

	Coach Pitch	Minors	Majors	Junior/Senior
<b>Coach Certification</b>	All Coaches and team moms must have a clean back ground check. While your league may require Nays in addition, a Diamond Leader certification is required in order to be on the field or in the dugout during a Little League Sanctioned event.	All Coaches and team moms must have a clean back ground check. While your league may require Nays in addition, a Diamond Leader certification is required in order to be on the field or in the dugout during a Little League Sanctioned event.	All Coaches and team moms must have a clean back ground check. While your league may require Nays in addition, a Diamond Leader certification is required in order to be on the field or in the dugout during a Little League Sanctioned event.	All Coaches and team moms must have a clean back ground check. While your league may require Nays in addition, a Diamond Leader certification is required in order to be on the field or in the dugout during a Little League Sanctioned event.
<b>Coach Attire</b>	All Coaches and Team Moms should wear appropriate attire. Tears, holes, and open toe shoes are prohibited. Athletic pants/shorts, polo shirts/ team tshirts or jerseys, khaki pants or shorts/ nice jeans/ athletic pants or shorts are permitted	All Coaches and Team Moms should wear appropriate attire. Tears, holes, and open toe shoes are prohibited. Athletic pants/shorts, polo shirts/ team tshirts or jerseys, khaki pants or shorts/ nice jeans/ athletic pants or shorts are permitted	All Coaches and Team Moms should wear appropriate attire. Tears, holes, and open toe shoes are prohibited. Athletic pants/shorts, polo shirts/ team tshirts or jerseys, khaki pants or shorts/ nice jeans/ athletic pants or shorts are permitted	All Coaches and Team Moms should wear appropriate attire. Tears, holes, and open toe shoes are prohibited. Athletic pants/shorts, polo shirts/ team tshirts or jerseys, khaki pants or shorts/ nice jeans/ athletic pants or shorts are permitted
<b>Team Staff Responsibilities</b>	The Team Staff of both the home and visiting team playing will be responsible for field prep prior to game play. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field post game.	The Team Staff of both the home and visiting team playing will be responsible for field prep prior to game play. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field post game.	The Team Staff of both the home and visiting team playing will be responsible for field prep prior to game play. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field post game.	The Team Staff of both the home and visiting team playing will be responsible for field prep prior to game play. Both managers will be responsible for cleaning the trash from dugout and bleachers from their side of the field post game.
	The home team will be responsible for keeping the official book during the game. The visitors will be responsible for keeping the score board.	The home team will be responsible for keeping the official book during the game. The visitors will be responsible for keeping the score board.	The home team will be responsible for keeping the official book during the game. The visitors will be responsible for keeping the score board.	The home team will be responsible for keeping the official book during the game. The visitors will be responsible for keeping the score board.
<b>Conduct</b>	We will abide by all Little League rules for ejections. Local Little League boards for the ejected coach has the right to add additional punishment as their board determines.	We will abide by all Little League rules for ejections. Local Little League boards for the ejected coach has the right to add additional punishment as their board determines.	We will abide by all Little League rules for ejections. Local Little League boards for the ejected coach has the right to add additional punishment as their board determines.	We will abide by all Little League rules for ejections. Local Little League boards for the ejected coach has the right to add additional punishment as their board determines.
<b>Protests</b>	All play protest must be made to the umpire prior to the next pitch in order to be considered. All game protests regarding rosters and eligibility must be made to the umpire prior to the first pitch of the game. NOTE: Rosters from both teams will be due to umpires 10 minutes prior to game time.	All play protest must be made to the umpire prior to the next pitch in order to be considered. All game protests regarding rosters and eligibility must be made to the umpire prior to the first pitch of the game. NOTE: Rosters from both teams will be due to umpires 10 minutes prior to game time.	All play protest must be made to the umpire prior to the next pitch in order to be considered. All game protests regarding rosters and eligibility must be made to the umpire prior to the first pitch of the game. NOTE: Rosters from both teams will be due to umpires 10 minutes prior to game time.	All play protest must be made to the umpire prior to the next pitch in order to be considered. All game protests regarding rosters and eligibility must be made to the umpire prior to the first pitch of the game. NOTE: Rosters from both teams will be due to umpires 10 minutes prior to game time.
<b>Game Forfeit</b>	If a team has less than 8 players to start the game after a 10 minute grace period, the game will be forfeited. A game may not be continued if a team drops below 8 players during the game for any reason. If a team is unable to make a scheduled game, they must notify their tournament representative in advance. This should only occur in the event that not enough players can make it. If the game is not upheld for any other reason, it will be a forfeit and the Coach's All Star eligibility status will be called into consideration.	If a team has less than 8 players to start the game after a 10 minute grace period, the game will be forfeited. A game may not be continued if a team drops below 8 players during the game for any reason. If a team is unable to make a scheduled game, they must notify their tournament representative in advance. This should only occur in the event that not enough players can make it. If the game is not upheld for any other reason, it will be a forfeit and the Coach's All Star eligibility status will be called into consideration.	If a team has less than 8 players to start the game after a 10 minute grace period, the game will be forfeited. A game may not be continued if a team drops below 8 players during the game for any reason. If a team is unable to make a scheduled game, they must notify their tournament representative in advance. This should only occur in the event that not enough players can make it. If the game is not upheld for any other reason, it will be a forfeit and the Coach's All Star eligibility status will be called into consideration.	If a team has less than 8 players to start the game after a 10 minute grace period, the game will be forfeited. A game may not be continued if a team drops below 8 players during the game for any reason. If a team is unable to make a scheduled game, they must notify their tournament representative in advance. This should only occur in the event that not enough players can make it. If the game is not upheld for any other reason, it will be a forfeit and the Coach's All Star eligibility status will be called into consideration.
<b>Rain Outs</b>	The league's Board of Directors will determine the first available day to make up the game. Failure to appear for the make-up game will result in a forfeit.	The league's Board of Directors will determine the first available day to make up the game. Failure to appear for the make-up game will result in a forfeit.	The league's Board of Directors will determine the first available day to make up the game. Failure to appear for the make-up game will result in a forfeit.	The league's Board of Directors will determine the first available day to make up the game. Failure to appear for the make-up game will result in a forfeit.
<b>Equipment</b>	Facemasks are recommended for defensive players.	Facemasks are recommended for defensive players.	Facemasks are required for defensive players. Pitcher chest protectors are recommended.	Facemasks are required for defensive players. Pitcher chest protectors are recommended.
<b>Ball Size</b>	11 inch	11 inch	12 inch	12 inch
<b>Inning</b>	A maximum of 5 runs may score in any one inning, except the 6th inning. The 6th inning will end when the team's lineup has batted one time through in its entirety in their half-inning or when three outs are recorded, whichever comes first. This will also apply to extra innings. The inning shall end when play is stopped by the umpire in accordance with the rules for stopping play	A maximum of 5 runs may score in any one inning, except the 6th inning. The 6th inning will end when the team's lineup has batted one time through in its entirety in their half-inning or when three outs are recorded, whichever comes first. This will also apply to extra innings. The inning shall end when play is stopped by the umpire in accordance with the rules for stopping play	A maximum of 5 runs may score in any one inning, except the 6th inning. The 6th inning will end when the team's lineup has batted one time through in its entirety in their half-inning or when three outs are recorded, whichever comes first. This will also apply to extra innings. The inning shall end when play is stopped by the umpire in accordance with the rules for stopping play	A maximum of 5 runs may score in any one inning, except the 6th inning. The 6th inning will end when the team's lineup has batted one time through in its entirety in their half-inning or when three outs are recorded, whichever comes first. This will also apply to extra innings. The inning shall end when play is stopped by the umpire in accordance with the rules for stopping play
<b>Time Limit</b>	90 Minutes (1 Hour and 30 Minutes) *No new inning may start after the time limit is reached. In accordance with Little League Rule 4.10, if the time limit is reached, the game will be considered an official game regardless of the number of innings played.	105 minutes (1 Hour and 45 Minutes) *No new inning may start after the time limit is reached. In accordance with Little League Rule 4.10, if the time limit is reached, the game will be considered an official game regardless of the number of innings played.	105 minutes (1 Hour and 45 Minutes) *No new inning may start after the time limit is reached. In accordance with Little League Rule 4.10, if the time limit is reached, the game will be considered an official game regardless of the number of innings played.	120 minutes (2 Hours) *No new inning may start after the time limit is reached. In accordance with Little League Rule 4.10, if the time limit is reached, the game will be considered an official game regardless of the number of innings played.
<b>Time Outs</b>	When a throw of any type by an infielder attempting to throw out a batter eludes the first baseman, all runners may advance until an out is recorded, the ball is thrown out of play (into the dugout or stands), or play is stopped by the umpire.	At the umpire's discretion	At the umpire's discretion	At the umpire's discretion
<b>Stopping Play</b>	Play will stop when the ball is controlled by the pitcher in the pitching circle OR if a defensive player controls the ball in front of the lead runner. At this time, the umpire will declare time and determine if any runners advancing were beyond the halfway point in route to the next base. If any runner is beyond half way, the umpire will award the runner the next base. If the runner was not at least half way, the runner will be returned to the previously occupied base.			
<b>Run Rule</b>	15 after 3 innings, 10 after 4 and 8 after 5 innings. Rule 4.10(e).	15 after 3 innings, 10 after 4 and 8 after 5 innings. Rule 4.10(e).	15 after 3 innings, 10 after 4 and 8 after 5 innings. Rule 4.10(e).	15 after 3 innings, 10 after 4 and 8 after 5 innings. Rule 4.10(e).
<b>Slung Bat</b>	First offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out. Please note: this is for safety.	First offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out. Please note: this is for safety.	First offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out. Please note: this is for safety.	First offense, batter and coach will be warned (umpire will have it noted in the Score book). Any subsequent violation the batter will be called out. Please note: this is for safety.
<b>Offense</b>	Prior to the game, each coach will declare how many players are participating. All participating players will be in the batting order (continuous batting order). The batting order will pick up where it left off from the previous inning after three (3) outs are made or five (5) runs score. If a player shows up late, he/she automatically goes to the bottom of the line-up. If a team bats out of order the batter will be out. Must be a protest prior to next at bat.			
<b>Strike Outs</b>	Each batter will get a maximum of 7 pitches or three swinging strikes per at bat. Should the batter foul the seventh pitch, they will continue until they either swing and miss the pitch, put the ball in play or let a pitch go by without swinging			
<b>Bunting</b>	No Bunting, walks, called strikes or Infield Fly Rule.			