Note:** removal from the game by the umpire in this instance shall be understood as

"benching" the player for the duration of the remainder of the present game and *not* an ejection.

Section IX - The Umpire (Rule 9.00)

ORWALL shall provide umpires in the following quantities to the League games in the following capacities:

Division	Number of Umpires
K-Ball	None – Parents/Coaches shall umpire games.
Tee Ball	One (1) Umpire shall be provided.
All other Divisions	Two (2) Umpires shall be provided.

Judgement Calls (Rule 9.02)

Only the team manager may confer with an umpire and only after permission is granted by the umpire. **Note:** The adult representative of the team that appears at the plate meeting shall be understood by the umpire to be the manager for that game.

Any umpire decision which involves judgement such as fair or foul, safe or out, ball or strike, is final. No player, manager, or coach shall object to such decisions.

If there is a reasonable doubt that the umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such an appeal shall only be made to the umpire who made the protested decision.

If a decision is appealed by the manager, the umpire who made the call may ask another umpire before making a decision or deny the request outright.

Final Authority

All authority regarding the officiating of any ORWALL game rests with the ORWALL-provided umpires. Any umpire may, at his or her discretion, request clarification of any local rule from the ORWALL Board Member on duty. However, any decision regarding the events which transpire on the field of play are the sole responsibility of the umpire.

If a manager takes exception to a ruling provided by the umpire due to a decision which is in conflict with the rules, including any local rules, the manager may elect to continue the game under protest in accordance with Section 4.19 of the *Rulebook*.

Note: The umpire is not responsible for verifying minimum defensive play. If a minimum defensive play violation appears to be imminent, a manager should declare the concern to the umpire and continue the game under protest.

Annex A – Pitch Count Verification

Instructions

Each team shall provide a pitch counter to track pitches of both teams on a player-by-player basis. Using the *Little League – Baseball Game Pitch Log*, each pitch counter shall use an "X" to mark the number of individual pitches thrown. An "O" (circle) shall indicate the last pitch thrown in each half-inning. **Pitch counters must verify and agree on the total number of pitches thrown by a pitcher each half-inning**.

Once a pitcher has completed his or her turn on the mound, the pitch counters shall agree upon the number of total pitches delivered during the game and enter that number in the appropriate cell for the respective pitcher. To determine the number of days rest for a pitcher that did not pitch his or her maximum amount of pitches for the game or day, **the first pitch delivered to the last batter faced** shall be the indicator of the amount of days rest required in accordance with Required Days Rest (Regulation VI) in this document. Both pitch counters shall agree upon this number and enter it in the "Started Last Batter @" cell for each respective pitcher. After determining the appropriate number of days rest, enter that number in the applicable cell for each respective pitcher. Each pitch counter shall initial after entering final pitch count data for each pitcher.

If a player has reached his/her maximum number of pitches for the day, the pitch counters should inform the Umpire-In-Chief, who will then inform the pitcher's manager that the player must be removed. (Regulation VI (g)).

Upon completion of the game, both pitch counters shall sign the document and deliver to the home team manager. **Both** managers shall sign the document. Home team manager shall have the responsibility for depositing the completed document inside one of the pitcher verification document receptacles located at each concession building.

Note: It is recommended that managers of **both** teams capture the completed document digitally (take a picture with a smartphone, for example). Digital captures may be forwarded to the Division Director for future reference, but does not eliminate the requirement for submission of the physical sheet as directed.

Penalty: See Penalty for Late or Fraudulent Score or Pitch Count Entries in this document.

An example of the documents required are provided in this annex and are available in .pdf format from the orwallbaseball.com website.

Quick Reference for Thresholds and Days Rest

If a pitcher reaches any limit imposed in <u>Daily Pitching Limits</u>, <u>Required Days Rest</u>, or <u>Pitchers moving to Catcher</u>, the pitcher may continue to pitch, without penalty, until:

1. That current batter reaches base; or,
2. That current batter is retired; or,
3. The third out is made to end the half inning

League Age	Maximum Pitches per Day
13 - 16	95
11 - 12	85
9 - 10	75

League Age 14 and Under		League Age 15-16	
Number of Pitches	Required Days Rest	Number of Pitches	Required Days Rest
66+	4	76+	4
51-65	3	61-75	3
36-50	2	46-60	2
21-35	1	31-35	1
1-20	0	1-30	0

The information in this subsection is intended as a quick reference **only** and does not supersede the rules provided in the *Official Rulebook* or as stated elsewhere in this document.

Annex A – Pitch Count Verification

Little League -- Baseball Game Pitch Log

Team _____   **Opponent** _____   **Date** _____

Pitcher's Name	Uniform Number	League Age	X	Cross out the number as that pitch is thrown.
			O	Circle the number for the last pitch thrown in each half-inning.

(Pitch count grid: each pitcher row contains numbered pitch-count boxes running 1 through 105.)

Pitching eligibility varies by the league age of the pitcher, which is the pitcher's age as of May 1 of the current year. The pitching eligibility regulation is Regulation VI (see current rule book for details). A blank electronic version of this form is available for free download at www.littleleague.org.

ORWALL Game Day Pitching Certificate

HOME TEAM MANAGES DOCUMENT. **BOTH TEAMS COMPLETE**

PLEASE PRINT LEGIBLY USING ALL CAPITAL LETTERS

Date: _____ Time: _____

Division: _____ Field: _____

Pitch Counter (Home): _____ Pitch Counter (Away): _____

Home Team: _____ Manager: _____

Away Team: _____ Manager: _____

PITCHING SUMMARY

HOME

Jersey Number	First Name	Last Name	Age	Total Pitches	Started Last Batter @	Days Rest	Score Keeper Initial	Pitch Counter Initial

VISITOR

Jersey Number	First Name	Last Name	Age	Total Pitches	Started Last Batter @	Days Rest	Score Keeper Initial	Pitch Counter Initial

I affirm that the player pitch counts entered herein are accurate for the game played on the date and location identified above.

PLEASE SIGN AND DATE BELOW:

Home Team Manager: _____ Date: _____

Away Team Manager: _____ Date: _____

Pitch Counter (Home): _____ Date: _____

Pitch Counter (Away): _____ Date: _____

HOME TEAM: PLACE COMPLETED DOCUMENT IN BLACK DROP BOX @ CONCESSIONS
MANAGERS: ENTER SCORES/PITCH COUNTS INTO WEBSITE PRIOR TO 2:00 PM TOMORROW!
YOU ARE ENCOURAGED TO TAKE A PICTURE OF THE COMPLETED SHEET FOR REFERENCE.
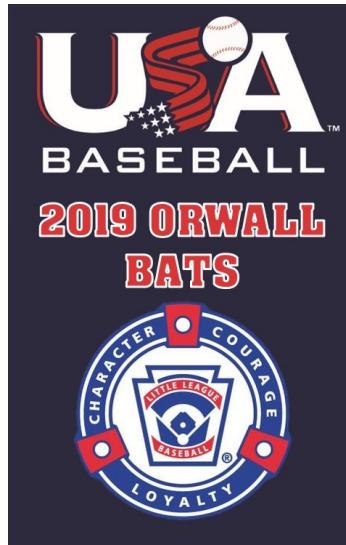
Annex B – Defensive Tracking Worksheet

Players in all ORWALL Divisions bat in a continuous batting order and have defensive play requirements. The worksheet in this annex is a helpful way to track minimum defensive play by player and position. For more information on minimum defensive play requirements for any Division, see Defensive Minimum Play – Division Specific.

While not mandatory, it is **strongly recommended** that each team designate a person to track minimum play for their team as well as the opposing team.

BATTING ORDER

Name or Number

MINIMUM PLAY TRACKING SHEET

INNING	1	2	3	4	5	6	7	
	POSITION	POSITION	POSITION	POSITION	POSITION	POSITION	POSITION	NOTES

Position	Abbv.	Number
Pitcher	P	1
Catcher	C	2
First Base	1B	3
Second Base	2B	4
Third Base	3B	5

Position	Abbv	Number
Short Stop	SS	6
Left Field	LF	7
Center Field	CF	8
Right Field	RF	9
		RC - Right Center, LC - Left Center

See ORWALL Rules, SECTION V, Defensive Minimum Play for Division Minimum Play requirements.

Annex C - ORWALL Approved Bats

Division	Single-Piece Continuous (non-composite) Wood Bat	USA BASEBALL	Approved Tee-Ball Bat (1)	BBCOR CERTIFIED .50	USSSA 1.15 BPF
K-Ball & Tee-Ball	YES	YES	YES	NO	(1)
7-8 Machine Pitch	YES	YES	NO	NO	NO
9-10 Kid Pitch	YES	YES	NO	NO	NO
Intermediate & Junior (11-14)	YES	YES	NO	YES	NO
Senior (15-16)	YES	NO	NO	YES	NO

(1) ORWALL permits any bat which is marked "**APPROVED FOR TEE BALL USE**" in K-Ball and Tee-Ball Divisions ONLY. NOTE: Tee-Ball bats are **not** permitted for use in divisions other than K-Ball and Tee-Ball.

Rule 1.10 – Baseball

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2⅝ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions. Additional information is available at **LittleLeague.org/batinfo**.

Tee Ball:

Under the USABat standard, certified Tee Ball bats (26″ and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified

using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com) beginning September 1, 2017.

NOTE: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

Minor/Major Divisions:

It shall not be more than 33 inches in length; nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30″) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Approved Tee Ball bats may also be used for Coach Pitch/Machine Pitch Minor Divisions only with the use of approved Tee Balls.

Intermediate (50-70) Division and Junior League:

It shall not be more than 34″ inches in length; nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30″) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end.

NOTE 1: Solid one-piece wood barrel bats do not require a USA Baseball logo.

NOTE 2: Also, permitted for the Intermediate (50-70) Division and Junior League Division are bats meeting the BBCOR performance standard, and so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

Senior League:

It shall not be more than 36 inches in length, nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30″) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18)

inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

Little League Challenger Division:

It shall not be more than 33 inches in length; nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

NOTE: Solid one-piece wood barrel bats do not require a USA Baseball logo.

Senior League Challenger Division:

It shall not be more than 36 inches in length, nor more than 2⅝ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed eighteen (18) inches from the small end. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet either 1) the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark which shall be rectangular, a minimum of a half-inch on each side, and located on the barrel of the bat in any contrasting color, or 2) the USA Bat standard and shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. Aluminum/alloy and composite bats shall be marked as to their material makeup being aluminum/alloy or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side, and located on the barrel of the bat in any contrasting color.

In all divisions, a non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

NOTE 1: Whiffle ball type bats are permissible in all Challenger Divisions.

NOTE 2: The traditional batting donut is not permissible.

NOTE 3: Tee Ball bats maybe used in the Challenger Divisions. Under the USABat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com) beginning September 1, 2017.

NOTE 4: Non-wood bats may develop dents from time to time. Bats that have cracks or sharp edges, or that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼-inch bat ring must be used for bats labeled 2¼. The 2⅝-inch bat ring must be used for bats labeled for 2⅝.

NOTE 5: An illegal bat must be removed. Any bat that has been altered shall be removed from play.

An illegal or altered bat must be removed.

In all divisions, non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

NOTE 1: The traditional batting donut is not permissible.

NOTE 2: The use of pine tar or any other similar adhesive substance is prohibited at all levels of Little League Baseball and Softball. Use of these substances will result in the bat being declared illegal and removed from play.

NOTE 3: Non-wood bats may develop dents from time to time. Bats that have cracks or sharp edges, or that cannot pass through the approved Little League bat ring for the appropriate

division must be removed from play. The 2¼-inch bat ring must be used for bats labeled 2¼. The 2⅝-inch bat ring must be used for bats labeled for 2⅝.

NOTE 4: An illegal bat must be removed. Any bat that has been altered shall be removed from play. **PENALTY** – See Rule – 6.06(d).

Little League - Character, Courage, Loyalty

Annex D – End of Season (EoS) Rules

EoS Rules Addendum:

Bracket Play (all games prior to World Series Game)

- The ORWALL regular season rules apply, including game time limits.
- The Tournament Rules in the *Official Regulations* do **not** apply.
- Rule violations (minimum play, use of ineligible pitcher/catcher, etc.) that are protested per rule 4.19 of the *Official Regulations* shall be brought before the ORWALL Competition Committee for review. See Unbecoming Conduct in Section IV - Field Decorum for resulting penalty.
- Highest Seeded team has choice of either Home or Visitor.
- Two (2) regulation game balls shall be provided by the ORWALL Board Member on duty for each EoS game during bracket play.
- Games ending in a tie score shall use the Tiebreaker methods described below to determine a winner.

Bracket Play Tiebreakers

Any game, except the World Series Game, which results in a tie at the end of the regulation period shall be decided by the Tiebreaker method below. Tiebreakers are applied in order of their numerical appearance in this document. For convenience, a **Sample Tiebreaker Worksheet** is provided in this section.

1. Team with the total number of put-outs (a strikeout is considered a putout). If tied, proceed to 2.
2. Team with the total number of runners left on all bases. If tied, proceed to 3.
3. Team with total number of runners left on third base. If tied, proceed to 4.
4. Team with total number of runners left on second base. If tied, proceed to 5.
5. Team with total number of runners left on first base. If tied, proceed to 6.
6. Coin flip. See Coin Flip Method below.

World Series Game

- The coin flip winner shall have choice of Home or Visitor. See Coin Flip Method below.
- The ORWALL regular season rules apply, **excluding** game time limits.

- o World Series Games shall be allotted the full amount of innings, division dependent (age 10 and below: 6 innings; Intermediate and above, 7 innings).
  - o Games may only be shortened in the event of a run rule. See <u>Run Rule (Rule 4.10 €)</u> in <u>Section V – Game Start & End + The Players</u>.
- The Tournament Rules in the *Official Regulations* do **not** apply.
- Rule violations (minimum play, use of ineligible pitcher/catcher, etc.) that are protested per rule 4.19 of the *Official Regulations* shall be addressed immediately by the ORWALL Board Member(s) on duty. If it is determined that a team did violate the rules, the offending team's manager shall be ejected from the game.
- Two (2) regulation game balls shall be provided by the ORWALL Board Member on duty for each EoS game during bracket play.
- Games ending in a tie score shall play extra innings until a winner is determined. Tie games which cannot be completed due to weather or curfew shall resume play the next calendar day.

Coin Flip Method

- A single coin flip shall determine a clear winner for purposes of this section.
- The ORWALL Board Member on duty shall be the designated coin-flipper unless a conflict of interest exists (i.e., Board Member is a coach or a parent of a child for either team).
- Where a conflict of interest exists between the duty Member and one of the teams, any other ORWALL Board Member may assume coin flipping duties.
- Only the manager shall represent his/her respective team during any coin flip event.
- The coin may be any standard-issue U.S. currency. "Heads" and "tails" shall be identified to the manager by the coin flipper prior to the flip.
- Upon request by either manager, the coin may be inspected for authenticity prior to the flip.
- When determining the winner of a Bracket-Play 6th Tiebreaker, the manager of the home team shall declare his/her intent to either call the coin flip or defer the call to the visiting manager prior to the flip.
- World Series managers shall amicably agree upon which of the two shall call the coin flip to determine who may choose Home or Visitor.

- The coin shall be flipped so that it launches vertically from the hand of the flipper and tumbles end-over-end, alternating between obverse and reverse sides of the coin on a parallel axis with the horizon.
- The coin shall tumble freely until making contact with the ground. Once at rest, flat on the ground, the side facing the sky shall be the winning side.
- In the event that the coin does not tumble, is interfered with, or does not rest on flat ground, the coin shall be re-flipped, meeting the requirements described herein.

Annex D – End of Season (EoS) Rules

Sample EoS Tiebreaker Worksheet

DATE:
TIME:

VISITOR:	1	2	3	4	5	6	7	TOTAL
INNING								
PUT OUTS (INCL. STRIKE OUTS)								
TOTAL RUNNERS LOB								
RUNNERS LEFT ON 3RD								
RUNNERS LEFT ON 2ND								
RUNNERS LEFT ON 1ST								

HOME:	1	2	3	4	5	6	7	TOTAL
INNING								
PUT OUTS (INCL. STRIKE OUTS)								
TOTAL RUNNERS LOB								
RUNNERS LEFT ON 3RD								
RUNNERS LEFT ON 2ND								
RUNNERS LEFT ON 1ST								

LAST TIE BREAKER = COIN FLIP