

Lenape Valley Baseball Association Regulations and Playing Rules

Majors Division

Approved March 10, 2020 (Changes from previous rules in red)

Little League Baseball Official Regulations and Playing Rules for the Intermediate (50-70) Division (the "LL Rules") are to be followed, with the exceptions and / or clarifications that follow. In the event of a conflict between the LV Rules and the LL Rules, the LV Rule applies.

1.0.0 Safety Regulations

- 1.1 Only sneakers or shoes with rubber molded cleats are allowed. Shoes with metal spikes or cleats are prohibited.
- 1.2 All players must have played at least one year at the Minor level in order to advance to Majors or have had previous experience in a Minor Level in another organization.
- 1.3 At least one adult coach must be in the dugout at all times.
- 1.4 Any player intentionally throwing equipment or behaving inappropriately in the judgment of the umpire shall receive a warning. Continuation of this behavior or a second offense by this player during the course of the game will result in ejection for the remainder of the game. All ejections shall be reported to the league commissioner.
- 1.5 It is strongly recommended that all players wear a cup for their personal protection

2.0.0 Game Regulations

- 2.1 Managers and coaches must inspect the playing field prior to each game to ensure that it is safe for playing. Chuckholes, divots, loose objects should be fixed or removed. Problems should be reported to the league.
- 2.2 A game may not be started with less than (9) players on each team, nor without at least one adult manager or substitute manager.
- 2.3 If either team is unable to field at least nine (9) players for a game and the opposing coach is notified at least two hours before the scheduled game time, the game shall be rescheduled.
- 2.4 If during the game or within two (2) hours of the scheduled game time, either team is unable to place nine (9) players on the field for any reason, the offending team shall automatically forfeit the game. The game can be played/finished as a scrimmage, with the winning team providing the necessary player(s) to the offending team to place nine (9) players on the field; however, the forfeiture will still stand. The needed players for each inning shall be the player(s) that made the last out(s) in the previous inning.

3.0.0 Game Schedule

3.1 Regular Season Games

- 3.1.a Weekday games: no inning will start after 8:00pm, all games will end no later than, or at 8:15pm.
- 3.1.b Weekend games: no inning will start after 2 hours and 15 minutes from the first pitch; all games will end at the earlier of 2 hours and 30 minutes after the first pitch OR the scheduled start time of the next game.
- 3.1.c The umpire is the official timer. If at the discretion of the umpire one team delayed the game to prevent the other team from having an opportunity to have their final at bats and time has run out the Umpire may extend the game, light permitting. If, at the discretion of the Umpire and Managers, there is time for extra innings, then a game can go longer than six (6) innings.
- 3.1.d If it is an official game (4 innings have been completed) and ends in a tie, then it will be noted as such in the standings. There will be no opportunity to finish a game at a later date. This does not apply to playoff games.

3.2 Playoff Games

- 3.2.a Weekday games: no inning will start after 8:00pm, all games will end no later than, or at 8:30pm. The final inning of the game must be a complete inning or the score of the game reverts back to the last complete inning.
 - 3.2.b Weekend games: no inning will start after 2 hours and 30 minutes from the first pitch. All games will end at the earlier of 2 hours and 45 minutes after the first pitch.
 - 3.2.c The umpire is the official timer. If at the discretion of the umpire one team delayed the game to prevent the other team from having an opportunity to have their final at bats and time has run out the Umpire may extend the game, light permitting. If, at the discretion of the Umpire and Managers, there is time for extra innings, then a game can go longer than six (6) innings. Rain delays will be added to game time.
- 3.3 If a game needs to be rescheduled due to weather, the opposing Managers, with the help of that League's Commissioner, will reschedule the game. All other games that need to be rescheduled, the home team manager must contact the commissioner. Each team will attempt to play their full schedule of games.

4.0.0 Game Play

- 4.1 The home team will supply at least two (2) new Little League "RS" or "RS-T" labeled baseballs for every game.
- 4.2 The home team will occupy the first base dugout and have the field for warm-ups until 25 minutes before game time.

- 4.3 The visiting team will occupy the third base dugout and have the field for warm-ups from 25 minutes up until 5 minutes before the start of the game.
- 4.4 No one except eligible players, a manager, two coaches, and one scorekeeper shall be in the dugout area during the course of a game.
- 4.5 **Minimum Play** (LL Rule 3.03 modification)
- 4.5.a On defense, every player must play at least four innings, and no player can sit out two innings in a row.

The only exceptions to these rules are if:

1. Player(s) show up after the game begins.
2. Player(s) leave before the game ends.
3. A player pitches six (6) full innings. **A pitcher does not need to be removed from the mound in order to fulfill the minimum play requirement for other players, but must sit an inning once removed from the mound before they may play another defensive position.**
4. A player is disruptive or a disciplinary problem. **In this instance, the situation must be discussed with the opposing coach.**
5. The game is shortened for any reason.

Penalty:

The player(s) involved shall start the next scheduled game, play any previous requirement not completed and the requirements for this game before being removed.

The manager shall receive a warning for the first offense, and a suspension for additional offenses.

If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors.

- 4.6 **Double Headers** (LL Rules 3.11 & 4.13 modification) - A team may play one (1) double header in a calendar week. No team shall play three (3) games in a day. Double Headers should be avoided if at all possible.
- 4.7 **Batting Order** (LL Rule 4.04 modification) - The batting order will include all players present. In the event that a player arrives after the start of a game, said player will be placed at the end of the original batting order. Each player is required to bat in his/her spot in the batting order.
- 4.8 **(LL Rule 4.04)** **In the event a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over the player when their time at bat comes up without penalty. If the injured, ill, or absent player returns they are merely inserted into their original spot in the batting order and the game continues.**

- 4.9 The offensive team shall station two base coaches on the field during its time at bat, one near the first base and one near third base. The coach can be an eligible player in the uniform of their team wearing a helmet or an adult manager and / or coach. Both base coaches may be adult managers or coaches.
- 4.10 **Game Length** (LL Rule 4.10 modification) - A regulation game consists of six (6) innings, unless extended because of a tie score, or shortened because the home team needs none its half of the sixth inning; or because the umpire has called the game.
- 4.11 If the score is tied after six (6) complete innings, play shall continue until the visiting team has scored more total runs than the home team at the end of a completed inning; or the home team scores the winning run in an uncompleted inning.
- 4.12 If a game is called –
- 4.12.a It is a regulation game if any of the following have occurred:
- Four (4) innings have been completed
 - The home team has scored more runs in three and one-half innings than the visiting team has scored in four completed half innings.
 - The home team has scored one (1) or more runs in its half of the fourth inning to tie the score.
- 4.12.b If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.
- 4.13 (LL Rule 4.10 modification) If after **three (3)** innings, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If the visiting team has the lead in its half of the inning, the home team must bat in its half of the inning.
- 4.14 (LL Rule 4.10 modification) If after **four (4)** innings, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If the visiting team has the lead in its half of the inning, the home team must bat in its half of the inning.
- 4.15 **Catchers** - All catchers must wear chest protectors with neck collar, dangling throat guard, shin guards, and catchers helmet and mask meeting Little League standards. Male catchers must wear a protective cup.
- 4.15.a All catchers must wear all protective equipment during practice, warmups, and games.
- 4.16 **Defensive Substitutions** - Free substitution on defense is allowed at any time in the game. Any player except the pitcher may be removed and reinstated at any time or position as long as he or she remains in the proper batting position.
- 4.16.a Once a pitcher is relieved or removed from the mound during an inning or between any half inning, he/she cannot re-enter the game / return as a pitcher

4.17 Score Limitation

- 4.17.a During the month of April, an eight (8) run rule is in effect during all innings of a game except the sixth (or umpire declared last) or extra innings. The sixth (or umpire declared last) inning or any that follow will have no limit on runs scored for either team.
- 4.17.b Beginning May 1st, the eight (8) run rule is removed and there will be no limit on runs scored for any and all innings of a game.

5.0.0 The Batter

- 5.1 On deck batters (the next batter) should have a helmet on but no bat in his/her hand. Warm-up swings can be taken just prior to entering the batter's box.
- 5.2 **Bats** must conform to the following standards:
- Not more than 34 inches in length
 - Not more than 2 5/8 inches in diameter
 - Bear the USA Baseball logo signifying the bat meets the USA Baseball Performance Standard
- 5.3 When a bat is thrown by a batter (regardless of whether the batter makes contact with the ball or not), both teams will be issued a warning by the umpire. Any subsequent thrown bat by any batter on either team will result in that batter being declared out, the ball being declared dead, and any runner or runners returned to their original base. If, in the opinion of the umpire, a batter maliciously throws a bat, then the batter is declared out and is ejected from the game.
- 5.4 **Dropped Third Strike** - (LL Rule 6.05(b) clarification) - The batter runner may advance to first base on a dropped third strike provided first base is unoccupied and there are less than two outs or there are two outs and the base is occupied or unoccupied. In each of these situations the ball remains live for all other base runners who may also advance.
- 5.4.a If a runner is on first base with less than two outs and is attempting to steal second base, first base is still considered occupied and the batter runner may not advance to first base on a dropped third strike.
- 5.4.b When a batter becomes a runner on a third strike that is not caught, and starts for the bench/dugout, that batter may advance to first base at any time before entering the dugout or any other dead ball area.
- 5.5 If the batter shows a bunt stance and then swings away (butcher boy) or attempts to slap (swinging) bunt, the ball will be declared dead, and the batter will be declared out. No runners can advance. When a batter squares to bunt, he/she must either bunt at the pitch or pull back and take the pitch. This rule is intended for the safety of the infielders.

- 5.6 **Intentional Walks** – (LL Rule 6.08(a)(2) modification) The defense may not elect to intentionally walk a batter. If, in the opinion of the umpire, the defense is intentionally walking a batter, the umpire will notify the Majors Commissioner and such manager will be suspended for the next game.

6.0.0 The Runner

- 6.1 **Sliding** (LL Rule 7.08 clarification)
- 6.1.a When a base runner is approaching a base or home plate and the defensive player is in possession (or about to be in possession) of the ball, then the runner must slide or attempt to avoid the tag.
 - 6.1.b If in the umpire’s judgment the runner does not slide or attempt to avoid the defensive player in possession of the ball and makes contact with the defensive player then the runner is called out and the ball would be declared dead.
 - 6.1.c **There is no "must slide rule".**
 - 6.1.d If a runner attempting to reach home plate (or any base) intentionally and maliciously runs into a defensive player, he will be called out on the play and ejected from the game. The objective of this rule is to penalize the offensive team for causing a possible injury to a defensive player. (This is an umpire’s judgment call.)
 - 6.1.e However, in accordance with Major League Baseball rules, a defensive player is not permitted to block a base or home plate when not in possession (or about to be in possession) of the ball—umpire would apply the obstruction rule in this case.
- 6.2 The runner is out when he/she slides head first while advancing; however, the runner may dive head first back to a base.
- 6.3 No “courtesy” runners are allowed unless due to injury.

7.0.0 The Pitcher

- 7.1 **Pitching Limits**
- 7.1.a The **Pitch Week** is defined as Monday to Sunday.
 - 7.1.b The maximum pitches allowed per week resets with the pitch week, however required days of rest do not.
 - 7.1.c **Total Number of Pitches Allowed:** 125 per week
 - 7.1.d A pitcher cannot pitch three (3) consecutive days.
Example: A restricted pitcher throws 20 pitches for his Travel team on Friday night. On Saturday, and at the approval of the Travel Manager, the same player

throws 20 pitches for his In-house team. This player is now ineligible to pitch for his Travel team on Sunday, even if he is below the total weekly pitch count limit and has met the required days of rest.

7.1.e Number of Pitches Allowed per Game (for both In-House and Travel):

Start of Season through April 22	Limit 35 pitches per game (includes scheduled practice games).
April 23 through May 6	Limit 65 pitches per game.
May 7 through End of Season	Limit to 75 or 85 (depending on age) pitches per game.

*As LVBA Travel players have already been playing through winter, all **restricted travel pitchers** do not have a “break-in period” and may adhere to the April 23 through May 6 limits from start of the season for **travel games only**.

7.1.f **Required Days of Rest:**

1 to 20 pitches	0 days rest
21 to 35 pitches	1 day rest
36 to 50 pitches	2 days rest (8-year-old limit)
51 to 65 pitches	3 days rest
66 to 75 pitches	4 days rest (9 & 10-year-old limit)
66 to 85 pitches	4 days rest (11 & 12-year-old limit)

If a pitcher reaches either a day(s) of rest threshold or pitching limits referenced above, the pitcher may continue to pitch until any one of the following conditions occurs:

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

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed, or the game is completed before delivering a pitch to another batter.

7.1.g Per LL Regulation VI (a), any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. The catcher receiving one pitch in an inning constitutes having caught that inning. Warm-ups do not count. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. (Exception: If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game.)

7.1.h If a player delivers 41 or more pitches, the player may not play the position of catcher for the remainder of that day. (Exception: If the pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter.)

PENALTY

This will be a no tolerance if a Manager pitches a player without the necessary rest and following rules laid out above. The manager will be ejected from the game and suspended for one (1) additional game.

7.1.i **All-Star Game:** Regardless of all other pitching restrictions (including LL Rules), for the LV Majors All-Star Game ONLY, each player (Travel or In-House) shall have a 20-pitch limit and in no situation will any player be permitted to pitch more than one (1) inning (or three (3) outs total). If any player is on a “mandatory rest,” on the day of the All-Star game, the appropriate All-Star team manager **MUST** have WRITTEN parental permission via email.

7.2 When warming up, if a pitcher is discovered to be ineligible, he/she must be removed, and the previous pitcher of record may not return.

7.3 A pitcher may not pitch in more than one game in a day.

7.4 The “Hidden Ball Trick” is not allowed.

7.5 Forced removal of a pitcher will be at the umpire’s discretion. A pitcher is not forcefully removed from the mound due to the number of hit batters.

7.6 In the event of a suspended game which resumes on another date and for the purposes of rest required, the resumed game shall not be considered the same game for calculating rest period and pitcher availability.

Note: A pitcher removed from the mound during the half inning in which their team is playing defense is not eligible to pitch when the game is resumed regardless of availability, unless the game is suspended prior to the replacement establishing him or her as the pitcher. (i.e.) begins to throw warm-up pitches or delivers a pitch to a batter.

Example. Player throws 45 pitches on Saturday when game is suspended. (2 days rest is required for this same pitcher to throw again.) The game resumes the following Saturday. The player has met the days rest requirement and is available to pitch with a full pitch count as the pitching week also reset on Monday.

7.7 Restricted Travel Pitchers

- 7.7.a A limited number of pitchers will be restricted from pitching during In-House games. This would exclude special events such as All-Star games.
- 7.7.b Each Travel team (ages 8 through 12) may restrict up to 5 pitchers. Note - 8-year-old Travel teams can only restrict 2 AAA pitchers.
- 7.7.c All restricted pitchers will be named prior to the draft and must remain the same for the entire Travel season. A pitcher may only be replaced on the restricted list if his season ends due to injury.
- 7.7.d Assuming restricted pitchers are available to pitch, they are limited to the following pitch counts during in-house games:
- Monday through Wednesday – 35 pitches
 - Thursday and Saturday – 20 pitches
- 7.7.e The travel manager's approval must be obtained prior to the use of a restricted pitcher.
- 7.7.f Once the Travel season has ended, restricted pitchers follow the approved in-house pitch count rules.

7.8 Non-Restricted Travel Pitchers

- 7.8.a Pitchers not restricted may pitch Travel. If available to pitch, a Non-Restricted pitcher may throw up to 20 pitches for Friday Travel games without permission from In-House coach.
- 7.8.b The use of a Non-Restricted pitcher for more than 20 pitches is at the sole discretion of the In-House Manager.
- 7.8.c If prior arrangements are made with the In-House coach, a non-restricted pitcher may throw additional pitches following guidelines set forth in the Pitching Limitations Section.

7.9 Additional Scheduling Concerns

- 7.9.a In-House rain-outs – It is the In-House coach's responsibility to work with the Travel coach to determine if Travel pitchers are available to pitch In-House for a rainout.
- 7.9.b Travel rain-outs - It is the Travel coach's responsibility to work with the In-House coach to determine if In-House pitchers are available to pitch Travel for a rainout.

7.10 Communications

- 7.10.a Travel and In-House Coaches are expected to communicate at all times. Travel and In-House Managers are expected to report pitch counts to each other and discuss pitcher availability on a regular basis.

- 7.11 **MODIFIED PENALTY FOR A BALK:** The umpires shall call infractions of the balk rule whenever they occur.
- 7.11.a Each pitcher will receive a WARNING issued for the first two (2) occurrences and there is NO PENALTY of awarding base(s) to runner(s) or called balls to the batter.
 - 7.11.b Once a pitcher has received two (2) balk warnings, penalties will be awarded per the Official Little League rules for the Intermediate (50-70) division (LL Rule 8.05).
 - 7.11.c Runners who advance beyond the next base (beyond 1 base past the base occupied at time of pitch) do so at their own risk. If put out, the out stands.
 - 7.11.d For willful or persistent balk infractions by a pitcher, the umpire has the authority to remove the pitcher from the mound for the remainder of the game.
 - 7.11.e If an umpire suspects that a coach or manager of either team (offense or defense) is utilizing tactics designed to circumvent or take unfair advantage of the balk or base running rules, the umpire has the authority to warn the manager. Repeated, continued, or additional infractions by the coaching staff (after warning) subject the manager (as well as any involved coaches) to ejection. This is considered unsportsmanlike conduct. The umpire shall report all warnings under this rule

8.0.0 The Umpire

- 8.1 **INSTRUCTIONS TO UMPIRES** - The balk rule is a necessary by-product of allowing base runners to take leads on the 70-foot field.
- 8.1.a LV Baseball's intent is to enhance the excitement of the game and to teach offensive and defensive players how to play "real baseball" (complete with taking leads and holding base runners on).
 - 8.1.b Teaching the players is more important than a strict, literal enforcement of the balk rule. The intent is not to call highly technical or "tickey-tack" balks, but base runners must also be protected from deceiving or unfair tactics.
 - 8.1.c Balks are necessary, but it's not fun for anybody to watch runners parading around the bases with balk after balk.
 - 8.1.d The following umpire instructions are designed to meet these goals. As a minimum, umpires should be thoroughly familiar with the fundamental balks below. If these are the only balks which umpire's call, it will be consistent with the league's intent. This does not say that umpires should not call other infractions "balks", but when they do, they should use discretion.)
- 8.2 **FUNDAMENTAL BALKS** – There are two (2) fundamental infractions which are so basic to the balk rule that they should be called whenever they occur (without discretion by the umpire). Coaches have been made aware of these infractions and are instructed to teach them to pitchers.

- 8.2.a **Official LL Rule #8.05(a):** Once a pitcher makes his natural pitching motion, he is committed to pitch to the batter. For the windup position, his very first motion commits the pitcher to deliver to the plate and any pick-off attempt or stopping/hesitating should be called a balk without discretion. For the set position, a pitcher is not committed to the plate until he actually makes motion directed towards the plate, and umpire discretion is appropriate when the pitcher is pitching from the set or stretch (see below).
- 8.2.b **Official LL Rule #8.05(b):** A pitcher while on the rubber can never fake a throw to 1st base. If they go towards 1st base they must complete the throw.
- 8.3 **UMPIRES DISCRETION** - We recognize that we are dealing with young, inexperienced pitchers and, for most of them; this is their first introduction to balks and holding runners on. Of course, "important" infractions need to be penalized. For less significant infractions, the league is satisfied to make these teaching examples without penalty. Umpires may use discretion and the criteria below in determining whether or not to penalize an infraction (and the penalty is a warning for the 1st infraction and a balk for any which follow). If any one or more of the following apply a balk should be called.
- 8.3.a If the infraction gives the defense an unfair advantage or places the offense at a disadvantage. Rule of thumb would be that an infraction which causes ANY significant reaction by base runners has likely placed runners at a disadvantage (we are talking about runners reacting, NOT base coaches; a coach yelling "balk" does not necessarily reflect a disadvantage to the runners).
- 8.3.b If the act is clearly intentional, or if the umpire has reasonable belief of an intent to deceive. For example, if while attempting to execute the hidden ball trick, the pitcher stands on or near the rubber without the ball, there is clearly INTENT and a balk (or 1st warning) should be called.
- 8.3.c If the infraction is such that a pitcher of this age, who has been properly coached at this level, should have "known better". Obviously, this is entirely a judgment call, and it may be different for an 11- vs. 12-year- old pitcher. Persistent minor infractions, after numerous "teaching" cautions by the umpires would warrant a penalty.
- 8.4 **IMPORTANT-** Discretion by the umpires in calling balks is entirely a judgment call and is not to be argued by coaches. The umpire crew is strongly encouraged to confer if there is any question of discretion. Whenever in doubt, GIVE THE PITCHER THE BENEFIT OF THE DOUBT!
- 8.5 All Majors Division managers must umpire at least two (2) separate regular season Majors division games that do not include their team's participation.

9.0.0 Game Records

- 9.1 The scorekeeper shall report the player(s) who are sitting out defensively as well as confirm the pitchers and pitch counts at the completion of each half inning. Both score keepers shall record pitchers and pitch counts for both teams in the scorebook.
- 9.2 Forfeitures are recorded as a score of 6-0 for purposes of ranking and seeding.
- 9.3 Game result and pitch count reporting is intended to maintain the league standings and maintain safety of the kids. The reporting system is established to help coaches track when kids can pitch again to meet pitching rules mandated by Little League.
- 9.4 **Coaches from both teams must report the score and the pitch count for their teams' pitchers by 4:00 PM the following day.**
 - 9.4.a The score and pitch count shall be reported through the Lenape Valley Baseball website at www.lvbaseball.org.
 - 9.4.b Each coach will be provided a log-in code and password to allow the coach to update the website. **Each coach will also receive an email with a link to easily report score and pitch counts.**
 - 9.4.c The website will be user friendly with drop down screens showing team names, scores players names and players number.
 - 9.4.d Once scores are inputted standings will automatically be updated.
- 9.5 For purposes of league standings and seeding for the play-offs, the official standings will track win percentage. If after the win percentage is totaled there is a tie, the following will be used to break the tie in the order listed:
 1. Most Wins
 2. Head-to-Head record.
 3. Total Runs Scored against team tied with in head to head play
 4. Total Runs Allowed during regular season (against all teams)
 5. Total Runs Scored during regular season (against all teams)
 6. Coin Flip

PENALTY

A penalty for not reporting scores and innings pitched may need to be assessed if coaches forget to report scores and pitches thrown.

LV does not want to assess penalties, but it may be determined a penalty is required which could include the deduction of points from the standings if a coach fails to report scores.

10.0.0 Supplementing Rosters

- 10.1 Five-man "Call Up" Roster to Supplement Majors Rosters

- 10.1.a There will be a five-man “call up” roster made available for managers to pull from when there is a known shortage of players for a game.
 - 10.1.b The five-man “call up” roster will consist of the top five Triple A players.
 - 10.1.c When calling up a player this player becomes the 9th or 10th player on the roster for that game.
 - 10.1.d Player(s) can only be called up to the next level if they do not have a game for their assigned team. Under no circumstances should a player miss their own game to play at the next level.
- 10.2 When a manager knows there will be a shortage of players (less than ten (10) players) for a game, the manager can add Supplement Player(s) to their roster for that specific game by:
- 10.2.a For **Regular season games** managers can:
 1. Supplement their roster by utilizing the five-man “call up” roster detailed above in rule 10.1.
 2. Supplement their roster by working with the manager of another Majors team to utilize players that do not have a game scheduled on the same day.
 - 10.2.b For **Playoff games** managers can:
 1. Supplement their roster by utilizing the five-man “call up” roster detailed above in rule 10.1. Managers cannot supplement their rosters from other Majors teams during the playoffs.
- 10.3 More than one (1) supplemental player may be utilized to fill a team’s roster for a game.
- 10.4 Supplemental player(s) cannot be players drafted in the first three (3) rounds of the Majors draft.
- 10.5 Supplemental player(s) cannot pitch in the game and must bat at the end of the batting order.
- 10.6 There will also be a five-man roster from the top five Major’s players to assist in the Juniors Division.

11.0.0 Field Maintenance

- 11.1 The Home Team shall line the field, rake and smooth the infield dirt areas prior to the start of the game.
- 11.2 The Visiting Team shall rake and smooth the infield dirt areas after the game.
- 11.3 Each team will be responsible for policing their bench and emptying the trash at the end of each game.

ADDENDUM – Frequently Asked Field Maintenance Questions

Who (Home or Away) rakes the infield before a game?

The home team.

How many minutes before the game should it be raked?

15- to 30 minutes prior to the game

Who marks the foul lines? Should they use string to keep the lines straight?

The outfield lines should be painted prior to the first game on EVERY Saturday. They base paths AND the outfield foul lines. The outfield foul lines should extend a minimum of 30 feet beyond 1st and 3rd base. The base paths should be marked with field chalk. The outfield foul lines and “out of play” lines should be painted with a line sprayer. String may be used, by extending the string from the back tip of the plate beyond first base to the painted line.

How often should the outfield foul lines be painted?

The outfield lines should be painted prior to the first game on EVERY Saturday. They should be touched up (one coat) on Tuesday night or Wednesday night (depending on Tuesday’s weather).

How often should "out of play" lines be painted on the fields?

The outfield lines should be painted prior to the first game on EVERY Saturday. They should be touched up (one coat) on Tuesday night or Wednesday night (depending on Tuesday’s weather). The outfield lines are occasionally painted by the Suburban Travel teams on Friday night (which eliminates the need to paint them again on Saturday morning).

Who rakes the field after a game?

The Visitors. In the case of a Suburban Travel game, LV rakes before and after a game.

Does the field need to be raked or lined for an 11:30 AM Saturday game when 2 teams just played a 9:00 AM game?

The Visiting team of the first game (in this case 9:00 AM) should ask the Managers of the second game (in this case 11:30 AM) if they would like the infield raked.

Who is responsible for the trash in each dugout? Is it okay to leave shells from seeds in the dugouts?

Each team is responsible for their own trash. The Manager should be the last person to leave the dugout and is ultimately responsible for any trash left behind. Managers should NOT allow their team to enter a dugout on a Saturday until the previous team has collected all of their trash. In addition, we are the guests of New Britain Township at North Branch Park. Although spitting seeds can be a “baseball tradition”, someone (us) has to clean them up. If your team spits them, your team sweeps them up.

Who is responsible for putting up and taking down the fence on North Branch 6? And when should it occur?

The Home team is responsible for putting the outfield fence up on North Branch 6 prior to the start of the game and is considered part of field preparation. The Away (Visitor) team is responsible for taking the fence down after the end of the game. If there is another game scheduled to occur later on the same day, the fence may be left up, however the Away (Visitor) team of the later game must take the fence down and store it in the cabinet behind home plate at the end of the later game.

In the case of a Suburban Travel game, the Lenape Valley Travel team is responsible for putting the fence up prior to the start of the game as well as removing and storing it after the game has completed.

As we are the guests of New Britain Township at North Branch Park, the fence should not be left up overnight.

How do rake out puddles?

Puddles should **NEVER (NEVER EVER)** be raked onto the infield or the outfield. The infield mix needs to stay on the infield and should not be raked into a “lip” just behind the grass infield.